

# OPERATION FLASHPOINT : MISSION EDITOR UBER REFERENCE GUIDE



(Compiled by Merciless Creations)



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Thanks and credits go to all Operation Flashpoint 3<sup>rd</sup> party mod developers, authors and websites in no particular order:

**[Operation Flashpoint Network](#) -**

**<http://www.3dactionplanet.com/flashpoint/>**

**[Operation Flashpoint Editing Center](#) -**

**<http://www.concept-5.com/ofp/default.asp>**

**[Levels4you](#) -**

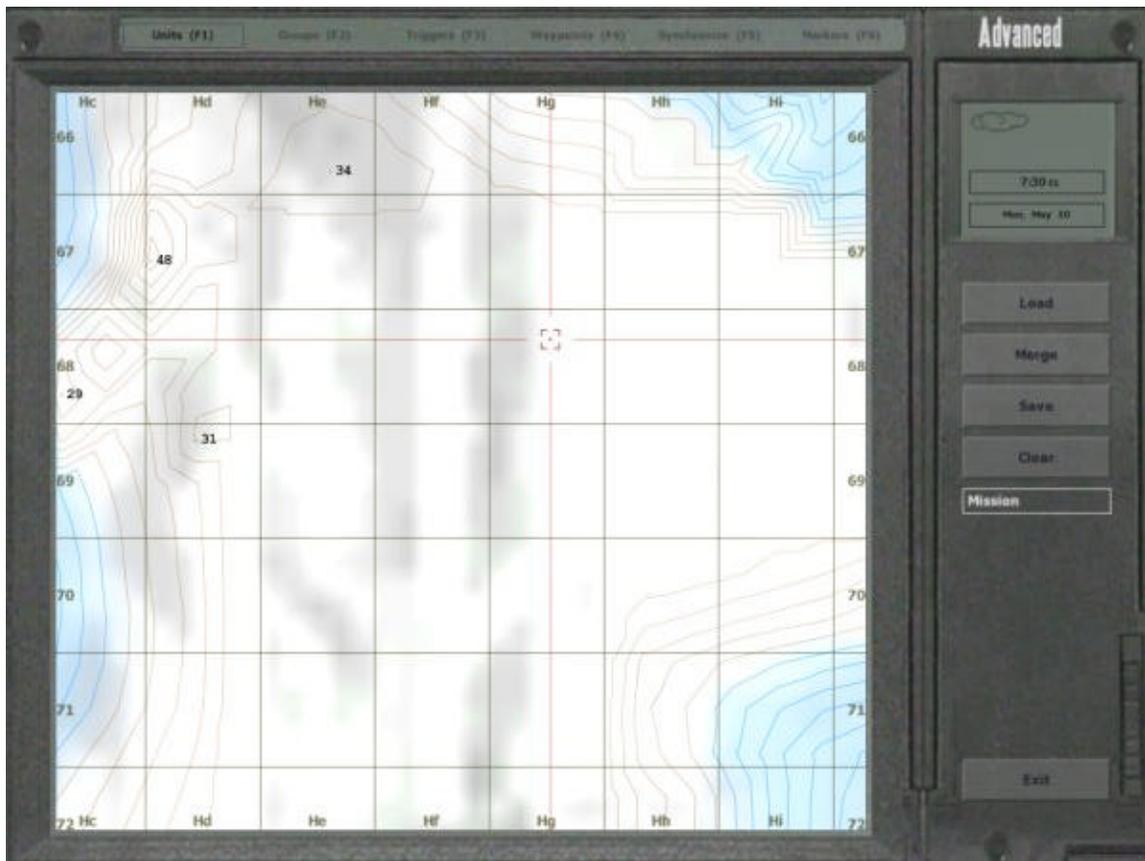
**<http://www.levels4you.com/of>**

**[Flashpoint Arena](#) -**

**<http://www.flashpointarena.com/>**

*Please visit all of these websites for some of the BEST 'Operation Flashpoint' addons, tutorials, mods, missions, vehicles, weapons, etc!*

## Understanding The Mission Editor



The Operation Flashpoint Mission Editor is a very user-friendly editor as you can see from the above. In the following, I will explain the first look.

### Center Editing Area

This is where you see your entire mission being edited. Here, you see the island you've selected to start with to make your mission. You can see the grid squares, these are the coordinates of the island. Sometimes you're playing and they say "Move to Delta, Bravo 62", if you look at the grid squares, you will find "DB62", this is the grid square indicated when you were playing the game. You will get more familiar with this area when you start adding stuff.

### Selection Tools At The Top

This is a very important section of the editor. This is where you select what type of thing you want to insert. If you click "Units" at the top and you double click on the editing area, you will be able to insert a unit. If you click "Trigger" and double click on the editing area, you will be able to insert a trigger, and etc...

You get the idea. You see in brackets some of the F keys as they are shortcut keys. Instead of having to click them to be able to insert something else, you can press the shortcut key. For example you want to insert a trigger but don't want to move the mouse up and click, simply press "F3" and the insertion tool is selected!

This is how your mission will be composed, by inserting different types of stuff such as units, triggers, markers, etc...

### **Cloud Symbol On The Top Right Area**

This is a very neat feature in the editor. This is where you select the weather conditions, time, date and name for your mission. If you click it, a new window pops up where you can setup all these kind of details for your mission.

### **Buttons On Right Toolbar**

This is where you control everything in the center editing area. From here you can load other missions into the editor from any of the islands, you can also save your mission and even export it to one single file to prepare it for release. You can also clear the island currently being edited to start a new mission on the currently opened island. The Merge button appears only in “Advanced” mode, with this function, you can merge a mission to another where if you trigger an event, the game can load another mission. This can be good if you want a single huge mission divided into simple, smaller missions or to make a campaign where you can get multiple missions and save them into one single file.

Once you insert a player starting position, a Preview button appears for you to test out your mission without having to export it. A Continue button appears when you preview your mission and then abort it. The truth is, it never really aborts since clicking the Continue button will start where you aborted!

### **Easy / Advanced Text At The Top**

This is where you select how you want to edit everything. On Easy, a lot of the features of the editor will disappear to allow you to do basic stuff and not get mixed up so easily. But I recommend you start with Advanced and never use Easy. Advanced doesn't complicate the basic functions, it simply adds a few more functions to the one shown on Easy, so really, it's still user-friendly!

You may toggle between Easy and Advanced by clicking the text itself...

## Understanding Units

**Insert unit**

Side: **West** Rank: **Private**

Class: **Men** Unit: **Soldier**

Control: **Player** Special: **In Formation**

Info age: **Unknown** Name:

Vehicle lock: **Default** Skill:

Initialization:

Health/armor:

Fuel:

Ammunition:

Azimut:

Probability of presence:

Condition of presence:

Placement radius:

This window is accessed by selecting the “Units” tool at the top of the editor and double clicking on any part of the center editing area. Where you click, depends where you are inserting the unit initially, anyway you can always move it around and edit it. A unit is basically anything which is solid in the game which you can interact with, such as soldiers, tanks, helicopters, fences, and all that kind of stuff...

### Side

From here, you select for which side you are going to insert a unit for. In the original game's missions, West are the goodies and East the baddies, or better, West are the Americans and East are the Russians ☞

Resistance is an army like a terrorist group, but is friendly to either East, West or none. Civilian doesn't attack anybody and can be used for decorations to add to the realism of a mission. Note, once you insert a player into the mission, you may select more sides including Empty which is used to insert empty vehicles, fences, tents and other objects...

### Class

From here, you select what type of unit you want to insert for the selected Side. You can choose from many, some including Men, Air and Armored. Depending on what class of unit you select, depends on what units you can insert!

### Control

Here you can select from three options, "Non Playable", "Playable" or "Player". Let me explain the three of them. "Non Playable" is selected if you want to make a unit that cannot be used by anybody or anything!

"Non Playable" is commonly selected when you insert an enemy tank for example, you cannot use it or get into it. "Playable" is used for multiplayer missions. If you insert in a single player mission two player starts, one for the player and one for a teammate, and you put both player starts to "Playable", then you can use this mission as a Cooperative mission where you can choose position, between any of those two guys. "Player" is used to tell the game who the player is in Single Player missions. You can set a tank as a player which means the player will start in the tank during the game but will take the type of man that belongs in a tank, which is "Pilot".

### Info Age

*\*no information regarding this option because of lack of knowledge and non-importance!\**

### Vehicle Lock

*\*no information regarding this option because of lack of knowledge and non-importance!\**

### Rank

Here, you select what rank you want your unit to have. If you group up three guys and make one's rank something higher than the others in the group such as "Captain", then that unit can give orders to all the others grouped with him. There are many ranks, though the one used most as the highest for a guy who goes to battle is "Captain" but it's your choice what you select!

### Unit

Here you select what unit you want to insert. What you see in this list depends on what you select in "Side" and "Class". If you selected side as East, class as Car, then you can insert a UAZ, but if you select side West, class as Car, then you can't insert a UAZ since UAZ's are only available to the East side. You get the idea...

## Special

In special, you can select a few options for your unit's team behavior. If you group two soldiers with a helicopter and the helicopter's special is set to "In Formation", then where the soldiers are, is where the helicopter will be!

I recommend, for most cases, choosing "None" but that's up to you and the situation.

## Name

This is a VERY important field, of which you will soon learn to understand and use during missions when you get more familiar with mission designing. If you type a name like "mePlayer", then you can do anything to this guy using triggers. Within events that will happen to this guy, you refer to him as "mePlayer", so I ABSOLUTELY tell you to assign a name to every unit that something will happen to and to every unit that will make something happen. You will understand more of this when you gain more knowledge of mission designing.

## Skill

If the computer is controlling the unit, using this scrollbar, you can define how much overall skill the unit has. The overall skill counts the defenses, offenses, stealth, aim and that kind of stuff...

## Initialization

As soon as a mission starts, this box is run with the unit. What I mean is, when you place a unit, as soon as you start the mission, it initializes, and in this field, you can define extra stuff to initialize for that unit. Using commands you can do stuff to the unit. For example you have a helicopter called "meHeli" and this player you insert is called "mePlayer". If you edit "mePlayer" and in its Initialization field you type:

```
mePlayer MoveInCargo meHeli
```

then when the mission starts, the player "mePlayer" will start riding in the back of the helicopter called "meHeli", instantly!

You can do so many stuff, even strip the guy of its weapons!

## Azimut

This is where you define what direction in degrees the unit you're inserting will be facing. Very simple to use. If you click the number, you can type any value between 0 and 359, or you can click anywhere around the circle for selecting a direction.

## Health / Armour, Fuel And Ammunition

Here you select initially, how much health / armor, fuel, and ammo a unit will have. Simple to understand...

## Condition Of Presence

You should not touch this, "true" is the default and correct value. If you don't want a unit to be present, then don't insert it! ✎

## Probability Of Presence

This scrollbar only takes effect if you change the "Placement Radius" value to a higher value than 0. You see, this is to randomize the position of the unit to be placed!

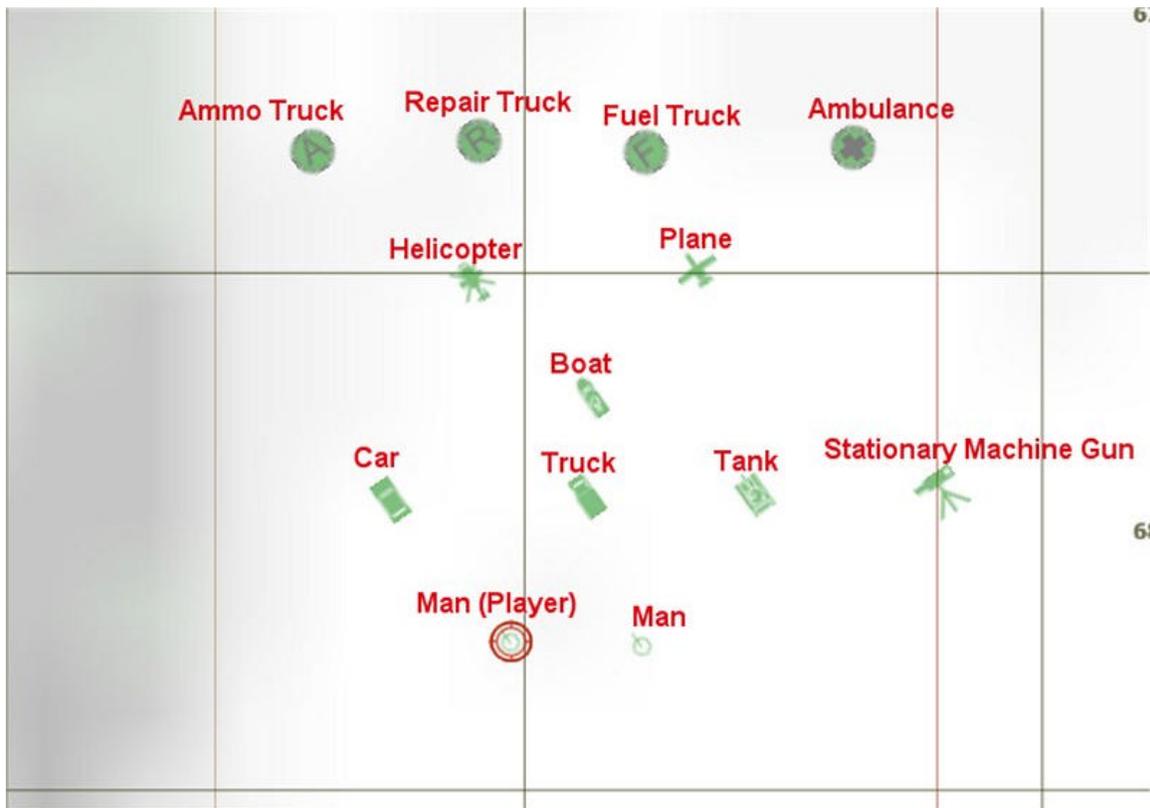
Every time you run the map, the unit will be placed within a different position if you increase the placement radius and reduce the value of this scrollbar.

### Placement Radius

If you set this box's value to lets say 100 and reduce the scrollbar of probability of presence to half, then when you start the mission, there's a 50% chance of the unit starting where you placed it so it'll choose a random position to appear in within the radius you specified!

Neat trick for good, difficult missions!

Inserted units take shapes (symbols) in the editing area to indicate to you what they are before having to double click it to see its properties or aim at it with your mouse pointer. Below is a labeled screenshot of unit's symbols.



## Stuff You Can Do With Units Tool

### Inserting A Unit

- 1 > Select the “Units” tool from the top.
- 2 > Double click on the map, anywhere you want.
- 3 > In the new window, select the properties you want.
- 4 > Click “Ok”.

### Editing A Unit

- 1 > Select the “Units” tool from the top.
- 2 > Find the unit in the editing area.
- 3 > Double click on it and the properties window will appear.
- 4 > Modify properties.
- 5 > Click “Ok”.

### Rotating A Unit Without Use Of Azimut Property

- 1 > Select the “Units” tool from the top.
- 2 > Find the unit in the editing area.
- 3 > Press and hold the “Shift” key.

4 > Left key and hold on the unit.

5 > Move the mouse pointer around the unit to alter its azimuth (direction).

### **Deleting A Unit**

1 > Find the unit in the editing area.

2 > Aim at it with your mouse pointer.

3 > Press the “Delete” key.

### **Selecting Multiple Units**

#### **1<sup>st</sup> Way**

1 > Press and hold your left mouse button and drag a box around the units to be selected.

2 > Release the left mouse button.

#### **2<sup>nd</sup> Way**

1 > Press and hold the Control key.

2 > Left click with your mouse on the units to be selected.

3 > When all selected, release left mouse button.

## Understanding Groups



Groups form an important part in a mission, and more even, custom groups! Though for easiness, the mission editor can import certain groups ready made for instead of you having to insert some units and then grouping them yourself individually.

### Side

Here, select the side you want the group to belong to. As you may know, West are the Americans and East are the Russians.

### Type

Here, select the class of group you want to insert. You can select “Infantry” or “Armored”.

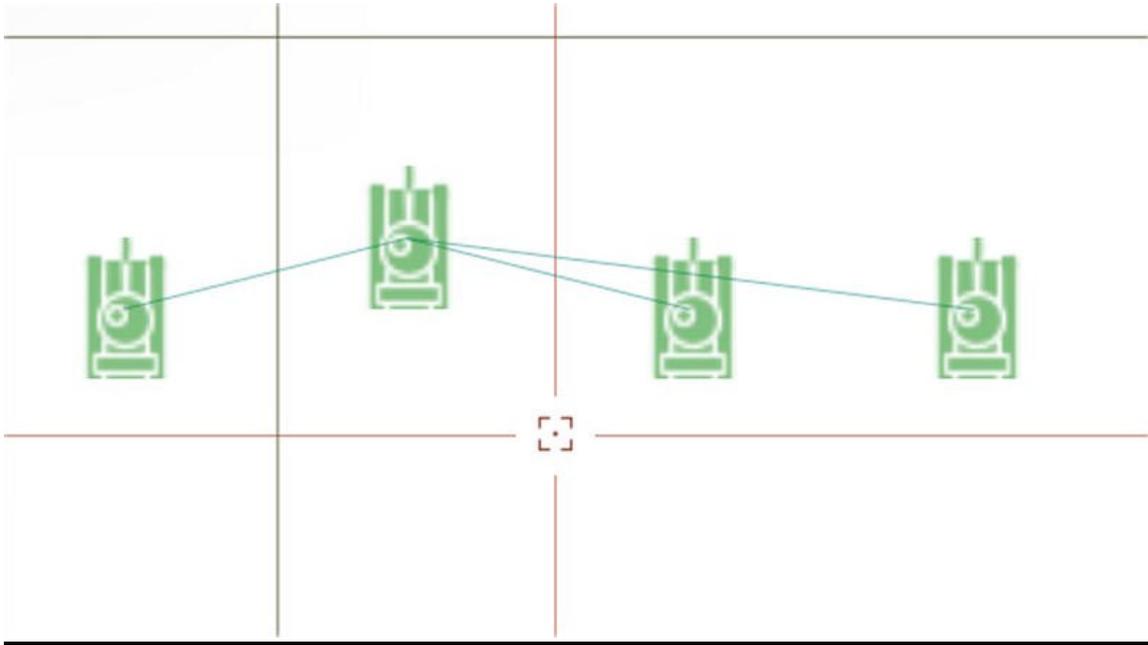
### Name

In groups situation, the name field doesn't mean a name to refer to the units. Here you can select what type of unit group you want to insert. Like in “Armored”, you can select two types of tanks, so in Name, you select this...

### Azimut

This is the direction the the group of units will be facing in degrees. You may alter this by clicking the 0 and typing in a number between 0 and 359 or moving the arrow around the circle by clicking certain parts of the circle.

Groups are indicated by colored lines joining up the units. These lines are normally light blue as seen below. The unit whose all lines are pointing to is the leader of the group!



## **Stuff You Can Do With Groups**

### **Inserting A Group**

- 1 > Select the “Groups” tool at the top.
- 2 > Double click anywhere on the editing area.
- 3 > Select the properties you want.
- 4 > Click “Ok”.

### **Deleting A Group**

- 1 > Find the group in the editing area.
- 2 > Aim with your mouse pointer at one.
- 3 > Press the “Delete” key.
- 4 > Aim at another one.
- 5 > Press the “Delete” key.
- 6 > Repeat steps 2 to 5 until all units in group are deleted.

### **Grouping Two Individual Units**

- 1 > Find the two units you want to group up.
- 2 > Select the “Groups” tool at the top.

- 3 > Press and hold the left mouse button on one of the units.
- 4 > Drag a line to the other unit.
- 5 > Release the left mouse button.

### **Grouping More Than Two Units**

- 1 > Find all the units you want to group up.
- 2 > Decide the unit who will be leader of group (the one whose all lines are pointing to).
- 3 > Press and hold the left mouse button on one of the units.
- 3 > Drag a line to the leader unit.
- 5 > Release the left mouse button.
- 6 > Do the same for all the others units and make sure all the blue lines are pointing to the leader unit.

### **Ungrouping Units**

- 1 > Find the unit you want to ungroup.
- 2 > Select the “Groups” tool from the top.
- 3 > Press and hold the left mouse button on the unit you want to ungroup.
- 4 > Drag a line from the unit to anywhere else where there is no other unit such as the ground around it.
- 5 > Release the left mouse button. This makes the blue line joining up two or more units disappear from the unit you wanted to ungroup. This should be done if you’re setting waypoints for a unit which you DON’T want others to follow him.

## Understanding Triggers

**Insert trigger**

Axis a: 50      Axis b: 50

Angle: 0      Ellipse      Rectangle

Activation: None      Once      Repeatedly

Present (Detected by East)      Not present (Detected by Resistance)      Detected by West (Detected by Civilians)

Countdown: Timeout      Min: 0      Max: 0      Mid: 0

Type: None

Text:      Name:

Condition: this

On Activation:

On Deactivation:

Effects      OK      Cancel

Triggers are the most complicated yet most useful things a mission has. EVERY mission MUST have triggers to play around with the events. By events I mean stuff like completing an objective, making a unit eject out of a vehicle, making a unit lose all his weapons and that kind of stuff. Event logically meaning, HAPENNING. A trigger covers an area in a mission where if a certain unit passes over it or something happens, an event occurs!

### Axis a And Axis b

Here, unless you want to make an oval shape, type the same value on both. This basically defines the size of the circle or rectangle trigger.

### Angle

This doesn't affect a circle trigger since whatever direction the circle is looking at, the circle is still the same shape. This only affects a trigger if it is an oval or a rectangle.

### Ellipse And Rectangle

This is a toggle option, you can select the shape of trigger you want!

Ellipse will make a circle trigger that can be turned to an oval if Axis a and Axis b aren't the same value. Rectangle will make a rectangle trigger, Axis a being breadth and Axis b being width.

### Activation

Here you define who will activate the trigger. If the trigger is to detect something that happens to an East unit, then East should be selected, but if you want a unit of West to go over it (maybe you, the player) to trigger an event, then select the side you're in, most commonly, West.

### Present And Not Present

You should forget the others, these two are the only important ones there. If you make a trigger that activates by "West", then you should select what type of activation. Here you select that the trigger either activates if West is present within covered area or if West is not present within covered area. West is used as an example, whatever you choose, the Present and Not Present events will take effect.

### Countdown

This is used if you want a trigger to REALLY take effect seconds after it has been triggered. If you want a SPECIFIC countdown, enter the same number of seconds in each of the three boxes, "Min", "Max" and "Mid". Note, the countdown is measured in seconds, not minutes!

### Type

This is commonly left to default (None). Here you select what type of trigger you want it to be, though "None" works will almost everything!

### Text And Name

*\*no information regarding both functions due to lack of knowledge and importance!\**

### Condition

This is sometimes important. If you don't want the trigger to activate unless something has happened, then you have to enter what should happen before this trigger activates. For example, a trigger can detect if a unit is dead, lets say a man named "eSoldier". A trigger can be made to end mission but in condition, you can put:

GetDammage eSoldier >= 1

By the way “GetDammage” is double M because maybe a mistake of the company when making the game?

Well anyway, that means if the damage of “eSoldier” is higher than 1 or exactly 1, then execute the trigger. The trigger ends the mission so once the soldier is dead, mission is completed!

This is what condition means, more like “If”.

### On Activation

This is an important field!

Here you type in commands what will happen once the trigger is activated. Even if a condition is entered, when that condition is met, this line activates!

Lets say your player is named “mePlayer” and an enemy soldier is named “eSoldier”. For example, we make a trigger detect that when “eSoldier” is dead, “mePlayer” dies! ✂

The trigger should be activated by “Anybody” within the radius covering you (the player) and the enemy soldier. Now on condition we enter:

GetDammage eSoldier >= 1

And in on activation:

SetDammage mePlayer 1

That’s it!

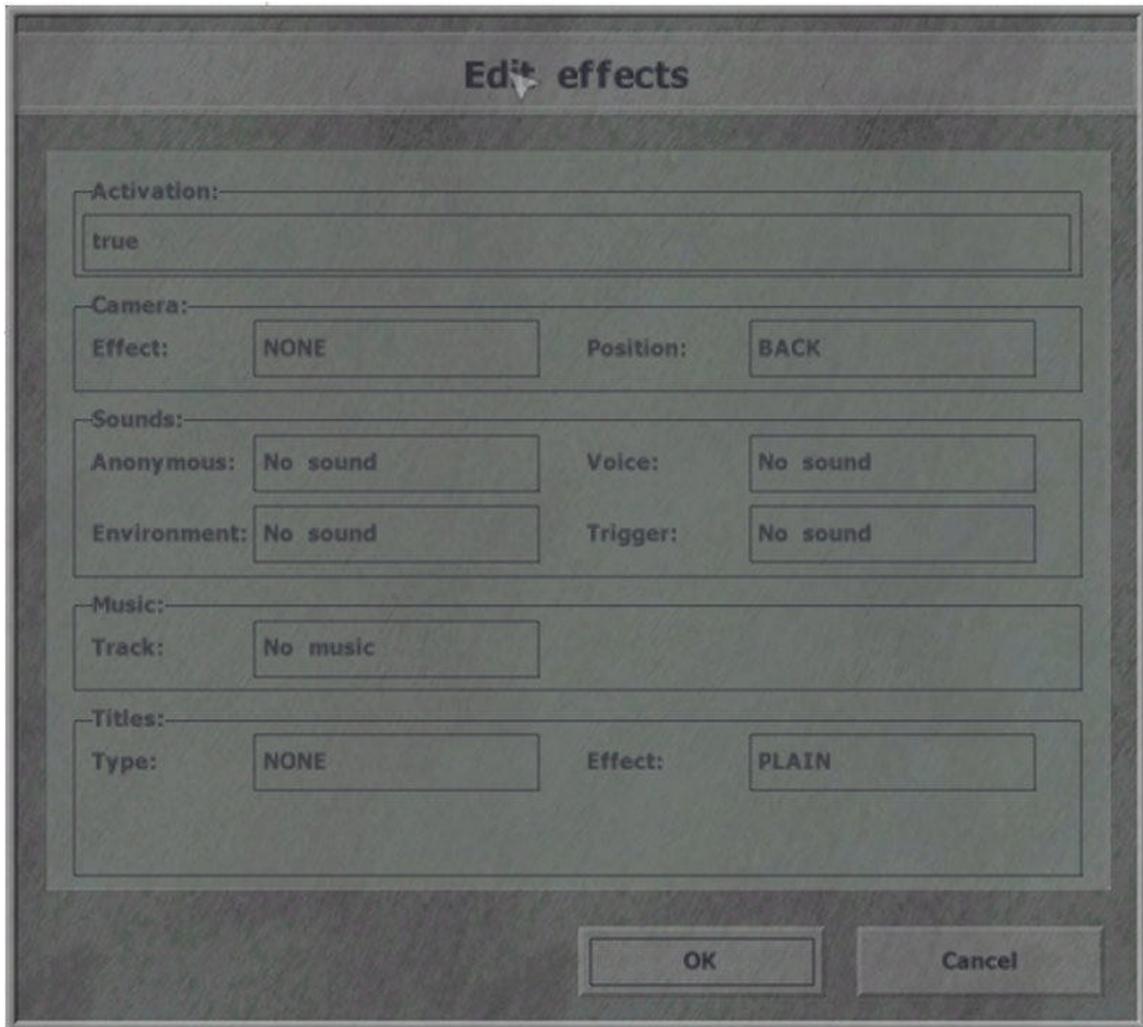
When you kill “eSoldier”, “mePlayer” (you) will die! ✂

### On Deactivation

I suppose this is the opposite to “On Activation”!?

I never use it so you can ignore it!

### Effects Window



This is a very neat option!  
All you do here ONLY activates if:

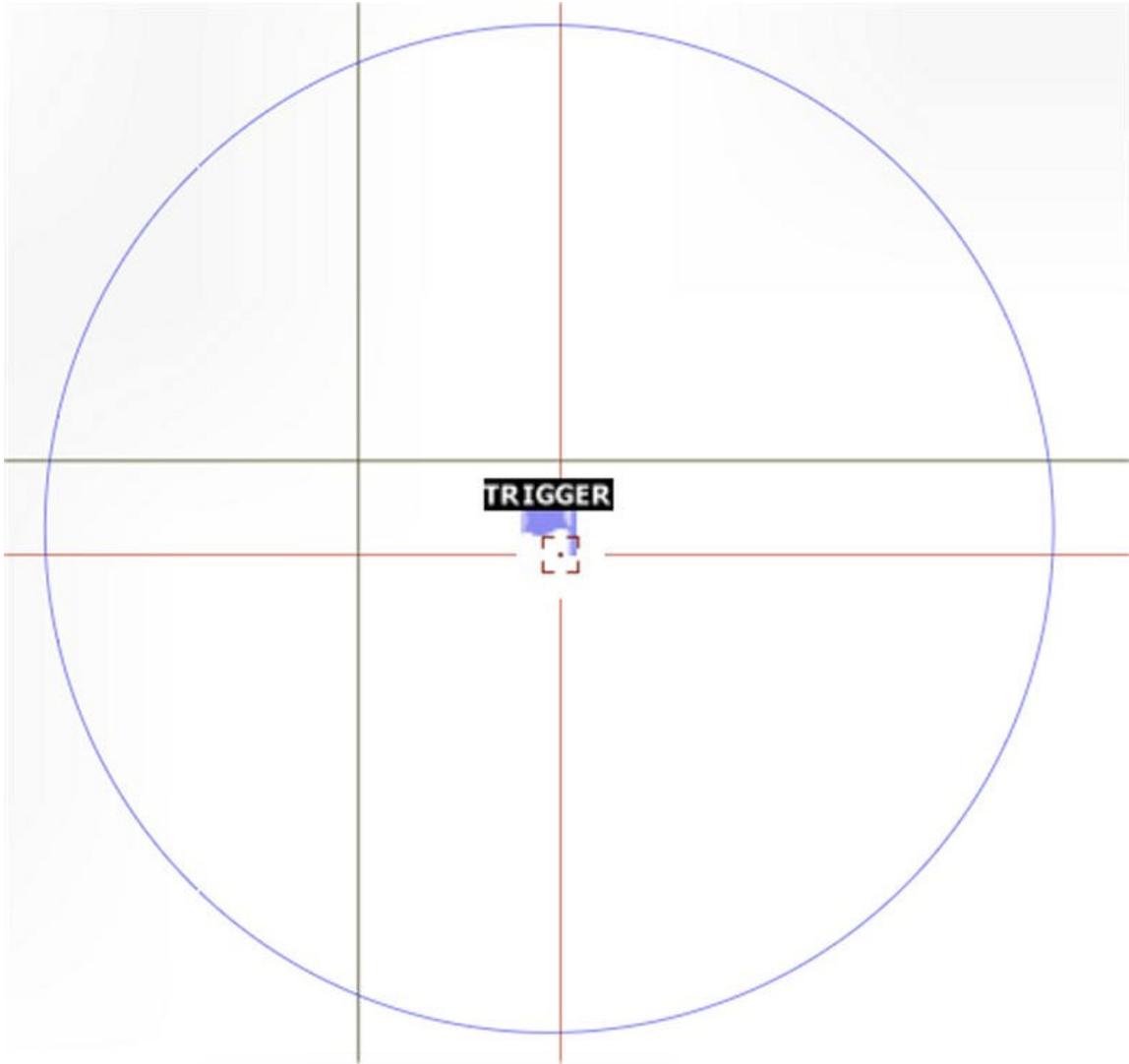
- 1 > The trigger activates when condition is met (if any condition is entered).
- 2 > If at the top of the “Effect” window, on “Activation”, it says “true” (by default does).

It’s very cool, I use it in all my missions!  
Test it out when you can, in “Type” at the bottom, select “Text”. On the appearing box at the bottom, enter something like:

This text should appear!

And in “Track” where it by default says “No music”, select a cool song like “Heroes”. When the trigger activates, the text appears for a few seconds in the middle of your screen until it fades out and the music starts playing ONCE, not looping!  
In “Effect” at the bottom where you selected “Text”, you can choose “Bottom” instead of “Plain”. What “Plain” means is that the text will appear in the center of your screen, “Bottom” is obviously at the bottom of your screen. There are a few effects to choose from...

A trigger looks like a flag as a symbol on the editing area and a circle, oval or rectangle covering the area you specified in the trigger's "Axis a" and "Axis b" fields!



### **Stuff You Can Do With Triggers**

#### **Triggering A Music Track**

- 1 > Place a man as "Player" anywhere on the island.
- 2 > Select the "Triggers" tool at the top.
- 3 > Double click anywhere on the island near the player.
- 4 > Make sure "Axis a"'s and "Axis b"'s values cover the player on the island.
- 5 > Select the side the player is in from the "Activation" list or simply select "Anybody" for easier use.
- 6 > Click the "Effects" button.

- 7 > From “Track” where it says “No music”, select the track called “Heroes”.
- 8 > Click “Ok”.
- 9 > Click “Ok” again.
- 10 > If the trigger radius covers the player, click the “Preview” button on the right toolbar. When you start, the music should start playing!

## **Detecting An Enemy Has Died To End Mission**

- 1 > Place a man as “Player” anywhere on the island.
- 2 > Place another man of the opposite side on the island nearby the player.
- 3 > Name the player’s man “mePlayer” (without quotes).
- 4 > Name the enemy soldier “eSoldier” (without quotes).
- 5 > Select the “Triggers” tool at the top.
- 6 > Double click nearby both men to place the trigger.
- 7 > On the “Activation” list, select “Anybody”.
- 8 > In the “Type” list, select “End #1”.
- 9 > In the “Condition” box, type:

GetDammage eSoldier >= 1

- 10 > Click the “Effects” button.
- 11 > On the “Type” at the bottom, select “Text” and type:

Mission Accomplished!

- 12 > On “Track” where it says “No music”, select track named “Casualties Of War”.
- 13 > Click “Ok”.
- 14 > Click “Ok”.
- 15 > Make sure the radius of the trigger covers you and the enemy soldier or you or the enemy soldier, at least one must be covered to activate it!
- 16 > Click “Preview” on the right toolbar and try it out. Kill the enemy soldier! ✍

## **Adding A Trigger**

- 1 > Select the “Triggers” tool from the top.
- 2 > Double click anywhere on the editing area you want to add a trigger to.
- 3 > Set its properties.
- 4 > Click “Ok”.

## **Moving A Trigger Around**

- 1 > Find the trigger you want to move.
- 2 > Press and hold your left mouse button on it.
- 3 > Move around the mouse pointer to move the trigger.
- 4 > Release the left mouse button to put the trigger where you’re pointing.

## **Editing A Trigger**

- 1 > Find the trigger you want to edit.
- 2 > Double click on it.

3 > Modify desired properties.

4 > Click “Ok”.

### **Deleting A Trigger**

1 > Find the trigger you want to delete.

2 > Aim your mouse pointer on it.

3 > Press the “Delete” key.

## Understanding Waypoints

The image shows a screenshot of a game's "Insert waypoint" dialog box. The dialog is titled "Insert waypoint" and contains several configuration options for a waypoint. The "Select type:" dropdown is set to "MOVE". The "Waypoint order:" is set to "0". The "Description:" field is empty. The "Combat mode:" and "Formation:" dropdowns are both set to "No change". The "Speed:" and "Behaviour:" dropdowns are both set to "No change". The "Placement radius:" is set to "0". The "Timeout Min:", "Max:", and "Mid:" fields are all set to "0". The "Condition:" field is set to "true". The "On Activation:" field is empty. There are three radio buttons for visibility: "Never show", "Show in cadet mode", and "Always show". The "Script:" field is empty. At the bottom of the dialog are three buttons: "Effects", "OK", and "Cancel".

Waypoints are used to tell units to move around and do stuff to other units or to themselves. Waypoints are based on movements rather than events like Triggers. Waypoints can't be inserted unless a unit is selected first since you assign waypoints ONLY to units and nothing else. If you have two or more units grouped together and assign a waypoint to the leader to move somewhere, then all the others will to since the leader is grouped with others and is moving!

### Select Type

Here you select what the waypoint makes the unit do!

You can choose many functions such as move, hold, guard, get in, get out and many more...

### **Waypoint Order**

This leave to always leave to default, there is no point in changing it since it's the same anyway!

### **Description**

This you can leave blank, there is no effect whatsoever here.

### **Combat Mode**

This tells the unit what it can do when it reaches the waypoint. The functions here are what to do regarding firing.

### **Formation**

This only takes effect if the unit is grouped with other units when moving to the specified waypoint. Anyhow, whatever you select here, when it reaches the waypoint, it will take effect.

### **Speed**

This the speed to use to get to the waypoint specified. There is no SPECIFIC speed but you can choose between "Limited", "Normal" and "Full".

### **Behavior**

This takes effect as soon as the unit reaches the specified waypoint or maybe while it's moving to it!

You can choose between "Combat", "Safe", "Aware", "Careless" and "Stealth". You know the meanings of all, they are self-explanatory. It's basically how they will behave when they move to the waypoint or maybe while moving to it!

### **Condition**

Just like in triggers, the unit will not move to the waypoint unless the condition typed here is met!

If you leave it to default, just like triggers too, they will move with no conditions!

### **On Activation**

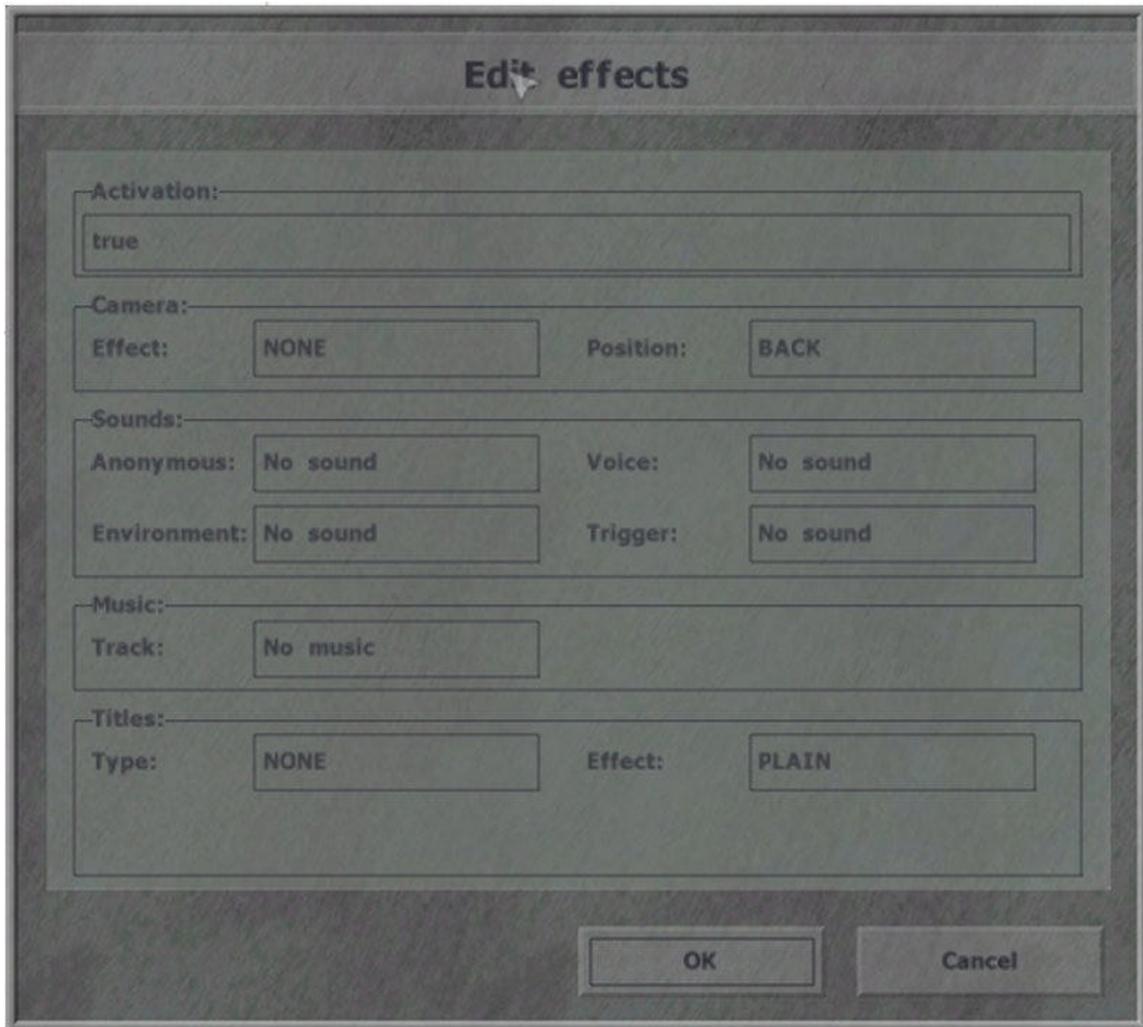
Just like in triggers, the unit will do something when it moves to the waypoint. If you leave it to default, just like triggers too, they will move with no final effects!

### **Script**

This you will not need unless you're a Company-Standard-Mission-Designer guy ☞

This basically executes an animation to the unit moving to the waypoint. I've never used it so maybe it executes the animation between the waypoint and the unit or when it reaches the waypoint!

### **Effects**



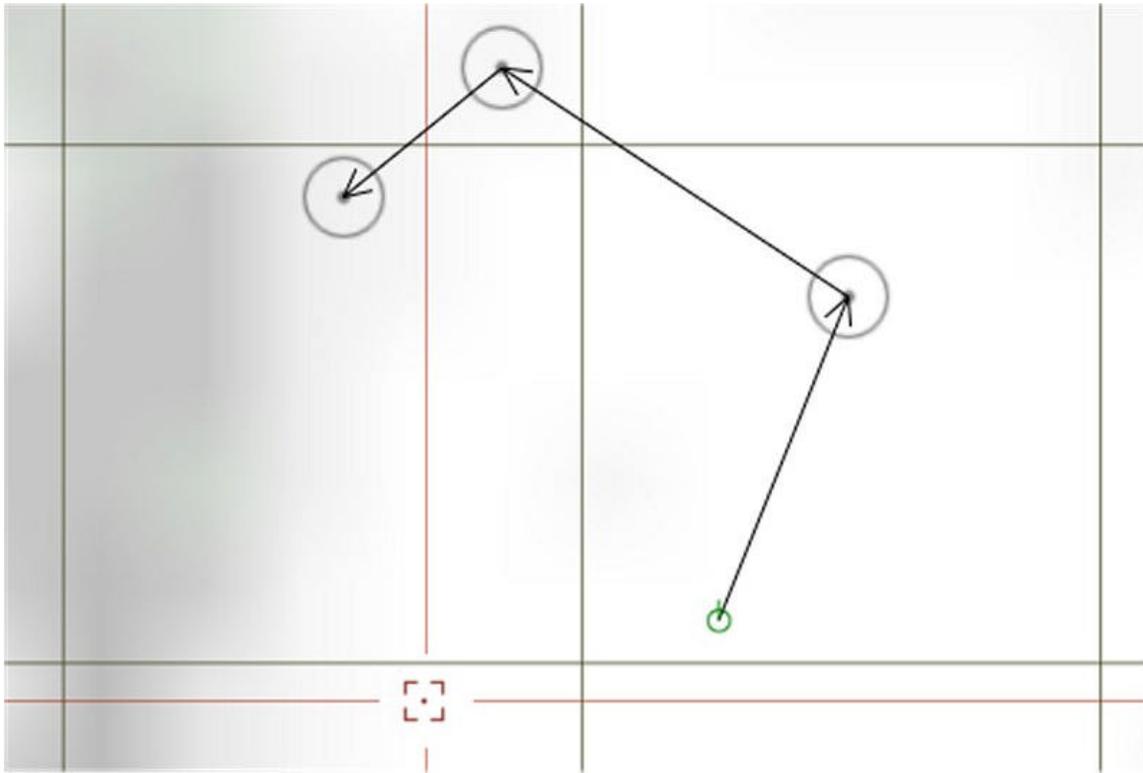
The window that opens when you click this button is identical to the one on triggers! Simply here you can select stuff to happen when the unit reaches the waypoint or maybe while it's reaching it!

