

Ninja_add v0.93

Modified ninja compatible in multiplayer; by Faguss (ofp-faguss.com)

1. Required addon

Ninja__LLU <ftp://ftp.ofpr.info/ofpd/unofaddons2/Shinobi.zip>

2. Modifications

- animations synchronized in multiplayer
- decreased action radius
- localization (Polish, French, Finnish, Czech, German)
- supports Fwatch v1.13

3. Usage

This addon improves the original unit.

Every player who has loaded the modification will see proper animations of every other ninja unit.

Using with Fwatch v1.13:

Press *RIGHT CTRL* and *F10* to cycle between suspending the script and reconfiguring key for action (you may bind it to any key and mouse button).

Configuration is saved to „\fwatch\mdb\ninja.db”.

4. Reserved variables

`NINJAADD_UNIT` – the unit to animate.

`fwatch_ninja` – indicates if Fwatch support is enabled

5. Credits

Polish localization by Faguss. French by Nikiller. Finnish by [PnM]Osku. Czech by Kalasnikov471. German by [CiA]Tony.

6. Version history

0.1 (18.05.09)

First release.

0.9 (17.07.09)

- action does not appear if unit has leg injury
- added script using fwatch
- used better synchronization method

0.91 (17.02.10)

- improved script for Fwatch
- changed string names in stringtable.csv

0.92 (02.09.11)

- compatibility with Fwatch v1.1

0.93 (20.05.15)

- uses „input multi” method (Fwatch v1.13)