Take a look at the above screenshot, you will notice stuff you can do. You can make text appear on the screen, start playing game-music, make sounds and voices play and some other stuff...

This is more useful in triggers since because of a bug on the game's Artificial Intelligence, sometimes units NEARLY reach the waypoint but they don't exactly go over it!

This normally happens with units which are vehicles, especially with boats!

Waypoints appear as circle marks on the editor joining up with a black line with the unit going through the waypoints and other waypoints for that unit making a journey like look on the editor.



Waypoints are not commonly shown to the player so really you sometimes don't notice you have to go somewhere although to the computer controlled units, waypoints are perfectly clear so they simply follow the orders you gave them!

## **Stuff You Can Do With Waypoints**

### **Making A Unit Follow A Course**

- 1 > Find the unit you want to make follow a course of waypoints.
- 2 > Select the "Waypoints" tool from the top.
- 3 > Left click once on the unit you want to assign a course of waypoints.
- 4 > Double click anywhere on the island to insert a waypoint for the selected unit.
- 5 > Set its properties and click "Ok".
- 6 > Double click somewhere else again on the island to insert another waypoint.
- 7 > Set its properties and click "Ok".
- 8 > Repeat steps 4 to 7 until you've finished the unit's course.
- 9 > Put a player somewhere near so you can watch the other unit go and click "Preview" to see the mission!

### **Making A Unit Enter A Jeep, Go Somewhere Then Get Out**

- 1 > Find the man and the jeep you want to take part in this event.
- 2 > Select the waypoints tool from the top.
- 3 > Left click once on the unit you want to assign the waypoints.
- 4 > Double click on the jeep and from the waypoints list, select "Get In" instead of "Move".

- 5 > Set its other properties and click “Ok”.
  - 6 > Double click elsewhere on the island and use the waypoint “Move” this time.
  - 7 > Set its other properties and click “Ok”.
  - 8 > For when you want him to get out, double click on the island anywhere you want him to leave the jeep and from waypoints, select “Get Out”.
  - 9 > Set its other properties and click “Ok”.
  - 10 > Place a player somewhere near the action and click “Preview” to watch. The man moves until he reaches the waypoint “Get Out” and then leaves the vehicle!
- Note, you can assign a man to get in the unit as to ride in back before you tell him to get in. This is done with commands, which is a further tutorial!

#### **Adding A Waypoint**

- 1 > Select the “Waypoints” tool from the top.
- 2 > Left click once on the unit you want to assign a waypoint to.
- 3 > Double click where you want the waypoint to be.
- 4 > Set its properties.
- 5 > Click “Ok”.

#### **Moving A Waypoint Around**

- 1 > Find the waypoint you want to move.
- 2 > Press and hold your left mouse button on it.
- 3 > Move around your mouse pointer to move it.
- 4 > Release your left mouse button where you want to put the waypoint.

#### **Editing A Waypoint**

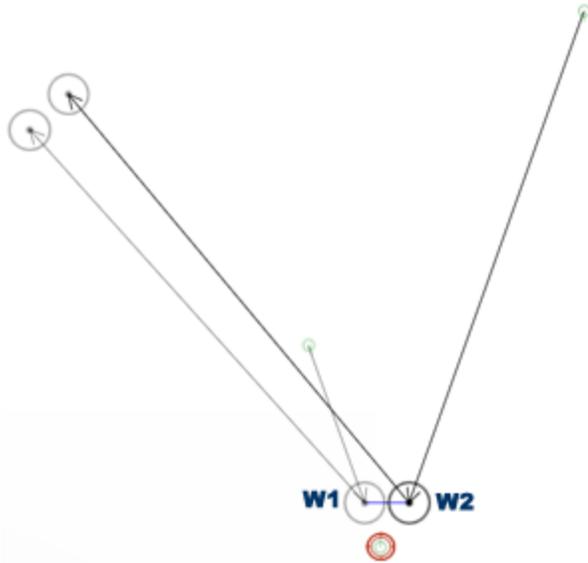
- 1 > Find the waypoint you want to edit.
- 2 > Double click on it.
- 3 > Modify desired properties.
- 4 > Click “Ok”.

#### **Deleting A Waypoint**

- 1 > Find the waypoint you want to delete.
- 2 > Aim your mouse pointer on it.
- 3 > Press the “Delete” key.

## Understanding Synchronizations

Synchronisations is very useful in your mission to make triggers, waypoints to be activated at the same time.

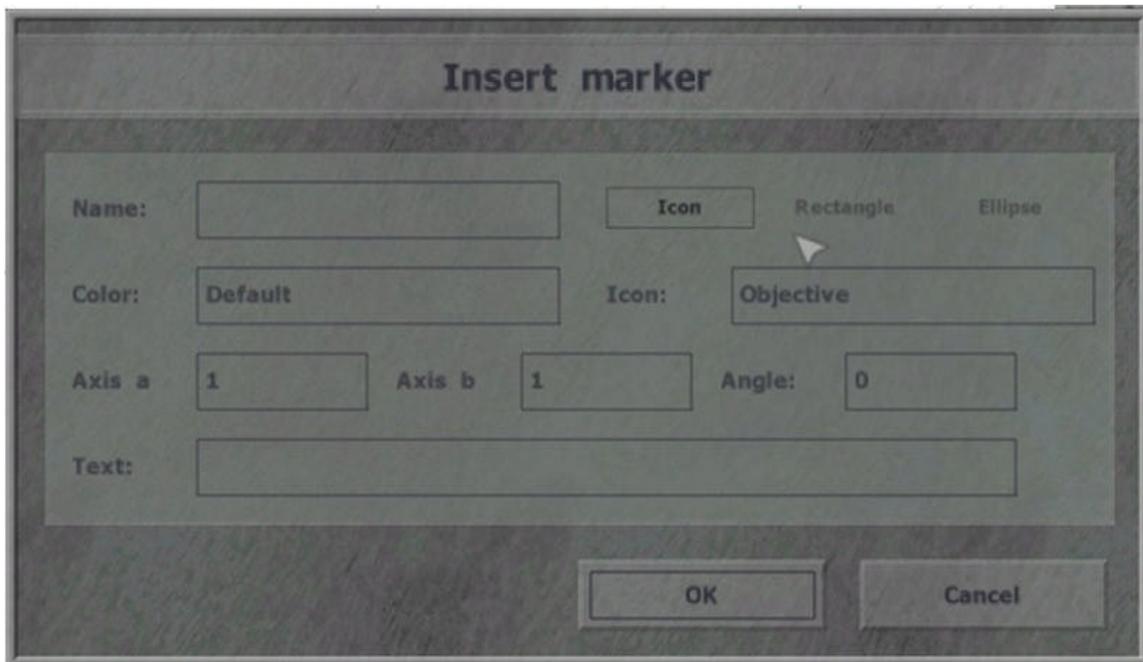


As you can see we have 2 units that will run towards you, with different distance.

If we want them to run from W1 and W2 at the same time we need to sync the waypoints to each other (By pressing F5 in the editor, selecting one Waypoint and drag it to the other. A blue line will appear between them)

Which means that both Conditions need to be true before they can continue.

## Understanding Markers



Markers are important in a mission to show the player in the briefing and in the map, where to go for each objective!

You should have seen them as red crosshairs on the map showing where the mission's objectives are located on the island. They are not **REQUIRED** but are good to keep the player informed of where everything is.

### Name

This is a field just like for a unit. You have to name a marker anyway, a unit, you don't **HAVE** to name but it's recommended you do for units which will trigger an event. You should name your markers wisely so you look at the name and remember it's a marker. Just like in programming, it's good to put the first three letters of what it is and then the name. Lets say this marker is named "OBJ1" for Objective 1, we should name it:

marOBJ1

Another marker should be named "START", then we name it:

marSTART

You don't **NEED** to put "mar" in front, it's just to indicate to you it's a marker!

### Color

Simple, here you select a color from a list for the marker you're going to insert. It's recommended you leave default colors for the markers since they are very significant, but the choice is yours...

### Axis a And Axis b

This is the size of the marker shown on the map both in-game and in the briefing. I recommend you leave it to “1”, both, since it’s a good size. Try setting more, see how exaggerated they can look! ✍

### Angle

This is the angle in degrees (from 0 to 359) in which the marker text will be facing. Leave it to “0” unless you want the player to have to turn his/her head around to see it properly.

### Icon

This is a very good thing to use. There are quite a few icons to choose from. I’m sure you know what an icon is. It’s basically a symbol. In a marker’s case, the symbol it’s going to take on the map. There are icons like “Objective” used to indicate where objectives are, “Start” to indicate the insertion point and “End” to indicate the extraction point. Take a peek at the list, there are quite a few to select from...

### Icon, Rectangle And Ellipse

Simple, if you choose anything rather than “Icon” here, you will not be able to use the symbols (icons) explained in the above paragraph. If you choose “Icon”, you can also select different icons, but if you choose “Rectangle” or “Ellipse”, then the marker will look like so on the map!

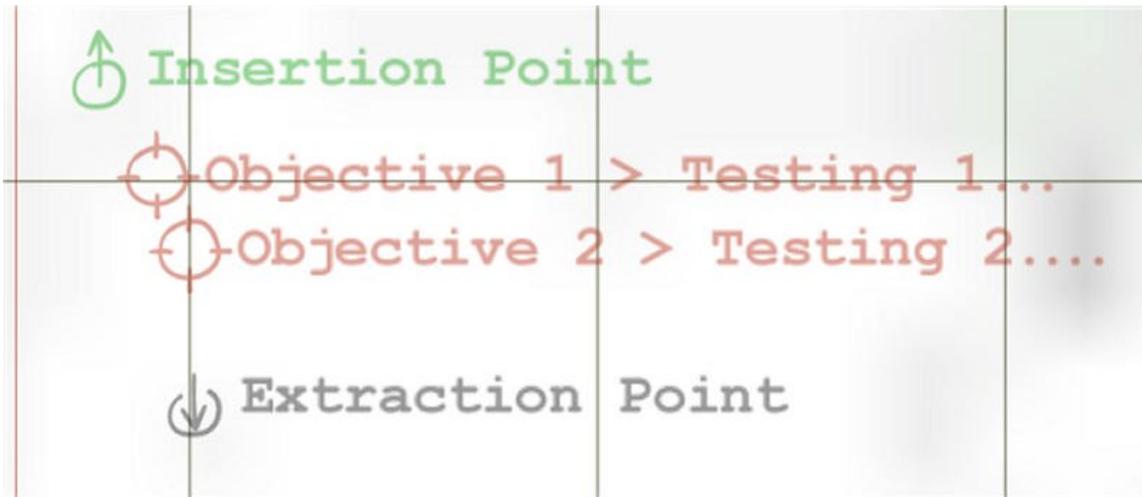
Size also depends on fields “Axis a” and “Axis b” for any of the three choices!

### Text

Very important field. Don’t worry, you don’t have to type in commands or scripts to use this! ✍

Simply, type in the text you want the marker to show. It would show the icon, and on it’s right, some text which is what you type here.

Markers appear on the editor identical as they would appear in-game on the map. Please note, in the editor, as soon as you select another tool which is not the “Markers” tool from the top, the markers will disappear from the editor, don’t panic, try it, select the “Markers” tool again. You will notice again, they reappear...



## **Stuff You Can Do With Markers**

### **Adding A Marker**

- 1 > Find the place you want to add a marker to.
- 2 > Select the “Markers” tool from the top.
- 3 > Double click somewhere on the editing area to add a marker.
- 4 > Set its properties.
- 5 > Click “Ok”.

### **Moving A Marker Around**

- 1 > Select the “Markers” tool from the top so you can see the placed markers.
- 2 > Find the marker you want to move.
- 3 > Press and hold the left mouse button on it.
- 4 > Move your mouse pointer around to move the marker.
- 5 > Release the left mouse button to put the marker down.

### **Deleting A Marker**

- 1 > Select the “Markers” tool from the top so you can see the placed markers.
- 2 > Find the marker you want to delete.
- 3 > Aim your mouse pointer over it.
- 4 > Press the “Delete” key.

## **Editing A Marker**

- 1 > Select the “Markers” tool from the top so you can see the placed markers.
- 2 > Find the marker you want to edit.
- 3 > Double click on it to pop up the properties window.
- 4 > Modify desired properties.
- 5 > Click “Ok”.

## How to make a CTF mission

Actually its more easy to create a CTF mission than it looks like.  
But i will not make a step by step tutorial on a whole working mission  
because there can be unlimited conditions and actions, depending on how  
you want it to be.

But i will try to explain the very basic of how to capture the flag, and check if  
you return it to your base.



To create an almost working CTF mission create two flags, 2 triggers as  
showed on the picture.  
And ofcourse add a player.

Call the left flag usflag and the left trigger usreturn

Call the right flag rusflag and the right trigger rusreturn

On the USA flags init field type:

```
this setflagtexture "usa_vlajka.pac";  
this setflagside west
```

This will add a USA flag on the "flag pole" on startup  
And set the flagside to west  
So only the EAST team can take it down

On the RUS flags init field type:

```
this setflagtexture "rus_vlajka.pac";  
this setflagside east
```

This will add a RUSSIAN flag on the "flag pole"  
And set the side to EAST (So only the WEST team can capture it)

On the left (US) trigger set the activation to WEST and type in the condition  
field:

```
this AND flagowner rusflag in list usreturn AND isnull flagowner usaflag
```

Which means that "this" there must be a WEST unit in the area and one of them must be the [flagowner](#) of the russian flag. And also that usflag is still on the pole.

And type in the On Activation field:

```
hint "WEST returned the russian flag!";
```

If you preview the mission you should be able to goto the rus flag and take it down, if you move to your flag the [hint](#) message will appear if the usflag is on the pole

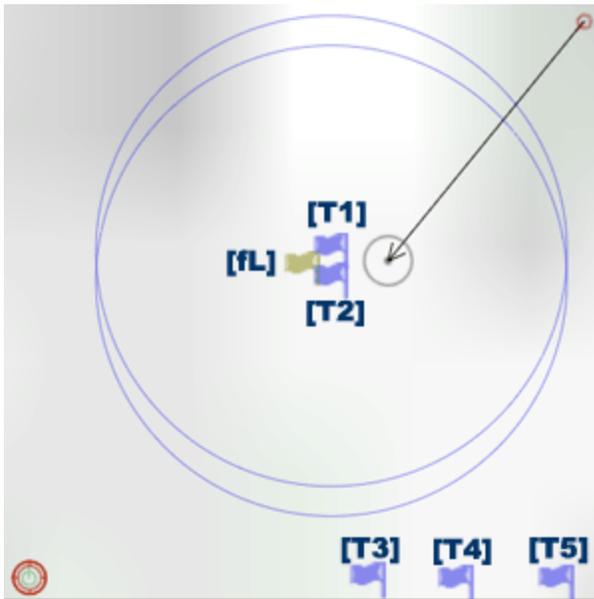
## How to make a Hold the Flag mission

Basics on Hold the Flag, West vs East.

The idea of HF (Hold the flag) is that when a side (Team) is in the area near the flag, it will change to the sides texture, and they will get point as long as they can hold it.

Lets say that if the West side enters the area the flag will change to the USA texture, if the East team enter while the WEST is still there the flag changes to a white, neutral texture until someone dies or leave the area.

So this is what you need to do to get the flag changing to work.



Create a flag [fL] and place it on the map, you will find the flag pole on Units -> Side: Empty -> Class: Object

In the Init field of the flag "pole" type:

```
this setFlagTexture "white.pac"
```

This will add a flag with a whitetexture on it at startup.

Create some players, theres no code for the players so it doesnt matters how many or where they are placed, just make sure you add a way point into the flag area for the other team, and that they are placed outside the area for the flag.

Now create two triggers near the flag with the same Axis a/b. [T1][T2]

Set the properties for both triggers to:

```
SIDE: East on one, West for the other.
```

Repeatedly  
Type: Switch

In the On Activation field for the EAST trigger type:

```
rusflag = true;
```

And in the On Deactivation field (EAST) type:

```
rusflag = false;
```

This means that the rusflag variable will be true if theres some EAST units inside the area and False if not.

Do the same for the WEST trigger:

On Activation:

```
usaflag = true;
```

On Deactivation:

```
usaflag = false;
```

Now we need to create three triggers that will track these vars and change the Flag texture. (Set the properties to Repeatedly for all three triggers)  
Let us start with the WEST flag.

Create a trigger somewhere on the map [T3]

In the condition field type:

```
usaflag AND NOT rusflag
```

And in the On Activation field type:

```
fL setFlagTexture "usa_vlajka.pac";
```

This means that if the usaflag is true (Its true when WEST units are in the area) AND NOT rusflag (And the East team is NOT)  
The flagtexture will change to the USA flag

If you preview the mission at this state you will notice that the flag will change when you enter the area.

Now lets us create the trigger that will keep track of the rusflag var [T4]

In the condition field type:

```
rusflag AND NOT usaflag
```

And in the On Activation field type:

```
f1 setFlagTexture "rus_vlajka.pac";
```

Works exactly like the USA flag trigger, it will change the flagtexture to russian, if only the EAST team is in the area.

Finally we just need to create the trigger that change the flagtexture to White if theres no team in the area or if both teams are.

Create the trigger [T5]

Type in the Condition field:

```
(usaflag AND rusflag) OR (NOT usaflag AND NOT rusflag)
```

This will be active if usaflag and rusflag is TRUE (Which they are if botch teams are in the area)

OR if usaflag and rusflag is FALSE (Which they are when no team is in the area)

In the Activation field type:

```
f1 setFlagTexture "white.pac"
```

This will change the flagtexture to the neutral white colour.

Now you just need to add some actions when each team holds the flag, like a counter that will increase the score every 10 seconds they have it or something like that. You should add support for Respawn as well.

## **How to make a multiplayer game supporting respawn**

Create a mission and save it.

Goto the directory where you installed OFP and find the directory where the mission is saved.

ie: (codemasters/operation flash point/Users/YOUR USERNAME/missions/YOUR MISSION NAME)

Create a file called description.ext and place it in this directory.

Now enter:

Respawn = X;

Respawndelay = Y;

Where X can be:

"INSTANT" - Respawn where you died.

"BASE" - Respawn at your base (markers "Respawn\_West", "Respawn\_East")

"GROUP" - Into a remaining soldier of your group (assigned group/platoon)

And Y seconds before you respawn.

You will need to save the mission at multiplayer else the respawn wont work.

# Creating a Multiplayer Mission Tutorial

This tutorial assumes a level of knowledge with the mission editor. You should be able to place units, place and understand triggers and markers. This tutorial is only going to add the concepts involved in creating a multiplayer mission.

The first and perhaps the most important step in creating any mission in Operation Flashpoint is the planning stage. In this stage you must define the mission parameters such as

- ? Mission Objectives - Winning/Losing Conditions
- ? Starting Location
- ? Available Weapon Choices
- ? Number of Players on each side

We are going to create a multiplayer mission where we have to blow up a TANK sitting in the centre of Deux Entre on Everon. This tank will be empty and therefore not fire on us. We will have to plant satchel charges to destroy it, as we won't have a LAW soldier with us.

There is going to be 2 groups on the WEST Side and 3 on the East Side. The East side will patrol in town, the West side will start approx 1/2 kilometre to the west of Entre Deux.

## **1) Mission Objective**

- a. Blow up the Tank, gives a WIN.
- b. Time runs out gives a LOSS.

Player will respawn into another playable person if available.

## **2) Starting Location**

- a. West starts west of town.
- b. East has 3 roving patrols in town, one to the East, West and North.
- c. Objective (Tank) is located in the centre of town.

## **3) Available Weapon Choices**

- a. West will have 2 Black OPS and 2 soldiers.
- b. East will have 3 officers and 6 soldiers
- c. Each unit will have the default weapon loadout for their type

## **4) Number of Players on each side**

- a. West will have 4 players consisting of 2 group, each group containing 1 Black Ops, 1 soldiers
- b. West will have 9 players consisting of 3 group, each group containing 1 officer and 2 soldiers

The first step involves placing the main objective (the TANK).

Scroll the map to the center of Entre Deux, as depicted in this picture.



**1)** Click Units or press F1 and then double click on MAP where you want to place the TANK, I would suggest in the middle of Entre Deux. In the popup window make the following selections for this unit.

- a. Side: East
- b. Rank: Private
- c. Class: Armoured
- d. Unit: T72
- e. Control: Non Playable
- f. Special: In Formation
- g. InfoAge:Unknown
- h. Name: TankObj
- i. VehicleLock:Locked

**2)** Now we will place the first player object. Click Units or press F1 again. Double click on the map where you want to place this unit. I would suggest placing it 500 meters WEST of the town , outside visible range of the town itself. You don't want to spawn in sight of any of the patrols that we are going to place in town. In the popup window make the following selections.

- a. Side: West
- b. Rank: Captain
- c. Class: Men
- d. Unit: BlackOP
- e. Control: Player
- f. Special: In Formation
- g. InfoAge:Unknown
- h. Name: MainPlayer
- i. VehicleLock:Default

**3)** Now place the second West player object. Do the same as Step 2 except change Control from Player to Playable. And change Unit from BlackOP to Soldier. If you placed these 2 units close enough to each other they should be a group, if not, CLICK GROUPS and drag from one unit to the other.

**4)** Repeat steps 2 and 3 a little ways away from the other group so that this new set of player objects is NOT a part of the first group. When repeating these steps, DO NOT MAKE ANOTHER PLAYER UNIT, make both of them Playable. If the two sets of player objects are NOT linked (which they shouldn't be), feel free to move them closer together so that when the game starts, they are right next to each other.

Now we have the West side done, we will now carry on with creating the East side.

**5)** We are going to create 3 groups for East. Click GROUPS and double click on the west side of the town. Select East as the side and Infantry for group type. Click OK. This will place the group where you wanted it, but there are a lot of people in the group. Start on the right side of the group, place your cursor over the last person, press the Delete key , and continue on until there are 3 people left in this group. Now change each person in the group so that you have 1 officer (leader) and 2 soldiers.

**6)** Repeat step 5 until you have a total of 3 East groups. Place one group to the North of the town on the hill, and one group to the east of the town.

**7)** For each group, create 2 waypoints, A MOVE WP and a CYCLE WP. This will set the guys up in a patrol. Do this so that there is a little variety in the mission. The location of each group will vary depending on how long you take to get to the town.

We now have all the people put into the mission that we are going to need. It is time to start adding the objects for spawning, ending the mission etc.

**8)** We will first create a trigger to find out if the tank is destroyed. Click Trigger and then double click somewhere on the map. It does not matter where.

a) Under type, select END#1

b) Under condition type !alive TankObj

c) Click OK and the trigger will be created

You now have the trigger that will detect when the tank is destroyed and you have WON the mission. The briefing.html file to generate the brief and debriefs are beyond the scope of this tutorial. There are many great articles out there to explain this.

**9)** We will now create the trigger to detect a loss. Click Trigger and then double click anywhere on the map. In the condition field type TRUE. This is 'FIRE' the trigger when the game starts. Note the 3 fields next to COUNTDOWN, they are Min,Max, Avg. Enter 300 in each box. This says that this trigger will be delayed 300 secs (5 mins) after the trigger is fired (which in this case , is as soon as the mission starts). If you want to increase the time, feel free to adjust these numbers as required. Under TYPE select LOOSE (yes, I know it is misspelled, then again so is SETDAMAGE). Click OK. Now if you have not destroyed the tank in 5 mins, you will lose.

For the final steps we are going to put in the respawn entities. I have chosen to use respawn markers. But I will explain the other ways that you can respawn as well.

**10)** We are now going to insert the respawn points for this mission. Click MARKERS and double click next to the player entity. This way you will respawn close to where you started. You can select any type of marker you want. The most important thing is the name. In order for this marker to become a respawn point it must be named either respawn\_west or respawn\_east. Since our team is west, name our respawn\_west. OK, now that we have the respawn point inserted, we have to tell the game HOW to use it. You must have a description.ext file. In this file add the following lines

```
respawn = "3";  
respawndelay= "5";
```

respawn = 3 , tells the game to respawn at the marker named respawn\_west (or east depending on side)

respawndelay = 5 , tells the game to wait 5 secs after dieing before you respawn.

Other respawn choices:

- 0 = No respawn
- 1= Seagull
- 2= Instant (at the last place you died)
- 3= Respawn Markers
- 4=Respawn in remaining soldiers in your group (Only works for leader)
- 5=Respawn in remaining soldiers on your side (Not working)

NOTE: There is a bug in the game that does not allow you to overwrite the PBO file created when you save to Multiplayer mission in the editor. You will have to exit the game and manually delete the MP mission file. Luckily you can test most things in your mission in preview mode, BUT respawn is NOT one of them.

So if you make changes to the respawn parameters you must exit the game, delete the OLD pbo file, load up the game, make your changes, and save again in order to test it in multiplayer mode.

**11)** The next step involves saving your mission. Click SAVE and give your mission an appropriate name.

**12)** The last step involves testing the mission in FULL MULTIPLAYER mode. You have to save the file as a multiplayer mission. Click SAVE and select Export to Multiplayer and choose a name for your mission. After this is completed. Exit the Editor. Choose Multiplayer, NEW, and then double click on your mission. You are now free to test as much as you feel in necessary.

## Doing – Troop Drop Offs / Deployments

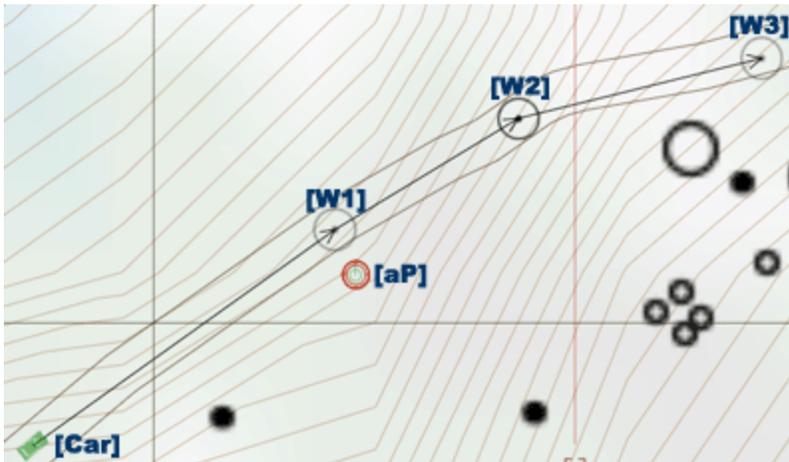
A dropoff can be very simple, but also quite advanced, depending on how much info and special effects your action includes.  
But to make it simple and inspire you to create more advanced dropoffs.  
We here got a single car that will:

Drive in front of you and stop [W1]

Stand there until you get in cargo. (in [Car])

When you sit in the car, it will go to the next waypoint [W2]

On this point it will not go further until you leave, when you do it will drive to the last waypoint [W3]



So, this is what we need to do to make this happen

First we need to create the Player, do so and name it [aP]

This will be the unit we are going to play, and do some action with.

Then create a car (Side WEST, not empty, since we want a driver in it)

Give the car the name [Car]

Now give the Car some waypoints showed in the picture.

If you preview the mission at this time, you will notice that the car will just keep going until it reach the last waypoint.

Now its time to use the condition field on the waypoints, to make the Car stop and drive.

Dubbleclick on the first waypoint [W1] and type:

```
aP in Car
```

This means that the [Car] will not continue until the unit [aP] is in the car, could it be more easy? :). It doesnt mather where you sit, just that you are in it.

So if you decide to replace the Car with an armored vehicle or chopper you can sit as a gunner, commander.

To make a more specific condition you can use like follow:

```
aP == driver Car  
aP == gunner Car
```

And so on.

Now, if you preview the mission it will be showed like this:  
The Car will drive and stop on the road in front of you. When you get yourself in the Car it will move on to the next way point, and to the last.

On the 2nd Waypoint [W2] we want the car to stop until you get out.  
So double click on the 2nd Waypoint and type in the condition field:

```
NOT (aP in Car)
```

I guess you can figure out that this means that the Car will not continue until aP is NOT in the car.

So when you leave the car will go to the last waypoint [W3]  
Just like a Dropoff should be :)

Preview it and watch the car go and get you and drop you off.

Now when you got the basic code of a dropoff, you can easily add more action to it.

For example:

Create another soldier (name it Sol1) that is attached to you and a rank lower than yours so you can control him.

Edit the first Waypoint [W1] condition and type.

```
aP in Car AND Sol in Car
```

Which of course means that the car will not move on until [aP] AND [Sol] is in [Car].

If you preview the mission you will notice that:

The Car will not go on until you AND your soldier is in the Car.  
And you will also notice that if you leave the Car before you tell your soldier to do so, the car will drive to the last waypoint even if the Soldier is inside.  
The reason for that is of course that the condition field on Waypoint 2 is only set to

```
NOT (aP in Car)
```

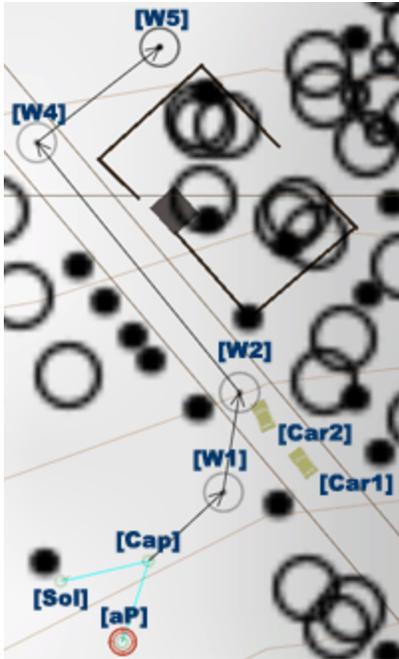
So if you dont want the car to go on before both you and your soldier are out of the car change the condition to:

NOT (aP in Car) AND NOT (Soll in Car)

Those small actions shouldnt be to hard to understand if you just got the basic of the AND OR NOT.

## Doing – Caravans

A Caravan is where a leader tells some soldiers in the same group to enter different vehicles and drive to another location.



First we need to create a Soldier (Player) named: [aP]  
Then create another soldier named: [Sol]  
And create a group leader named: [Cap]

Create 2 EMPTY cars (Doesn't matter what kind) and name them [Car1] and [Car2]  
Then finally create some waypoints as the picture shows. These three units will split up in the cars and drive to Waypoint 4 [W4]

So this is what we need to do:

On the first waypoint [W1] type (In the On Activation field):

```
aP assignasdriver Car1  
Sol assignasdriver Car2  
Cap assignascargo Car2  
[aP, Sol, Cap] ordergetin true
```

Well actually you type:

```
aP assignasdriver Car1; Sol assignasdriver Car2; Cap assignascargo Car2; [aP, Sol,  
Cap] ordergetin true;
```

Since there's just a single line input box.

If you wonder what [] those are for, I can tell you that it's an *array*, so you don't

need to [ordergetin](#) one time for each unit.

If you preview the mission at this state you will notice that it works just fine, but the [Sol] will start driving even if the [Cap] or you are in the cars, so this is something we need to take care of.

To do so simply add:

```
aP in Car1 AND Cap in Car2 AND Sol in Car2;
```

Into the Condition field, on waypoint 2 [W2].

This means that the [Cap] will not give order to move until everyone is in their position.

If you want to make this perfect, you can change those to a more specific condition by typing:

```
aP == driver Car1 AND Sol == driver Car2 AND Cap in Car2;
```

Now it matters where all of you sit in the cars

The waypoint 4 [W4] is a GET OUT Waypoint, so the leader will tell all of you to disembark.

And finally he will tell you to move to the last waypoint [W5] without the cars.

## Doing – Ending Objectives And Missions



Every mission needs objectives, and therefore to be completed and then end the mission in either a failure or a success!

Well, you might ask (as many people have asked me), how do I detect and end objectives and then end the mission when all objectives are complete?

Very easy!

This tutorial will teach you something ALL your missions will require to have to work properly...

We will be making an extremely simple mission, which will make use of these requirements, thus, teaching you how to use them...

Make sure the editor is working in “Advanced” mode. If “Easy” is displayed at the top right corner of the editor, click on the text until it says “Advanced”.

For your information, we’ll make a mission where you have to kill two men to win objective 1 and then kill another guy to win objective 2 and thus, winning the mission...

### **1 > Inserting The Player (YOU!)**

First of all, we need you there obviously ☞

So select the “Units” tool from the top and double click anywhere on the island (ground). From the properties window, select side “West”, type “Men” and unit “Soldier” (any is ok but Soldier is good enough), in control select “Player”. After this, click “Ok” and your player unit is set up.

## **2 > Inserting The Enemies (Both Objectives)**

Select the units tool from the top and double click somewhere in front of the player unit. From the properties window, select side “East”, type “Men” and unit “Soldier”. In the “Name” field, type “eGuy1” for this one and then click “Ok”. After this, double click just beside the guy and set the same properties, but for the name, type “eGuy2” and then click “Ok”.

Ok, now we’ve got the first objective guys inserted. Now for the next one, double click in front of the other two guys away from the player too. In the properties, set side “East”, type “Men” and unit “Officer”. In the name field, type “eOfficer”, then click “Ok”.

Done!

The guys for your objectives are done, but now for the detection of the killing of those guys...

We can refer to these three since you named them ☞

This will get you familiar with how naming units will enable you to do stuff with them.

## **3 > Finalizing And Inserting The Objective Detection Triggers**

Ok. So we’ve got the guys, but we need a trigger to detect they’re dead so the objectives are done. Select the “Triggers” tool from the top and double click somewhere between all the guys. In the “Axis A” and “Axis B”, make sure it covers at least one enemy so it is triggered when mission starts. In the “Activation”, select “East”. In “Condition”, type:

```
GetDammage eGuy1 >= 1 AND GetDammage eGuy2 >= 1
```

The “GetDammage” command will return a 1 or a bit above if the unit is dead, lower than 1 is damaged but not dead, and 0 is undamaged. The symbols “>= 1” say if the damage of the guys is larger or equals to 1. The “AND” makes the condition detect if BOTH are dead, but if you replace “AND” by “;”, then it tries to detect if ONE of them is dead ☞ For this tutorial, “AND” is the best we should use.

In the “On Activation” field, type:

```
“1” ObjStatus “DONE”; obj1c = 1
```

Now click the “Effects” button and at the bottom, in the “Type” list, select “Text” and under that, in the text field, type:

```
Objective 1 Completed...
```

Then click “Ok”, and again click “Ok”.

The “ObjStatus” command sets a present condition to a certain objective. Please note, the FIRST objective is “1” and not “0” like some games. If you have four objectives, the first is “1”, second “2”, third “3” and last “4”. There are other set conditions other than “DONE”, they are:

“DONE” = Objective complete.

“FAILED” = Objective failed.

“HIDDEN” = Objective will not appear in mission.

“DONE” and “FAILED” are the most commonly used unless an objective fail triggers a hidden objective to appear since the objective failure SHOULD happen to follow the mission’s story, such as many of the game’s campaign missions...

“obj1c” is a variable we used that we assign “1” for later use in mission accomplishment.

Let me let you know of something first. Objectives you add when you create the briefing and overview files for your mission. If you want to create the briefing and overview files easily, download DoubleA’s great tool to create them very easily. Get it from my “Tutorials” page, under “Other Downloads” in my website, called the “Briefing And Overview Generator” currently in version 1.5.

Ok, lets assume you’ve got the briefing and overview files done and inserted into your mission (for information on doing this, e-mail me at [kayronjm@gibnet.gi](mailto:kayronjm@gibnet.gi)), so lets carry on...

Select the “Triggers” tool from the top and double click somewhere between the enemies again, somewhere near the first trigger. In this one, make sure “Axis A” and “Axis B” are large enough to at least cover one enemy so it is triggered when mission starts. In the “Activation” list, select “East” and in the “Condition” field, type:

```
GetDammage eOfficer >= 1
```

In the “On Activation” field, type:

```
“2” ObjStatus “DONE”; obj2c = 1
```

Now click the “Effects” button, and at the bottom, on the “Type” list, select “Text” and under that, in the text field, type:

```
Objective 2 Completed...
```

Now, both objectives are detected when completed, and you notice, I’ve again used a variable when objective 2 is done, this time it’s named “obj2c” instead of “obj1c” because obviously, it’s objective 2 this time, not 1.

This time, lets insert the end mission trigger, select the “Triggers” tool and double click somewhere in the middle of everything. Here, select “West” on “Activation” (so YOU trigger it when mission starts) and make sure “Axis A” and “Axis B” are big enough to cover the player unit (you). In the “Type” list (third section in trigger window), select “End #1”. In the “Condition” field, type:

```
obj1c == 1 AND obj2c == 1
```

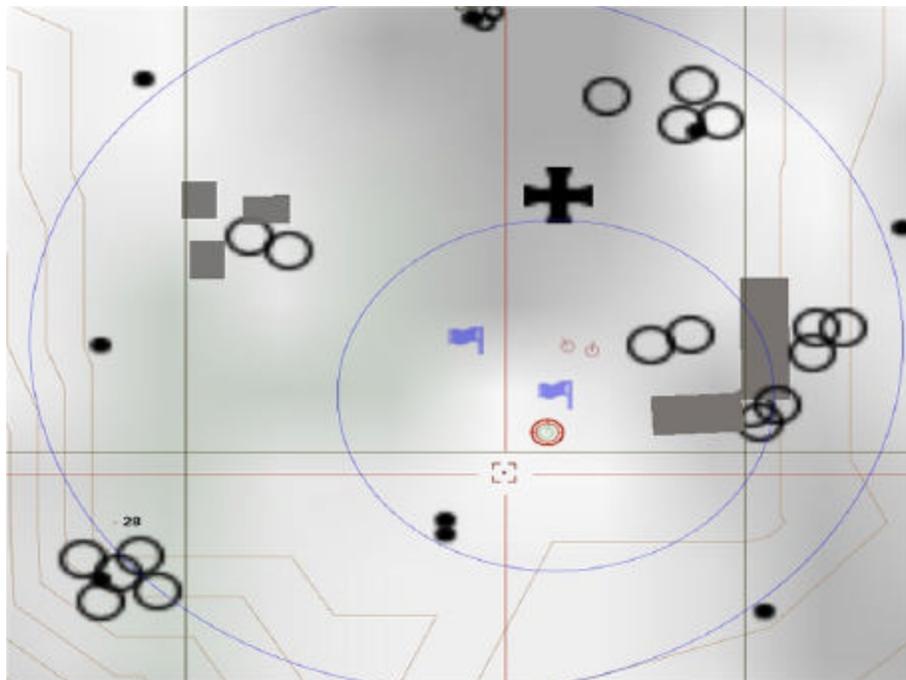
Click the “Effects” button and at the bottom, in “Type”, select “Text” and then in the text field, type:

```
Mission Accomplished!
```

From the “Music” list where it says “No track”, select something like the “Heroes” music track. Click the “Ok” button, and then again, click “Ok”. Do you see what I did? The mission will end since we selected “End #1” from the “Type” list, but it won’t end until “obj1c” and “obj2c” are both 1. They will be “1” when both objectives are done! Once the mission ends, the text “Mission Accomplished!” will appear in the middle of the screen and some music will start to play, and when the text disappears, the debriefing notepad appears. Please note, you define what is shown in “End #1” and “End #2” and all the others (till End #6”) in the briefing and overview files, which as mentioned earlier, can be created easily with a tool I mentioned above too...

All done!

Your tutorial mission should look something like this in the editor:



Please note the above screenshot shows what I did which defers to what I did which really was ONE objective (killing two guys) and now a second one like I showed you above. But anyhow, your tutorial mission should look very alike to the above, although you should have one more guy and one more trigger there.

Try it out, click the “Preview” button on the right toolbar and kill the first two guys, then the third one in front of the two first ones. You’ll see how it ends perfectly...

Please note, you really don’t need the briefing and overview files for this tutorial mission since the mission WILL still end and the screen will display the objective completed text and the mission accomplished text, but when you look at the notepad on the map, you won’t see any objectives done since there aren’t any because you still haven’t created the briefing and overview files.

That should be it, you should now know how to end missions and end objectives properly for your missions. Anyhow, you may contact me at anytime for further help ;)

## Working with the Camera for Cutscenes

Cameras is used to create cutscens, intros and outros.

First head in to the editor and create a new mission.

On the right side you will see a dropdown box where it says Mission, Intro, Out - Win and Out - Lose

Select the Intro.



Create a player and name him aP

Create a trigger and name it T1 as the picture shows above

The trigger is used to get its position so you can place a camera there.

Save the mission and head out to the directory where OFP stored it.

ie: (codemasters/operation flash point/Users/YOUR USERNAME/missions/YOUR MISSION NAME)

Create a file called init.sqs and place it in this directory, same as where your mission.sqm

In this file we will create the camera and have it move infront of the unit.

Open init.sqs and type:

```
pos_ap = getpos aP
pos_t1 = getpos T1
```

This means that pos\_ap and pos\_t1 will include the positions of your unit and your trigger.

Now type:

```
_camera = "camera" camCreate pos_t1
_camera cameraEffect ["internal","back"]
_camera camSetTarget pos_ap
_camera camSetRelPos [-0.10,2.07,2.23]
_camera camSetFOV 1
_camera camCommit 8
@camCommitted _camera

titleCut [ "", "BLACK OUT", .6 ]
@camCommitted _camera
```

~1

`camDestroy _camera`

First created the camera `_camera` with the same position as the trigger, the reason why we attached it to the trigger at startup is that you dont need to find out the new position if you want to move the start point for the `_camera`, you just need to move the trigger in the editor.

Same thing with the Target (aP) if you decide to move the unit somewhere to camera will Target his new location. Well not if the unit is moving during the intro.

As you can see we added an Effect for the `_camera`, else the it will be attached to the unit and we dont want that.

Than we moved the camera just a bit so it will be placed a few M from the unit. (With `camSetRelPos`)

I dont think I will need to explain more, click on the commands to view more specific information about them.

The only thing left is to execute the script when the Intro starts  
Edit you soldier and enter (In the Init field)

```
[ ] exec "init.sqs"
```

So the script will be executed as soon as the soldier is created.

## Briefings / Overviews

### **Adding briefings, overviews.**

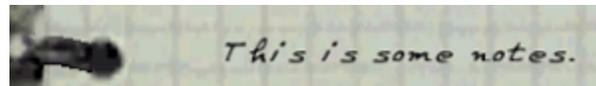
First, create a mission and place a "Marker" some where on the map and call it MYPLACE. Find the dir where OFP saves it.

ie: (codemasters/operation flash point/Users/YOUR USERNAME/missions/YOUR MISSION NAME)

Create two files called **briefing.html** and **overview.html** and place them in your mission directory

These two files are just plain HTML but you cant just add whatever you like, and where you want.

So the [briefing.html](#) could look like [this](#)



Its very important that the <HR>´s <P>´s are in the right place, or the game will misunderstand the different sections.

As you can see im having <H6> tags for the Notes, which will give it a feeling of manual writing.

The link (marker) will be printed as a hyperlink that will take you to the "MYPLACE" marker on the map when you click on it.

And the [overview.html](#) could look like [this](#)



Remeber that the briefing.html is loaded everytime you start the mission, so you can make changes and just restart it to view to updates.

To view the overview you will need to save it at singleplayer mission.

## Doing – Making A Celebration Camp With Fire



Fancy make an eyecandy full camp that is held to celebrate a victory?

There is no SPECIFIC purpose to this tutorial unless you use some imagination. Think of it, make this as if everything is ok and then make enemy tanks come near and blow up everything!

Or use this theme of a celebration campsite as an outro (victory) to your mission. Well, lets start and remember to set your editor with work in “Advanced” mode at the top right corner of your screen is the option...

### 1 > Setting Up The Night Sky

This is very simple, for more eyecandy, I recommend the time to be during nighttime. To set this, click on the cloud symbol located under the “Advanced” text on the top right corner of the editor. The new popping up is the window we can setup weather conditions, time, date and some more stuff...

Well, in the middle of the window, on its right, you see two sets of two numbers. The second one by default says “30”, the first I can’t remember but select it to be “00” to indicate time is “12:30AM”. This is a good nighttime setting since it’s the darkest you’ll be able to set in Operation Flashpoint.

### 2 > Setting Up The Main Camp Stuff

Now to insert the main stuff such as campfires, tents, jeeps, etc...

Ok, select the “Units” tool from the top of the editor. Zoom in quite a lot with the “+” key on your numpad. Now double click somewhere in the viewable area and place a man in side “West” and of control “Player”, this will be yourself to watch the eyecandy! ☞  
Now, lets put up the decorations to make this a campsite. With the “Units” tool selected, double click somewhere around. Now, select side “Empty”, type “Objects” and unit “Tent (Open)”. Put the Azimut (direction facing in degrees) to whatever you wish to suit your eyecandy liking ☞

Insert two more tents of these, each facing inwards to the player at a nice distance from each other (use “Preview” on the right toolbar to see distances in-game) and each with different Azimuts (direction facing in degrees). This should look good...

Now for the campfires, two are great. With the “Units” tool selected, double click in the middle of the three tents, select side as “Empty”, type as “Objects” and unit as “Fire”, then, in the initialization field, type this:

```
this InFlame TRUE
```

That command will make the fire start lit!

Now click “Ok”. Insert another fire a little away from the first one but still in the middle of the three tents. Add the initialization line to second fire too so both start lit.

Ok, now for the jeeps. We will insert two jeeps. Select the “Units” tool and double click somewhere near and beside a tent, select side “West”, type “Car” and unit “Jeep”. Now, type a name like “cJeep1”. Now in the initialization field, type:

```
cJeep1 action[“ENGINEON”]; cJeep1 action[“LIGHTON”]
```

This will make the jeep start with the engine and the headlights on. This adds a little eyecandy, the headlights I mean ☞

Now, with the “Units” tool selected, double click on the other side of the camp beside and near the tents, select side “Empty”, type “Car”, and unit “Jeep” and simply click “Ok”.

### **3 > Setting Up A Few Decoration Soldiers**

After this comes the most impressive part. But lets go on, we should place around 5 to 8 soldiers around the campfires of all types, Soldiers, Grenadiers, Medics, you name it!

Just to look more realistic...

This is very simple to do, simply using the “Units” tool, double click around the campfires placing units of side “West” and type “Men”. Play around with the Azimuts (direction facing in degrees) of each soldier to be able to look more realistic...

### **4 > Colored Flare Firing (Like Fireworks)**

Ok, the impressive part is now!

Lets get some flares up in the night sky for impressive lighting effects. Select the “Units” tool from the top of the editor and double click somewhere outside the camp (away from the tents around the fires and soldiers) and place a unit of side “West”, type “Men” and

unit “Grenadier”. Type a name on this guy’s “Name” field, type “flaregunner1”. Now, in initialization type:

```
flaregunner1 RemoveMagazines “GrenadeLauncher”; flaregunner1 AddMagazine  
“flaregreen”; flaregunner1 AddMagazine “flaregreen”; flaregunner1 AddMagazine  
“flaregreen”; flaregunner1 AddMagazine “flaregreen”; flaregunner1 AddMagazine  
“flaregreen”
```

Now click “Ok”. Put in ANOTHER guy of the same side, type and unit just beside this one, but this second one named “flaregunner2” and in initialization:

```
flaregunner2 RemoveMagazines “GrenadeLauncher”; flaregunner2 AddMagazine  
“flarered”; flaregunner2 AddMagazine “flarered”; flaregunner2 AddMagazine “flarered”;  
flaregunner2 AddMagazine “flarered”; flaregunner2 AddMagazine “flarered”
```

Again, click “Ok” for this one. Put in yet ANOTHER guy of the same side, type and unit just beside these two, but this one named “flaregunner3” and in initialization:

```
flaregunner3 RemoveMagazines “GrenadeLauncher”; flaregunner3 AddMagazine  
“flareyellow”; flaregunner3 AddMagazine “flareyellow”; flaregunner3 AddMagazine  
“flareyellow”; flaregunner3 AddMagazine “flareyellow”; flaregunner3 AddMagazine  
“flareyellow”
```

Now, click “Ok”. And voila, we’ve got our flare gunners set up!

Now to make them move around the camp!

Select the “Waypoints” tool at the top of the editor, click once on the first guy (flaregunner1) and the double click further in front of him (heading outside camp) and click “Ok”. Carry on making waypoints for this guy until he circles around the camp completely. But for the LAST waypoint for this guy, make it a “CYCLE” waypoint instead of a “MOVE” waypoint. Move the “CYCLE” waypoint very, very near the first “MOVE” waypoint. This will make the guy go around repeating the path...

Oh one more thing, move the three guys’ “MOVE” and “CYCLE” waypoints to concentrate on one small area so the three guys run around together ALL the time!

Do the exact same for the other two guys, making them circle around the camp with “MOVE” waypoints and the last one being a “CYCLE” waypoint which is placed extremely near the first “MOVE” waypoint, thus making the other two flare gunners run around the camp.

Ok, the guys run around, but now what?

I hear you ask...

Well, ok, now for the triggers to fire the flares!

Select the “Triggers” tool from the top of the editor and double click anywhere. You will insert the trigger anywhere since we will make quite a few triggers, join the up all in one spot and then move the set of triggers to certain places to fire the flares!

Ok well, the trigger you’re making, make it a “5” by “5” in Axis A and B, “Activation” by “West” and type of “Switch”. Beside “Activation”, you see two options being “Once” and “Repeatedly”, well, select “Repeatedly”. In “On Activation”, type:

flaregunner1 fire ["m203muzzle", "flaregreen"]; flaregunner1 AddMagazine "flaregreen"

Click "Ok" now. Copy (Control C) and paste (Control V) this trigger once. Note, you need two triggers with the same details for each of the three guys, one to reload and the other one to fire!

Same commands go on the reload and on the fire triggers, so simply copy and paste beside each other.

Make another trigger with the same details except that "On Activation" goes:

flaregunner2 fire ["m203muzzle", "flarered"]; flaregunner2 AddMagazine "flarered"

Click "Ok", and again, copy and paste this new trigger beside each other.

Make yet another trigger with the same details as the others except that "On Activation", this time goes:

flaregunner3 fire ["m203muzzle", "flareyellow"]; flaregunner3 AddMagazine "flareyellow"

Click "Ok" and yet again, copy and paste this new trigger beside each other.

Now, move all the triggers into one single spot!

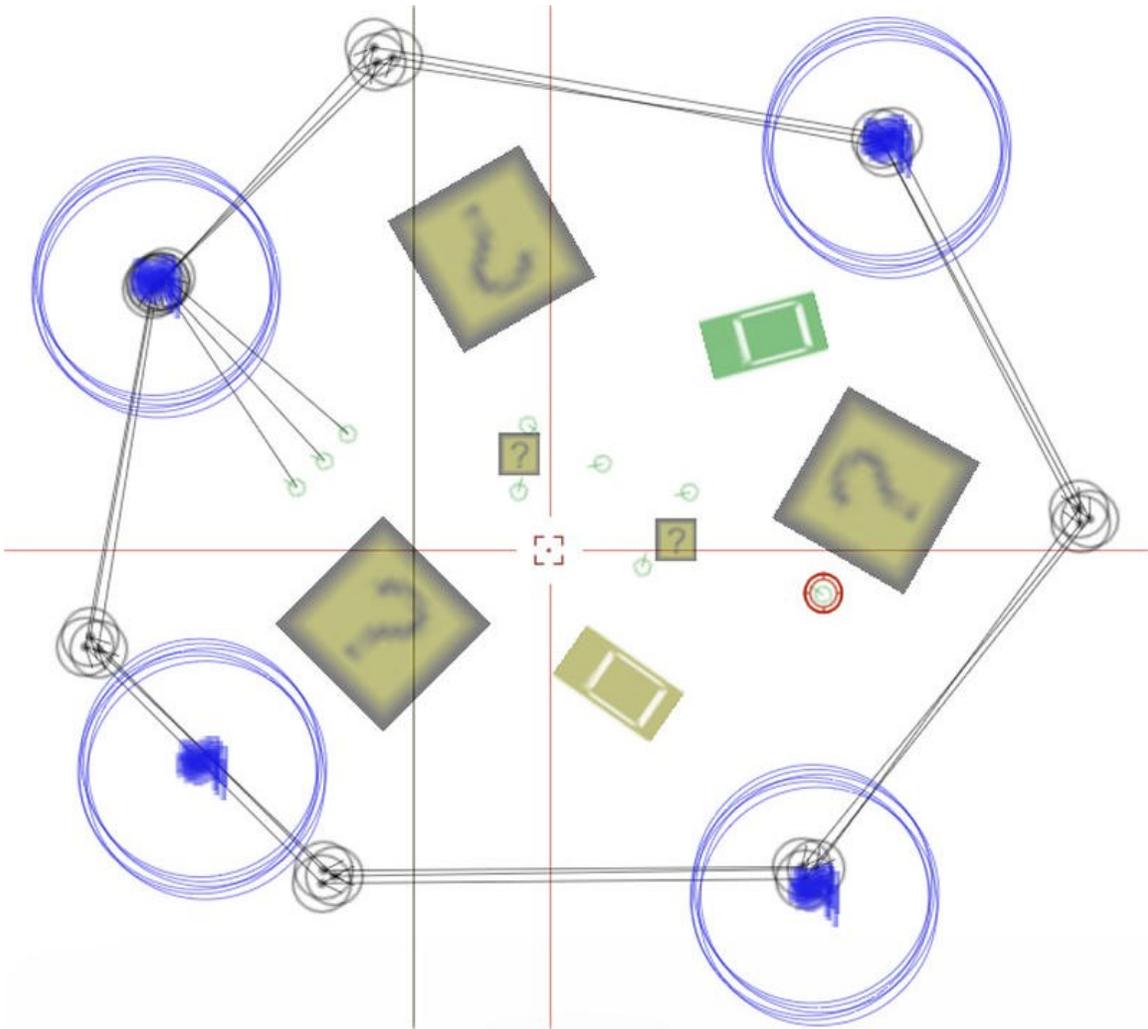
There should be around six triggers concentrated in one spot, this is what we need!

These triggers make the THREE guys reload and fire in that spot!

Now, select the six triggers by pressing and holding your left mouse button and dragging a box over the six triggers. Now copy and paste the six triggers and move the copies over one of the "MOVE" waypoints.

Do this again, copy and paste the six triggers and move the copies over another one of the "MOVE" waypoints a bit ahead of the other "MOVE" waypoint with the triggers on top. Now finally, move the six original triggers over another "MOVE" waypoint further ahead on the three guys' path. This way, the three guys run together around the camp repeatedly reloading and firing colored flares up in the sky in three places since the six triggers are placed three times in different places.

Well, this is how (zoomed in) your camp should look like in the mission editor:



Well, I did the reloading and firing four times above, but three is also ok!

You're completely done!

Click "Preview" button on the right toolbar and watch the action! 🗑

By the way, read the next section to improve the scene!

### Further Stuff And Improvements

Apart from the basic stuff above, which should look great, you can do more stuff. For example, lets make four helicopters go over the camp at high speed. Simply select the "Units" tool from the top and double click very far away from the camp and select side "West", type "Air" and unit "AH1" and click "Ok". Do this four times and near to each other in a formation you prefer. Ungroup the helicopters by selecting the "Groups" tool from the top and press and hold the left mouse button on each helicopter and drag a line on to empty area (the ground). When they are all ungrouped, the light blue lines will not appear joining up the helicopters!

Ok, now double click on each helicopter to open up its properties. On the first one, in the initialization line, type:

this FlyInHeight 20

For the second helicopter, type:

```
this FlyInHeight 30
```

For the third:

```
this FlyInHeight 40
```

For the fourth:

```
this FlyInHeight 50
```

This is done so they don't crash against each other during flight!

Now, select the "Waypoints" tool and select the first helicopter, then double click on the other side of the island and click "Ok". Do this for the four helicopters and get them to "MOVE" to the same place at the other side of the island. Make sure the four lines of the waypoints go right over the camp so you see and hear them go over!

This is a good effect to the eyecandy, it provides that movie like pride of war ☺

Another thing you can add is make campfires damage the player to kill him...

Simple, select the "Triggers" tool and double click somewhere near the first fire. Set the Axis A and B to "1" by "1", in "Activation", select "West". Now, in "Min", "Max" and "Mid", put around "2" on each. This means the player will die two seconds after stepping on the fire!

Unfortunately, Operation Flashpoint doesn't provide cool fire effects on a unit so this will have to do!

In "On Activation", type:

```
mePlayer SetDammage 1
```

Now, move the trigger to the center of the question mark, which is the fire. Copy (Control C) and paste (Control V) the trigger and move the trigger over the other fire. Now, double click on the player unit and in the "Name" field, type "mePlayer". That's all!

Enjoy the eyecandy!

I hope you use this for missions you make! ;)

## Doing – Making A Landing Extraction Helicopter



Ever wanted to make an extraction point for a mission you're designing with a helicopter that comes and picks you up but never works properly?

Well, that was what happened to me but I figured it out!

This is the easiest way to make a landing extraction helicopter without any use of synchronization! ✍

LOL, I never use synchronization! ✍

Well, making sure your editor is working in "Advanced" mode continue the tutorial. To set your editor to "Advanced" mode, if at the top right corner of the editor screen, it says "Easy", click on it until it says "Advanced"!

### 1 > Inserting And Preparing The Player (YOU!)

Ok, the most important thing is getting you in there right?

Well, select the "Units" tool from the top of the editor and double click somewhere on the island (ground). Here in the properties, select side "West", type "Men" and unit "Soldier" (whatever will do but soldier is ok). In the "Name" field, type "mePlayer". Then click "Ok" and that's it for the player!

### 2 > Inserting And Preparing The Extraction Helicopter

Ok, now for the transport helicopter for the extraction point!

Select the “Units” tool from the top of the editor and double click somewhere far away from the player!

Here, in the properties, select side “West”, type “Air” and unit “UH60-MG”. In the “Name” field, type “meHeli” and in the initialization field, type:

```
meHeli FlyInHeight 40
```

Now for the waypoints of the helicopter for it to travel to the extraction point!

In this tutorial, I’ll teach you how to detect that an objective is done and so the helicopter drops by the extraction point!

Ok, first, the waypoints!

Select the “Waypoints” tool from the top of the editor. Click once on the extraction helicopter and then when selected, double click on the helicopter (using the “Waypoints” tool). In the insert waypoint window, in the “Condition” field, type:

```
obj1c == 1
```

Click “Ok”. Now double click on the extraction point and in the “Condition” field of the extraction point waypoint, type:

```
yesdomove == 1
```

Now click “Ok”. Again, double click somewhere far away from the extraction point, this will be the destination of the extraction helicopter!

This time, there’s no need for any setting up, simply select the waypoint “Get Out” this time and click “Ok”. Ok it is setup, the helicopter will move to the extraction point as soon as the variable “obj1c” is “1” which it will be once you kill a man we’ll place near the player!

And then, the helicopter will move to the destination once the variable “yesdomove” is “1” which it will be once you’re IN the helicopter...

### **3 > Inserting And Preparing The Enemies For Objective 1**

Ok. This is simple, select the “Units” tool from the top of the editor and double click somewhere in front of the player. In the properties window, select side “East”, type “Men” and unit “Soldier” (whatever will do but Soldier is ok). In the “Name” field type “eGuy1”. Now, click “Ok”. Select this unit by clicking it once and press “Control C” to copy it and “Control V” to paste it. If you see nothing appears, move the enemy and you’ll see there’s another one under him, this happens sometimes, it copies on top of the other. Well, simply move the copy a little to the side and double click on it. In the “Name” field, change the name to “eGuy2”, and then click “Ok”. Now we’ve got two enemies!

Ok, select the “Triggers” tool from the top and double click somewhere between these two enemies. Make sure the Axis A and B are big enough to cover both the enemies. In “Activation”, select “East”, and in “Condition” type:

```
GetDammage eGuy1 >= 1 AND GetDammage eGuy2 >= 2
```

In “On Activation”, type:

obj1c = 1

Click “Ok”. This trigger will make variable “obj1c” to “1” once you’ve killed both the guys!

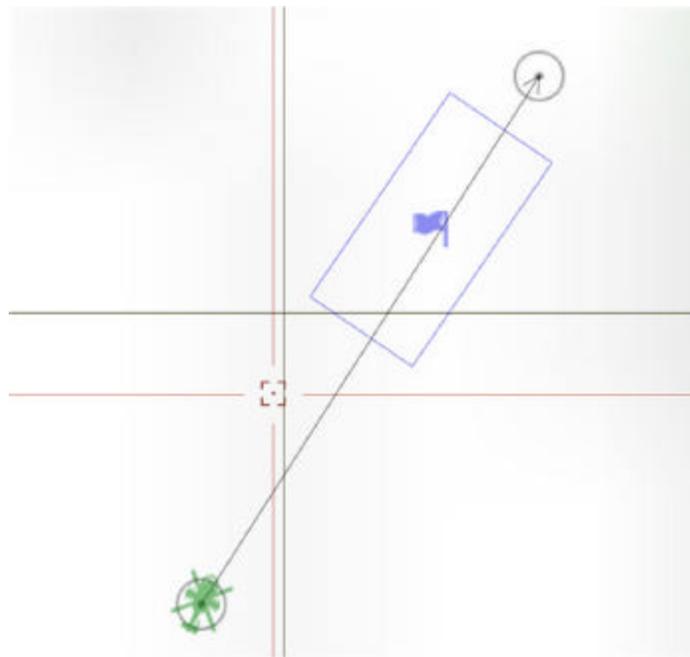
So like we did before, if “obj1c” is “1”, the helicopter will come to the extraction point.

#### **4 > Making The Helicopter Land When Extraction Point Is Reached**

An important thing is making the helicopter land so you can get in it!

So, select the “Triggers” tool from the top of the editor and double click somewhere along the second waypoint of the helicopter (the extraction point one), but just before it reaches the waypoint!

Make the trigger a “Rectangle” by clicking the “Rectangle” option under Axis A and B and make the trigger move as a rectangle along the line towards the helicopter like this:



The trigger for landing should look something like in the above!

Ok, now in the “Activation”, select “West”, and “On Activation” type:

meHeli Land “LAND”

To turn the angle of the rectangle as shown above, simply click on the trigger once, press and hold shift and then press and hold the left mouse button the trigger and move the mouse pointer around the trigger to turn the trigger around.

#### **5 > Finalizing And Setting Up The Helicopter Leaving Event**

Ok, so now the helicopter goes to the extraction point and lands and waits for you once you have killed the two enemies. But now we want the helicopter to take the player to the destination once he is on-board the helicopter. This is very easy!

Select the “Triggers” tool from the top and double click somewhere in the middle of everything!

Make sure the Axis A and B at least covers the extraction point and the player. In “Activation”, select “West” and in “Condition”, type:

```
mePlayer in meHeli
```

In “On Activation”, type:

```
yesdomove = 1
```

Remember the variable “yesdomove”?

Well, this we made a few steps back and assigned “yesdomove == 1” to the “Condition” in the “MOVE” waypoint in the extraction point. So when the trigger detects you’re in the helicopter, “yesdomove” will be set to “1” and so the helicopter will continue its path to the destination point!

That’s all there is to it!

It’s easy work once you’ve done it once or twice...

It’ll take you less than two minutes to set it all up!

You can make a trigger at the end in the destination point which will end the mission if any friendly forces unit goes by it, providing there are no friendly forces units around that area and that the only friendly unit which will go by there will be the extraction helicopter when you’re in it, if not, LOL, the mission will end while you’re playing it! ✍

Well, good luck! ;)

## Doing - Making A Scud Fire



Finally I did it with the help of the great people in the “Mission Editor” forum! This is great. As you can see from the above, it’s a great feature to add to your missions. You can also base a mission on this. With my tutorials, your knowledge and your imagination, anything is possible ☺

Well, basically, what I did above is make the AI (computer controlled guys) prepare the fire the scud missile!

It would be cool, if at night, the fire of the missile would light up the area, but it doesn’t do it because of lack of features that went into the scud vehicle during the game’s development ☺

Well, lets get to it!

Make sure your editor is working in “Advanced” mode first, if not click the “Easy” text on the top right corner to convert the editor to “Advanced” mode...

### **1 > Inserting The Player (YOU!)**

This is extremely simple. Select the “Units” tool and double click somewhere on the island (ground). From the properties window, select side “West” (whatever but West is ok), type “Men” and unit “Soldier” (whatever but soldier is ok). Now, make sure in “Control” it says “Player”, if it doesn’t, select it. Then click “Ok”.

### **2 > Inserting And Preparing The Scud Vehicle**

The first step of course is inserting the scud vehicle. Unfortunately, you can’t insert a scud with a side already defined, so we’ll have to add a driver manually. Ok, first of all,

the vehicle. Select the “Units” tool from the top and double click near the player on the island (ground). Here, in the properties window, select side “Empty”, type “Car” and unit “Scud”. In the “Name” field type “fScud”. Now, lets make the scud unable to move so it won’t flee if you sometime make them enemy and you shoot at them. So in the “Fuel” scrollbar, turn it all off. Just scroll it to the left until it can’t be scrolled anymore and now the fuel is 0. But just incase, lets disable the option to turn the engine on and move. To do this, in its initialization field, type:

```
fScud DisableAI “move”
```

This will completely disable the scud to be able to move at all. Now click “Ok” and we have ourselves the vehicle!

### **3 > Inserting And Preparing The Scud Driver**

Ok, second last step to prepare the feature!

Select the “Units” tool from the editor and double click near the scud vehicle. Here, select side “West” (this is so the driver won’t attack you for this sample), type “Men” and unit “Soldier” (whatever but soldier is ok). In the “Name” field type “fGuy”. In the initialization field, we’ll need to make the guy move instantly to the scud as a driver, so type:

```
fguy MoveInDriver fScud
```

Now click “Ok”. As soon as the mission starts, you will be there with the scud vehicle and the other guy as the driver in the scud vehicle.

### **4 > Finalizing And Inserting The Launch Triggers**

Ok, so you’ve got the player, the scud vehicle and the driver, so now what?

Well, the most important thing of course!

The launching of the freaking missile! ☹

Lets get onto it!

Select the “Triggers” tool from the top and double click somewhere between all the units (scud vehicle, driver and player). In the properties window, make sure that Axis A and B are big enough to cover the scud vehicle. Default properties are great anyway!

In the “Activation” field, select “West” (the side of the driver of the scud!). In “On Activation”, type:

```
fScud action[“scud launch”]
```

This will make the driver execute the action to prepare the scud missile for launch!

Now the second trigger, which will make the missile fire up!

All you need to take in account is that the preparing of the missile (making it point up) takes around 9 to 10 seconds!

So lets take that little note!

Select the “Triggers” tool and double click near the first trigger. Here, again, make sure the Axis A and B radius covers the scud vehicle!

And again, default values are ok (50 by 50). In “Activation”, select “West” (side of scud driver!). In “On Activation” type:

fScud action["scud start"]

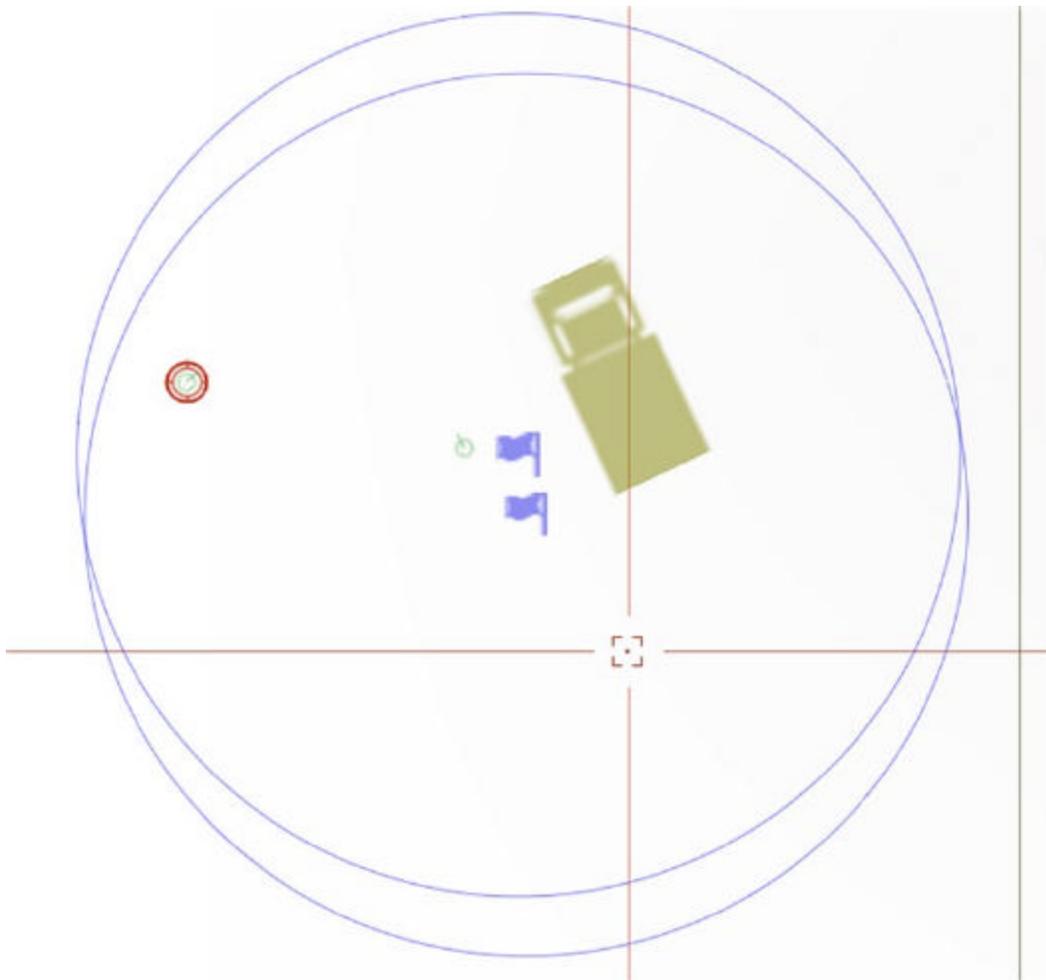
This will make the missile fire!

There's only one problem, it will fire as soon as the mission starts. So taking in note that the preparing of the missile takes 9 to 10 seconds, in the "Min", "Max" and "Mid" boxes of the second trigger, put in "11" in each.

All done!

Click "Preview" and watch the action! ✍

Anyhow, this is how your mission should look like in the editor:



## Doing – Making A Support Team



Sometimes in some missions, when something happens, you want a support team to come by!

A support team being a couple of tanks, helicopters, or jeeps, etc...

This is an extremely easy thing to do, and I will teach you how when you destroy an enemy tank, some more enemy tanks come by to support them. This should take very little time to do once you learn it. Please make sure your editor is working in “Advanced” mode. If you see “Easy” in the top right corner of the editor, click on the text until it says “Advanced”.

### 1 > Inserting The Player Unit (YOU!)

We need you to be in there to see everything obviously, so select the “Units” tool and then double click somewhere on the island (ground). From the properties window, select side “West”, type “Men”, unit “LAW Soldier” and control “Player”. Then click “Ok”.

### 2 > Inserting The Enemy Tank To Destroy

Now for the tank that will require assistance once you have attacked it. A good enemy tank is a BMP because once you fire at the BMP with your LAW Launcher, one shot will destroy it so you won’t have to stay firing at it all the time to destroy it like with the M1A1 or the T80.

So select the “Units” tool and double click somewhere very near the player unit (you). From the properties, select side “East”, type “Armored” and unit “BMP”. Now to make the unit not fire at you for this tutorial, to make you see the support come by and not die before ☞

So from the “Fuel” and “Ammunition” scroll bars, turn them down to 0 by sliding them to their maximum to the left. Then click “Ok”. Make sure this BMP is near the player but far enough so when you shoot at it with the LAW Launcher, the explosion doesn’t kill you...

### **3 > Inserting The Support Units**

Now for the important part of the tutorial, the support team...

For this tutorial, lets make three enemy BMP tanks be the support team. Please note you can do the exact same thing to make helicopters, even planes act as a support team. So what you learn here works for all units...

Select the “Units” tool and double click somewhere far away from the player. In the properties window, select side “East”, type “Armored”, and unit “BMP”. Make sure the azimuth (direction facing in degrees) makes the tank face the player unit (you). Do the exact same thing twice more very near to each other so you have three enemy BMP’s beside each other far away from the player unit (you).

Now select the “Waypoints” tool from the top. Firstly, click once to select the first enemy support BMP. Then double click just in front of the tank itself, just in front (as close as possible) and in the insert waypoint window, in the “Condition” field, type:

```
yesgoahead == 1
```

The two equals signs will check if the value of “yesgoahead” is “1”. “yesgoahead” is a variable we have just created that will hold a value (a number). Once that value (number) is “1”, the tank will continue its path. For this waypoint, once the condition is written, click “Ok”. Then without clicking anywhere and with the first enemy support BMP still selected, double click somewhere very near the BMP you have to destroy at the beginning. Once the insert waypoint screen appears, simply click “Ok”, no need to customize settings here.

Now do the exact same thing with the other two enemy support BMP tanks and make sure they all end up near the first tank you destroyed!

Of course, that’s if you want all of them to be in the same place, if not simply move the last waypoint of each tank around so they each end up somewhere else. As long as you make the first waypoint a move waypoint just in front of the tank the waypoint belongs to and the condition of the first waypoint says “yesgoahead == 1”, then it’s ok...

Proceed to the next section to make the tanks move to the last move waypoint as soon as you destroy the first enemy BMP tank...

### **4 > Finalizing And Preparing The Support Team Trigger**

Just as you thought you didn’t have to insert any triggers, you have to ☞

Ok, select the “Triggers” tool from the top and double click somewhere very near first BMP (the one you need to destroy to trigger the support team). In the properties window, on the “Activation” list, select “East”, on the “Condition” field, type:

```
GetDammage eTank >= 1
```

And in the “On Activation” field, type:

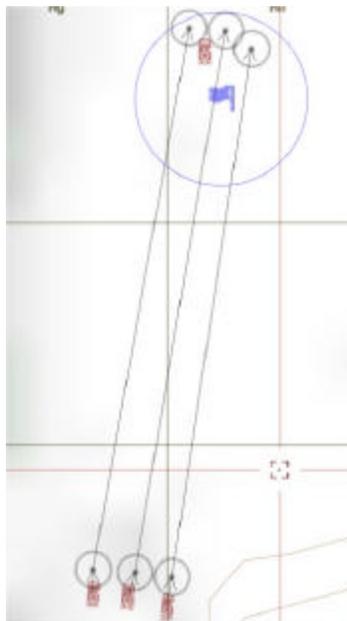
```
yesgoahead = 1
```

Notice this time there is only one equals sign, this is because we are assigning value number “1” to the variable “yesgoahead” instead of checking if it is “1” like we do with two equals signs. Well, you might have notice I mentioned the name “eTank” above but we didn’t name any units!

Sorry I forgot, so when you’ve done all that with the trigger, click “Ok”. Then simply double click the first enemy BMP (the one you need to destroy to trigger the support team) and in the properties, in the “Name” field, type “eTank”. Then click “Ok”.

Once this is done, you may preview the mission. So click the “Preview” button on the right toolbar and use the LAW Launcher to destroy the first enemy BMP (the one you need to destroy to trigger the support team) and watch out for the other three tanks to come by!

Your tutorial mission should look something like this in the editor:



Oh, by the way, when the three support tanks come by, make sure you don’t end up like this:



OUCH!  
Have fun ;)

## Doing – Making Air Vehicles Start In-Air



Air vehicles such as helicopters and planes can be set to start in-air already flying. This is good sometimes since you want to immediately start with units in-air. In this tutorial you will learn how to make friendly units and enemy units start in-air for a cool air battle ☞ Just make sure your editor is working in “Advanced” mode. If you see “Easy” being displayed at the top right corner of the editor screen, click on the text until it says “Advanced”.

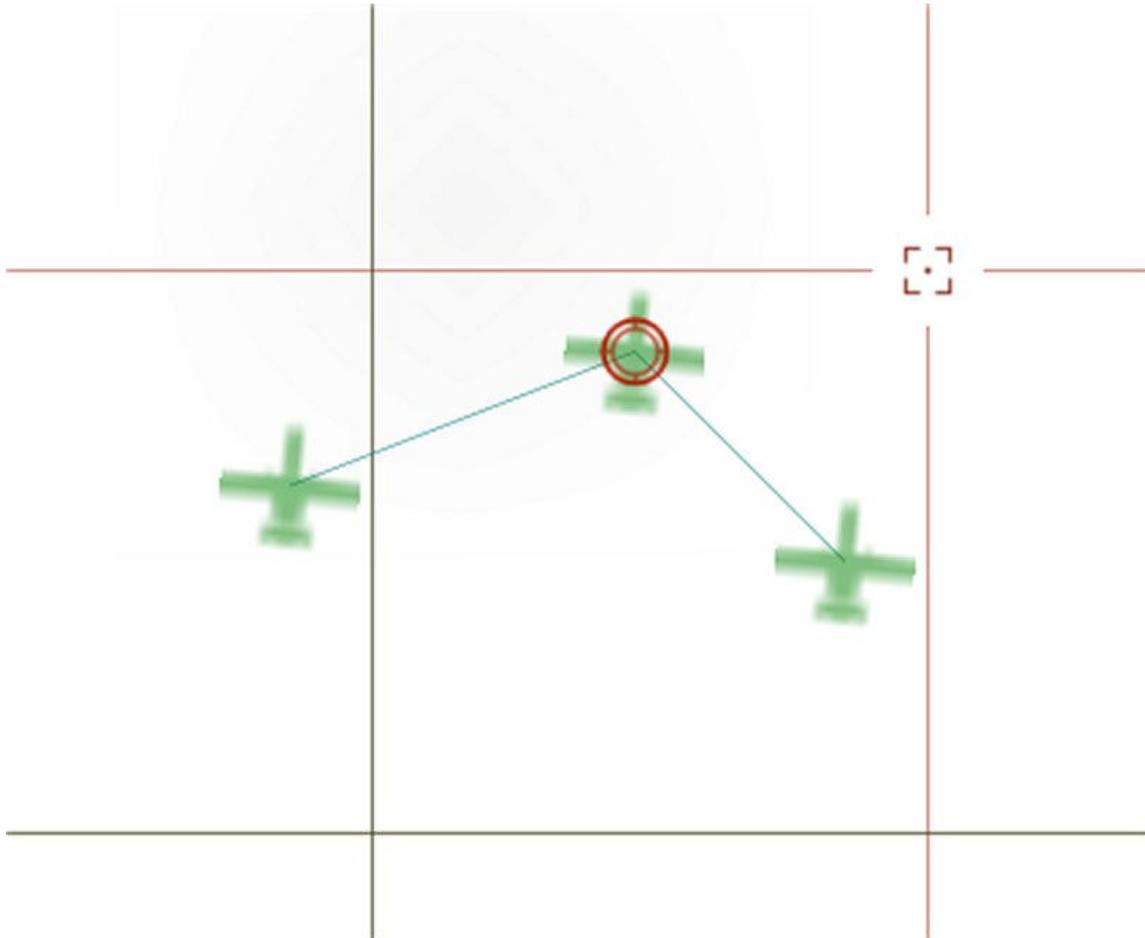
### 1 > Inserting The Friendly Units And Yourself

For this tutorial, let's use the new East air unit, which came with the first official add-on pack, the “Su 25”. Select the “Units” tool from the top and double click on the edge of the island, nearly out of the island. Here, in the properties window, select side “East”, type “Air” and unit “Su 25”. Make sure in “Control” you have “Player” selected. This will be yourself. In the “Special” box, make sure you have “Flying” selected, this is how we make a unit start in-air!

Now select the “Azimut” (direction facing in degrees) to face the other edge of the island far ahead. When done, click “Ok”. You now have yourself inserted.

Now for your teammates. With the “Units” tool selected, double click somewhere near your plane, just a little behind and beside it but be warned, if you place it TOO near, you will crash in-air!

In the properties window select side “East”, type “Air”, unit “Su 25”, and in the “Special” list, select “Flying”. Now click “Ok” and you should have a friendly Su 25 plane beside you, a little behind forming a wedge formation. Make sure you leave the friendly plane grouped with you. When a unit is grouped with another unit, a light blue line joins them up in the editor. Anyhow, lets insert yet another friendly plane. Do the same as above again to insert another friendly plane but this time on the other side of YOUR plane. This is what you should see in the editor for you and your teammates:



When that is done, proceed to the next section on inserting the enemy helicopter units.

## **2 > Finalizing And Inserting The Enemy Helicopter Units**

You will want some enemies to battle with in-air. Lets insert three enemy AH1 helicopters...

Select the “Units” tool from the top and double click somewhere on the other edge of the island, far away. From the properties window, select side “West”, type “Air”, unit “AH1” and in “Special”, make sure “Flying” is selected. In the “Azimut” (direction facing in degrees), make sure the helicopter is facing in your direction, in other words, going towards you...

When done, click “Ok”. Now do the same for another two enemy helicopters, put them beside each other in a good distance from each other, meaning, a distance they won’t crash when the mission starts!

When done, select the “Waypoints” tool from the top and left click once to select the leader helicopter in the three enemy helicopters. The leader helicopter is the one all the light blue lines are pointing to. When the leader helicopter is selected, double click on your own plane and in the properties window, select waypoint “Destroy” from the top list. Then click “Ok”. Without clicking ANYWHERE else, double click on the first friendly plane of yours and do the same, make the waypoint a “Destroy” waypoint then click “Ok”. Do the same for the other friendly plane of yours.

This will make the three enemy helicopters go to destroy you, then your first teammate, and finally, your second teammate.

You can now start up your mission!

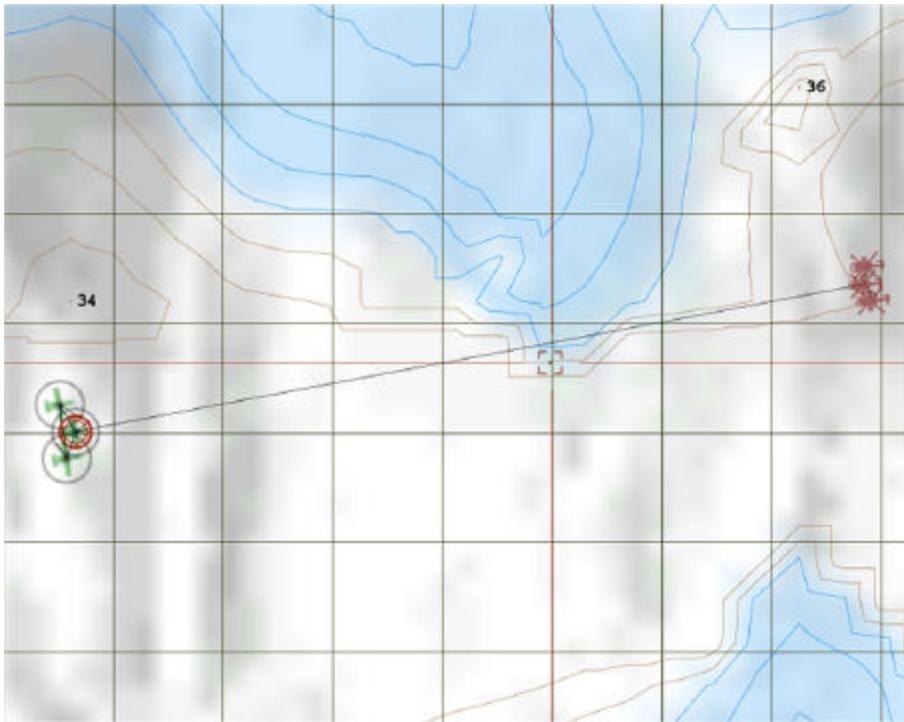
You are in command of the other two teammates of yours and try to knock done those three enemy AH1 Cobra helicopters!

To start up your mission, click the “Preview” button on the right toolbar of the editor and test it out!

You will notice, you, your two teammates AND your three enemies start in-air!

You have done it...

Oh by the way, your tutorial mission should look something like this in the editor:



Enjoy ;)

## Doing – Making An Insertion A10 Plane



A cool thing I just realized to make is make the player be able to eject automatically out of an A10 plane but then the plane is taken over by another guy and so that guy (acting as Co-Pilot) takes the plane somewhere else!

We all know the A10 plane can only transport one guy, the pilot. Well, in this tutorial I will teach you how to make someone take over as pilot after you eject so it looks like there were a pilot and co-pilot and so you can be dropped off into the battle field without seeing your plane bash against the ground (unless that's what you want!). Anyhow, make sure the editor is working in "Advanced" mode. If "Easy" is displayed on the top right corner of the editor, click on the text until it says "Advanced".

### 1 > Inserting The Player Unit (YOU!)

First, we need you in there. Note, we need to individually name all the units involved, this includes the plane, you (first pilot) and the pilot to take over. Ok, select the "Units" tool and double click somewhere in the middle of the island (ground). In the properties window select side "West", type "Men", unit "Pilot", and control "Player". In the "Name" field type "mePlayer" and in the initialization field type:

```
mePlayer MoveInDriver mePlane
```

Then click "Ok". This will make you start directly piloting the plane we're about to insert.

## **2 > Inserting The A10 Plane**

Select the “Units” tool from the top and double click somewhere very near (beside) the player unit. In the properties window select side “Empty”, type “Air” and unit “A10” and in the “Name” field type “mePlane”. Before you click “Ok” to insert the plane, in the “Special” list, select “Flying”. This is important so you start in-air!

After this, click “Ok” to insert the plane!

Now we’ve got the plane and the player and player will start piloting the plane as soon as mission starts.

Now for the waypoint to tell you where to go. Select the “Waypoints” tool from the top and click once to select the player unit (you). After the player unit is selected, double click somewhere way in front of the plane, a distance that piloting will be good to get there, maybe from the middle of the island to the end!

In the properties window, simply click “Ok”, no need to set up the waypoint this time.

## **3 > Inserting And Preparing The Co-Pilot To Take Over**

Now we need to insert the guy who will take over your A10 as you drop off!

Select the “Units” tool from the top and double click somewhere on the island (ground), anywhere will do since he’ll instantly teleport onto the pilot’s seat as soon as you eject. Make it somewhere he surely won’t be detected or killed by enemy forces...

In the properties window select side “West”, type “Men”, unit “Pilot” and in the “Name” field type “meCoPilot”. Then click “Ok”.

Now to make the co-pilot get the plane somewhere else!

For this, we use waypoints assigned to himself (to the co-pilot) since he will be the one piloting!

So select the “Waypoints” tool from the top and then click once to select the Co-Pilot guy. Now double click JUST in front of himself so he barely moves. In the properties window, in the “Condition” field, type:

```
yesimin == 1
```

“yesimin” is a variable we’ll use for the co-pilot to continue its path. The two equals signs make the waypoint CHECK if the variable “yesimin” is “1” which it will be once you eject and so he’ll continue his path, but his path will be taking over the plane and taking it somewhere, anyhow it works...

Now click the “Ok” button and then without deselecting the Co-Pilot, double click somewhere else such as somewhere a bit in front but beside the waypoint you (player unit) have to move to where you’ll eject. Click “Ok” simply, and then again double click somewhere very far away from the island!

Over the sea even and then click “Ok”. Now you’ve set up a path for the Co-Pilot, as soon as you eject, he’ll take the plane out of the island area!

You may want to alter his path to take it around or something, whatever, but for this tutorial, do as said above just for you to get a grip of the feature...

#### **4 > Finalizing And Making The Ejection And Taking Over Trigger**

Now for the important part, the automatic ejecting of yourself (player unit) out of the plane so the other guy takes over and gets it out of the area!

Select the “Triggers” tool from the top and double click somewhere along your waypoint!

Somewhere along the black line joining your player unit to the actual waypoint.

Somewhere near the waypoint but a bit further back!

In the properties window, under Axis A and B, select “Rectangle” instead of “Ellipse” so you get a LONG trigger instead of one covering a radius!

Lets suppose you are going UP (North) the island with the plane to your waypoint. In the “Axis A”, type something like “300” and leave “Axis B” to “50”. This will make a perfectly rectangle trigger covering a certain area of your journey. This is so before you reach the waypoint, you eject even if you’re a bit or a lot off the line of your waypoint!

Ok, I now assume you have your desired covered area. Lets continue...

In the “Activation” list, select “West”. Now for the most important part of the trigger, the event...

In the “On Activation” field, type:

```
mePlayer action["EJECT",mePlane]; unassignvehicle mePlayer; meCoPilot  
MoveInDriver mePlane; yesimin = 1
```

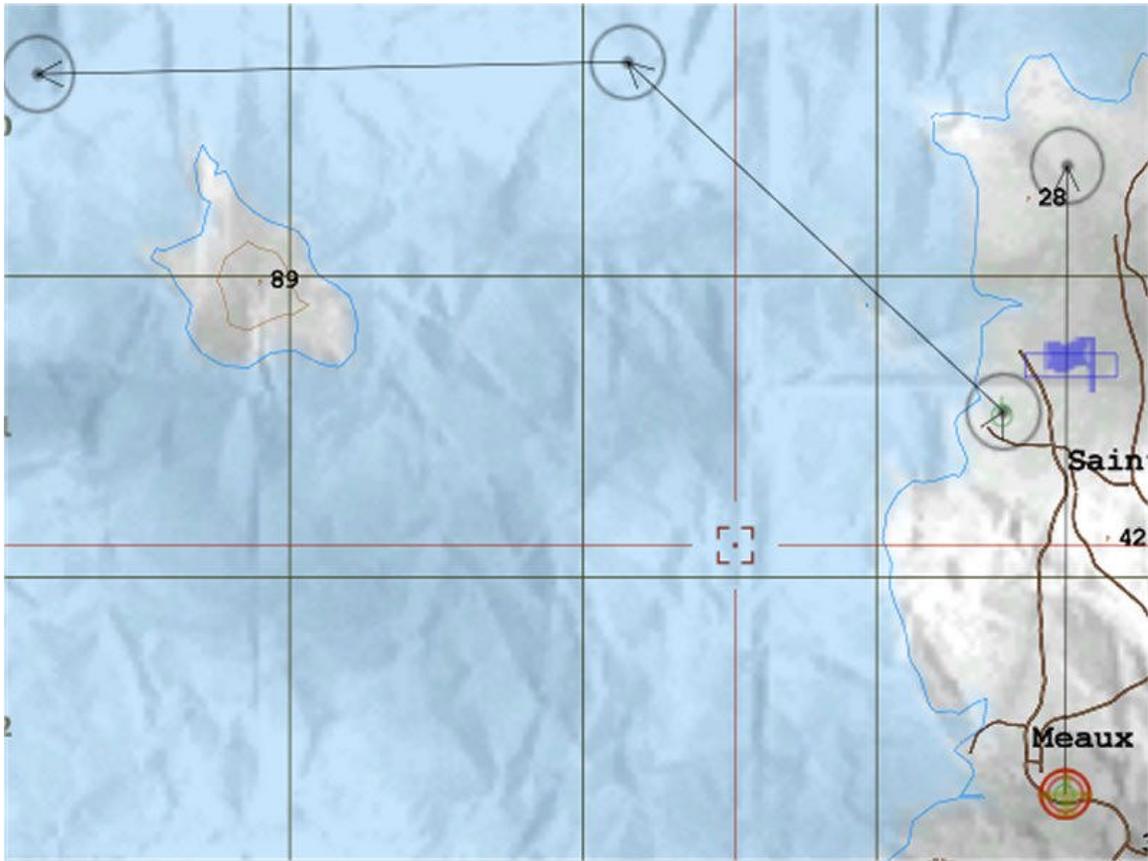
Now click “Ok”, you’re done with the trigger!

I’ll explain command by command. The commands “mePlayer action[“EJECT”,mePlane]” will make you eject out of your plane as soon as you go over the trigger. “unassignvehicle mePlayer” will tell the mission you are out so another unit can get into it. “meCoPilot MoveInDriver mePlane” will make your Co-Pilot guy instantly appear in the pilot seat of the A10 plane and so the plane will not fall and crash. The “yesimin = 1” command will make the variable “yesimin” have a value (number) of “1”. As we made for the journey of your Co-Pilot, this now tells him he can continue his path!

Now that he is the pilot of the A10, and he continues his path, he will fly the A10 out of the area (as you did with his path using waypoints).

Please note, type the commands in the order shown above, since first we need you to eject, then to prepare the vehicle for another guy, after that put the Co-Pilot in it and then make him follow the path. By logic, this is how it should be done!

In the editor, your tutorial mission should look something like this:



Now try it out!

Click the “Preview” button on the right toolbar and try out your insertion feature ↗

Fly your A10 to the move waypoint shown on your screen and you’ll eject near it, once you eject you should see your A10 being piloted out of the area, rather than falling and crashing against the ground below it! ↗

Have fun ;)

## Doing – Making Paratroopers Eject One At A Time



A very nasty thing of the game is making paratroopers, which then fall on top of each other at the same time!

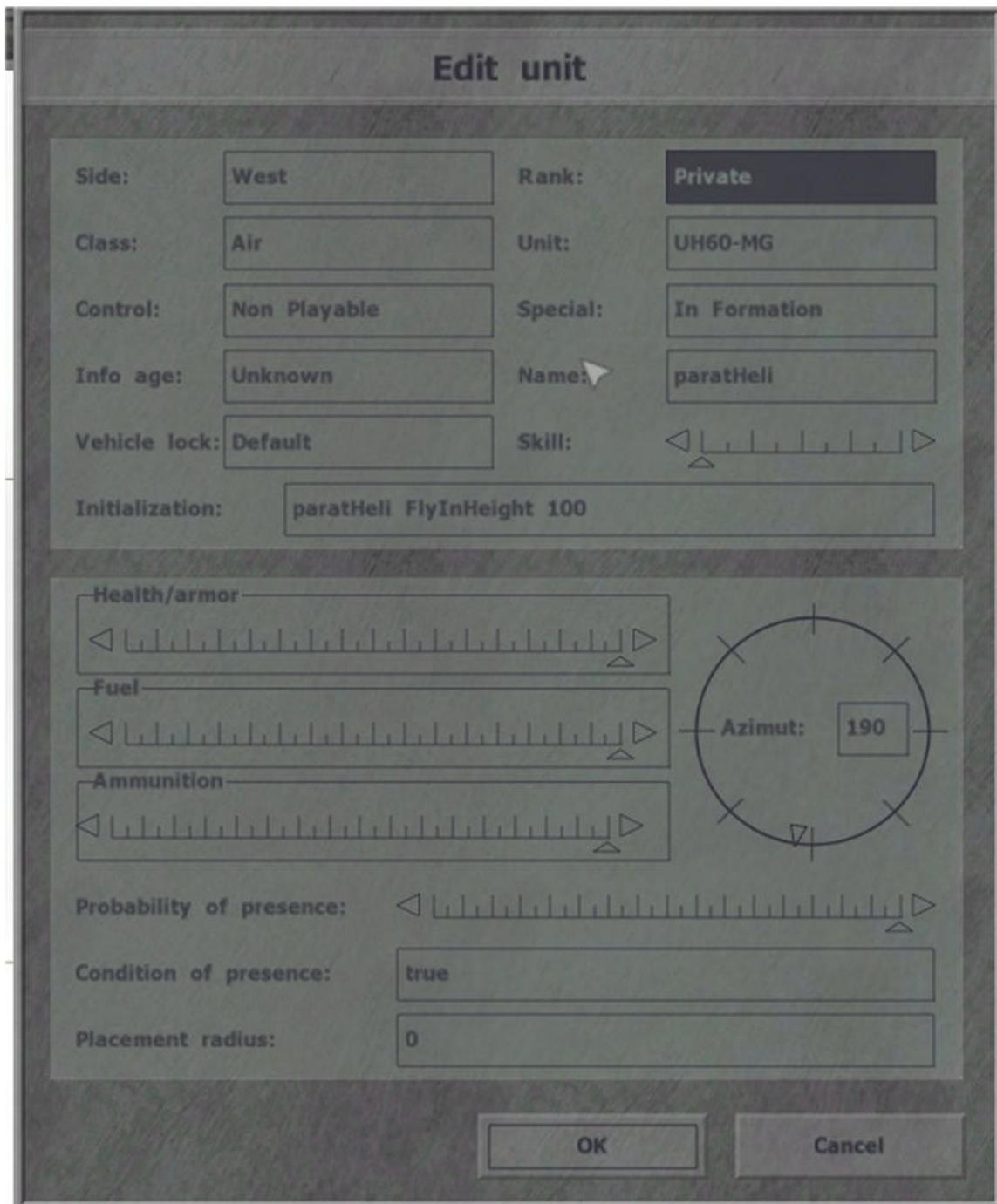
This event can be overcome showing a cooler, more realistic parachuting effect when you look at it. As you can see from the above screenshot taken by me, you see a paratrooper eject ONE AT A TIME with a nice separation and timing from each other. Following the easy, yet detailed steps below to make everything happen! ✍

Note – like with ALL my tutorials, please make sure the editor is working in “Advanced” mode. To do this, if you see “Easy” displayed on the top right corner, click on it until it says “Advanced”.

### **1 > Inserting And Preparing The Helicopter**

Ok, first of all, our helicopter to paratroop from!

Select the “Units” tool from the top of the editor window. With it selected, double click anywhere on the island (on ground!). The unit insertion screen should come up. Below, is a screenshot of what you need to setup!



Do everything displayed above. The “Side” is up to you but “West” is good enough... Please note, the “UH60-MG” helicopter is a good transport, so get that one! The name, enter whatever you wish, but for this tutorial, please enter “paratheli” which is an understandable name. Azimut (direction facing in degrees), put it to whatever you wish the direction of the helicopter to face, but since I put at the top of the island, I want it to face and go downwards...

In initialization, I’ve entered the command use of “FlyInHeight”. This tells the helicopter that whenever and wherever it takes off, to fly in height 100 meters. Please note 75 meters is the minimum safe height to parachute out of a vehicle, but 100 is safe and reasonable. The way to write the command “FlyInHeight” (syntax) is:

*unitname FlyInHeight meters*

Note, italics have been used above to show you what you need to change. Anyhow, in this tutorial's case, type:

paratHeli FlyInHeight 100

Ok, now the helicopter will fly at that height when it takes off.

Now click "Ok". Then select the helicopter on the editing area and select the tool "Waypoints". Now with the helicopter selected, double click somewhere far away from the helicopter and setup the waypoint this way:

The screenshot shows the "Edit waypoint" dialog box with the following settings:

- Select type: MOVE
- Waypoint order: 0: MOVE
- Description: (empty)
- Combat mode: Never fire
- Formation: No change
- Speed: Limited
- Behaviour: Careless
- Placement radius: 0
- Timeout Min: 0, Max: 0, Mid: 0
- Condition: true
- On Activation: Never show (selected), Show in cadet mode, Always show
- Script: (empty)

On "Combat mode", "Never fire" is selected so if the helicopter sees enemies, to not go to them and kill them ignoring its real mission, transporting paratroopers to the insertion point. In "Speed", "Limited" is selected so the paratroopers touch the ground where they are meant to be instead of being chucked rapidly in the direction the helicopter is flying because of inertia. In "Behavior", "Careless" is good because the helicopter will even fly

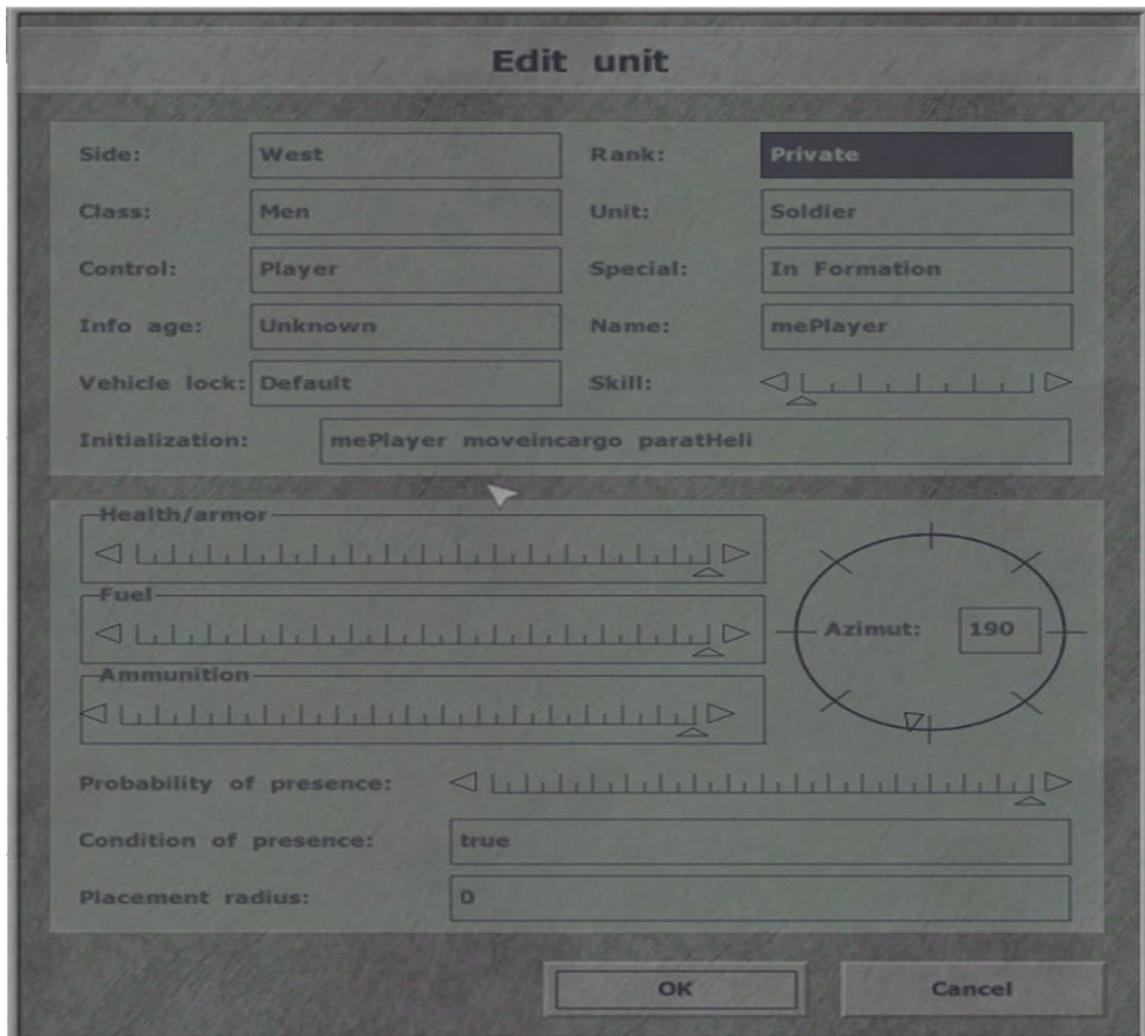
straight over enemies instead of flying away, this way they ALWAYS obey the path you gave the helicopter!

Click “Ok” when done and that is all for the helicopter!

## **2 > Setting Up The Paratroopers (Guys)**

For this tutorial, lets add three paratroopers. Select the “Units” tool from the top of the editor and double click somewhere near the transport helicopter to insert a guy. Insert three regardless of their settings, well only regard that they are in the same side as the helicopter (West).

When the three are there, double click on one by one, each time, setting these settings:



The screenshot above is taken from the properties of the player!

But you choose change them slightly for the other two. First of all, name the player “mePlayer”. Name one of the other two guys “parat1” and the other one “parat2”. In the initialization fields of the three enter this:

**For mePlayer Enter =** mePlayer moveincargo paratHeli

**For parat1 Enter =** parat1 moveincargo paratHeli

**For parat2 Enter =** parat2 moveincargo paratHeli

This INSTANTLY moves the three guys into the helicopter as cargo (riding in back).

Last of all, make sure that none of the four units (the three guys and the helicopter) are grouped with another. If they are grouped, there is a light blue line joining up all of them to another unit. To ungroup them, select the “Groups” tool from the top of the editor, press and hold the left mouse button on one unit, drag a line to empty area (the ground itself, where there are no other units) and then release the left mouse button. Do this for all until there are no light blue lines joining up anybody!

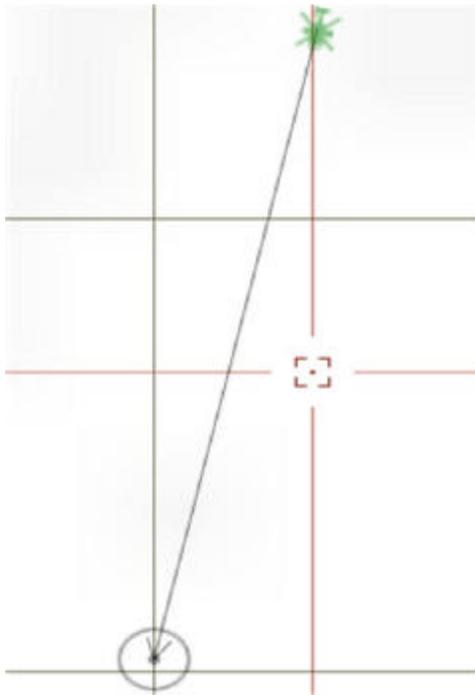
### **3 > Finalizing And Setting Up Paratrooping Event**

Ok, we’ve got ALL our units setup!

Now, lets get them to paratroop ☞

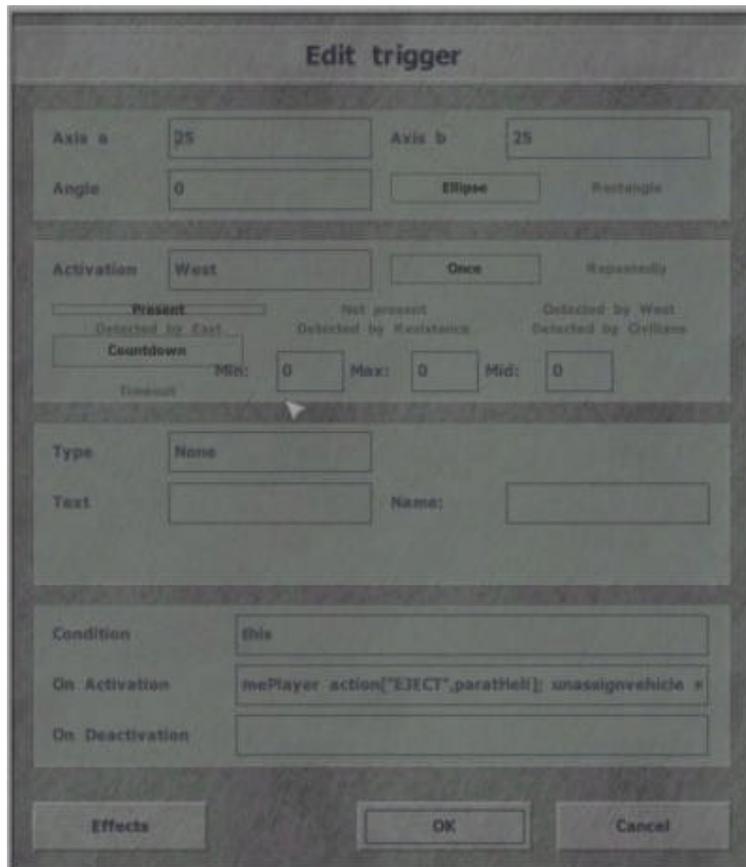
This we do with “Triggers”...

Ok, look along the helicopter’s waypoint. You see the black line leading from the helicopter to the waypoint?



Well, select the “Triggers” tool from the top of the editor. Double click along the middle of the waypoint’s black line. We are going to insert a trigger during the middle of the helicopter journey!

Ok, setup the trigger as this screenshot shows:



Axis A's and B's size as "25" are good enough. Make sure in "Activation", "West" is selected. Ok now the important part, please note this trigger will be used for "mePlayer" (the player, or, YOU). In "On Activation" type this:

```
mePlayer action["EJECT",paratHeli]; unassignvehicle mePlayer
```

Perfectly identical to above please!

Add another trigger with all the SAME details EXCEPT in the fields "Min", "Max" and "Mid" for countdown, type "1" on each and on the "On Activation" type:

```
parat1 action["EJECT",paratHeli]; unassignvehicle parat1
```

And yet, ANOTHER trigger with the SAME details EXCEPT in fields "Min", "Max" and "Mid" for countdown, type "2" on each and on the "On Activation" type:

```
parat2 action["EJECT",paratHeli]; unassignvehicle parat2
```

Great!

You're done!

Move these triggers above each other on the same place.

The commands `"unitname action["actiontype",unitname]"` specifically executes an action for the unit entered at the beginning, in this case, "Eject". At the end where it says "unitname" again, you should enter the vehicle name, this is because when you put an action like eject, it requires a vehicle to eject from. The character ";" (semicolon)

separates a command, this is done if you want to do two things on the same trigger. We need to do two things for each guy so that's why semicolon is used. "unassignvehicle" command simply makes the unit get out of the vehicle.

Well ok, I hope you have learned stuff from this! ✍

Now, watch the ACTION! ✍

Click "Preview" on the right toolbar and watch yourself and your teammates get out, one by one!

## Doing - Making The AI Shoot A Flare



Ever found it hard to make the computer players fire a flare?

Well, the truth is, I found it hard too but I have learned and now remember word by word what to do!

This is a useful trick for missions, which require the rescuing of a person and that kind of stuff...

Once you remember what to do to make the AI shoot a flare, you will find it so easy it will take you less than two minutes to set everything up!

Ok, go through the simple, yet detailed steps below to set everything up and remember, use the editor in "Advanced" mode!

### 1 > Inserting The Player To See The Action (YOU!)

The most important thing here is to see what happens right?

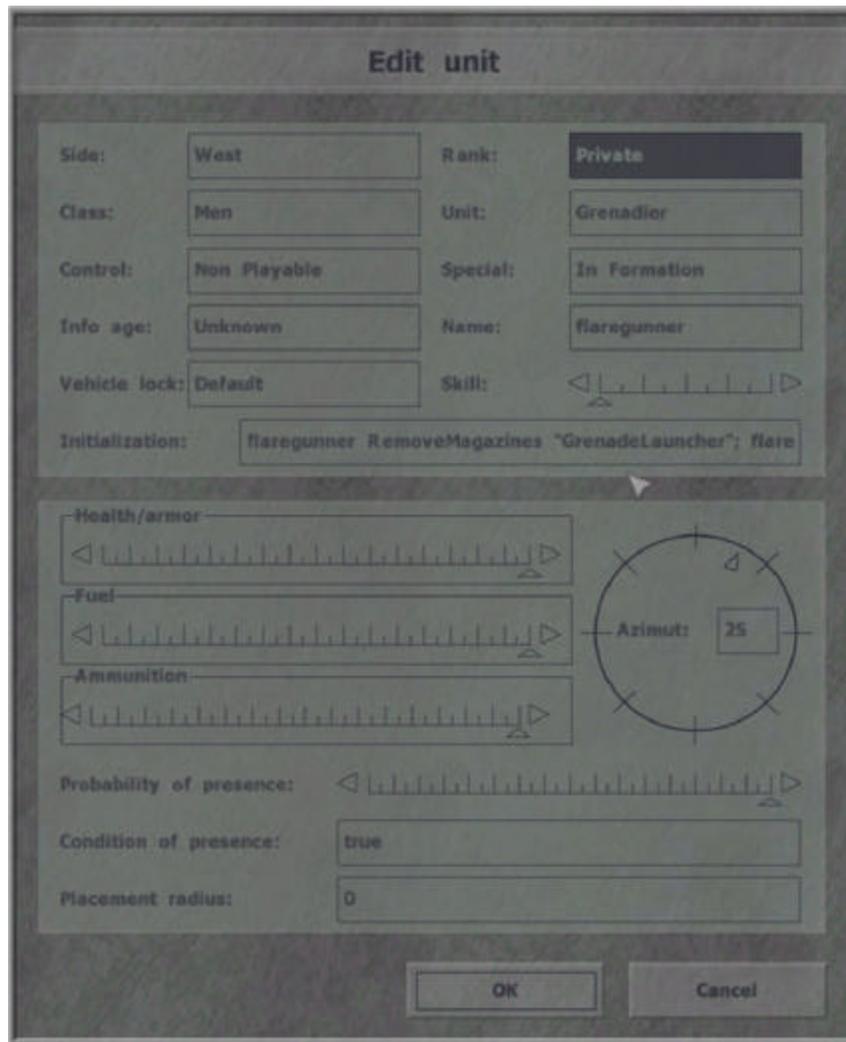
So select the "Units" tool from the top and double click somewhere on the ground of the island. You don't need to setup anything here, just the Azitmut (direction facing in degrees) so put it to "180" which is facing down!

This is done so you're facing the guy with the flares later on...

### 2 > Inserting And Setting Up The Flare Gunner

Ok, now for the guy with the flares. Select the "Units" tool from the top and double click somewhere very near the player (you). This time, select "Grenadier" as the unit for best

results. In “Name” type something like “flaregunner”. The setup window should look like this:



Now you must think, ok all setup, but what about the “Initialization” field, there seems to be something written in the above screenshot!

Well ok, lets get to that now...

As you know, the grenadier possesses grenades to fire with his grenade launcher attached to the M16, well, first we need to remove all those grenades and secondly, add five flares. Adding four flares ensures that he has one loaded into his grenade launcher, but five is more secure!

Anyhow we’ll be adding more later to reload for firing...

Ok, in initialization field, type all this IF the grenadier is in side “WEST”:

```
flaregunner RemoveMagazines "GrenadeLauncher"; flaregunner AddMagazine "flare";  
flaregunner AddMagazine "flare"; flaregunner AddMagazine "flare"; flaregunner  
AddMagazine "flare"; flaregunner AddMagazine "flare"
```

This adds five “WHITE” flares to side “WEST”. There are four colors of flares, and they are “White, Red, Green and Yellow”. To add colored flares, replace the lines:

flaregunner AddMagazine "flare"

with the lines:

**For Red Flares =** flaregunner AddMagazine "flaredred"  
**For Green Flares =** flaregunner AddMagazine "flaregreen"  
**For Yellow Flares =** flaregunner AddMagazine "flareyellow"

You get the idea!

If you're having an "EAST" player fire a flare, then the "RemoveMagazines" works differently!

The "AddMagazine" is the same for all sides, since and command and the item are universal (for everybody). But the for "EAST", the grenade launcher is attached to an AK74 rather than to an M16 like for the "WEST", and that is why the "RemoveMagazines" command works differently for the "EAST" than for the "WEST". Ok, so if you have the unit as a "WEST", the first command in the initialization field, which is the "RemoveMagazines" should be written as above:

flaregunner RemoveMagazines "GrenadeLauncher"

If the unit is an "EAST", then the entire thing works differently!

You need to remove all its weapons, then add flares, then the grenade launcher. To do all this, in the unit's initialization field, type all the following:

RemoveAllWeapons flaregunner; flaregunner AddMagazine "flare"; flaregunner AddWeapon "ak74grenadelauncher"

If you want colored flares, then do the same as mentioned above!

Simply replace ALL the "flaregunner AddMagazine "flare"" lines with the colored flares ones keeping the removmagazines or the addweapon and removeallweapons commands there in order...

Well ok, now click "Ok" after all this mess ☹

Weather "East" or "West", your unit is setup if all above has been followed and done correctly.

Well good news, you've just setup the hardest part of this feature! ☹

You are now about to setup the triggers to fire the flare!

### **3 > Finalizing And Setting Up Firing Triggers**

Ok, the guy with the flares has all loaded and ready to reload and fire!

Lets do it now!

We'll need to add two triggers, one that makes him reload, and the other fire. Select the "Triggers" tool from the top and double click near, but in front of the grenadier, setup the trigger to be "5" by "5" in Axis A and B. Note this is a good, small size for a unit which

is a man. Ok, now in “Activation”, select the side the grenadier is in, “East” or “West”. In “Type”, select “Switch”, or else it would not commonly work!  
Ok, now for the “On Activation” command line. If your flare gunner is from side “EAST”, type this:

```
flaregunner fire [“grenadesmuzzle”, “flare”]; flaregunner AddMagazine “flare”
```

Please note, if you have a colored flare, then you shouldn’t put just “flare” on the two occasions above, you should enter the type of flare. If it is color red, then the above line transforms to:

```
flaregunner fire [“grenadesmuzzle”, “flarered”]; flaregunner AddMagazine “flarered”
```

You get the idea with colors. Well, now, if the guy is a “WEST”, the line is:

```
flaregunner fire [“m203muzzle”, “flare”]; flaregunner AddMagazine “flare”
```

You can apply the colors to the above line too. Another example for the “WEST” of the color of the flare being red would be:

```
flaregunner fire [“m203muzzle”, “flarered”]; flaregunner AddMagazine “flarered”
```

I hope you understand perfectly, because that’s my job here, to make you understand all this! ☺

Once this is done, click “Ok” and the trigger is setup!

Now copy and paste this trigger to have two of the same trigger!

To copy and paste, select the trigger and press “Control C” and then press “Control V” to paste it, just like in Windows!

Then move the second (copied) trigger in front of the first trigger, one after the other.

Now, select the “Waypoints” tool from the top. Select the flare gunner and double click somewhere after the two triggers or in between the second one, as long as the guy passes through both, select click “Ok”, no need to setup the waypoint. Done!

Click “Preview” on the right toolbar to view it. The flare gunner should move forwards, reload, and then carry on moving, point up in the direction he is facing and fire the flare of any color you setup! ☺

### Other Events For Flare Firing

Maybe you want the guy to stay there and fire a few seconds later instead of moving and firing?

Well easy, move both triggers ONTOP of each other and move the flare gunner between both triggers. Open up one of the triggers and set the “Min”, “Max” and “Mid” boxes to any amount of seconds you desire, try “5” for now!

Click “Preview” on the right toolbar and check it out, oh, providing you DELETE the “Move” waypoint you created earlier. If you don’t, the guy will reload and run away, though maybe, it will fire five seconds after it reloaded anyway, it’s up to you to try!

If you want the flare gunner to stay there and fire instantly after reloading, reset the “Min”, “Max” and “Mid” boxes back to 0 to the trigger you previously setup to be “5” and voila!

Click “Preview” on the right toolbar and check it out...

Oh one more thing, for more impressive flare effects, set the time to nighttime. To do this, look at the default “Cloud” symbol under the text “Advanced”. Click on it...

A new window pops up with some details like weather conditions, date, time and name. In time which is in the middle right area of the window, select “00” from the first one, the second you can leave “30”. This indicates it’s twelve thirty AM. Just click “Ok”... Now when you preview your mission, the flare effects are absolutely fabulous!

You should have learned quite a bit from this tutorial other than basically making an AI player fire a flare...

I hope you understand everything, anyhow, if you go back to my website, you can e-mail me...

Have fun... ;)

## Doing – Making Units Appear In A Vehicle Instantly



Sometimes, you don't want the units to have to get to a vehicle and get in manually by themselves...

Sometimes, you simply want a unit full of guys or something. Well that is extremely easy, but what the hell, for you beginners out there, this is for you...

Lets get to it but make the editor work in "Advanced" mode by clicking the text (if it displays "Easy") on the top right corner of the editor screen.

Before we start, lets go over the commands, which enable us to do this with multiple results:

- MoveInCargo
- MoveInDriver
- MoveInGunner
- MoveInCommander
- AssignAsCargo
- AssignAsDriver
- AssignAsGunner
- AssignAsCommander

As you can see, there are multiple commands for this. But really, the "MoveIn" ones are the ones which make the unit appear in the vehicle instantly within different positions of the vehicle as explained below:

MoveInCargo = Move in back of vehicle for transport  
MoveInDriver = Move in as the driver of the vehicle  
MoveInGunner = Move in as the gunner of the vehicle  
MoveInCommander = Move in as the commander of the vehicle

The “AssignAs” commands make a unit always get to a specific unit as the position assigned. So when you give the unit a get in waypoint to a vehicle, the unit will get in as what you assigned him for with these commands in either triggers, waypoints or in the unit’s initialization.

### Instantly Placing Units In A Vehicle With “MoveIn” Commands

As you know, there are multiple positions available in a boat. Lets get a player to get in as driver and four guys as cargo transport. There’s a tricky part with waypoints, of which I’ll show you a bit later.

First, select the “Units” tool from the top and double click on the water, select side “West”, type “Men”, unit “Pilot” and control “Player”. This will be our player for the tutorial mission. Now click “Ok”. You will wonder why the hell we’re placing the player in the water so he drowns ☹

Well not really, it’s because we want him close to the boat we’ll place so when you look at the mission yourself, you notice automatically what goes where. With the “Units” tool selected, double click in front of the player (in water) facing the island ahead. In side select “Empty”, type “Armored”, unit “Boat” and in “Name” type “meBoat”. In the “Azimut” (direction facing in degrees), select something to make the boat face the island so you don’t have to turn it, just go forward. Once done, click “Ok”. One more thing I forgot, double click on the player unit and in its “Name” field type “mePlayer”. Now for the important part, in the the player’s initialization field, type:

```
mePlayer MoveInDriver meBoat
```

That’s it. Click “Ok”. You can even test it now and you’ll notice you are automatically placed as the driver of the boat as soon as the mission starts instead of drowning ☹

Now for your teammates. Select the “Units” tool from the top and double click beside the player and select side “West”, type “Men”, unit “Soldier” and in the “Name” field type “meGuy1” and in the initialization goes:

```
meGuy1 MoveInCargo meBoat
```

Now click “Ok” and make sure the new unit is ungrouped from the player. If it is grouped, a light blue line will join both units up. To remove the grouping, select the “Groups” tool from the top and press and hold the left mouse button on the new unit and drag a line to the water (where there are no other units) and then release the left mouse button. The light blue line will disappear, so now they are ungrouped as they should be...

Select the “Units” tool again and double click near the other unit and select the same properties as for “meGuy1” but this time, in the “Name” field, type “meGuy2” and in the initialization:

meGuy2 MoveInCargo meBoat

Then click “Ok”. Make sure this new unit is ungrouped from any other units as explained above. You can put up to eight guys into a boat as cargo, or was it ten!? You can also put a gunner at the back with the machine gun, but that’s optional.

Test it out, click the “Preview” button on the right toolbar and see how you are driver of a boat and two teammates are sitting down as cargo behind you ☞

Remember I was going to explain the tricky thing with waypoints and these commands? Well yes I am now. Normally, to make the boat go to the beach of the island or something, you’d assign a waypoint to the boat, but the boat is an empty boat ☞ So you can’t assign any waypoints, but who is the driver?

YOU ARE (the player)!

So lets tell YOU to go to the beach. So select the “Waypoints” tool and click once on yourself (player unit) and then double click on the beach shore of the island and from the waypoint list, select “Get Out” and click “Ok”. That’s it!

When you play the mission, you should have indicated to get out. But you may be thinking, “but the boat should go there, why me?”

Well you’re the driver!

You were assigned as the driver at the beginning even before the waypoint was there!

By default, you teammates won’t get out. So if you’re the driver of the boat, you’d have to group your teammates with you by selecting the “Groups” tool, pressing and holding the left mouse button on the first teammate and dragging a line to the player unit (you) and doing the same for all the other units. Then you’d have to double click yourself (player unit) and from “Rank”, selecting something higher than the default “Private”, maybe something like “Captain” and click “Ok”. So when you get out, you’d have to order you teammates to disembark too. But if you want to do like I did for my mission “D-Day II” where you’re in the cargo with some other teammates and you get out automatically, then that’s easy. You simply insert a unit of side “East”, type “Armored”, unit “Boat” and you (player unit) and the teammates as “East” guys. Then you assign the waypoint to “Get Out” to the boat and so the boat will move towards the waypoint and all will disembark. If they don’t, you can group the teammates and yourself (player unit) to the boat as the boat being leader.

Anyhow, you can “Preview” it again from the right toolbar and you’ll notice you are ordered to get to the beach, and once you do, you’ll be ordered to get out and you teammates will too...

### Assigning Units To Different Vehicle Positions With “AssignAs” Commands

The “AssignAs” commands as explained at the beginning don’t make a unit appear in a vehicle, though, when a “Get In” waypoint is assigned for the unit, the unit will get it as what you assigned it to at the beginning. Ok lets get to it...

Select the “Units” tool from the top and double click somewhere on the island. Here, select side “West”, type “Men”, unit “Pilot”, control “Player” and then click “Ok”. This is the player unit (you). Next, double click somewhere near the player unit and select side

“Empty”, type “Armored”, unit “M1A1” and in the “Name” field type “meTank”. Now to make a guy always get in it as the driver. With the “Units” tool selected, double click in front of the tank and select side “West”, type “Men”, unit “Pilot”, in the “Name” field type “meDriver” and in the initialization, type:

```
meDriver AssignAsDriver meTank
```

Ok done. Now to make him get in. Select the “Waypoints” tool and click once on the teammates (meDriver) and then double click on the tank and select “Get In” from the waypoints list and click “Ok”. Next, double click somewhere further away forward and simply click “Ok”.

Now you can preview it, click the “Preview” button on the right toolbar and watch the guy get in and move forward, if he moves forward, it means he is driver, as we wanted him to be!

That’s all for this tutorial!

Hope you learned well the “MoveIn” and “AssignAs” commands because they can come in handy sometimes!

## Doing – Making Units Have Custom Weapons



This feature is useful from time to time and it will come in handy sometimes... Basically, what we will do here is make certain units have weapons of YOUR choice. The commands used for this kind of feature are the same as with ammo crates, these commands include:

RemoveAllWeapons  
AddWeapon  
AddMagazine

The customizing of weapons can be done from anywhere, including on the activation of a trigger or waypoint, or simply, when mission starts. Anyhow you do it, the same commands and syntax are used only if you do it when mission starts, you can refer to the unit as “this” instead of the name you apply to the unit. But anyhow, in this tutorial we shall apply a name so you get used to messing around with units referring to them by their names assigned. Before we start, make sure your editor is working in “Advanced” mode. If you see the text “Easy” at the top right corner of the editor, click on the text until it displays “Advanced”, then you’re ready to go...

### 1 > Inserting The Player Unit (YOU!)

You will want to see the units have the custom weapons so you’ll have to insert a player unit for your to start with. Select the “Units” tool from the top and double click

somewhere on the island. From the properties window, select side “West”, type “Men” and unit “Soldier” (any unit can be used but Soldier is good enough). Now in “Control”, make sure “Player” is selected, when done, click “Ok”. That’s it for your player unit...

## **2 > Inserting The Units Which Will Have Custom Weapons**

So you notice you can assign custom weapons to ANY man unit, we will insert a friendly sniper and a civilian. Select the “Units” tool from the top and double click somewhere very near the player unit (you). From the properties window, select side “West”, type “Men” and unit “Sniper”. In the “Name” field, type “meSniper”. Now in the initialization field, type:

```
RemoveAllWeapons meSniper; meSniper AddWeapon “LAWLauncher”; meSniper  
AddWeapon “AK74”; meSniper AddMagazine “AK74” ; meSniper AddMagazine  
“AK74” ; meSniper AddMagazine “AK74” ; meSniper AddMagazine “AK74”; meSniper  
AddMagazine “LAWLauncher”
```

First of all, what that will do is remove all the current weapons from the sniper. Then it will add an AK74 and a LAW Launcher. After that, it will add four AK74 magazines to the sniper and one missile for the LAW Launcher. Simple ain’t it?

Now for the civilian, for this one, lets add the new weapon which came with the first addon pack, the “Kozlice” shotgun. First, lets insert the civilian itself. Select the “Units” tool from the top and double click somewhere beside the sniper, still in front of the player unit (you). Now in the properties window select side “Civilian”, type “Men” and unit “Man”. In the “Name” field, type “meMan”. Now in the initialization field, type:

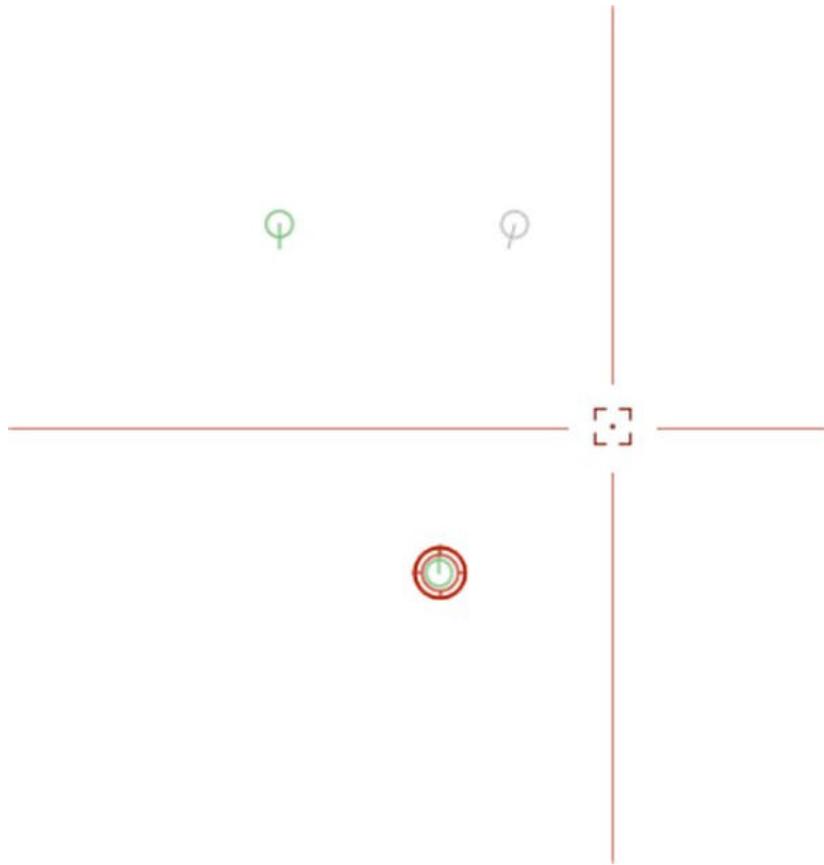
```
meMan AddWeapon “Kozlice”; meMan AddMagazine “Kozliceshell” ; meMan  
AddMagazine “Kozliceshell” ; meMan AddMagazine “Kozliceshell” ; meMan  
AddMagazine “Kozliceshell”
```

Do you know what I did above?

I didn’t put “RemoveAllWeapons meMan” because originally, the civilians don’t have any weapons!

You can put it anyway but it will have no effect. Well, I first added the weapon itself, the “Kozlice” shotgun and then four shells for it. Very simple!

Your tutorial mission should look something like this in the editor when zoomed in a lot:



That's it!

You may now click "Preview" on the right toolbar and watch the units have different weapons on them!

Just for reference, here is a list of ALL weapon and ammo names in the game incase you want to add OTHER weapons and ammo apart from the ones I showed you in this tutorial:

#### NATO Weapons & Ammo

<u>Weapon</u>	<u>Ammo</u>
HK	HK
M4	M4
M16	M16
M16GrenadeLauncher	GrenadeLauncher
M60	M60
M21	M21
LAWLauncher	LAWLauncher
CarlGustavLauncher	CarlGustavLauncher
AALauncher	AALauncher
Kozlice	Kozliceshell / Kozliceball

#### Soviet Weapons & Ammo

<u>Weapon</u>	<u>Ammo</u>
AK74SU	AK74

AK74	AK74
AK74GrenadeLauncher	GrenadeLauncher
AK47CZ	AK47
AK47	AK47
AK47GrenadeLauncher	GrenadeLauncher
PK	PK
SVDDragunov	SVDDragunov
RPGLauncher	RPGLauncher
AT4Launcher	AT4Launcher
9K32Launcher	9K32Launcher

## **Equipment**

<b><u>Weapon</u></b>	<b><u>Ammo</u></b>
Binocular	N/A
NVGoggles	N/A
Flare	Flare
FlareRed	FlareRed
FlareGreen	FlareGreen
FlareYellow	FlareYellow
SmokeShell	SmokeShell
SmokeShellRed	SmokeShellRed
SmokeShellGreen	SmokeShellGreen
HandGrenade	HandGrenade
Pipebomb	Pipebomb
Timebomb	Timebomb
Mine	Mine

This document should serve you as both, a tutorial and a reference guide!  
Have fun ;)

## Doing – Making Working Ammo Crates



A feature some maps have are ammo crates which have ammo inside for you to take... This feature is sometimes important on some game type maps such as Cooperative where you should have an ammo crate at the beginning for the guys to rearm. Anyhow, some maps can be based on escaping from a prison as you take weapons and ammo from crates like I made a mission like that called “Operation Escape”. The thing is, ammo crates show great use when needed...

Here I will teach you how to place ammo crates with weapons and ammo in them. Make sure the editor is working in “Advanced” mode. If you see the text “Easy” at the top right corner of the editor, click on it until it says “Advanced”!

When it’s working in “Advanced”, proceed with the tutorial.

### 1 > Inserting The Player Unit (YOU!)

Of course the most important thing is inserting you into the game so lets get to that first. Select the “Units” tool from the top and double click somewhere on the island (ground), anywhere you wish...

In the properties window select side “West”, type “Men” and unit “Soldier” (any unit will do but Soldier is good enough). Now simply click “Ok”.

You have now got the player unit in there!

### 2 > Inserting And Ammo Crates

Select the “Units” tool from the top and double click somewhere in front of the player unit, near him. In the properties window, select side “Empty”, type “Ammo” and in unit,

select any ammo crate set you wish. Note there are two types of ammo crates for each side (sides being West, East and Resistance). Ammo crates marked with no “II” at the end (meaning this one is number 1) are like the ammo crates at the screenshot on the top of this tutorial. They are camouflaged and are in multiple crates on top and beside each other. Ammo crates marked with a “II” (meaning this is number 2) are one single crate made of grey wood placed properly on the ground as shown below:



You choose your favorite type of ammo crate. Please note for this tutorial you need West ammo crates and anyhow, they all look the same. Ammo crates not marked with a “II” at the end look like the screenshot at the beginning of the tutorial, no matter what side they belong to and ammo crates marked with a “II” look all the same no matter what side you choose for them...

There are only two looks, both displayed above, no matter what side you choose for them to work for...

Anyhow, select “Ammo Crates (West)” from the units list. Then in the “Name” field, type:

MyAmmo

Now without clicking “Ok” yet, proceed to next section on ADDING AMMO!

### **3 > Adding Weapons And Ammo**

I have made this section individual from the above because I’m going to make a weapons and ammo list first:

## NATO Weapons & Ammo

<u>Weapon</u>	<u>Ammo</u>
HK	HK
M4	M4
M16	M16
M16GrenadeLauncher	GrenadeLauncher
M60	M60
M21	M21
LAWLauncher	LAWLauncher
CarlGustavLauncher	CarlGustavLauncher
AALauncher	AALauncher
Kozlice	Kozliceshell / Kozliceball

## Soviet Weapons & Ammo

<u>Weapon</u>	<u>Ammo</u>
AK74SU	AK74
AK74	AK74
AK74GrenadeLauncher	GrenadeLauncher
AK47CZ	AK47
AK47	AK47
AK47GrenadeLauncher	GrenadeLauncher
PK	PK
SVDDragunov	SVDDragunov
RPGLauncher	RPGLauncher
AT4Launcher	AT4Launcher
9K32Launcher	9K32Launcher

## Equipment

<u>Weapon</u>	<u>Ammo</u>
Binocular	N/A
NVGoggles	N/A
Flare	Flare
FlareRed	FlareRed
FlareGreen	FlareGreen
FlareYellow	FlareYellow
SmokeShell	SmokeShell
SmokeShellRed	SmokeShellRed
SmokeShellGreen	SmokeShellGreen
HandGrenade	HandGrenade
Pipebomb	Pipebomb
Timebomb	Timebomb
Mine	Mine

The above was a list of ALL the weapons and ALL the ammo in the game. This will allow you to know what to and how to add to an ammo crate!

In this part, you will use the commands:

AddWeaponCargo  
AddMagazineCargo

Unlike the commands “AddWeapon” and “AddMagazine”, these have “Cargo” at the end. The “Cargo” at the end provides you to add multiple of the same thing within one command!

Lets say you want to add four AK74’s to an ammo crate. With the “AddWeapon” command you would write:

```
<unit> AddWeapon “AK74”; <unit> AddWeapon “AK74”; <unit> AddWeapon  
“AK74”; <unit> AddWeapon “AK74”
```

But with the “Cargo”, at the end, you just write:

```
<unit> AddWeaponCargo [“AK74”,4]
```

Can it be easier? ☞

Though this command should only be used for ammo crates, who knows, it may also work on units. Try it you like...

Ok, lets add to the ammo crates, an AK74, a couple of magazines for the AK74, a pair of NVGoggles, some Hand Grenades and a few RPG missiles as ammo. If you have already clicked “Ok” on the ammo crates’ properties window, double click the “A” on the map (this is the ammo crates unit). Now, in the initialization field, type:

```
myAmmo AddWeaponCargo [“AK74”,1]; myAmmo AddMagazineCargo [“AK74”,4];  
myAmmo AddWeaponCargo [“NVGoggles”,1]; myAmmo AddMagazineCargo  
[“HandGrenade”, 5]; myAmmo AddMagazineCargo [“RPGLauncher”, 2]
```

The above will add an AK74, four AK74 magazines, a pair of Night Vision Goggles, five Hand Grenades and two RPG missiles.

That will be it. Click “Ok” and then click the “Preview” button on the right toolbar. In the game, step up to the ammo crate and take some stuff!

Note, you won’t see the RPG missiles unless you have an RPG Launcher on you! Stuff can only be picked up if the unit picking the stuff up meets the requirements to USE the stuff he is picking up!

With the tables above all this, you can add more stuff...

Try it out!

Remember, in the tables, if you want to add something under “Ammo”, then use the command:

AddMagazineCargo

If you want to add something under “Weapon”, use the command:

AddWeaponCargo

Even in the Equipment list, you should use commands “AddWeaponCargo” and “AddMagazineCargo” since in the game, they are categorized as ammo and weapons! Remember the syntax for each, they are:

For AddMagazineCargo Command

<ammo crate name> AddMagazineCargo [“<ammo name>”<quantity>]

For AddWeaponCargo Command

<ammo crate name> AddWeaponCargo [“<weapon name>”<quantity>]

Easy to use!

Have fun ;)

## Doing - Prisoner Execution (Dispatch)



LOL. Ever seen those films where prisoners are stood up in front of a wall and then shot dead as a form of execution due to a crime?

Well, you can add this to one of your missions. You can use your imagination and maybe make a mission based on this. That maybe you should save POW's a second before they die like in exaggerated action films like those cool 007 ones ☞

This is not that difficult to do, but what the hell, lets get to it! ☞

Follow the simple, yet detailed steps below and remember, put the editor in "Advanced" mode, always!

### 1 > Inserting Player To See The Action (YOU!)

This can be done last, but what the hell. Simply, select the "Units" tool from the top and double click somewhere on the map. Make the Azimut (direction facing in degrees) on the man you're inserting to "270", that is, looking left. This is because you want to see the action by default like above!

Well, click "Ok", there is no need to naming the player or anything that complicated in this case!

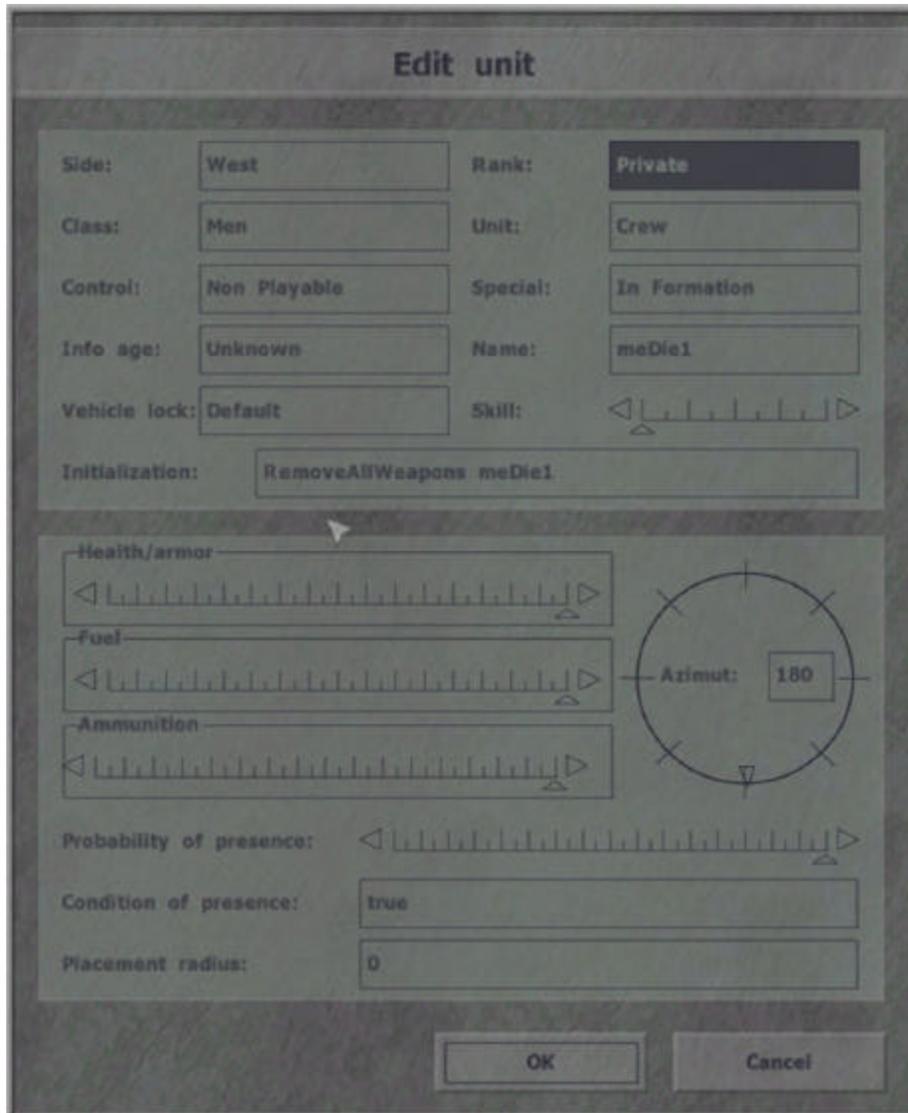
### 2 > Inserting And Setting Up Prisoners

Ok, now the ones who will die ☞

Lets insert three of these guys. Select the “Units” tool from the top and double click on the island near the player, just in front of the player. Simply click “Ok” for the three guys ignoring all setting up of details, well, for now...

Please note to make EVERY man the same team (West) including yourself (player) and the ones killing the prisoners. This is done so incase you put other units in your team around the area, so they won't kill the prisoners since they are the same team, but you will FORCE these prisoners to die because of team members, but SPECIFIC team members...

Separate the three guys to a reasonable distance from each other. Now, double click the guys, one by one, setting up the details as follows:



Notice how I named the guy above “meDie1”. Well, I said to copy the details shown above for every guy (except the player of course), well, do copy them except in the case of the name and initialization. One guy, do name “meDie1”, but another, name “meDie2” and the other one “meDie3”. Now for the initialization fields. What I basically did here is remove all the weapons from the prisoners, one by one. So in the initialization field, put the following for each prisoner (there should be three prisoners):

**For meDie1 Enter =** RemoveAllWeapons meDie1  
**For meDie2 Enter =** RemoveAllWeapons meDie2  
**For meDie3 Enter =** RemoveAllWeapons meDie3

Now, the three guys won't have any weapons whatsoever. They will simply stand there like idiots facing their death. Oh one more thing, make the Azimut (direction facing in degrees) of the prisoners as "180", like facing downwards (facing the killers).

### **3 > Inserting And Setting Up The Killers**

Ok, now for the fun part. Lets insert the three guys who will kill the three prisoners. Select the "Units" tool from the top. Double click near the prisoners and click "Ok", do this three times to insert three killers. Make the killers stand facing the prisoners and in front of each one, and make it a bit near too to look more realistic! Make sure the killers are the same team as the prisoners and you (the player), in this case, "West" and that they are Snipers. We put Snipers to look cooler, like one shot one kill with a big semi-automatic rifle! Good news, you don't have to setup any names or commands for the killers (snipers)! ☞ You need to setup waypoints to tell them to kill the prisoners.

So lets get to it. Select the "Waypoints" tool from the top. Click once to select the first killer, and double click extremely near in front of the killer selected. Leave the waypoint to default which is "Move", this is what we want, "Move". Although really, it's so near, the guy won't move, and again, this is what we want, and I will tell you why later... Ok, before you click "Ok" to the "Move" waypoint, in the condition field, type the following:

```
yesdofire == 1
```

Please completely copy to above, notice there are TWO "=" equals signs. Two equals signs (==) mean "IS" in the game. This is more of a check instead of an assigning. "yesdofire" is a variable we'll use for the killers to know if it's already time to fire! Well, after setting up this for the "Move" waypoint, click "Ok". Now don't click anywhere, simply double click on the prisoner right in front of the selected killer and use the waypoint "Destroy" this time, then click "Ok". Now do the exact same thing for the other two killers! Same thing, including "yesdofire == 1", since this is a universal variable, it can be used everywhere instead of like an action assigned to ONE specific unit with ONE specific name.

By the way, I said I'd explain why you assigned the condition to the "Move" waypoint instead of to the "Destroy". I don't know if this was intentional or a bug of the game, but this is an example:

Say you got two men, one named "man1" and the other one "man2". There are three waypoints for "man1", lets pretend the first one is named "A", second one "B" and the last "C". Lets say that instantly when the mission starts, "man1" is to move to waypoint A and then to B and halt there until "man2" is dead, where he'll then continue to waypoint C. Ok, what you would do is enter the condition to check if "man2" is dead to

waypoint C because that's where "man1" will go to when "man2" is dead. Well it won't work!

For some reason, you must put the condition to the waypoint BEFORE the one you want something to happen. By this I mean like, you enter the condition to the previous one, and if the condition is met, then "man1" should CONTINUE his path to waypoint C, if you put it in waypoint C and there happens to be a waypoint D, then "man1" will CONTINUE to waypoint D if the condition is met in waypoint C. I hope you understand, basically, a condition in a waypoint defines if the unit should CONTINUE the path.

#### **4 > Finalizing And Setting Up Triggers**

Just as you thought you were done, you need to put triggers...

Get used to it, 98% of the stuff on the editor requires triggers ☞

Well ok, this is very, VERY easy!

Insert a trigger in the middle of the killers and prisoners, this is so you can see it well, not for any other reason since you may place it 200 meters away as long as you cover the guys with the trigger's radius!

Ok, select the "Triggers" tool from the top and double click between the killers and prisoners. In the insert trigger window, on "Activation", select "West" since everyone is "West" here ☞

In Axis A and Axis B, select something that will cover all the killers, prisoners, and yourself. Well it can just be you but better this way!

If you placed the guys close enough, then "25" by "25" should work great!

Well, then click the "Effects" button at the bottom beside "Ok". Here, in "Voice", select "Don't shoot we're unarmed" which is located around the middle of all the other voices. Click "Ok" and then "Ok" again. There we go, this sound should be like if it was said by one of the prisoners!

This adds a little touch!

Don't think you don't need to do the next because the next one is the important one! ☞

Select the "Triggers" tool from the top and double click between the killers and the prisoners, beside the other trigger. In this one, set the same size as the other trigger (25 by 25 or simply default which is 50 by 50), also, in "Activation" select "West" again. In the fields "Min", "Max" and "Mid", type "6" in all of them. On the field "On Activation", type the following:

```
yesdofire = 1
```

Notice this time it's ONE equals sign since it's ASSIGNING the number "1" to the variable "yesdofire" instead of checking if it is "1"!

Well, finally, click the "Effects" button at the bottom and in "Voices", select "Bastards 2" which is at the top of the list. Click "Ok" and then "Ok" again...

That's it!!!

You're done ☞

Click "Preview" on the right toolbar and watch the prisoners die and the voices! ☞

## Doing – Building Additions in Missions

First you have to add an object (soldat, vehicle, etc) where you want to add the building. For our example we will use a WMG soldier. Then you save the mission and you leave the editor. Open the "**mission.sqm**" file in "**Codemasters\OperationFlashpoint\Users<user>\missions<mission>.eden**". Open the file with Notepad. You should see that:

```
class Item0
{
position[]={9674.839844,29.834999,3940.640137};

id=0.000000;

side="WEST";

vehicle="SoldierWMG";

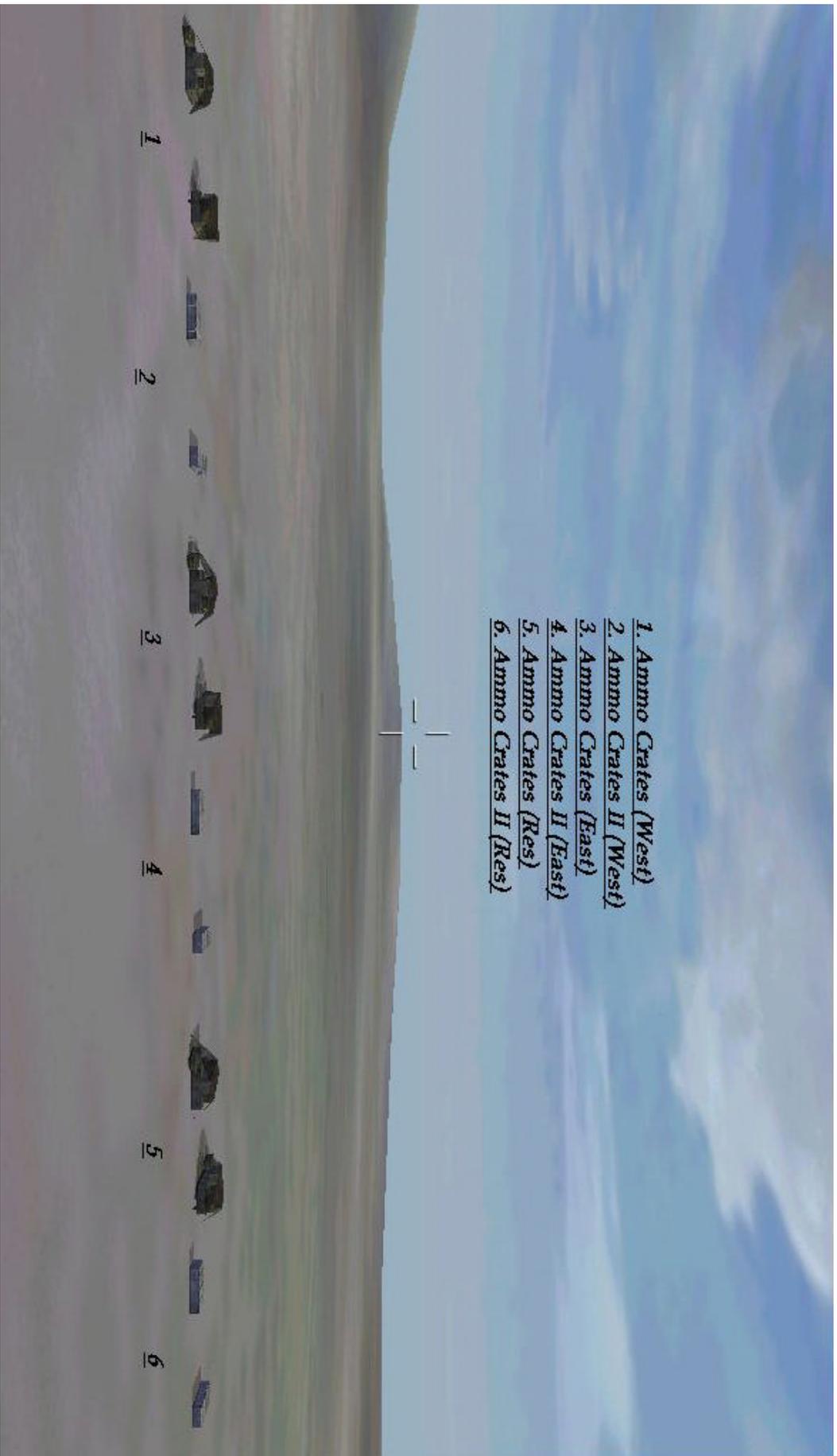
leader=1.000000; skill=0.200000;

markers[]={};
}
```

You have just to change the name "**SoldierWMG**" by a one of these building's name:

***YOU MUST LOAD THE CUSTOM OBJECTS1.PBO and OBJECTS2.PBO and the advanced editor 1.02 addon called EditorUpgrade1.pbo into your \ADDONS folder to get these to work in your editor. Be sure to load them on all players systems for safety sake after making maps with them.***

1. Ammo Crates (West)
2. Ammo Crates II (West)
3. Ammo Crates (East)
4. Ammo Crates II (East)
5. Ammo Crates (Res)
6. Ammo Crates II (Res)



1. Bush 1
2. Bush 2
3. Bush 3
4. Bush 4
5. Bush 5
6. Bush 6
7. Bush 7
8. Bush 8
9. Bush 9
10. Bush 10
11. Bush 11
12. Bush 12
13. Bush 13

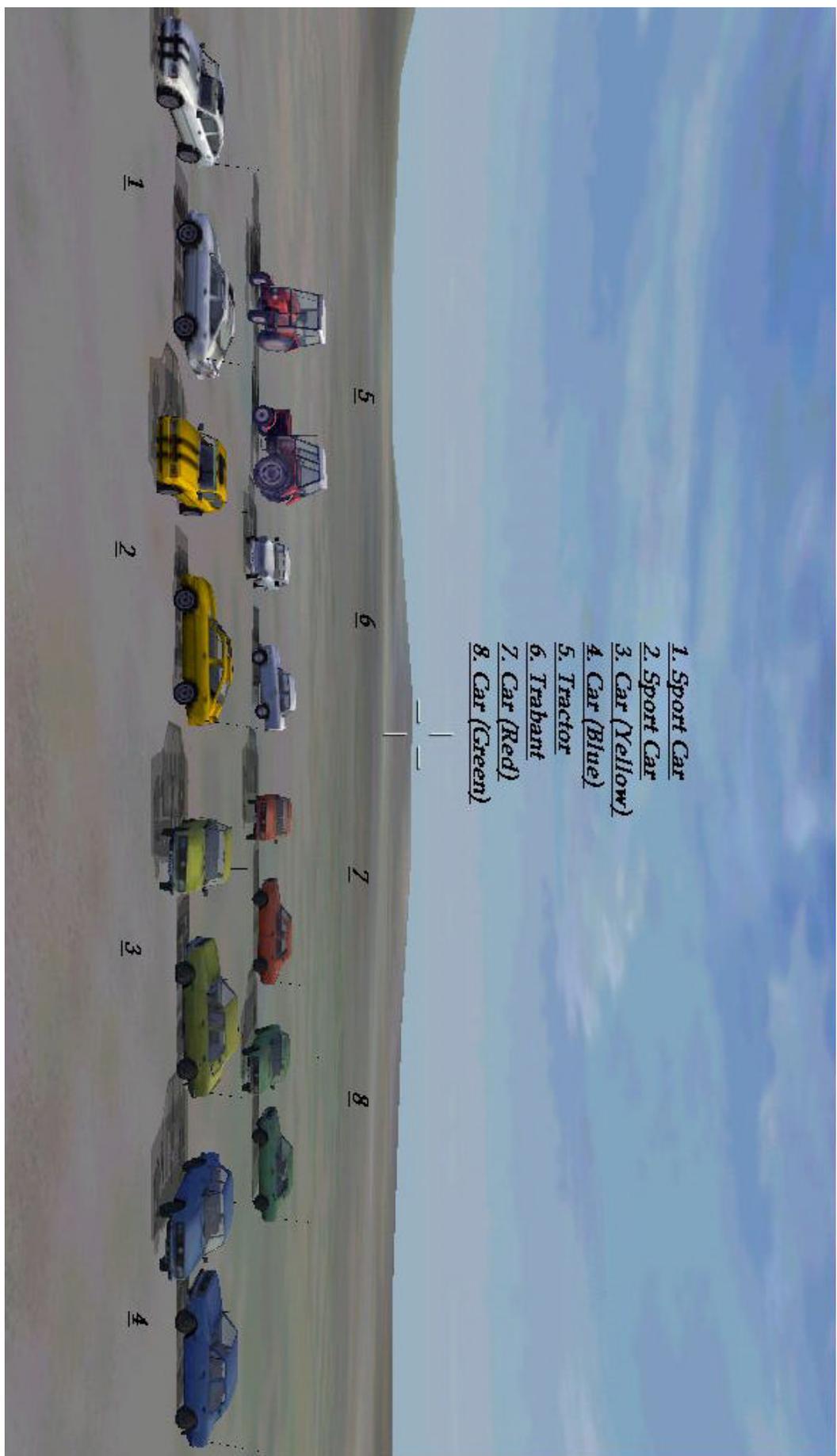


- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10
- 11
- 12
- 13





- 1. Sport Car
- 2. Sport Car
- 3. Car (Yellow)
- 4. Car (Blue)
- 5. Tractor
- 6. Trabant
- 7. Car (Red)
- 8. Car (Green)



1. T80
2. T72
3. BMP
4. Shilka
5. M2 Machine Gun (East)





1. Mi 24  
2. Mi 17

1

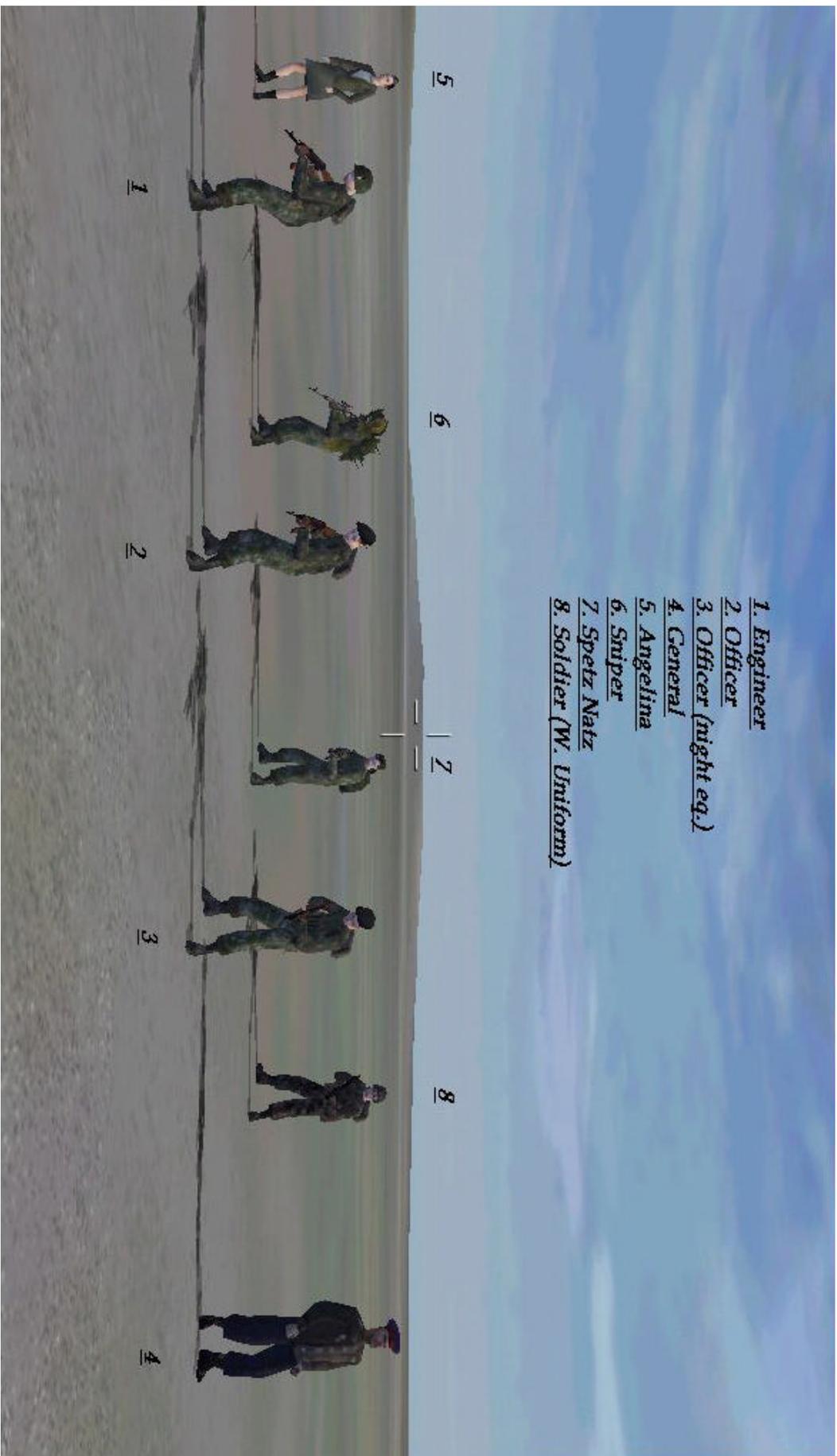
2



- 1. Soldier
- 2. Grenadier
- 3. Medic
- 4. Crew
- 5. Pilot
- 6. Machine Gunner
- 7. RPG Soldier
- 8. AT Soldier
- 9. AA Soldier



1. Engineer
2. Officer
3. Officer (might eq.)
4. General
5. Angelina
6. Sniper
7. Spetz Natz
8. Soldier (W. Uniform)



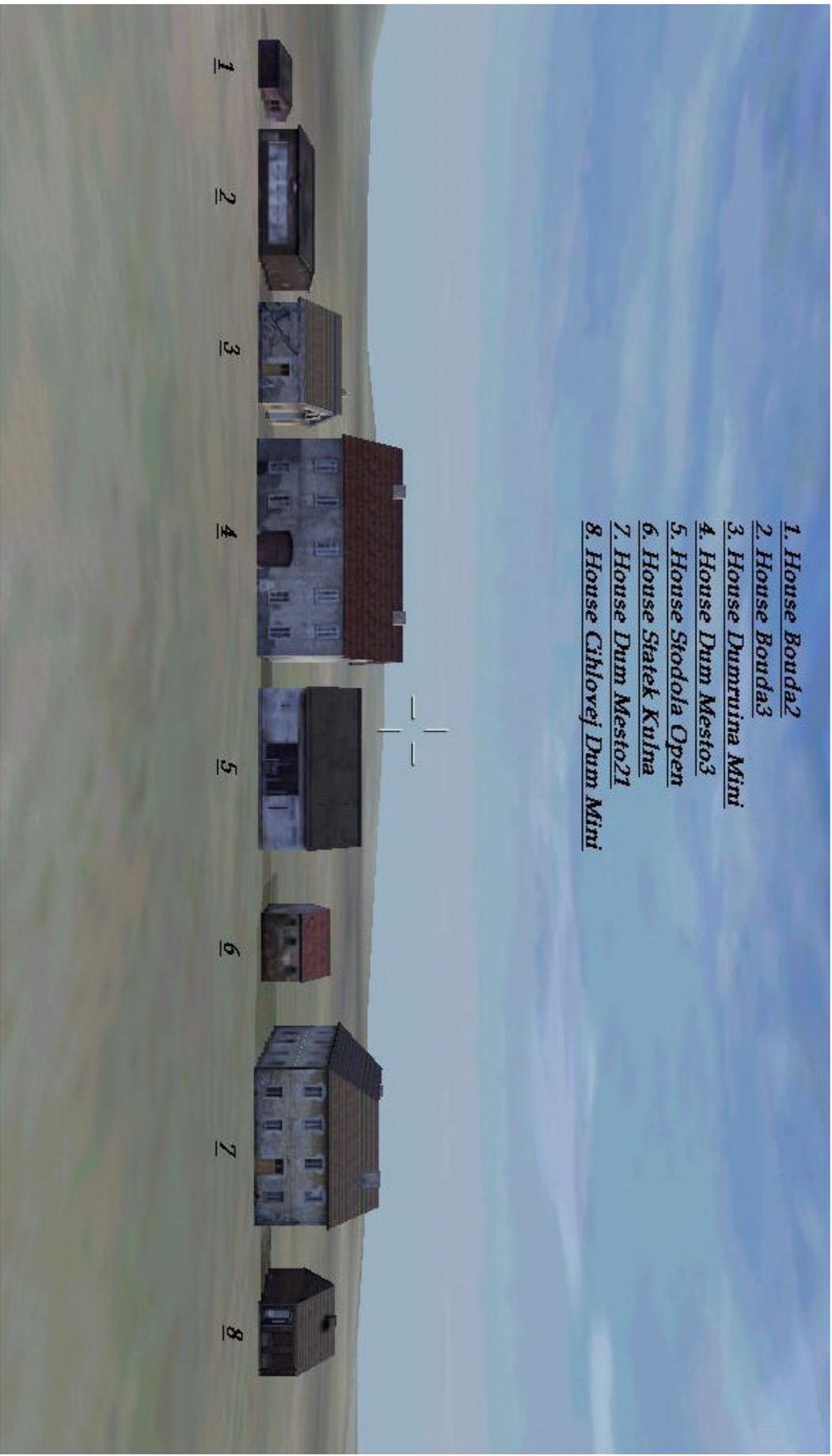
1. Ural Repair
2. Ural Ammo
3. Ural Refuel
4. BMP Ambulance



1. House Ryb Domek
2. House Lighthouse
3. House Vnytrek
4. Deutsche Mini
5. House Plechbud
6. House Deutsche
7. House Mesto
8. House Mesto2
9. House Rasovna



1. House Bondaz
2. House Bondaz
3. House Dumruina Mini
4. House Dum Mesto3
5. House Stodola Open
6. House Statek Kulna
7. House Dum Mesto21
8. House Cihlovej Dum Mini



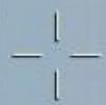
1. House Budova5
2. House Dumruina
3. House Dum01
4. House Cihlovej Dum
5. House Cihlovej Dum In
6. House Budova1
7. House Budova2
8. House Budova3



1. House Budova4
2. House Garaz
3. House Garaz Bez Tanku
4. House Garaz S Tankem
5. House Repair Center
6. House Dum02
7. House Afdum Mesto2
8. House Hospoda Mesto



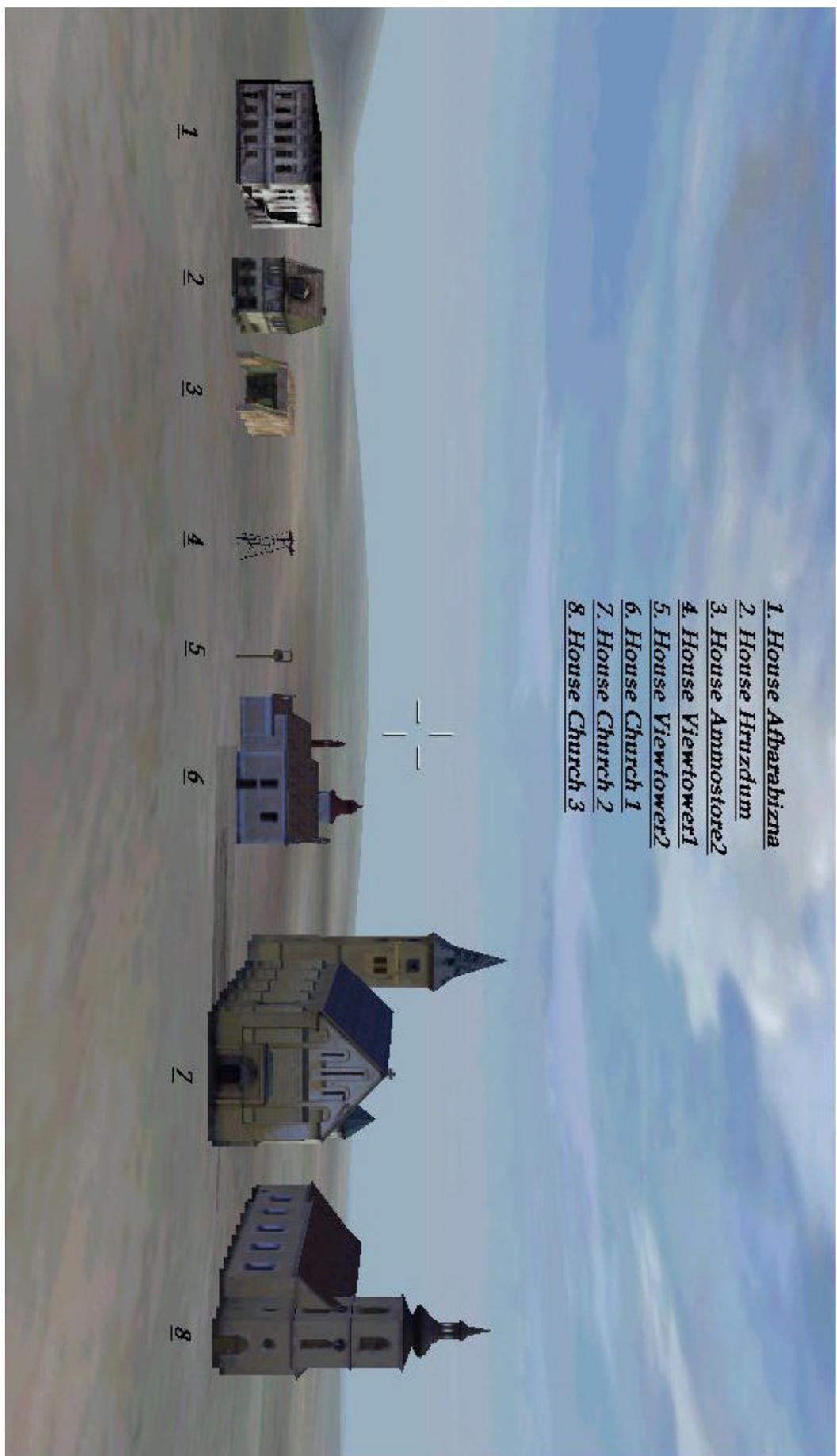
- 1. House Starice
- 2. House Dumm m2
- 3. House Bondal
- 4. House Stodola
- 5. House Statek hl bud
- 6. House Hospital
- 7. House Mesto Dumm
- 8. House Dumm Rasovna In



1. House Helfenburk
2. House Dum Olezlina
3. House Afdum Mesto3
4. House Athospoda Mesto
5. House Dulni bs
6. House Kostel Trosky
7. House Afdum Mesto21
8. House Dum Mesto In



- 1. House Atbarabizna
- 2. House Hruzdum
- 3. House Ammostore2
- 4. House Viewtower1
- 5. House Viewtower2
- 6. House Church 1
- 7. House Church 2
- 8. House Church 3



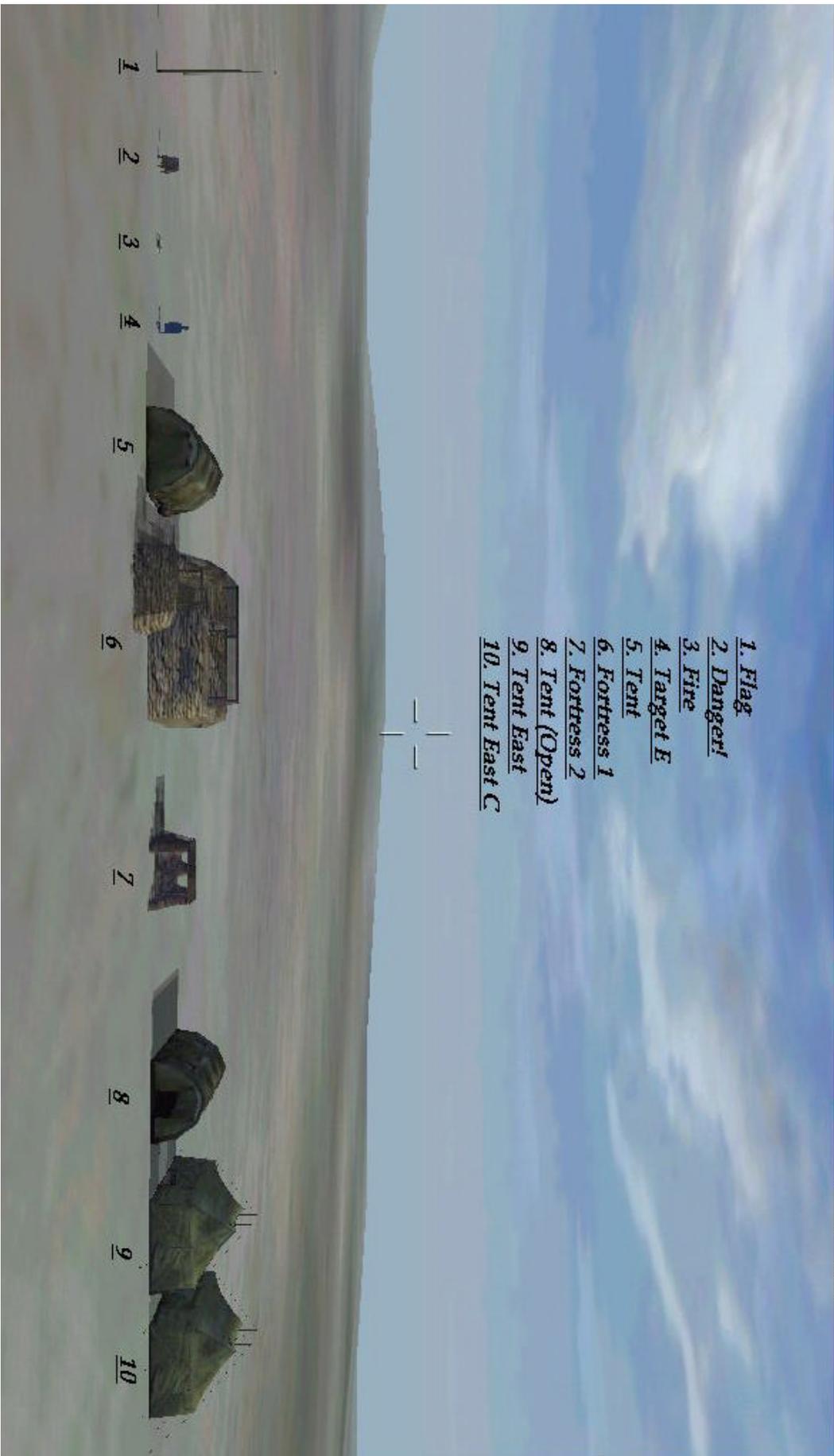
- 1. House Chapel
- 2. House Fuel Station
- 3. House Fuel Station 2



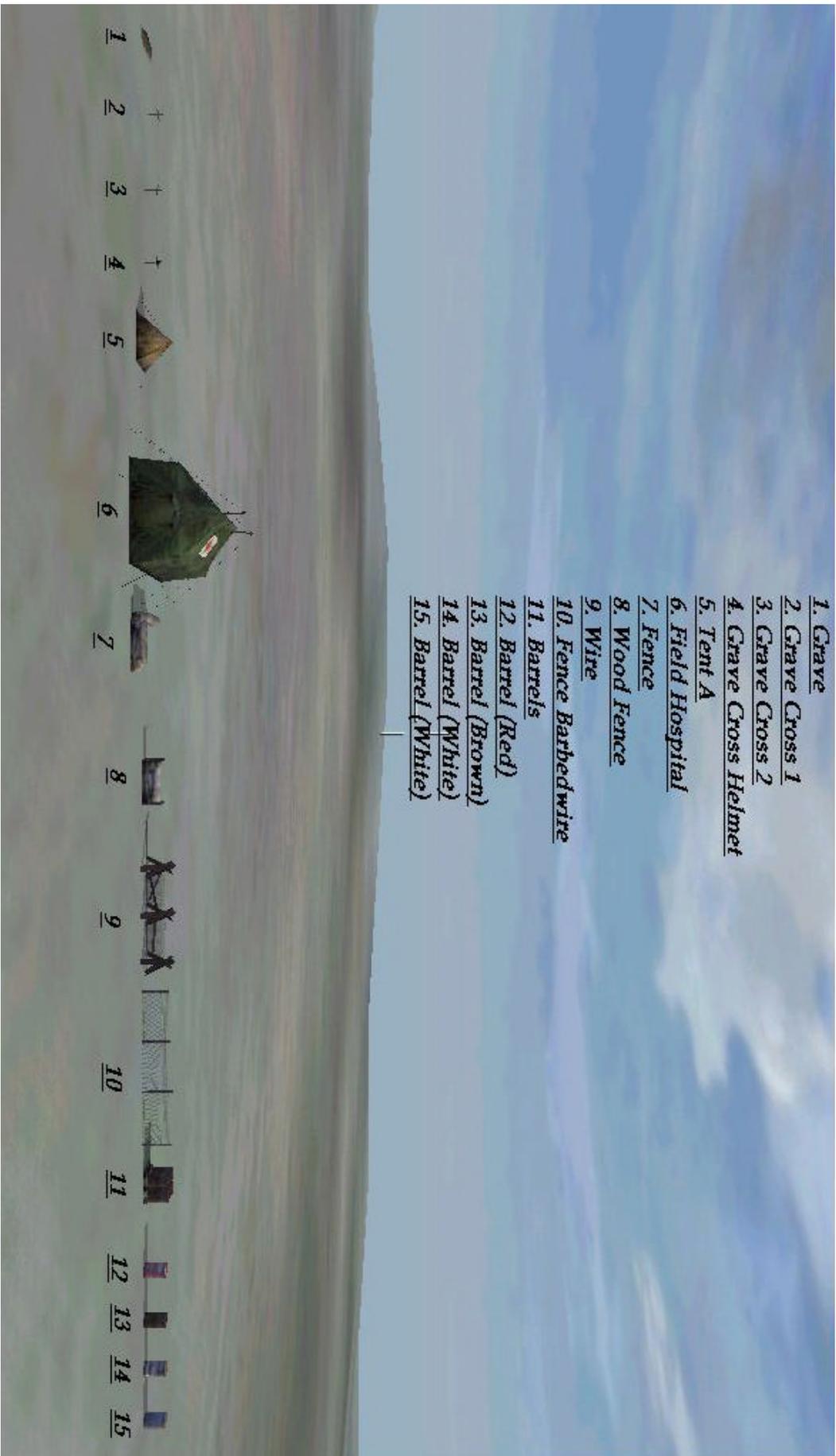
1. Jeep
2. Jeep with Machine Gun
3. UAZ
4. UAZG
5. Jeep



- 1. Flag
- 2. Danger!
- 3. Fire
- 4. Target E
- 5. Tent
- 6. Fortress 1
- 7. Fortress 2
- 8. Tent (Open)
- 9. Tent East
- 10. Tent East C



1. Grave
2. Grave Cross 1
3. Grave Cross 2
4. Grave Cross Helmet
5. Tent A
6. Field Hospital
7. Fence
8. Wood Fence
9. Wire
10. Fence Barbed wire
11. Barrels
12. Barrel (Red)
13. Barrel (Brown)
14. Barrel (White)
15. Barrel (White)



- 1. Table
- 2. Table with Map
- 3. Chair
- 4. Phone
- 5. Camera
- 6. Computer
- 7. Chair Hangar
- 8. Chair X
- 9. Video Table
- 10. Table (Pub)
- 11. Radio
- 12. Chair Small



1. Crawling Training
2. Training 2
3. Training 3
4. Training 4
5. Pallet A
6. Pallets
7. Jeep Wreck 1
8. Jeep Wreck 2
9. Jeep Wreck 3
10. M113 Wreck
11. Ural Wreck
12. Body
13. Shed





- 1. Small Shad
- 2. H
- 3. H (Invisible)
- 4. Armored Target

- 1. Haystack
- 2. Pole
- 3. Pole 2
- 4. Brown Fence
- 5. Brown Fence Door
- 6. Fence 2
- 7. Fence2 Broken
- 8. Wooden Fence
- 9. White Fence
- 10. White Fence Door
- 11. Fence 3
- 12. Fence 4



- 1. Gate Open
- 2. Rock 1
- 3. Rock 2
- 4. Rock 3
- 5. Rock 4
- 6. Rock 5
- 7. Rock 6
- 8. Rock 7
- 9. Rock 8
- 10. Rock 9
- 11. Rock 10

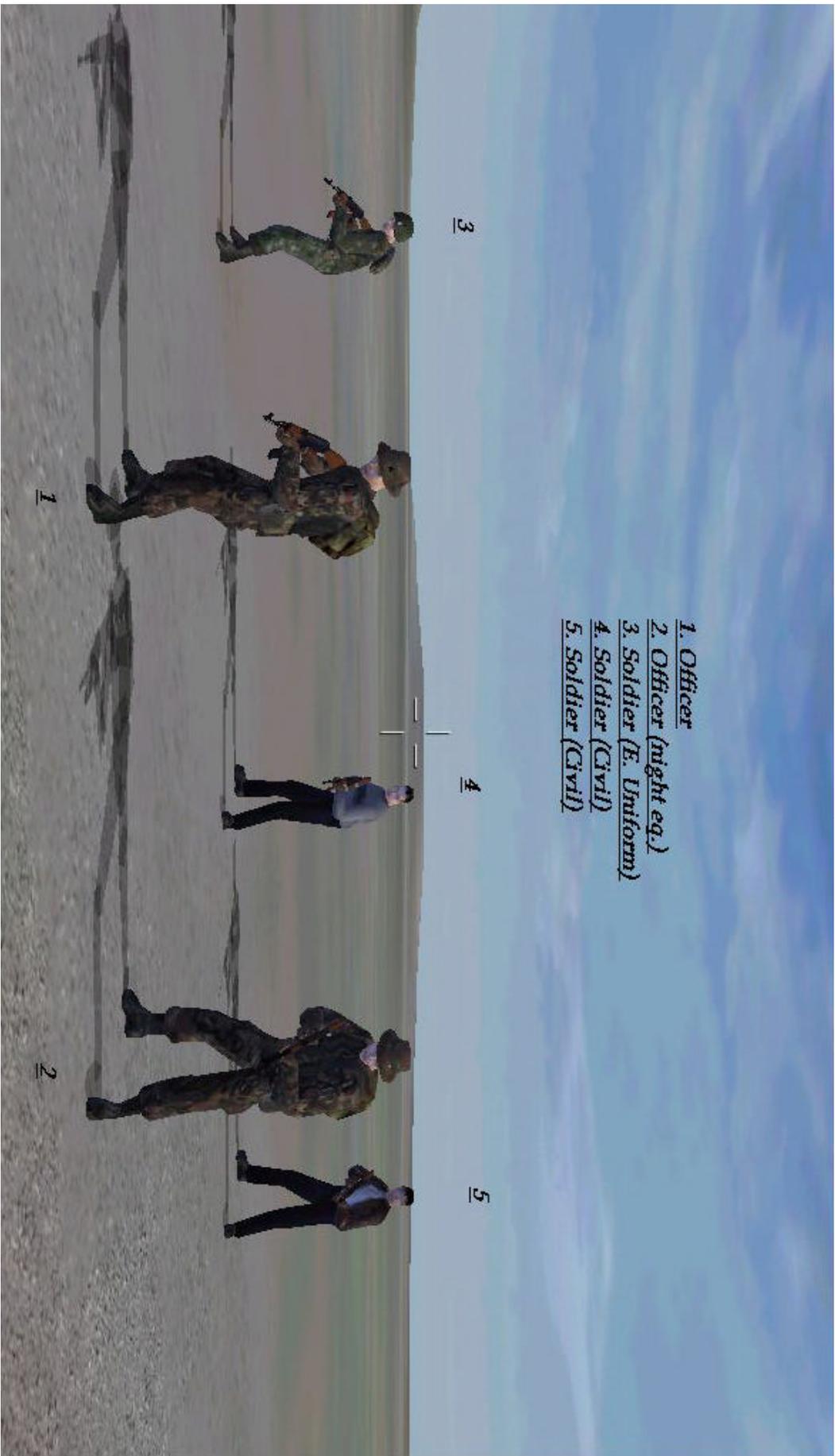




- 1. Soldier
- 2. Medic
- 3. Crew
- 4. Pilot
- 5. Grenadier
- 6. Machine Gunner
- 7. LAW Soldier
- 8. AT Soldier
- 9. AA Soldier



- 1. Officer
- 2. Officer (might eq.)
- 3. Soldier (E. Uniform)
- 4. Soldier (Civil)
- 5. Soldier (Civil)



- 1. PV35 Fuel
- 2. PV35 Repair
- 3. PV35 Ammo
- 4. UAZG Ambulance

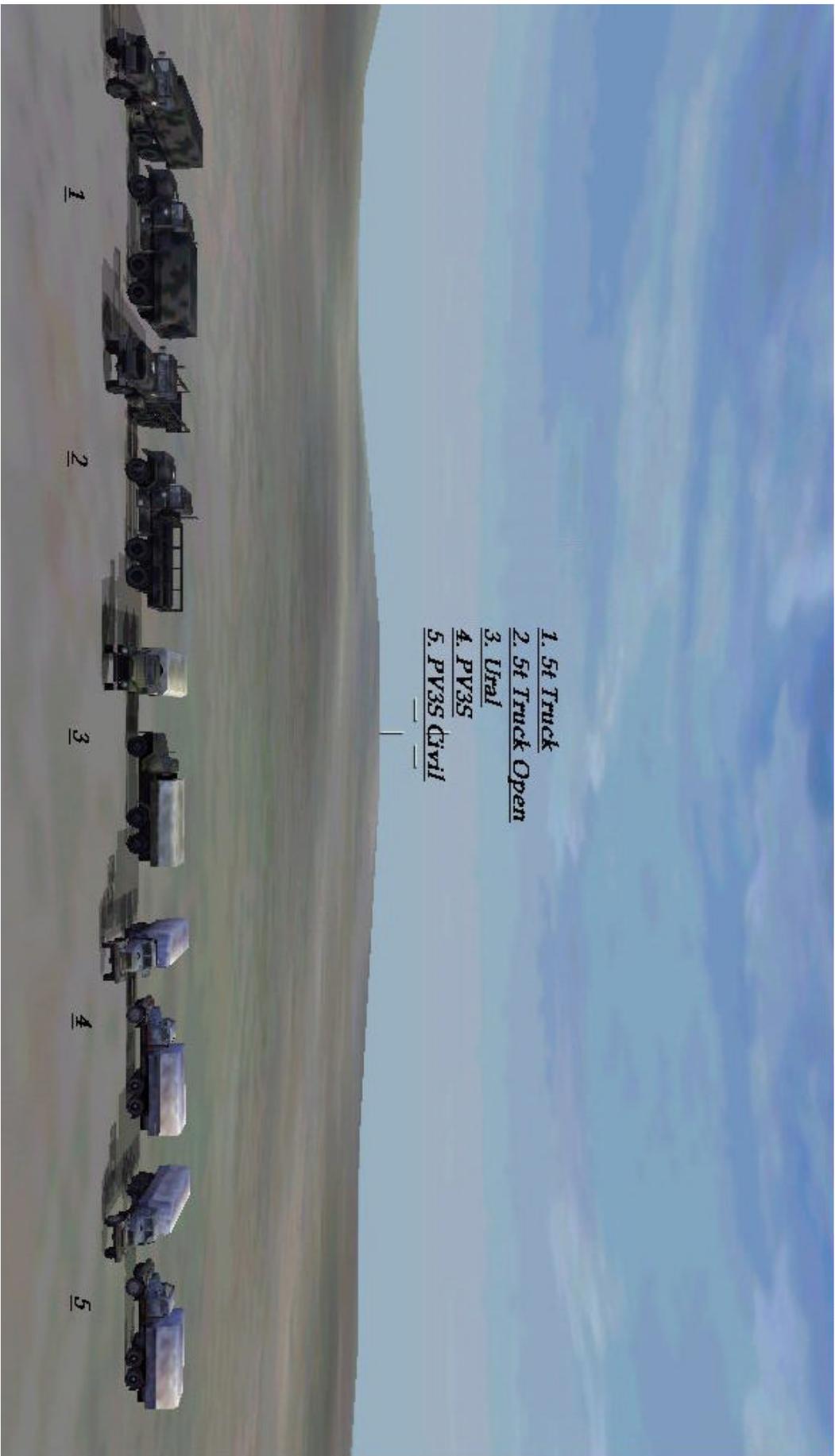


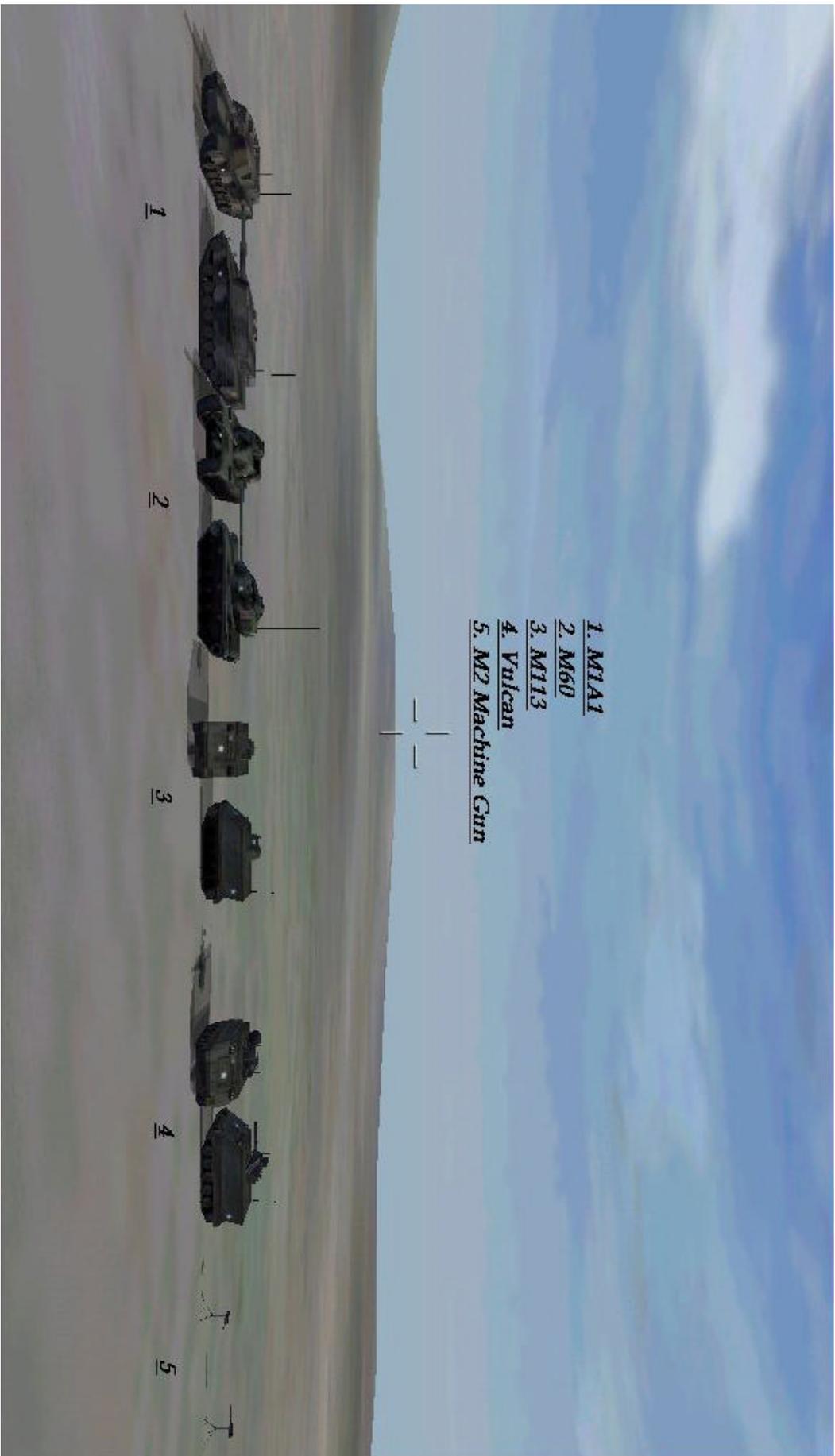
- 1. Tree 1
- 2. Tree 2
- 3. Tree 3
- 4. Tree 4
- 5. Tree 5
- 6. Tree 6
- 7. Tree 7
- 8. Tree 8
- 9. Tree 9
- 10. Tree 10
- 11. Tree 11
- 12. Tree 12
- 13. Tree 13

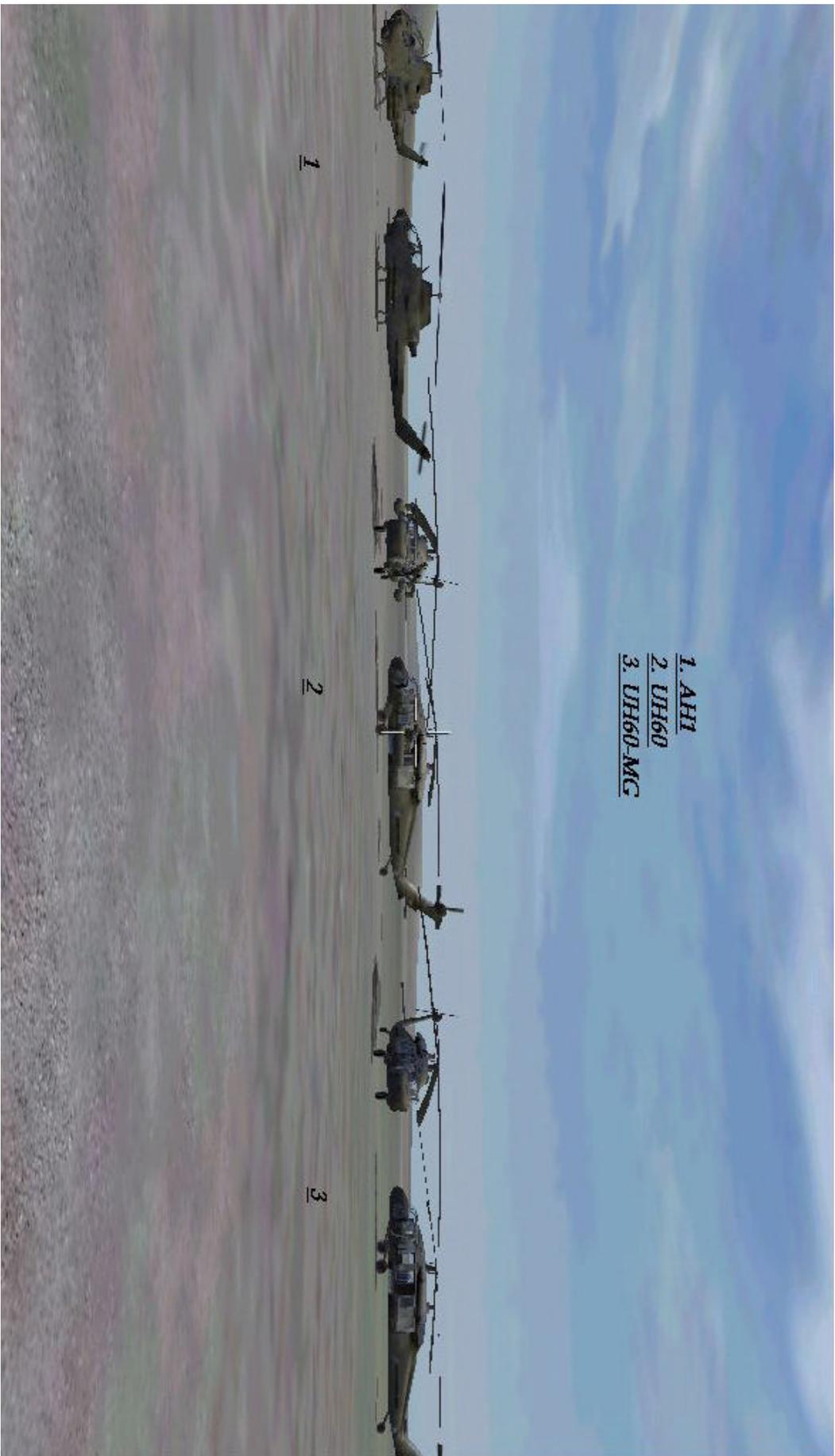


- 1. Tree 14
- 2. Tree 15
- 3. Tree 16
- 4. Tree 17
- 5. Tree 18
- 6. Tree 19
- 7. Tree 20
- 8. Tree 21
- 9. Tree 22
- 10. Tree 23
- 11. Tree 24
- 12. Tree 25
- 13. Tree 26
- 14. Tree 27
- 15. Tree 28







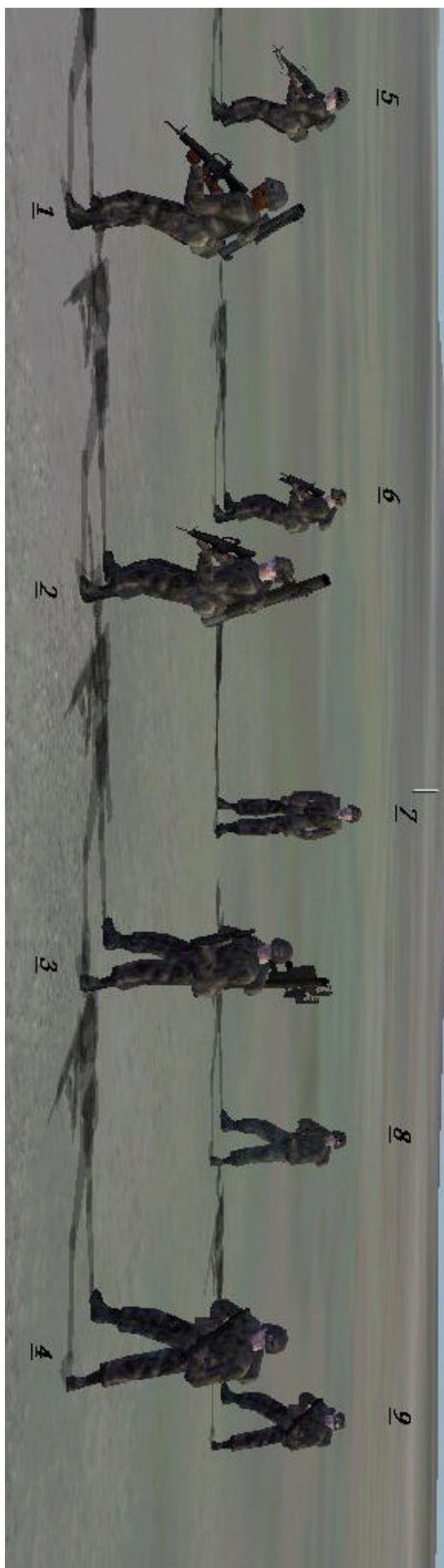




- 1. Soldier
- 2. Grenadier
- 3. Medic
- 4. Crew
- 5. Pilot
- 6. Sniper
- 7. Black Op
- 8. Black Op (day)
- 9. Engineer
- 10. AT Sniper



- 1. LAW Soldier
- 2. AT Soldier
- 3. AA Soldier
- 4. Mortar
- 5. Machine Gunner
- 6. Officer (night eq.)
- 7. Captive
- 8. Soldier (E. Uniform)
- 9. Officer



- 1. Repair Truck
- 2. Ammo Truck
- 3. Refuel Truck
- 4. M113 Ambulance



## Mapmaking coordinates reference

This text file contains coordinate references to where to find the special buildings and all the bases when making missions for Operation Flashpoint. I deliberately excluded the cities as they are easy identifiable on the maps, but might include them later. Please feel free to mail me any suggestions/corrections/comments at: [mike@b2mail.dk](mailto:mike@b2mail.dk)

E – Suspected Easter egg \* New since last update

### EVERON

Description	Coordinates
Castle ruin with lookout tower	Hd91
Hospital Barracks	Da35
Hospital Barracks	Df18
Airfield	Dh14 – Dh07
Small Helicopter Airfield	Eb22
Lighthouse	Ej24
Base With Docks	Fg47
Base With Control Posts And Large Lookout Towers	Ea18
Small Base	De12
Small Base With 2 Artillery Cannons that doesn't work * E	He76
Small Island With Few Houses And A Church Where You Can Enter Tower * E	Cc84

### MALDEN

Description	Coordinates
Base With Large Towers	Ja65
Training Camp	Ib68 – Ic68
Big Base	Hf69 – Hg69
Defence Post	He76
Small Base With Docks	Gg70
Two Houses With Boat Bridge	Fi71
Boat Bridge	Bb63
Small Base	Fi17
Airport	Gd22
Lighthouse	Ig82
Lighthouse	Ai96
Lighthouse	Fc10
Lighthouse	Ea90
Town With Barracks and Lighthouse	Ge75

Small Airport And Hangar On Island *	Ae05 – Aj05
Deep Canyon With water *	Cd43
Little Wooden House Surrounded By Big Mountains *	Dd46
Large Stone Formation Forming Circle (Kinda Like Stonehenge) *	Ef20
Small Unnamed Town With 1 Military House Surrounded By Fence In It *	Ed12

## KOLGUJEV

Description	Coordinates
Big Base	Fd47
Base Hidden In Forest	Gc39
Big Base	Fi62
Big Base	Eb73
Small Base	Df72
Burned Down Village	De77
Burned Down Village	Dd72
Base	Cb56
Base	Bh42
Big House	Be42
Base	Ef46
Burned Down Village	Ei37
Small Base	Ga36
Base	Gg27
Small Base	Ib24
Small Base With Docks	Jc17

## DESERT ISLAND

Well, here is nothing but..... Desert!

# Script / Commands Reference

## Unit Related

*(Placed in the units Initialization field)*

To start or extinguish a campfire

Firename inflame true

Valid commands are

True

False

Check to see if character unitname is alive

alive unitname

Check to see if character unitname is not alive

not alive unitname

Check to see if character unitname is in vehicle Jeep

unitname in Jeep

Check to see if character unitname is driving vehicle Jeep

unitname == driver Jeep

See if the speed of the vehicle which character unitname is inside is < 5

speed (vehicle unitname) < 5

See if the distance from the character unitname and unitname's leader is > 450 meters

unitname distance leader unitname > 450

Check if Jeep can not be moved

not canmove Jeep

Check if character unitname can not stand

not canstand unitname

To set a unit to aware mode. *(can be used in triggers)*

unitname setbehaviour "aware"

To allow a unit to take damage

unitname allowdamage true

To instantly damage a unit

unitname setdamage 1

To have unit A look at unit B

unitnameA dowatch unitnameB

To have a unit sit down *(See also Character Animations)*

this switchmove "effectstandsitdown"

To allow or deny a unit to flee

Unitname allowfleeing 0

0 = disallow fleeing

1 = allow fleeing

To determine if a unit is fleeing

Fleeing unitname

To have a unit fire

Unitname fire [weapon,ammo]

To find out how much damage a unit has taken

Getdamage unitname

To check and see if a unit can fire *(doesn't take into account ammunition, and if unit is alive the return value will always be true)*

Canfire unitname

0 = undamaged

1 = unitdestroyed

To check and see if a unit can move. *(most useful for vehicles) (Doesn't take fuel into account, if used for infantry the return will always be true if unit is alive)*

Canmove unitname

To check and see if a unit can stand (for vehicles return will be False)

Canstand unitname

To find the distance between units/objects

Unitname distance unitname

To check what direction a unit is facing

Getdir unitname

Direction is in degrees between 0 and 360

0 = North

180 = south

To remove an individual unit from a group

Unitname join Grpnull

To have a unit join a group

Unitname join groupname

To set how much one unit knows about another (*values are 0-4, Units will not fire at enemy if this value is less than 1*)

Unitname knowsabout unitname

**Example:**

(Unitname knowsabout unitname > 3)

To set a unit as captive (*this command can be true or false*)

Unitname setcaptive true

To set a units combat mode (*better if this is done using waypoints instead of this command*)

Unitname setcombatmode "blue"

**Valid modes are**

Blue = Never fire

Green = Hold Fire

White = Hold fire engage at will

Yellow = Open Fire

Red = Open fire engage at will

To instantly set a units damage level (*valid damage levels are 0.0 – 1.0*)

Unitname setdamage 0.5

To have a unit face a certain direction (*valid direction are 0 – 359*)

Unitname setdir 180

0 = North

180 =South

To set a vehicles fuel (*valid amounts are 0.0 – 1.0*)

Vehiclename setfuel amount

0.0 = Empty

1.0 = Full

To set a units speed mode (*Best set in waypoints instead of this command*)

Unitname speedmode "Full"

**Valid speeds are**

FULL

NORMAL

LIMITED

**Assign Units to Vehicles** (*Does not place the unit in the vehicle area, only assigns*)

(*Placed in the units Initialization field*)

To assign a unit as cargo.

this assignascargo vehiclename

To assign a unit as driver

this assignasdriver vehiclename

To assign a unit as gunner.  
this assignsgunner vehiclename  
To assign a unit as commander.  
this assignascommander vehiclename

**Un-assign Units from Vehicles** *(If the unit is in the vehicle at the time you issue this command, the unit will leave the vehicle) (Placed in the units Initialization field)*

to un assign a unit from a vehicle  
unassignvehicle unitname

**Ordering a unit to into or out of an assigned vehicle** *(Placed in the waypoints Initialization field)*

To order a unit to get in a vehicle *(make sure the unit is assigned to a vehicle beforehand)*  
unitname ordergetin true  
To order a unit to get out of a vehicle *(make sure the unit is assigned to a vehicle beforehand)*  
unitname ordergetout true

**Instantly placing a unit in a vehicle** *(Placed in the units Initialization field)*

To instantly move a unit into the cargo area of a vehicle  
this moveincargo vehiclename  
To instantly move a unit into the driver area of a vehicle  
this moveindriver vehiclename  
To instantly move a unit into the gunner area of a vehicle  
this moveingunner vehiclename  
To instantly move a unit into the commander area of a vehicle  
this moveincommander vehiclename

**Restricting access to a vehicle** *(Placed in the vehicles Initialization field)*

To only allow selected units to access a vehicle  
[unitname,unitname] allowgetin true  
To prevent certain units from accessing a vehicle  
[unitname,unitname] allowgetin false

**Commands Units weapons/direction/movement**

to have a unit perform an action  
Unitname action ["actiontype"]

**Example:**

unitnam action ["turnout"]  
Action list

To command a unit to fire  
Unitname commandfire targetname  
-or-  
[Unitname,unitname] commandfire targetname

To command a unit to instantly fire at another predefined unit  
Unitname dofire targetname  
To Command a unit to follow another unit

Unitname commandfollow unitname

-or-

[Unitname,unitname] commandfollow unitname

To command a unit to move to a specified location

Unitname commandmove [x,y]

-or-

Unitarray commandmove [x,y]

To command a unit to move to a specified location (coordinates can be gotten with the getpos command)

Unitname domove [x,y]

-or-

unitname domove getpos unitname

To command a unit to stop

Commandstop unitname

-or-

commandstop [Unitname,unitname]

To command a unit to stop

Dostop unitname

To command a unit to watch another unit

Unitname commandwatch targetname

-or-

[Unitname,unitname] commandwatch targetname

To command a unit to target a specified unit

Unitname commandtarget targetname

-or-

[Unitname,unitname] commandtarget targetname

To command a unit to target a specified unit

Unitname dotarget unitname

To command a unit to watch a specified unit

Unitname commandwatch targetname

### **Example**

unitname commandwatch targetname

-or-

[unitarray] commandwatch targetname

To have the leader of a group to issue the disembark command

Groupname leavevehicle vehiclename

To order a unit/units to get in a vehicle (placed in a waypoint on activation field)

[unitname] ordergetin true

-or-

[Unitname,unitname] ordergetin true

## **Scoring and Flags**

Adds rating point to a units cumulative rating score

Unitname addrating points

*Points can be any number you like*

To check the rating of a unit in a game

Rating unitname

To add to a units score

Unitname addscore points  
Add a negative number to remove points from score

To return the score of a unit  
score unitname

**Example**

Toatalscore = score unitname

To determine if a unit owns the flag  
Flagowner Flagname

**Example**

Unitname = flagowner usaflag

To set a flags owner (*Used to determine if no one owns the flag*)  
Unitname setflagowner "owner"

**Example**

Usaflag setflagowner "objnull"

To change which side the flag belongs to  
Unitname setflagside side

**Example**

Usaflag setflagside West

Valid options are

East

West

To set a flags texture  
Unitname setflagtexture "texture"

**Example**

Flagpolename setflagtexture "usa\_vlajka.pac"

**Valid default flag names are**

usa\_vlajka.pac (*American flag*)

rus\_vlajka.pac (*Soviet Flag*)

## **Group Related**

To set a Group identifier. (Must be typed in the lead units Initialization field)

Groupname=group this

To disallow fleeing in a group

Groupname allowfleeing 0

To check and see if a group is dead

("not alive \_x" count units groupname) == count units groupname

To check and see if group is alive

('alive \_x" count units groupname) == count units groupname

Check to see if all the units in a group are fleeing

"count groupname == "fleeing \_x" "count this groupname"

Determines if a Group wants to enter a vehicle

(groupname) allowgetin true

True = units allowed to get in vehicle

False = units not allowed to get in vehicle

To set a groups formation (This is best done with waypoints instead of using this command)

Groupname setformation "formation"

### **Valid Formations are**

LINE

STAG COLUMN

WEDGE

ECH LEFT

ECH RIGHT

VEE

COLUMN

To set a groups formation direction (valid directions are 0- 359)

Groupname setformdir 180

0 = North

180 = South

TOP

### **To set a groups ID** (*preset unit grouping in game, allows sidechat coms*)

groupname setgroupid ["alpha""groupcolor1"]

#### **Available Call signs**

Alpha

Bravo

Charlie

delta

Echo

Foxtrot

Golf

Hotel

#### **Available sub group colors**

Groupcolor1 = Black

Groupcolor1 = Red

Groupcolor1 = Green

Groupcolor1 = Blue

Groupcolor1 = Yellow

Groupcolor1 = Orange

To set a field for all units in unit leader group

Add "units group leader" before the command

**Example:** units group leader allowgetin true

To set a groups ID

"count groupname == "fleeing \_x" "count this groupname"

### **The for each command**

This command is useful for commanding all units of a group

**Example:** danger="red"; "\_x setcombatmode danger" foreach units groupname

[TOP](#)

### **Check to see if a unit / group is alive / not alive**

In the **condition** field of the trigger place the command for detecting the units condition.

To check and see if a unit is Dead/Destroyed  
not (alive unitname)

To check and see if a unit is still alive  
alive unitname

To check and see if a group is Dead/Destroyed  
("not alive \_x" count units groupname) == count units groupname

To check and see if a group is alive  
("alive \_x" count units groupname) == count units groupname

[TOP](#)

### **Check if enemy forces detect friendly forces**

Coming soon

[TOP](#)

### **Check for a specific unit/group or group member**

This allows you to designate what unit trips the trigger. This prevents any units from the same side tripping the trigger.

To designate a unit to trip a trigger, Click on groups(F2). Click and drag a line from the trigger to the unit or leader of the unit that you want to trip the trigger. Now open up the trigger properties and expand the activation box to make the appropriate selection.

[TOP](#)

### **Switch a Unit/Groups behavior**

To set a units behaviour to aware  
unitname setbehaviour "aware"

To set a groups behaviour to aware  
groupname setbehaviour "aware"

The different states of commands are

Careless

Safe

Aware

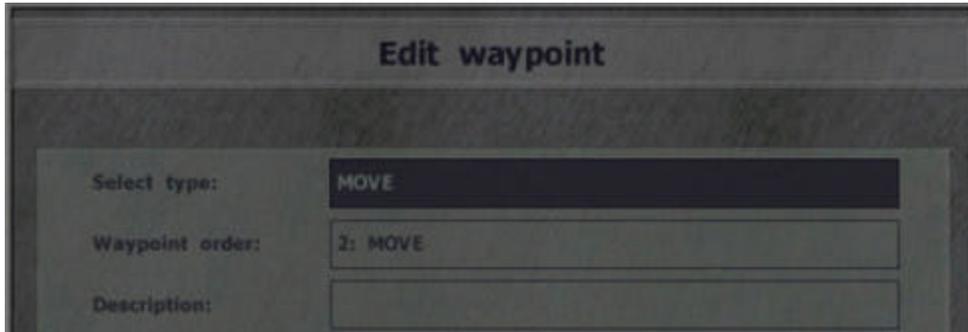
Combat

Stealth

## Waypoint Related

This page will deal with using waypoints to make units move, perform actions and give a randomness to your mission. below you will find descriptions on how to make looping waypoints, how to set the units behavior etc.

### Section A of the Waypoint dialog box



**Select Type:** dropdown allows you to select a predefined action for the waypoint  
Your options in the dropdown box are

<b>Move</b>	Commands the unit to move to the next waypoint
<b>Destroy</b>	Commands the unit to destroy whatever the waypoint is placed on top of
<b>Get In</b>	Commands a unit to enter a vehicle
<b>Seek and Destroy</b>	Tells unit to find an destroy enemy units
<b>Join</b>	Tells a unit to join another group
<b>Join and Lead</b>	Tells a unit to join another group, and lead
<b>Get out</b>	Commands a unit to exit a vehicle
<b>Cycle</b>	Used for looping waypoints
<b>Load</b>	Tell a vehicle to accept passengers
<b>Unload</b>	Tell a vehicle to unload passengers
<b>Transport Unload</b>	Tell a vehicle to transport a unit and unload it
<b>Hold</b>	Unit hold position at waypoint
<b>Sentry</b>	Unit stands guard
<b>Guard</b>	Unit Guards what waypoint is placed over
<b>Talk</b>	Tells a unit to act as if he is talking
<b>Scripted</b>	Activates script listed in script field at bottom of dialog box
<b>Support</b>	Tells a unit to enter a support role, such as medics

**Waypoint Order:** This box allows you to create looping waypoints, and allow you to insert waypoints between two existing waypoints you have placed

#### **Inserting a Waypoint between two existing Waypoints.**

After you have placed your waypoints, and you have found that you need to place a new one. Place the new waypoint where you want it and go in and set its waypoint order.

#### **Example:**

1. We have placed a series of waypoints, 1-9.  
Now we decide we missed a waypoint between waypoint 4 and 5
2. Place your new waypoint where you want it between waypoint 4 and 5
3. Now in the new waypoints Waypoint Order Dropdown, set the new waypoint

Number to 5.

The new waypoint will now connect to waypoint 4 and waypoint 5-9 will shift to 6-10

**Creating looping Waypoints:** There are a couple of methods of doing this, I'm just going to post what I know works for me

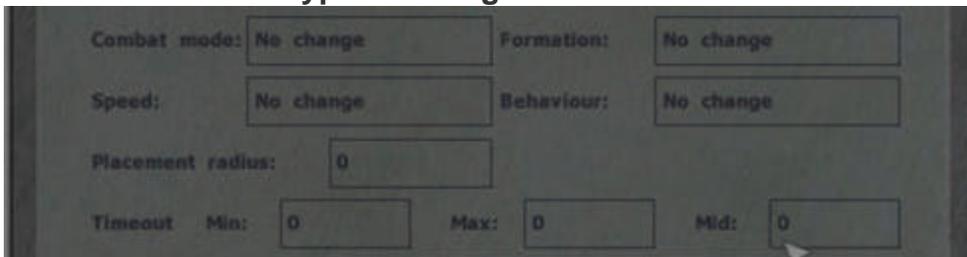
**Example:**

1. Place your first waypoint and make it of the cycle type.
2. Place as many other waypoints as you like placing the last Waypoint close to you first waypoint
3. Now bring up the Edit Waypoint dialog box for your first waypoint. Now in the Waypoint order dropdown box you will see an empty number at the bottom of the list. select this number and close the dialog box.

Now when you go back to the map you should see that all the waypoints are connected with a black line, this indicates that all waypoints have been connected and will loop

**Description:** box allows you to type in a description for the waypoint. *(This is useful when creating the mission but has no effect on the game play itself)*

**Section B of the Waypoint dialog box**



**Combat Mode:** Combat mode defines the units Engage status. This effects how the unit will act when confronted with the enemy.

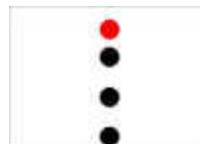
Your options are

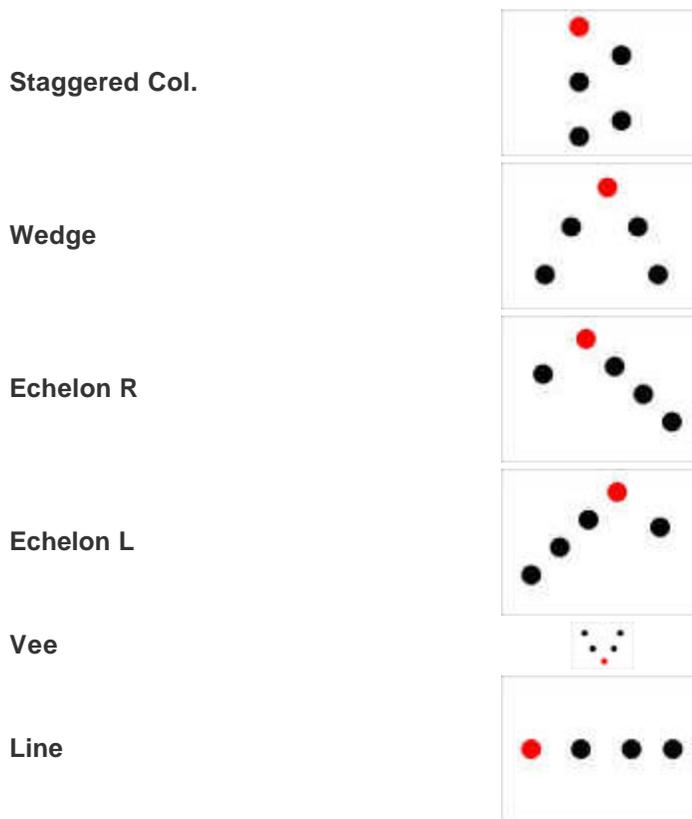
<b>No change</b>	No change	
<b>Never Fire</b>	Unit will not fire at the enemy	Blue
<b>Hold Fire</b>	Unit will not fire	Green
<b>Hold Fire, Engage at will</b>	Unit will engage at will	Yellow
<b>Open Fire</b>	Unit will open Fire	White
<b>Open Fire, Engage at will</b>	Unit will engage at will	Red

**Formation:** Formation allows you to set a groups formation from waypoint to waypoint

Your options are

**Column**





**Speed:** Speed allows you to set your Unit/groups speed while traveling from Waypoint to Waypoint

Your options are

<b>Limited</b>	Unit will move at a walking pace. Vehicles will move at a slow pace
<b>Normal</b>	Unit will jog with weapon in hand, Vehicles move at medium speed
<b>Full</b>	Full speed

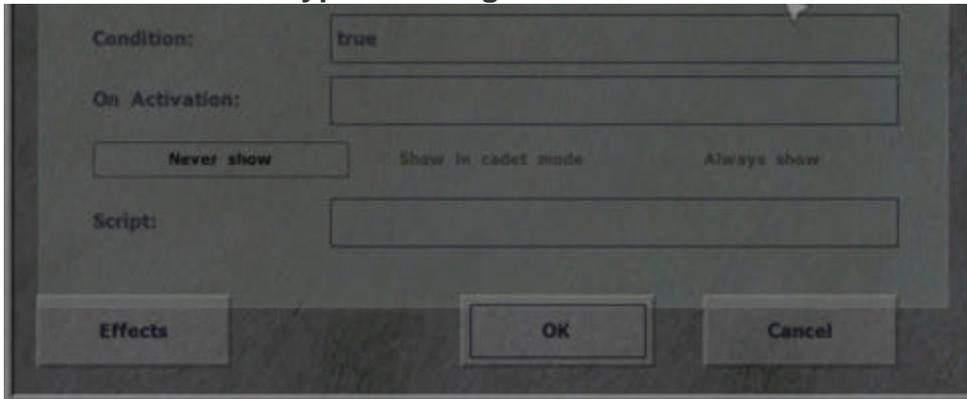
**Behaviour:** dropdown allows you to select a predefined action for the waypoint  
Your options in the dropdown box are

<b>Careless</b>	Unit will not fire, even when fired upon
<b>Safe</b>	Unit walks with weapon slung on shoulder.
<b>Aware</b>	Unit runs with weapon out, watches for enemy
<b>Combat</b>	Unit moves for cover, engage the enemy
<b>Stealth</b>	Low crawls everywhere, moves for cover

**Placement Radius:** Placement Radius allows the designer to set a general area that the waypoint will be located in. This allows the designer to give his missions a dynamic feel. Vehicles and patrols will not always take the same routs that they did the previous time you played the mission, giving some element of surprise each time you play

**Timeout:** allows you to select a predefined action for the waypoint. Your options in the dropdown box are

## Section C of the Waypoint dialog box



**Condition:** Values entered into this field over ride the activation selection. Information entered into this are can detect the status of units, Active variables, etc

**On Activation** This is the box where you will enter commands to set objectives assign variables, and affect other units

**Shown in Briefing:** Defines waypoint is visible on the map in the briefing screen

**Script:** When a unit reaches this waypoint, and you want it to activate a script. You put the full name of the script (*including the file extension*) in this field

**Note:** For the script to be activated, you must set the waypoint type to Scripted

## Trigger Related

This page will attempt to explain how basic triggers work. triggers can be used for many different things from checking to see if enemy troops detect a friendly unit to ending the mission.

Below is a list of some of the things a trigger can do, and how they are used

Check a units presence

Check to see if a unit/group is alive

Check if enemy forces detect friendly forces

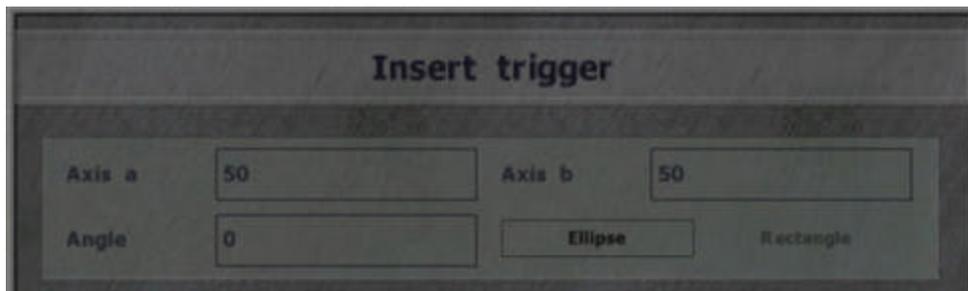
Check for a specific unit/group or group member

Switch a Unit/Groups behavior

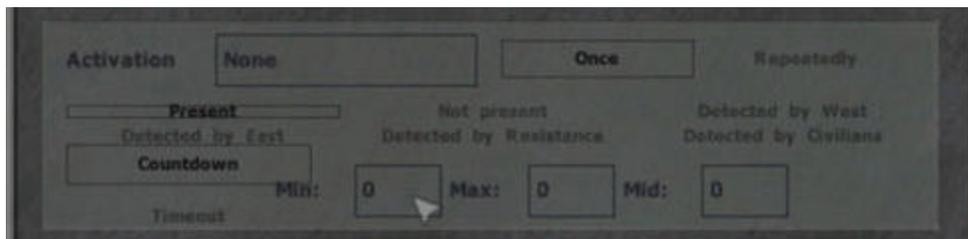
Check off an objective in the mission briefing

Variables

## Trigger dialog box overview



Section one of the Insert Trigger dialog box contains areas to enter the size information and shape of your trigger.



Section two of the Insert Trigger dialog box contains options on how to activate the trigger. your choices are.

### Activation

None - None

East - Detects when east units are present

West - Detects when west units are present

Resistance - Detects resistance units are present

Civilian - Detects when Civilian units are present

Game Logic - Unknown at this time

Anybody - Detects when anyone present

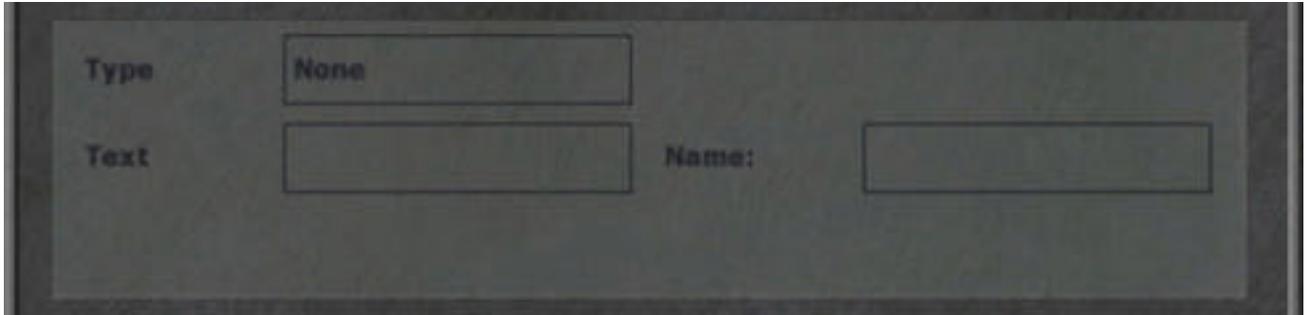
Radio Alpha - Hotel - Command activated trigger. The leader of the player unit will now have radio options available to him. When he makes the radio call the trigger will activate. *(Good for synchronizing attacks)*

### Condition of presence

Pretty explanatory in the trigger itself

### Countdown timer

This allows the trigger to be activated by a countdown clock. the trigger will activate within the MIN, MAX, and MID times. If all times are equal the trigger will have an exact time of activation.



Section three of the Insert Trigger dialog box contains on the type of trigger it will be, as well as text and name.

### Types

None - None

Guarded by East - Not checked this one yet?

Guarded by West - Not checked this one yet?

Guarded by Resistance - Not checked this one yet?

Switch - This type of trigger activates other units attached to the trigger, such as a Triggers synchronized with a Waypoints

End #1 - #6 This is used to define Which ending the trigger will give. and display the appropriate debrief in the mission booklet

Loose - No idea here. could this be lose, as in you lose the mission?

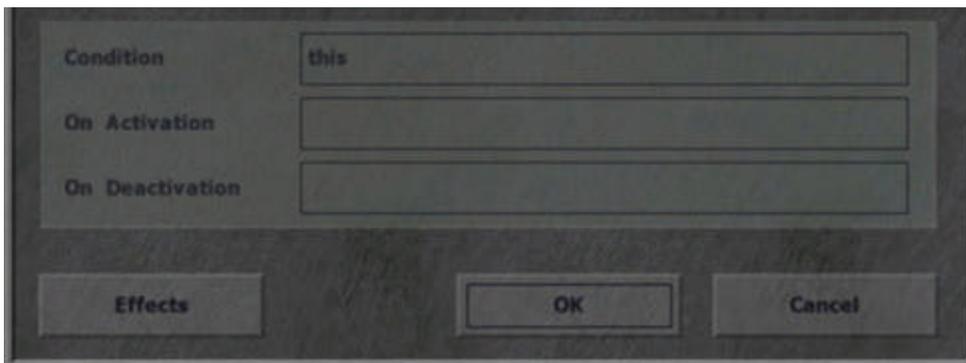
### Text

Entering information into this area, will allow you to identify the different triggers in the mission editor by name. *(Optional information)*

### Name

This is the field where you enter the name of the trigger. *(Optional information)*

Section four of the Insert Trigger dialog box contains areas to enter command lines and Variables.



## **Condition.**

Any commands entered in this line override the activation box above. This is the area where you check the status of units, Change the units behavior and if other triggers have been activated

### **On Activation**

commands entered in this line check the status of completion of Objectives, and assigning Variables

### **On Deactivation**

Haven't messed with this one yet.... Coming Soon

## **Check a units presence**

In the triggers **activation box**. set the units side (East or West) you want to activate the trigger when that unit enters the trigger area.

[TOP](#)

## **Check to see if a unit / group is alive / not alive**

In the **condition** field of the trigger place the command for detecting the units condition.

To check and see if a unit is Dead/Destroyed

not (alive unitname)

To check and see if a unit is still alive

alive unitname

To check and see if a group is Dead/Destroyed

("not alive \_x" count units groupname) == count units groupname

To check and see if a group is alive

("alive \_x" count units groupname) == count units groupname

[TOP](#)

## **Check if enemy forces detect friendly forces**

Coming soon

[TOP](#)

## **Check for a specific unit/group or group member**

This allows you to designate what unit trips the trigger. This prevents any units from the same side tripping the trigger.

To designate a unit to trip a trigger, Click on groups(F2). Click and drag a line from the trigger to the unit or leader of the unit that you want to trip the trigger. Now open up the trigger properties and expand the activation box to make the appropriate selection.

[TOP](#)

## **Switch a Unit/Groups behavior**

To set a units behavior to aware

unitname setbehaviour "aware"

To set a groups behavior to aware

groupname setbehaviour "aware"

The different states of commands are

Careless

Safe

Aware

Combat

Stealth

TOP

## Check off an objective in the mission briefing

This information is placed before the defined variable. it is used to determine if an objective is checked off in the briefing booklet you see at the end of a mission.

To check off an objective in the briefing

"0" objstatus "DONE"

Lets look at in more detail

"0" Refers to the objective numbering in the briefing HTML objstatus "DONE" States that the objective requirements have been completed.

TOP

## Variables

Variables are entered in the triggers On Activation field. Variables are temporary user defined switches that make referring to activated triggers easier. Variables can be of any name you want, EXCEPT. the name of the trigger itself.

**EXAMPLE:** we have made a trigger that detects the destruction of a jeep. The jeep is also the target for objective one.

In the triggers On Activation field you would put

"1" objstatus "DONE"; 4x4jeep=true.

In this example we have given the trigger a variable of 4x4jeep. now in later triggers we can simply refer to this trigger as 4x4jeep

## Advantage of Variables.

### Example #1

Lets say you have four soldiers, (soldiers 1- 4 ) you could make a sing trigger with a condition field like this. not (alive soldier1) and not (alive soldier2) and not (alive soldier3) and not (alive soldier4)

### Example #2

OR as you go along placing your groups / Units. you can make triggers that detect that unit/s in this case we will break it down into two groups

Trigger one Condition field not (alive soldier1) and not (alive soldier2)

On Activation Field Variable 2soldiers=true

Trigger two Condition field not (alive soldier3) and not (alive soldier4)

On Activation Field Variable 2moresoldiers=true

Now a third trigger that ends the game when triggers one and two are activated can be made like this

Condition field 2soldiers and 2moresoldiers

The above example assumes you will be tracking the status of larger amounts of units. if you are only tracking one or two then example one is the best route

## **Helicopter Related**

This page will define commands for use with helicopters, to include boarding, disembarking, landing and other such commands

The following list is rather small. I will add to it as I learn more about helicopter uses.

To make a Helicopter fly at a specific altitude (*in the instance below it is set to 40*)  
heloname flyinheight 40  
To make a Helicopter land at a waypoint (*placed in the waypoints On Activation field*)  
heloname LAND "land"  
Paratroops (*entered in a trigger activated by the transport helicopter*)  
cmd="EJECT"; "\_x action [cmd,heloname]" foreach units groupname  
To assign a unit as cargo in a helicopter  
"\_x assignascargo heloname"

The following tutorial was written by Lusty. I do not take credit for this tutorial, I am only reposting his hard work. Thanks Lusty

This tutorial describes how to make helicopters land and take off as well as how to make squads of soldiers board and disembark from helicopters. This includes squads of soldiers under player control as well as squads of soldiers controlled by the game AI.

The mission consists of two squads (one player controlled, one AI controlled) that wait for two helicopters to arrive at their base. They board the copters and are transported to a village where some enemy soldiers reside. Each squad disembarks and a battle ensues. The mission ends when all of the enemy are eliminated.

### **AI Controlled Squad**

Lets start with the AI controlled squad to see how it is done.

This group has a name of aigrp. It starting location is just inside the base. It's first waypoint will move it outside the base. The helicopter which is used to transport aigrp is labeled heli2. It's starting location is to the west of the base and it's first waypoint is close the aigrp's first waypoint.

#### **Boarding**

heli2's first waypoint is of type LOAD. That says wait for whoever is assigned to your helicopter. If you don't assign someone to the helicopter the helicopter will stay for a second and then fly to its next waypoint. To assign you use the assignascargo command. In the Activation field of heli2's waypoint is the following assignascargo command which assigns each member of the aigrp group to heli2.

```
"_x assignascargo heli2" foreach units aigrp;
```

One other thing you need to do for ai controlled groups. You need to order them to get into the waiting helicopter using the ordergetin command. Also in the

Activation field of that heli2's waypoint is the following command which orders all the members of the aigrp group to board their assigned vehicle.

```
"[_x] ordergetin true" foreach units aigrp
```

**NOTE:** Do you see the blue line between the aigrp's first waypoint and heli2's first waypoint? That blue line indicates the two waypoints are synchronized. Without this then group aigrp would start moving towards its second waypoint after reaching its first waypoint instead of waiting for the helicopter to reach its first waypoint. To synchronize waypoints in the editor you select the synchronize option at the top of the screen and drag a line from one waypoint's icon to the other waypoint's icon. To remove the synchronization you drag the waypoint's icon to nothing. You can also synchronize with sensors. You can also synchronize a waypoint/sensor with more than one other sensor/waypoint.

### Disembarking

Now that group aigrp is onboard, heli2 will move towards its second waypoint which is of type TRANSPORT UNLOAD. This tells all of its assigned cargo (not the crew) to disembark. Once disembarked then heli2 moves off to its third waypoint away from the village. Once disembarked the group aigrp will move towards its second waypoint (near the enemy) which is of type SEEK AND DESTROY.

## Player controlled squad

This group has a name of playergrp. Its starting location is outside the base. The helicopter which is used to transport playergrp is labeled heli1. Its starting location is to the north of the base and its first waypoint is above the base.

### Boarding

heli1's first waypoint is of type LOAD. That says wait for whoever is assigned to your helicopter. The same as the ai controlled group you need to assign units to the helicopter using the assignascargo command. . In the Activation field of heli1's waypoint is the following assignascargo command which assigns each member of the playergrp group to heli1.

```
"_x assignascargo heli1" foreach units playergrp;
```

The player will need to manually tell his/her squad to board the helicopter using the command menu. I have included a hint in the Activation field of heli1's waypoint to remind the player how to do this.

### Disembarking

Now that group playergrp is onboard, heli1 will move towards its second waypoint which is of type TRANSPORT UNLOAD. This tells all of its assigned cargo (not the crew) to disembark. Since the group is player controlled only the

player control unit disembarks. The player needs to order the others to disembark using the command menu. I also added a hint to this waypoint to remind the player how to do this. Once disembarked then heli1 moves off to its third waypoint away from the village.

Note : For some reason the player control group does not get back into formation after disembarking. You need to manually tell them to get back into formation with the Move->Get into Formation command. If someone figures out how to do this automatically let me know.

## **Helicopter Landing Symbols**

Do you see the four icons on the map that look like upside down question marks? These are units of type "H". When previewing or playing the mission you will see a symbol of an H in a circle on the ground. You can create these units on your map to designate landing zones for your air units. When a helicopter is landing it will look for a H unit which is close to it. If there is one then it will land there otherwise it will try to find a place to land. Its advisable to use the H units since helicopters will try to land on sloped terrain and this causes the helicopter to slide around and the guys trying to load into it will be running after it. If you do not want the landing symbol to be shown when playing the mission then use the unit "H (Invisible)" instead. Same thing but nothing shows up to give away the landing zone location.

## **Soldiers / Weapons Related**

This page will deal with weapons for soldiers, Ammo Crates and a complete default weapon index for units in the game

Add / Remove Commands: Ammo Crate/ Ammo Trucks

Add / Remove Commands: Soldier

### **Add / Remove Commands: Ammo Crate/ Ammo Trucks**

#### **Remove Commands:**

To remove all weapons

clearWeaponCargo this

To remove all magazines

clearMagazineCargo this

#### **Add Commands:**

To add a weapons

unitname addweaponcargo ["weapontype",amount]

To add magazines

unitname addmagazinecargo ["ammotype",amount]

#### **Example:**

clearweaponcargo this; clearmagazinecargo this; crate1 addweaponcargo ["m21",5];

crate1 addmagazinecargo ["M21",20]

In the above example I have named the Ammo Crate crate1, I have removed all weapons and magazines from the default load out and added five M21 sniper rifles and 20 M21 magazines.

### **Add / Remove Commands: Soldier**

#### **Remove Commands:**

To remove a weapon or piece of equipment to your unit "unitname"

unitname removeweapon "M16"

To remove a magazine of ammunition

unitname removemagazine "M16"

To remove all weapons

removeallweapons unitname

To remove all magazines of a specific type

unitname removemagazines "M16"

*Replace the weapon / magazine in the quotes with the name of the weapon / magazine you want. Instead of unit name this can be used as well*

#### **Add Commands:**

To assign a weapon or piece of equipment to your unit "unitname"

unitname addweapon "M16"

To assign a magazine of ammunition

unitname addmagazine "M16"

*Replace the weapon / magazine in the quotes with the name of the weapon / magazine you want. Instead of unit name this can be used as well*

#### **Example:**

I have placed a soldier and I have named him rambo. I'm going to remove his weapons and give him some new ones by placing the code below in the soldiers initialization box, alternately rambo could be replaced with this

removeallweapons rambo; rambo removemagazines "M16"; rambo addmagazine "HK"; rambo  
addweapon "HK"; rambo addmagazine "HK"; rambo addmagazine "HK"; rambo addweapon  
"binocular"; rambo addweapon "NVGoggles"

Rambos' starting weapons were

M16

4 x magazines.

6 x Hand grenades

and we changed it to this

HK

3 x magazines.

NV Goggles

Binoculars

**Note:** These commands go in the soldiers Initialization field for each soldier you want to add or  
remove weapons from, also to make the weapon loaded when the game starts you must add one  
magazine of ammunition before adding the weapon it goes to.

## Flashpoint Campaign Mission Voices List

Provided by Gizmo and the Opflashpoint.net Team.

Here you'll find a list of the samples available in the 1985 campaign of Operation Flashpoint. It gives the contents of all the voice and radio samples from the missions and the cutscenes. You can use these effects by extracting them from the 1985.pbo file and use them in your own custom missions. The following info is straight from the stringtables from the official PBO file. Sometimes no content of the sample was given so there you'll only find a charactername. Most of the time these samples are russian conversations. Sorry for the bad layout. I'll still have to convert my XLS file to a HTML table but hasn't installed this conversion option yet :o)

How to read? e.g. the first sample of the first mission:

00v01 is the OGG filename.

A 'V' in the filename represents voice messages.

A 'R' in the filename represents radio messages.

Armstrong, you see that truck on the left? Is the content of the sample

Sergeant BERGHOF is the character who speaks.

-----00Training.Abel

00v01 Armstrong, you see that truck on the left? Sergeant BERGHOF

00v02 Run to it and back. Hurry up! Sergeant BERGHOF

00v03 OK Armstrong. Now run back. Move, move! Sergeant BERGHOF

00v05 Well done. Get back in line and put your gun on your back. Sergeant BERGHOF

00v06a Soldiers, it's time to see what you're made of! Sergeant BERGHOF

00v06b Let's hit the training ground. Sergeant BERGHOF

00v07 There's a truck waiting for us by the gate. Hurry up! Sergeant BERGHOF

00v08 Go on, soldiers, get in! Sergeant BERGHOF

00v09 We're here. Disembark! Sergeant BERGHOF

00v10a Now its time to prove yourselves. Sergeant BERGHOF

00v10b Armstrong, you seem to think you're pretty good. You can go first. Sergeant BERGHOF

00v10c Run along the lane, between the two blocks and then back to us. \nGet moving, Soldier! Sergeant BERGHOF

00v11 Go for it Dave! Fowley

00v12 Well, Armstrong, that wasn't bad. Now the rest of you. Go, go, go! Sergeant BERGHOF

00v13 Pretty good, men. Ok, get back in the truck.\nTime for the firing range. Sergeant BERGHOF

00v14a A good soldier must be fast, exact and effective with his weapon. Sergeant BERGHOF

00v14b Armstrong and Peterson, you're up first. Run to the crates and pick up some ammo. Sergeant BERGHOF

00v15 OK. Armstrong, you take the third lane, Peterson the first one.\nReady to fire! Fire at will! Sergeant BERGHOF

00v16 Well, Armstrong, that wasn't bad. Sergeant BERGHOF

00v17 Good work, Armstrong. Now, the rest of you... Sergeant BERGHOF

00v18 Private Armstrong, pay attention! Go to the medic on the hill for treatment. Sergeant BERGHOF

00r21 Target one in the third lane destroyed. Sergeant BERGHOF

00r22 Target two in the third lane destroyed. Sergeant BERGHOF

00r23 Target three in the third lane destroyed. Sergeant BERGHOF

00r24 Target one in the first lane destroyed. Sergeant BERGHOF

00r25 Target two in the first lane destroyed. Sergeant BERGHOF

00r26 Target three in the first lane destroyed. Sergeant BERGHOF

00r27 First armored target destroyed. Sergeant BERGHOF

00r28 Second armored target destroyed. Sergeant BERGHOF

00r29 OK Armstrong. Now run back. Move, move! Sergeant BERGHOF

00v29 We've heard that there are unknown forces on Everon, sir. FOWLEY

00v30 We must be ready for anything. Sergeant BERGHOF

00v31 Even for war, sir? ARMSTRONG

00v32 Even for war, soldier. Sergeant BERGHOF

-----INTRODUCTION

00v33a Fowley, get those shoulders back! \nStand up straight, Kozlowski! That's more like it. Sergeant BERGHOF

00v33b If I were a Russian, I'd take one look at you bunch of schoolgirls, and laugh all the way to the US of A. Sergeant BERGHOF

00v33c You boys may be flying home next week, but if I send you back like this, \nUncle Sam will think we're running a holiday camp out here. Sergeant BERGHOF

00v33d So before I ship you out - I'm gonna shape you up! Sergeant BERGHOF

00v33e Armstrong! Sergeant BERGHOF

00v33f If anyone needs to shape up, Armstrong, it's you. \nI've seen Sumo wrestlers with flatter stomachs than yours! Sergeant BERGHOF

00v34a Can you see that truck over there, soldier? Can you? Sergeant BERGHOF

00v34b Sprint there! Now move your ass! Sergeant BERGHOF

00r36 Damn you Armstrong, where do you think you're going? Get back here. Now! Sergeant BERGHOF

00r50 Go go go! Who do you think you are - an old lady? Sergeant BERGHOF

00r51 Hey! Where do you think you're going? Follow my orders, you imbecile! Sergeant BERGHOF

-----01Flashpoint.Eden

01v1 Hey, Kozlowski. What do you think's down there? Fowley

01v2 I dunno, Fowley. You think it's the Russians? Kozlowski

01v3 Don't be a schmuck. The Russians wouldn't dare. Not with us next door. Fowley

01v4 Yeah, Fowley. They must look across the sea at you and feel pretty scared. Kozlowski

01v5 Talking of scared, what's that stink? You filled your shorts, Kozlowski? Fowley

01v6 I dunno, Fowley. Here, you wanna take a look? Kozlowski

01v7 Pipe down, soldiers. Here comes the drop zone. We have to secure Morton, the village over that hill. \nWe'll only be facing infantry armored units, and we have air support, \nbut you still need to stay sharp. Sergeant Berghof

01v8b Once the enemy's armored units have been destroyed, we'll move in and seize the village. \nNow, no heroics, OK? This is not an exercise. We're facing a real enemy this time. Sergeant Berghof

01v8a We'll move into Morton from the left. We're squad Alpha. \nSquad Bravo will support us from the right, by the forest. \nWhen we reach the village we'll wait for the air support. Sergeant Berghof

01r1 O.K., LET'S MOVE OUT! KEEP YOUR HEADS DOWN AND GET OVER TO THOSE TREES. I'll BRIEF YOU THERE. Sergeant Berghof

01r2 SQUADS ALPHA AND BRAVO, THIS IS PAPA BEAR. WE'RE DONE HERE. PROCEED TO VILLAGE. OUT. HQ

01r3 SQUADS ALPHA AND BRAVO, THIS IS PAPA BEAR! ENEMY FORCES RETREATING. COVER THE VILLAGE CENTER AND AWAIT FURTHER ORDERS. OUT. HQ

-----02CombinedArms.Eden

02r1 PAPA BEAR TO ALPHA, BRAVO, CHARLIE: GO, GO, GO! HQ

02r2 LISTEN UP, ALPHA SQUAD. WE NEED TO COVER THE VILLAGE NOW. GET YOURSELVES IN POSITION. OUT. Sergeant BERGHOF

02r3 ALPHA, BRAVO, CHARLIE, THIS IS PAPA BEAR. WE HAVE T-80 TANKS INCOMING FROM THE SOUTH. RETREAT IMMEDIATELY! REPEAT, RETREAT IMMEDIATELY! OUT. HQ

02v1 Go, go, go! Sergeant BERGHOF

02v2 Hard not to be excited, isn't it, Armstrong? After Morton this should be a pushover. KOZLOWSKI

02v3 You're a head case, Kozlowski. You love this stuff, don't you? BORMIOLI

02v4 Too right. Just look at this rifle. It's beautiful. The M16A2. 15 rounds a second, \nperfectly balanced, and only weighs five pounds. How can you not love it? KOZLOWSKI

02v5 Like I said, Kozlowski, you're a weirdo. BORMIOLI

02v6 Yeah, Kozlowski. You stay away from me out there. FOWLEY

-----03aCamping.Eden

03av1 War's boring. Anyone else bored? Kozlowski

03av2 You should learn to appreciate any downtime, Koslowski. Makes combat more exciting. Fowley

03av3 OK, I spy with my little eye, something beginning with... G. Koslowski

03av4 Gun. Fowley

03av5 Er... No, it's not gun. Kozlowski

03av6 It's gun, isn't it, Kozlowski? I saw you looking at it. Jeez, you even cheat at I-Spy. Fowley

03av7 It's not gun, it's... jeep. Kozlowski

03av8 Jeep doesn't start with G, you meathead. Fowley

03av9 OK, OK, not jeep, I mean... grass. Kozlowski

03av10 Grass? Fowley; derisory

03av11 Heads up, guys. Here comes Berghof. Bormioli

03av12 All right. You. Armstrong. You can drive a truck, can't you? Come with me. \n\nThe rest of you wait here. We'll be back in a minute. Sergeant Berghof

03av13 Yeah, right. I've heard that before. Back in an hour, more like. Fowley, calmly just to himself

03av14 I guess you guys must be a little twitchy. Wondering what we're doing out here. \n\nWho we're facing. The truth is, I'm twitchy too. Sergeant Berghof

03av15 Hell, Armstrong, the whole of NATO command is twitchy. If these guys are Russians, \n\nwhich is what they sure as hell look like, then this thing has every chance of blowing up into World War III. Sergeant Berghof

03av16 But look, I shouldn't be telling you this... This is some countryside, ain't it? Sergeant Berghof; long pause before 'This is some...'

03av17 Hey, Armstrong, what did Berghof say to you out there? He must know what's going on. \n\nAre we fighting another world war? Armstrong? Are you deaf? Kozlowski, pause before asking again Armstrong.

03av18 Leave him alone, Kozlowski. He's driving. In any case, established Soviet military doctrine dictates that a direct attack \n\non NATO should take the form of massed tank assaults at key points in central Europe. \n\nThey'd never begin World War III out here on Everon. Bormioli

03av19 Yeah? Well it sure don't look like they're inviting us over for Moscow Mules. Kozlowski

03av20 OK. Kozlowski, Bormioli, Armstrong, you're coming with me. We're going on patrol. The rest of you start turning \n\nthis miserable patch of mud into a camp that Uncle Sam can be proud of. Fowley, you're in command while I'm gone. Sergeant Berghof

03av21 Sir, why are the Russians attacking Everon? Kozlowski

03av22 No one's sure at the moment, soldier. Sergeant Berghof

03av23 But someone must know, sir. What do you think's going on? Kozlowski

03av24 I really don't know, soldier. Sergeant Berghof, weary

03av25 Are they going to use nukes? Kozlowski

03av26 Soldier, I need you to stop yapping and start scanning that horizon. \nWe've had reports of enemy activity in those woods up ahead. Sergeant Berghof

03av27 But sir, I was just wondering... Kozlowski

03av28 Hush. Sergeant Berghof, he sees something dangerous.

03av29 Did anyone see that? I thought I saw something move through those trees. Let's go take a look. Sergeant Berghof

03av30 Looks like Ivan's not got the message. I could do with some R&R, but we're ordered back to Morton. See you later, guys. Armstrong

03ar1 LET'S HAVE EVERYONE IN THAT TRUCK. MOVE IT, LADIES. Sergeant Berghof

03ar2 EVERYBODY ABOARD? OK, LET'S MOVE OUT. Sergeant Berghof

03ar3 THREE, NO FOUR INFANTRY CONTACTS AHEAD. LOOKS LIKE A RUSSIAN PATROL. ALL UNITS, RETURN FIRE! Sergeant Berghof

03ar4 PAPA BEAR, COME IN. ALPHA SQUAD REPORTING IN - HOSTILES SPOTTED, OVER. Sergeant Berghof

03ar5 ALPHA SQUAD - RECIEVED AND UNDERSTOOD. ARMORED SUPPORT ON WAY. OUT. HQ

-----03bAlert.Eden

03bv01 Men, this evening you can put your feet up and relax. You've earned it. \nI'm going back to Le Moule. You're in charge. Lieutenant Kaufman

03bv02 Hmm. Something tells me we won't be doing much relaxing this evening. Adelman

03bv03 Oh yeah? If you ask me the fun's over. Whoever's been causing trouble has got the message and vamoosed. Driscoll

03bv04 You wanna bet? Adelman

03bv05 Yeah, sure I wanna bet. What d'you wanna bet? Driscoll

03bv06 Uh, I dunno. How about, we get shot at this evening, you give me your digital watch. \nWe don't get shot at, I'll give you my Mini Lunchman. Adelman

03bv07 Uh, OK. But you have to admit, it sounds real quiet out there. Driscoll

03bv08 Pay up. That watch is mine. Adelman

03bv09 Hey, I ain't heard no shooting yet. Driscoll

03bv10 The Lieutenant sounded like he was getting pretty shot up to me. Adelman

03bv11 Nah, he's probably just kidding around. You know what he's like. Probably just another of his exercises. Driscoll

03bv12 This ain't no exercise, soldier. The commander's in trouble and we can only hope we get to him in time. SERGEANT HAWLEY

03br01 DOES ANYONE COPY? I'M UNDER HEAVY FIRE AT LOCATION DC64. URGENT ASSISTANCE REQUIRED. PLEASE RESPOND. REPEAT, AM UNDER HEAVY FIRE, LOCATION - AARGH... Lieutenant Kaufman - he's under attack, panic

03br02 GODAMMIT, LET'S GO! ALL UNITS REPORT IMMEDIATELY TO CENTER OF VILLAGE. Sergeant HAWLEY

03br03 PAPA BEAR, GIVE ME AN INFANTRY CARRIER. THE LIEUTENANT NEEDS BACK-UP AT LOCATION DC64. Sergeant HAWLEY

03br04 THAT LOOKS LIKE THE LIEUTENANT'S JEEP. JEEZ, WHAT A MESS. Sergeant HAWLEY

03br05 LET'S MOVE OUT! GO, GO, GO! STICK TOGETHER, AND STAY NEAR THE ROAD. Sergeant HAWLEY

03br06 PAPA BEAR, THIS IS ALPHA SQUAD. WE NEED BACK-UP AND TRANSPORT AT DC64. DO YOU COPY? OVER. Sergeant HAWLEY

03br07 COPY THAT, ALPHA. YOU HAVE BACK-UP INBOUND FROM LE MOULE. E.T.A TWO MINUTES. HANG IN THERE. OUT. HQ

03br08 EVENING, BOYS. LOOKS LIKE YOU COULD DO WITH A LITTLE HELP. Sergeant Jones

03br09 WELCOME TO THE PARTY. GET YOUR ASSES OVER HERE AND GIVE US A HAND. Sergeant HAWLEY

-----04MontignacMustFall.Eden

04v1 OK. Let's go. We'll rendezvous with Bravo and Charlie squads after seizing the village on the main crossroads. Sergeant Hawley

04v2 We're still alive... but, Jesus, for how long? Sergeant Hawley

04v3 Thank Christ, we've made it... Sergeant Hawley

04v4 Jesus... They're all dead. Gotta find Bravo squad in the center of town. Armstrong

04v5 Gunship! Hit the dirt! It's a Hind. Take cover! Sergeant Hawley

04r1 BLACK TO PAPA BEAR. DF25 UNDER HEAVY ATTACK FROM THE SEA. SEND BACKUP. WE CAN'T HOLD OUT MUCH LONGER. OVER. Corporal Gibbon

04r2 PAPA BEAR TO BLACK. KEEP IT UP, BACK UP ON THE WAY. OVER. HQ

04r3 YES, SIR. WE'LL DO OUR BEST. OUT. Corporal Gibbon

04r4 THE VILLAGE IS OURS. GET OVER HERE WITH THE TRUCK! OVER Sergeant Hawley

04r5 PAPA BEAR TO BLACK, BACK OFF! WE HAVE NEW ORDERS. ALL US ARMY PERSONNEL MUST WITHDRAW FROM EVERON! BACKUP NO LONGER ASSIGNED, THEY'VE BEEN CALLED AWAY. OUT. HQ

04r6 PAPA BEAR TO ALL US UNITS, CODE FOXTROT! CODE FOXTROT! NEW ORDERS, ALL US PERSONNEL MUST WITHDRAW FROM EVERON. OUT. HQ

04r7 PAPA BEAR TO ALL UNITS, FOLLOW INSTRUCTIONS FOR THE EVACUATION. OUT. HQ

04r8 PAPA BEAR, THIS IS ALPHA. WE'RE STILL IN MONTIGNAC. WHAT SHALL WE DO? OVER.  
Sergeant Hawley

04r9 ALPHA, GO STRAIGHT THROUGH PROVINS TO MORTON. MOVE QUICKLY. OUT. HQ

04r10 PAPA BEAR, ALPHA HERE. WE'RE ENGAGING RUSSIAN FORCES NEAR PROVINS. OVER  
Sergeant Hawley

04r11 ALPHA, ELIMINATE THEM QUICKLY, TIME IS RUNNING OUT! OUT HQ

04r12 PAPA BEAR, THIS IS ALPHA. THEY DESTROYED OUR TRUCK, WE NEED ALTERNATE TRANSPORT! OVER. Sergeant Hawley

04r13 PAPA BEAR TO ALPHA, UNDERSTOOD. WE'RE SENDING A BLACKHAWK TO PICK YOU UP. OUT. HQ

04r14 ALPHA, BLACKHAWK IS ON WAY. HOLD ON! OUT. HQ

04r15 PAPA BEAR, ALPHA HERE. THE BLACKHAWK WAS DESTROYED. WE'RE RUNNING OUT OF OPTIONS. Sergeant Hawley

04r16 ALPHA SQUAD, TRY TO GET TO MORTON BY FOOT. WE CAN'T HELP YOU NOW. OUT. HQ

04r17 DAMN! THE TRUCK IS DAMAGED. Sergeant Hawley

04r18 BRAVO AND CHARLIE TEAMS ARE DOWN. WE'RE GETTING OUR ASSES KICKED HERE. HOLD FIRE AND RETREAT. Sergeant Hawley

-----05aAfterMontignac.Eden

05av01 Papa Bear, come in... Papa Bear, this is Alpha. I'm on my own. Come in, over. armstrong

05av02 Papa Bear, this is Alpha... Damn this radio - why don't they hear me? armstrong

05av03 [Russian soldier shouts to captured Armstrong] Soldier1

05av04 [Russian soldier shouts to captured Armstrong] Soldier2

05av05 Don't shoot! Don't shoot!. Armstrong

05av06 [Russian soldier shouts to captured Armstrong] Soldier1

05av07 17582. Corporal David Armstrong. Armstrong

05av08 [Russian captain speaks to captured Armstrong] Captain

05ar01 PAPA BEAR TO ALL UNITS, THE LAST EVAC FROM EVERON IS AT 5:45. OUT. HQ

05ar02 PAPA BEAR TO ALL SQUADS. 15 MINUTES TO GO. REPORT YOUR POSITIONS. OVER. HQ

05ar03 POSITION Ee65, WE'LL HAVE VISUAL CONTACT IN A FEW SECONDS. OUT. Bormioli

05ar04 WE'RE AT Dd69 - LOOKS LIKE WE'LL MAKE IT. OUT. Corporal Gibbon

05ar05 LOCATION Df65, WE'RE O.K. OUT. Driscoll

05ar06 PAPA BEAR TO ALL UNITS, FINAL EVAC FLIGHT LEAVES IN 10 MINUTES. OVER HQ

05ar07 THIS IS PAPA BEAR, PRIORITY. ENEMY FORCES ADVANCING ON MORTON FROM THE SOUTH-EAST. EVAC ZONE GETTING HOT. EXPEDITE. OUT. HQ

05ar08 PAPA BEAR HERE - PRIORITY. I REPEAT, PRIORITY. MORTON IS UNDER HEAVY FIRE. WE'RE FALLING BACK. EVAC ZONE OVERRUN. OUT. HQ

05ar09 WE'RE OUTTA TIME. FINAL EVAC FLIGHT LEAVING NOW. SORRY GUYS... OUT. HQ

05ar10 ALL REMAINING UNITS, THIS IS PAPA BEAR. WE'VE GOT A NEW EVAC POINT FOR YOU - AT Ea 64. OUT. HQ

05ar11 PAPA BEAR TO ANYONE LEFT ON EVERON - TRY TO GET TO THE EVAC POINT AT Ea64. WE'RE SENDING IN A RESCUE TEAM. OUT. HQ

05ar12 ANYONE LEFT ON EVERON. REPEAT. ALL REMAINING TROOPS ON EVERON. TRY TO GET TO THE EVAC POINT AT Ea64. GOOD LUCK. GOD BE WITH YOU. HQ

-----05bStrangeMeeting.Eden

05bv01 Soldier, we're evacuating all military personnel from Everon. We have to move to Morton.\nYou'll be driving a truck with Alpha Squad. Sergeant Jones

05bv02 Christ, I'm the only one left. Where was that new evac zone? Ea64 - right. Here goes nothing...  
ARMSTRONG

05av03 [Russian soldier shouts to captured Armstrong] Soldier1

05av04 [Russian soldier shouts to captured Armstrong] Soldier2

05av05 Don't shoot! Don't shoot!. Armstrong

05av06 [Russian soldier shouts to captured Armstrong] Soldier1

05bv07 17582. Corporal David Armstrong. Armstrong

05av08 [Russian captain speaks to captured Armstrong] Captain

05bv09 Goddammit Armstrong

05bv10 Jesus... They're all dead. Armstrong

05br1 WAIT TILL EVERYONE'S ONBOARD. Sergeant Jones

05br2 EVERYONE HERE? LET'S ROLL! Sergeant Jones

05br3 PAPA BEAR TO ALL UNITS, THE LAST EVAC FROM EVERON IS AT 5:45 HRS. OUT. HQ

05br4 SLOW DOWN EVERYONE, THERE'S SOMETHING GOING ON OVER TO THE RIGHT. OUT.  
Sergeant Jones

05br5 ALPHA SQUAD, BREAK AWAY FROM THE CONVOY. GO AND CHECK OUT THAT DIRT TRACK ON THE RIGHT. THEN PROCEED TO MORTON. OUT. Sergeant Jones

05br6 STOP! THEY'RE RIGHT UP AHEAD - MOVE OUT AND PROCEED ON FOOT. STAY SHARP.  
Sergeant Jones

05br7 GODDAMMIT! THEY'VE WASTED OUR TRUCK! Sergeant Jones

05br8 PAPA BEAR, ALPHA HERE. AREA SECURE NOW - BUT WE'VE SUFFERED HEAVY  
CASUALTIES. TRUCK DESTROYED - NEED TRANSPORT TO MORTON. OVER. Sergeant Jones

05br9 ALPHA SQUAD, NEGATIVE. YOU'RE CLOSE ENOUGH, PROCEED ON FOOT. OUT. hq

05br10 OK, MEN - LOOKS LIKE WE'RE ON OUR OWN HERE. LET'S GET TO MORTON! Sergeant Jones

05br11 PAPA BEAR TO ALL SQUADS, REPORT YOUR POSITIONS. OVER. HQ

05br12 POSITION Ee65, WE'LL HAVE VISUAL CONTACT IN A FEW SECONDS. OUT. Bormioli

05br13 WE'RE AT Dd69 - LOOKS LIKE WE'LL MAKE IT. OUT. Corporal Gibbon

05br14 LOCATION Df65, WE'RE O.K. OUT. Driscoll

05br14\_1 THIS IS ALPHA - WE'RE ON WAY, BUT IT'S GONNA BE TIGHT. OUT. Sergeant Jones

05br15 THIS IS PAPA BEAR, PRIORITY. ENEMY FORCES ADVANCING ON MORTON FROM THE  
SOUTH-EAST. EVAC ZONE GETTING HOT. EXPEDITE. OUT. HQ

05br16 PAPA BEAR HERE - PRIORITY. I REPEAT, PRIORITY. MORTON IS UNDER HEAVY FIRE.  
WE'RE FALLING BACK. EVAC ZONE OVERRUN. OUT. HQ

05br17 PAPA BEAR, WAIT FOR US! WE'RE LESS THAN ONE CLICK AWAY FROM MORTON. Sergeant  
Jones

05br18 WE'RE OUTTA TIME. FINAL EVAC FLIGHT LEAVING NOW. SORRY GUYS... OUT. HQ

05br19 ALL REMAINING UNITS, THIS IS PAPA BEAR. WE'VE GOT A NEW EVAC POINT FOR YOU - AT  
Ea 64. OUT. HQ

05br20 PAPA BEAR TO ANYONE LEFT ON EVERON - TRY TO GET TO THE EVAC POINT AT Ea64.  
WE'RE SENDING IN A RESCUE TEAM. OUT. HQ

05br21 ANYONE LEFT ON EVERON. REPEAT. ALL REMAINING TROOPS ON EVERON. TRY TO GET  
TO THE EVAC POINT AT Ea64. GOOD LUCK. GOD BE WITH YOU. HQ

05br22 WHAT THE HELL ARE YOU DOING? YOU'VE WASTED THE TRUCK! NOW WE'LL HAVE TO  
CONTINUE ON FOOT. Sergeant Jones

05br23 HERE COME THE DAMN RUSKIES - KILL 'EM ALL! Sergeant Jones

05br24 PAPA BEAR. COME IN. THIS IS ALPHA. IT'S A BLOODBATH! THE TEAM'S BEEN WIPED OUT!  
I'M THE ONLY ONE LEFT. OVER. ARMSTRONG

05br25 ARMSTRONG, STAY HERE AND GIVE ME SOME COVERING FIRE. I'M GOING TO TRY AND  
MAKE IT ACROSS THE ROAD. Sergeant Jones

-----06aRescue.Eden

06Av01 OK, men, hold your fire till that tank's been neutralized. White Wolf Leader

06Ar02 BLACK BEAR TO WHITE WOLF. WE HAVE THE TANK IN OUR SIGHTS. STAND BY. Black Bear leader

06Ar03 THE TANK'S DEAD. THEY'RE ALL YOURS, BOYS. Black Bear leader

06Av04 You heard him, men. Let's go to work. White Wolf Leader

06Av05 Pull back! We haven't got a chance against that tank. White Wolf Leader

06Ar06 THE VILLAGE IS SECURE. NOW GET INTO THAT TRUCK AND GET OUT OF HERE. White Wolf Leader

06Ar07 DAMN! MORE RUSSIANS. ATTACK! White Wolf Leader

06Av08 You... you saved me. I don't know how to thank you. Civilian1 (Russian accent) - shocked

06Ar09 THAT'S EVERYONE OUT. LET'S GET OUT OF HERE. White Wolf Leader

06Ar10 WE'LL HAVE TO LEAVE THE TRUCK HERE AND CONTINUE ON FOOT. White Wolf Leader

06Ar11 THE VILLAGE IS SECURE BUT THE TRUCK'S A WRECK. WE'LL HAVE TO GO ON FOOT. White Wolf Leader

06Av30 Alone again. I've gotta get out of here. Armstrong

-----06bUndercover.EDEN

06Bv01 You take the wheel, while I watch for patrols.\nWhen our comrades are on board we can go. Rebel2

06Bv02 That's everybody. We can go now.\nFollow this path, then turn left at the main road. Rebel2

06Bv03 Russians! I thought as much.\nStay calm, and let me deal with them. Rebel2

06Bv04 Hello there! We really need to get to St Pierre. Please - let us through. We can pay whatever you want. Rebel2 to guards (in Russian)

06Bv05 Hey - what's in the back of the truck? Russian Guard - suspicious (in Russian)

06Bv06 Oh, just a delivery of vodka for your officers.\nHere, perhaps you would like to try a... sample. Rebel2 (in Russian)

06Bv07 Ah, now you are speaking our language! Please, move on!\nVasiliy, you imbecile, move that uaz! Russian guard (happy now)(in Russian)

06Bv08 Russians! I swear their mothers put vodka in their bottles in place of milk.\nDrive on, my friend, when the way is clear. Rebel2

06Bv09 Slow down Corporal Armstrong. I see another checkpoint up ahead.\nIs that an officer? I fear it is. Rebel2

06Bv10 Halt! Russian officer (in Russian)

06Bv11 What's in the truck, filthy peasant?\nYou! Private! Check under the tarpaulin. Russian officer (in Russian)

06Bv12 Men! Grab your weapons and prepare to fight! White Wolf Leader (urgent)

06Br13 HURRY! WE MUST GET AWAY FROM HERE. THE ROAD IS NO LONGER SAFE. White Wolf Leader

06Br14 WE MUST WALK FROM HERE. White Wolf Leader

06Br15 TOMAS! GO TO THE WOOD AND WATCH FOR RUSSIANS. THE REST OF YOU, COME WITH US TO THE CASTLE. White Wolf Leader

06Br16 LOOK OUT! RUSSIAN GUARD AHEAD! White Wolf Leader

06Br18 WE'RE ABOUT FIVE MINUTES AWAY. LET'S HOPE WE ARRIVE IN ONE PIECE. White Wolf Leader

06Br19 OUR JOURNEY IS OVER, MY FRIEND. WELCOME TO OUR HOME. White Wolf Leader

06Br20 WE ARE ALMOST THERE. LET'S GO THROUGH THAT BUSH - THE CASTLE IS JUST BEHIND. White Wolf Leader

06Bv21 Patience, my friend. Our comrades are not yet aboard. Rebel2

06Bv22 Have you lost your mind? For God's sake, keep to the road. Rebel2

06Br23 PAH! NEXT TIME, I WILL DRIVE. THIS TRUCK'S GOING NOWHERE. WE'LL HAVE TO WALK. White Wolf Leader (emphasis on '\*I\*' will drive')

06Br24 WE ARE IN VERY GREAT DANGER. WE MUST HIDE OURSELVES FROM THE RUSSIANS. White Wolf Leader

06Br25 PLEASE, MY FRIEND, STAY WITH OUR GROUP FOR YOUR OWN SAFETY. White Wolf Leader

06Bv26 Woah! Where the hell am I? I should get back to those resistance guys. Armstrong - to himself

06Bv40 So you made it, Corporal Armstrong. I am glad. \nOur leader wishes to talk with you. Go to the castle tower - he's waiting. Slava

06Bv41 All right. Armstrong

06Bv42 More friends dead... Alone again. \nI've gotta get out of here - to the castle... Armstrong - to himself

----- Meeting on the castle -----

06Bv51 Corporal David Armstrong, reporting. Armstrong

06Bv52 Good morning, Corporal. I have heard much about you.\nHow do you like our castle? Rebel Commander

06Bv53 Neat. Armstrong - deadpan

06Bv54 Corporal Armstrong, we have a boat leaving later tonight, which will take you back to the NATO base. \nWe've already helped some of your comrades in this way - but only a few. Rebel Commander

06Bv55 You have been most fortunate to survive, when so many have fallen. \nBut try to forget such things for now. Please, relax and enjoy our hospitality until the boat arrives. Rebel Commander

----- Intro (outro of previous mission) -----

06Cv20 Not bad, for an American. Hint (partly joking)

06Cv21 Hey - thanks. Look, I'd like to stay and help some more - but I need to get back,\n and tell my CO... I mean, my commander, what's been going on here. Armstrong

06Cv22 I understand. We're on our way to the main resistance camp.\n You can come with us. We have a radio there and can try to contact your... CO. Slava AfterMission (making a point of learning the phrase 'CO')

06Cv23 I appreciate your help. Armstrong AfterMission

06Cv24 Let's find our truck. And one more thing... you need to take off that uniform.\nPut on these civilian clothes instead. Russian patrols are everywhere. Slava

-----07aNightPatrol.Abel

=====Intro

07av05 But sir, you don't understand - Armstrong (interrupted)

07av06 I understand perfectly, Corporal. Lieutenant Kaufman (interrupting - with an emphasis on 'Corporal'.)

07av07 They're desperate for our help. They can't hold out much longer. Armstrong

07av08 Listen, Armstrong, I appreciate that things are bad on Everon - really, I do. \nBut there's simply nothing we can do to assist at this time. We've got our own problems right here on Malden. Lieutenant Kaufman

07av09 Sir, for all we know - Armstrong

07av10 For all we know, the Russians could be on their way right now. \nWe've got to secure our position here before we can even think about pushing back to Everon.\nI'm sorry, but these resistance fighters will have to manage by themselves for a while longer. Lieutenant Kaufman

07av11 I understand, sir. Armstrong - sighing resigned

07av12 Glad to hear it, Corporal.\nNow, tonight, we need you out on watch. Lieutenant Kaufman

=====Main mission

07av01 Ah, there you are, Armstrong. How's it going? Those bugs getting to you yet? Sergeant Jones

07av02 I keep shooting at them, sir, but they won't take the hint. Armstrong

07av03 Too bad. Well, keep your eyes peeled and report in if you see anything fishy. \nIntel's been monitoring some strange radio traffic coming from Ivan's direction. Sergeant Jones

07av04 I'll keep my eyes open as best I can, sir. A coupla matchsticks wouldn't go amiss... Armstrong (yawns)

07ar01 I KNEW IT, ARMSTRONG. WE TURN OUR BACKS FOR A MINUTE AND YOU SNEAK OFF. Sergeant Jones

07ar02 YOU LOST THAT GAME FAIR AND SQUARE, SO GET BACK HERE AND REPORT. YOU'LL FIND ME BY THE FLAG POLE. Sergeant Jones

07ar03 EAGLE-EYE FOUR TO BASE. WE'RE PICKING UP ENEMY CONTACTS IN THE VICINITY OF LA RIVIERE. Bormioli

07ar04 THIS IS EAGLE-EYE FOUR. WE'VE GOT UNKNOWN AERIAL CONTACTS INBOUND FOR THE SOUTHERN SECTOR. FROM THEIR SPEED THEY LOOK LIKE CHOPPERS. Bormioli

07ar05 ALPHA PATROL, THIS IS EAGLE-EYE BASE. REPORT IN. HALF THE ISLAND JUST DISAPPEARED OFF OUR SCOPES. YOU TRIP OVER THE CABLE OR SOMETHING? HQ

07ar06 UH, THIS IS, UH, ALPHA PATROL. SORRY, EAGLE-EYE. LOOKS LIKE SOMEONE SNEAKED BY WHILE I WAS TAKING A LEAK. BLEW THE WHOLE THING SKY HIGH. OVER. Armstrong (embarrassed)

07ar07 YOU'RE A WASTE OF SPACE, ALPHA PATROL. YOU'LL BE PEELING POTATOES TILL CHRISTMAS FOR THIS. OVER AND OUT. HQ (angry)

07ar08 EAGLE-EYE FOUR TO BASE. WE'RE GETTING SOME FAINT INFRA-RED SIGNALS DOWN THERE ON THE GROUND. LOOKS LIKE YOU COULD HAVE GUESTS. OVER. Bormioli

07ar09 RECEIVED, FOUR. WE'RE DISPATCHING A COMMANDO TEAM IN A CHOPPER TO CHECK IT OUT. BASE OUT. HQ

-----07HoldMalden.Abel

07r01 ALL UNITS, WE'VE GOT BAD GUYS COMING IN FROM EVERY SIDE! WE CAN'T LET THEM TAKE THE PORT! HQ

07r02 ARMSTRONG, MAN THAT MACHINE GUN ON THE LEFT NEAR THE HOUSE. MOVE IT! Sergeant Jones

07r03 THERE'S TOO MANY OF 'EM, DAMN IT! THEY'RE ALL OVER US! WE'LL NEVER HOLD THE PORT! Sergeant Jones (desperate)

07r04 THEY'RE BOMBARDING US! TAKE COVER! Sergeant Jones (panicky)

07r05 PAPA BEAR, THIS IS ALPHA. I SEE MULTIPLE HEAVY ARMOR CONTACTS. WE NEED SOME SUPPORT HERE! OVER. Sergeant Jones (Acute)

07r06 UNDERSTOOD, ALPHA. HOLD YOUR POSITIONS. FRIENDLY TANKS ARE ON THE WAY. OUT. HQ

07r13 HOT DAMN! COMMANDER TO ALL UNITS. TAKE COVER BOYS, WE'LL TRY TO HOLD ON HERE. Sergeant Jones

07r07 ALPHA TO PAPA BEAR, WE'VE GOT MORE TANKS COMING AT US. DON'T KNOW WHERE THEY'RE ALL COMING FROM. WE HAVE TO PULL BACK. I SAY AGAIN, WE HAVE TO PULL BACK. OVER. Sergeant Jones

07r08 COPY THAT, ALPHA. YOU'VE DONE ALL YOU CAN. PULL BACK TO THE NORTH. PAPA BEAR OUT. HQ

07r09 PAPA BEAR, THIS IS CORPORAL ARMSTRONG. I'M ON MY OWN. THE REST OF MY SQUAD'S BEEN WIPED OUT. OVER. Armstrong

07r10 HOLD YOUR POSITION, SOLDIER. WE CAN BEAT THESE GUYS, BUT WE NEED EVERY MAN TO GIVE IT ALL HE'S GOT. PAPA BEAR OUT. HQ

07r11 PAPA BEAR, THIS IS ALPHA TEAM. THE ENEMY HAS CONTROL OF THE PORT. NOTHING WE COULD DO. Commander

07r14 ARMSTRONG, GET OUT OF THERE! Sergeant Jones

07r15 ALPHA, HOLD YOUR POSITIONS. FRIENDLY TANKS ARE ON THE WAY. OUT. HQ

07r16 ALL UNITS, YOU'VE DONE ALL YOU CAN. PULL BACK TO THE NORTH. PAPA BEAR OUT. HQ

-----08Defender.Abel

08r1 WE'LL HAVE TO LAY THE MINES FAST, ARMSTRONG. THOSE TANKS WILL BE HERE IN LESS THAN FIVE MINUTES. Sergeant Hawley

08r2 ARMSTRONG, THERE'S A LAUNCHER AND SOME MISSILES IN THOSE CRATES. GRAB 'EM AND GET YOUR HEAD DOWN. Sergeant Hawley

08r3 LOOKS LIKE WE DIDN'T GET 'EM ALL. LOAD THAT ROCKET LAUNCHER AND FIRE AT WILL. Sergeant Hawley

08r4 ALPHA TO BASE. MISSION ACCOMPLISHED. HOW ABOUT YOU COME PICK US UP? THIS SMOKE'S KILLING MY EYES. Sergeant Hawley

08r5 COPY THAT, ALPHA. TRANSPORT ON WAY. HQ

08r6 ALPHA TO BASE. YOU HAVE INBOUND T80S. SORRY, A FEW SLIPPED THROUGH THE NET. HOW ABOUT YOU COME PICK US UP? Sergeant Hawley

08r7 ARE YOU INSANE, ARMSTRONG? THIS IS MEANT TO BE A COVERT OPERATION! Sergeant Hawley

08r8 ALPHA SQUAD, GET ABOARD! WE'VE GOT TO MOVE OUT QUICKLY. Adelman

-----09TankTraining.ABEL

09r06 GET DOWN HERE AND REPORT IN, SOLDIER! Major Sutherland

09v07 Lieutenant Hammer reporting for duty, sir. Hammer

09v08a Lieutenant Hammer. Your reputation precedes you. I hope you managed\nto get here without demolishing too much en route. Major Sutherland

09v08b Now, I'll be with you on this exercise, but, God help me, you're the Commander.\nWe'll see how you get on with some basic tactics. Major Sutherland

09r09 TAKE US TO THE TRAINING GROUNDS, LIEUTENANT. Major Sutherland

09r10 WE'LL DESTROY ALL THREE TARGETS. Major Sutherland

09r11 GOOD JOB, LIEUTENANT. MOVE BACK. Major Sutherland

09r12 ALL UNITS, THIS IS NATO COMMAND, DOURDAN. WE HAVE ONE, POSSIBLY MORE, INBOUND SOVIET TANKS. URGENT ASSIST REQUIRED. OUT Major Benjamin

09r13 RUSSIANS IN DOURDAN! MY GOD! LOOKS LIKE TRAINING'S OVER, LIEUTENANT. Major Sutherland

09r14 GOOD TO SEE YOU, MAJOR SUTHERLAND. THE CONTACTS WERE SPOTTED NEAR THE BEACH. I'LL LEAD THE WAY. Major Benjamin

09r16 I'M RIGHT BEHIND YOU - BUT BE WARNED, MAJOR, I'VE GOT A ROOKIE IN THE COMMAND POSITION. Major SUTHERLAND

09r17 I KNOW YOU'RE NOT A TOTAL SCREW-UP, HAMMER. AND NOW'S THE TIME TO PROVE IT. Major SUTHERLAND (NOTE: EMPHASIS ON 'TOTAL')

09r15 HAMMER, WHERE THE HELL ARE YOU GOING? DON'T YOU EVER FOLLOW ORDERS? Major Benjamin

-----10BattleOfHoudan.ABEL

10r01 YANKEE SQUAD, THIS IS YANKEE ONE. MAINTAIN FORMATION. LET'S HOPE WE GET A WARM RECEPTION IN HOUDAN. Major Sutherland

10r02 PAPA BEAR TO YANKEE ONE. WE HAVE A MISSION UPDATE. OUR BEACH PATROL REPORTS TWO, REPEAT TWO, INCOMING BMPS. THE PATROL IS UNDER FIRE. PLEASE DIVERT AND ASSIST. OVER. HQ

10r03 RECEIVED, PAPA BEAR. ADJUSTING COURSE. E.T.A. THIRTY SECONDS. OVER. Major Sutherland

10r04 WHEN YOU'VE DEALT WITH THE BMPS, RETURN TO YOUR ASSIGNED MISSION. HOUDAN COULD STILL USE SOME HELP. PAPA BEAR OUT. HQ

10r05 YANKEE SQUAD, THIS IS HOUDAN. WE HAVE A LARGE ARMORED FORCE ATTACKING FROM THE SOUTH. REQUEST URGENT ASSISTANCE. Sergeant Berghof

10r06 COPY THAT, HOUDAN. WE'RE ON OUR WAY. YOU BOYS HOLD TIGHT, Y'HEAR? Major Sutherland

10r07 YANKEE ONE TO PAPA BEAR. OBJECTIVE ACHIEVED. ENEMY TANK FORCE NEUTRALISED. THERE'S STILL SOME INFANTRY OUT THERE BUT NOTHING TO WORRY ABOUT. OVER. Major Sutherland

10r08 GOOD JOB, YANKEE SQUAD. HOLD POSITION IN THE TOWN AND AWAIT FURTHER INSTRUCTIONS. OVER. HQ

10r09 UNDERSTOOD. YANKEE ONE OUT. Major Sutherland

10r10 PAPA BEAR, THIS IS YANKEE ONE. MISSION ACCOMPLISHED. EVERYTHING RED IS DEAD, DYING OR RUNNING HOME TO MOM. OVER. Major Sutherland

10r11 THAT'S GOOD TO HEAR, YANKEE ONE. PROCEED TO THE BORDER ZONE AND ATTACK THE ENEMY BEACHHEAD. OVER. HQ

10r12 UH, SAY AGAIN, PAPA BEAR. YOU WANT US TO ENTER THE BORDER ZONE? THAT'S CRAZY! Major Sutherland

10r13 YANKEE SQUAD, THIS IS PAPA BEAR. YOUR ORDERS ARE TO COUNTER-ATTACK THE SOVIET BEACHHEAD. PROCEED IMMEDIATELY. OUT. HQ

10r14 YES, SIR. Major Sutherland

10r15 YANKEE SQUAD, WE'LL BE CUT TO PIECES. I'M ORDERING A RETURN TO BASE. REPEAT, THAT'S AN R.T.B.! Major Sutherland

10r16 YANKEE ONE, THIS IS YANKEE THREE. MY TANK'S OUT OF ACTION BUT I'M STILL ALIVE. OVER. Hammer

10r17 DAMNED TRAINEES. THREE, GRAB YOUR GUN AND JOIN THE FORCES DEFENDING HOUDAN. ONE OUT. Major Sutherland

10r18 YANKEE ONE TO YANKEE THREE. GET BACK, LIEUTENANT HAMMER! Major Sutherland

-----11Interdiction.ABEL

=====Intro

11v02 Gentlemen, it's good to see you.\nAs you know, we've got something of a situation here. Blake

11v03 Way I understand it, Malden's coming down with a bad case of the Reds. Gastovski

11v04 Indeed. Russian forces have established a beachhead near the town of Lolisse.\nIf we don't clear them out right now, they'll be able to stage a full-scale assault\nfrom this position, and drive us right off the island. Blake

11v05 But wait - let me guess. You can't send in the tanks,\nbecause that's just what they're expecting you to do. The roads are too well defended. Gastovski

11v06 That's the information we're getting from intel. Blake

11v07 So you want to soften them up with some kind of special demolition squad. Gastovski

11v08 That's the plan. Blake

11v09 Shall we say, three men? Three men, on their own against a well-defended enemy encampment? Gastovski

11v10 Three of our finest men. Blake - emphasis on 'finest'

11v11 And that would be... us? Gastovski - sarcastic

11v12 I wouldn't trust anyone else. Blake

11v13 Great. Gastovski - drawn out pronunciation; very sarcastic

=====Main mission

11r01 ONE, THIS IS TWO. CHARGES ARE LAID. SHE'S READY TO BLOW. Connery

11r01b KEEP HER WARM, TWO. WE'RE STILL WAITING FOR THREE. DON'T WANT TO GO OFF HALF-COCKED. Gastovski whispering with Bond-like innuendo

11r02 THREE TO ONE. JOB'S DONE. SAY THE WORD AND WE'LL LIGHT THIS PLACE UP. Brosnan

11r02b RECEIVED WITH THANKS, THREE. WAIT FOR MY SIGNAL. Gastovski - whispering

11r03 ONE TO ALL UNITS. LET'S TOAST US SOME RUSSIANS. Gastovski - whispering

11r04 TWO TO ONE. EXPLOSIVES DETONATED. I'M MAKING FOR THE RENDEZVOUS POINT. Connery

11r05 ANOTHER BUNCH OF BAD GUYS BITES THE DUST - AM I GOOD, OR AM I GOOD? Gastovski; self-congratulatory

11v01 Where the hell am I going? I've got to get back to the mission area. Gastovski - to himself

-----12aSpearhead.ABEL

12Ar01 YANKEE ONE TO ALL YANKEE UNITS. ORDER YOUR GUNNERS TO LOAD SHELLS - WE'LL PROBABLY BE ENGAGING INFANTRY FIRST. GOOD LUCK. ONE OUT. Major Benjamin

12Ar02 THIS IS YANKEE ONE. LET'S GO TO WORK. GRENADIERS, FIRE WHEN READY. INFANTRY, STAY BEHIND US. Major Benjamin

12Ar03 YANKEE ONE TO PAPA BEAR. OBJECTIVE ACHIEVED. LOLISSE IS CLEAR OF ENEMY UNITS. HOLDING FOR FURTHER INSTRUCTIONS. Major Benjamin

12Ar04 YANKEE ONE, THIS IS PAPA BEAR. WE HAVE A REPORT OF ARMORED UNITS APPROACHING FROM THE SOUTH. LOOKS LIKE IT COULD BE A COUNTER-ATTACK. WATCH OUT. HQ

12Ar05 YANKEE ONE, THIS IS ZULU. AMBULANCE IS IN POSITION. Corporal Gibbon

12Ar06 YANKEE ONE TO YANKEE THREE. GET BACK, LIEUTENANT HAMMER! Major Benjamin

-----13Pathfinder.ABEL

13r02 SHILKA NEUTRALIZED! Driscoll

13r03 PAPA BEAR, THIS IS ALPHA ONE. WE'VE ELIMINATED THE FIRST SHILKA. FRIENDLY FORCES CONTROL THE VILLAGE. PROCEEDING TO OBJECTIVE TWO. OVER. Sergeant Newman

13r04 ROGER THAT, ALPHA ONE. NICE JOB. BE SURE TO GET YOUR HEADS DOWN ONCE THAT SECOND SHILKA'S GONE. OUT. HQ

13r04b ALPHA ONE TO PAPA BEAR. NOTIFY THE CHOPPERS THAT WE'RE APPROACHING OBJECTIVE TWO. OVER. Sergeant Newman

13r04c RECEIVED, ALPHA ONE. BE CAREFUL NOW. PAPA BEAR OUT. HQ

13r05 PAPA BEAR, THIS IS ALPHA ONE. SHILKA NUMBER TWO DESTROYED. REPEAT, SHILKA NUMBER TWO DESTROYED. DO YOU COPY? Sergeant Newman

13r05a WE COPY, ALPHA ONE. NOW PULL BACK FAST. THOSE ENEMY TANKS ARE ON THE MOVE, WE HAVE CHOPPERS INBOUND TO ENGAGE. NOVEMBER ONE, THIS IS PAPA BEAR. COAST IS CLEAR. OVER. HQ

13r06 ACKNOWLEDGED, PAPA BEAR. NOVEMBER ONE AND TWO PREPARING TO ENGAGE. Pilot1

13r06a ALPHA SQUAD, THIS IS NOVEMBER ONE. NICE WORK DEALING WITH THOSE SHILKAS. WE OWE YOU ONE. NOW SIT BACK AND WATCH THE FIREWORKS. Pilot1

13r06b ALPHA ONE TO ALL ALPHA UNITS. LET'S PULL BACK WHILE THOSE COBRAS GO TO WORK. Sergeant Newman

13r07 NOVEMBER ONE TO PAPA BEAR. ALL ENEMY TANKS HAVE BEEN DESTROYED. THE COAST'S CLEAR FOR YOUR INFANTRY BOYS. Pilot1

13r08 PAPA BEAR TO ALPHA ONE. DID YOU GET THAT? YOU CAN PROCEED INTO THE TOWN. KILO FORCE WILL SUPPORT YOU FROM THE EAST. PAPA BEAR OUT. HQ

13r09 PAPA BEAR TO ALPHA ONE. LOOKS LIKE WE'VE LOST THE COBRAS. YOU'LL HAVE TO SECURE THE OBJECTIVE ALONE. HQ

13r01 THIS IS ALPHA ONE. WE'VE LOST ALL OUR RPGS. ARMSTRONG, SEE IF YOU CAN FIND A ROCKET LAUNCHER. WE'RE GOING TO NEED IT. Sergeant Newman

-----15TankRally.Abel

15v01 Hey, Carillo, you see that? Corporal Gibbon

15v02 See what? ? Carillo; impatiently

15v03 Is something burning over there? You see the smoke? Corporal Gibbon

15v04 That ain't smoke - that's dust. Carillo; worried

15v05 Dust? I don't get it. Corporal Gibbon

15v06 Sir, we've got Russian tanks. Lots of 'em. And they're headed this way. Carillo

15v07 Christ, you sure?Lieutenant Paul; worried

15v08 I sure as hell wish I weren't. Carillo

15v09 Papa Bear, this is Chapoi patrol. Requesting urgent armored support, over. Say again, urgent armored support. Lieutenant Paul; worried

15v10 Do you read me, Papa Bear? We have Soviet tanks confirmed inbound. They're coming straight for us, over! Lieutenant Paul; increasingly worried

=====Main mission

15r01 YANKEE PLATOON, THIS IS YANKEE ONE. WE'RE APPROACHING CHAPOI. PREPARE FOR CONTACT.Garfield

15r02 YANKEE ONE TO ALL YANKEE TANKS. THAT'S NICE WORK, BOYS. WE CAN LEAVE THE MOPPING UP TO THE INFANTRY. LET'S MOVE ON. ANYONE REQUIRING REPAIRS SHOULD HOLD POSITION. ONE OUT. Garfield

15r03 THIS IS YANKEE TO PAPA BEAR. WE FINISHED IT HERE. CAN WE GET BACK HOME? OVER. Garfield

15r04 PAPA BEAR ONE TO YANKEE. SORRY GUYS. NO WAY! KEEP THE PRESSURE ON AND PROCEED FURTHER TO THE WEST. THERE ARE STILL SOME REMAINING IVANS WITH THEIR TANKS IN LA RIVIERE. KICK THEM OUT OF THERE. OUT. HQ

15r05 THIS IS YANKEE TO PAPA BEAR. LOOKS LIKE IVAN'S HAD ENOUGH. DIDN'T WE SAY WE'D BE RIGHT BACK? WELL, HERE WE ARE! Garfield

15r06 PAPA BEAR TO YANKEE. WELL DONE. OUT.HQ

-----16UnfinishedBusiness.EDEN

16r01 THAT MUST BE OUR GUY OVER THERE, BY THAT FIRE. Gastovski

16v02 American! I did not expect to see you again. Rebel1

16v03 It's good to see you, Tomas.\nIs Commander Slava around? I have good news for him. Armstrong

16v04 I... well... (very hesitant)

16v05 Look, kid, we're a little short of time.\nHow about you take us to your leader? Gastovski; 'take us to your leader' slightly

16v06 Ah, Americans. We thought your species was extinct in these parts. Rebel commander

16v07 We came to ask for your help. We think we can help you too. "Armstrong,,,,,,,,,,,,,

16v08,Ah yes" like you helped us before. By fleeing this island\nthe moment those Russian dogs removed their safety catches." Rebel

16v09 The fact is, sir, that NATO is just about ready to kick the Russians off Everon\nonce and for all. But we need your help to prepare for the liberation. Armstrong

16v10 We've had a lot of broken promises from you Americans.\nWhy should we believe you this time?  
Rebel commander

16v11 Look, NATO had no choice but to pull out before. We were outnumbered and outgunned.\nBut things have changed. There's more of us now and we've got the Russians on the run. Gastovski

16v12 Hmm. We will see. Rebel commander

16v13 I was hoping to meet with Commander Slava. Is he here? Armstrong

16v14 Slava? He is dead now. Rebel commander; deadpan

16v15 Dead? Armstrong; slightly shocked

16v16 We lose people every day to the Russians.\nThere are not many of us left now. Rebel commander

16v17 I... I'm sorry. Armstrong; genuinely subdued

16v18 Look, we will assist you as we can. Before he died, Slava had prepared some documents\nwhich will be of use to you - information about the Russian presence here on Everon. Rebel commander; sighing they're his only hope

16v19 Thank you. I'm sure these will help- Armstrong (interrupted by distant explosion)

16v20 What was that noise? Novotny, Melish, see what's happening. Everybody, get to your posts! Rebel commander; interrupting (worried)

16v21 Lieutenant Armstrong, I think you'd better leave. Please - take these documents back to your commanders. Rebel commander

16r22 ARMSTRONG, YOU GET BACK TO THE BOAT. TAKE THOSE DOCUMENTS TO COLONEL BLAKE. I'M GONNA STAY AND LEND THESE GUYS A HAND. GASTOVSKI OUT. Gastovski

-----17TakingCommand.ABEL

=====Intro

17v29 Good work, Lieutenant. If it's reliable, the information you've brought back\nwill give us a real edge as we plan our assault on Everon. Blake

17v30 Sir, I'm confident it will prove reliable. Armstrong; emphasis

17v31 Excellent. Now, I'll want you to take a leading role in the counter-attack.\nSo first we need to assign you a squad. Blake

17v32 There are two groups of men scattered to the North East of here.\nMake your way to the crossroads out towards Arudy, and gather them under your command.\nThen join Major Johnson near the town of Goisse, which is coming under heavy fire -\nand help to repel the enemy forces. Blake

17v33 Yes, sir! Armstrong

=====Main Mission

17r01 COME IN, PAPA BEAR. THIS IS ARMSTRONG. LIEUTENANT ARMSTRONG. HEY, THAT'S GOT A NICE RING TO IT. I'M IN POSITION, BUT I CAN'T SEE MY UNIT. OVER. Armstrong

17r02a ARMSTRONG, WE COPY YOU. ALPHA SQUAD IS INBOUND FROM THE NORTH. E.T.A. TWO MINUTES. HQ

17r02b AS FOR BRAVO, WELL, WE'VE LOST CONTACT WITH THEM. THEY LAST REPORTED IN FROM ARUDY. SAID THEY HAD RADIO PROBLEMS. HQ

17r02c SUGGEST YOU SEND A JEEP TO GO FIND THEM. PAPA BEAR OUT. HQ

17v03 Alpha squad reporting for duty, sir. Driscoll

17r04 ARMSTRONG TO PAPA BEAR. I THINK THAT'S EVERYONE. WE'RE READY TO MOVE OUT. OVER. Armstrong

17r05 PAPA BEAR, ROGER THAT. GET YOUR UNIT TO GOISSE AS FAST AS YOU CAN AND REPORT TO MAJOR JOHNSON. HE'LL BE NEAR THE FIELD HOSPITAL. OUT. HQ

17r06 SIR, I'VE REACHED ARUDY. BRAVO IS RIGHT HERE, SIR. Fowley

17r07 ALPHA SQUAD IN POSITION, SIR. WE'RE AWAITING YOUR ORDERS. Driscoll

17v08a At last. We'd almost given you up for dead.\nLooks like the Russians are about to make their move. Major Johnson

17v08b Now, follow me. I'll take you and your men to your positions. Major Johnson

17v09 Lieutenant Armstrong, Sir! Armstrong

17v10 We're expecting an attack from the north-east, along the road. Recon reports a BMP escort.\nLieutenant, you'll lead the defence on this flank. I'll be on the other side leading Delta squad. Major Johnson

17v11 Hey, this looks like Goisse. At last. Armstrong

17r12 ARMSTRONG, THIS IS PAPA BEAR. WHERE THE HELL ARE YOU? GOISSE REPORTS SOVIET UNITS MOVING IN ON THEIR POSITION. OVER. HQ (annoyed)

17r13 WE'RE ON OUR WAY, PAPA BEAR. E.T.A. TWO MINUTES. OUT. Armstrong

17r14 PAPA BEAR. THIS IS ALPHA. WE, ER, HAD A LITTLE TROUBLE HERE. WE'RE ON OUR WAY. OVER. Armstrong

17r15 PAPA BEAR TO ALPHA, WE'RE COUNTING ON YOU IN GOISSE. IF THE RUSSIANS TAKE THAT TOWN WE'LL KNOW WHO TO BLAME. OUT. HQ

17r16 PAPA BEAR, THIS IS ALPHA TWO. WE'RE IN POSITION, BUT THERE'S NO SIGN OF LIEUTENANT ARMSTRONG. PLEASE ADVISE. OVER. Driscoll

17r17 STAND BY, ALPHA TWO. ALPHA ONE, COME IN? WHERE THE HELL ARE YOU, ARMSTRONG? RETURN TO THE RENDEZVOUS POINT IMMEDIATELY. HQ

17r18 ACKNOWLEDGED. Armstrong

17r19 PAPA BEAR, THIS IS ALPHA TWO. WE'RE STILL WAITING FOR INSTRUCTIONS HERE. OVER. Driscoll

17r20 ACKNOWLEDGED, ALPHA TWO. YOU ARE ADVISED TO PROCEED TO GOISSE. LIEUTENANT ARMSTRONG, REPORT IMMEDIATELY TO MAJOR JOHNSON IN GOISSE. HQ

17v21 Lieutenant, where in God's name is the rest of your unit? Major Johnson

17v22 They're, er, on the way, sir. I think. Sorry about this. Armstrong

17r23 ARMSTRONG, THIS IS PAPA BEAR. WHERE THE HELL ARE YOU GOING? GET BACK TO YOUR POSITION IMMEDIATELY! OUT. hq

17v24 Where the hell have you been, Lieutenant? Get to your position! Major Johnson

17v25 Thank God you're here at last, Armstrong. We're expecting the assault to begin any second now. Quick, follow me. Major Johnson

17v26 Looks like Ivan's going to be coming at us from the north-east. Find some cover and wait for my signal. Major Johnson

17v27 Sir, Lieutenant Armstrong reporting for duty with his squad. Armstrong

17v28 I've got multiple contacts! All units, fire when ready!

-----18Scouting.ABEL

18r02 THIS IS BRAVO TO ALPHA. LET'S MOVE IT, MEN. THIS AREA NEEDS SECURING, SO LET'S GO FIND US SOME RUSSIANS. Sergeant Hawley

18r03 THIS IS BRAVO. I'VE GOT MULTIPLE INFANTRY CONTACTS. ALL UNITS, ENGAGE! Sergeant Hawley

18r04 ALPHA ONE, THIS IS BRAVO. NICE GOING, BOYS. THE AREA'S SECURE. THANKS FOR YOUR ASSISTANCE, LIEUTENANT. Sergeant Hawley

18r05 WE AIM TO PLEASE, BRAVO. ALPHA ONE TO PAPA BEAR. WE'RE OFF TO LOOK FOR THAT CAMP. OVER. Armstrong

18r06 UNDERSTOOD, ALPHA ONE. PAPA BEAR OUT. HQ

18r07 ALPHA ONE TO PAPA BEAR. ENEMY CAMP LOCATED AT GRID DE25. I SEE TENTS, TWO, MAYBE THREE BMPs, AND A WHOLE BUNCH OF INFANTRY. OVER. Armstrong

18r08 RECEIVED, ALPHA ONE. DO NOT ENGAGE. GET YOURSELVES BACK HERE. PAPA BEAR OUT. HQ

18v01 Home sweet home. Armstrong

-----19TurningTheTide.ABEL

19r01 BRAVO ONE TO ALPHA ONE. WE ARE IN POSITION. AWAITING YOUR SIGNAL TO GO. Sergeant Hawley

19r02 ALPHA ONE TO BRAVO ONE, ENGAGE WHEN READY. ENGAGE WHEN READY. DO YOU COPY? Armstrong

19r03 WE COPY YOU ALPHA. COMMENCING ATTACK. SEE YOU ROUND THE CAMPFIRE. BRAVO OUT. Sergeant Hawley

19r04 PAPA BEAR, THIS IS ALPHA ONE. WE'RE THROUGH THE VALLEY AND IN POSITION TO COMMENCE OUR ASSAULT. OVER. Armstrong

19r05 RECEIVED, ALPHA ONE. GOOD LUCK, BOYS. OUT. HQ

19r06 ALPHA ONE TO PAPA BEAR. LOOKS LIKE THEIR PARTY'S OVER. WE'VE SENT THEM RUNNING FOR THE SEA. OVER. Armstrong

19r07 GOOD WORK, ALPHA ONE. BE ADVISED THAT NO ENEMY UNITS SHOULD BE PERMITTED TO ESCAPE. BRAVO WILL HOLD THE CAMP WHILE YOU GUYS PURSUE. PAPA BEAR OUT. HQ

19r08 ALPHA ONE, THIS IS PAPA BEAR. ARE YOU SURE YOU'RE READING YOUR MAP RIGHT? LOOKS LIKE YOU'RE WAY OFF THE MISSION PLAN. HQ

19r09 BRAVO TO ALPHA. ENEMY CAMP AHEAD. ATTACKING! Sergeant Hawley

-----20Saboteur.EDEN

No soundfiles in this mission

-----21Guardian.ABEL

21r01 CONVOY, THIS IS PAPA BEAR. SOVIET FORCES HAVE CAPTURED LARCHE. YOU ARE ADVISED TO AVOID THE AREA. REPEAT, AVOID LARCHE. OUT. HQ

21v02 OK, men, let's get organized. The convoy should be rolling in at any moment. Armstrong

21r03 GUARDIAN ONE, CONVOY HERE. WE ARE IN POSITION, AWAITING YOUR SIGNAL. Sergeant Newman

21r14 CONVOY, THIS IS GUARDIAN ONE. STOP. REPEAT, STOP. Armstrong

21r15 CONVOY, YOU ARE CLEARED TO MOVE ON. Armstrong

21r04 GUARDIAN ONE TO CONVOY. HANG A RIGHT HERE, WOULD YOU? OUT. Armstrong

21r05 GUARDIAN ONE, CONVOY HERE. WE'VE REACHED THE CROSSROADS. AWAITING YOUR INSTRUCTION. OVER. Sergeant Newman

21r06 GUARDIAN ONE TO CONVOY. TAKE A LEFT. OUT. Armstrong

21r07 CONVOY TO GUARDIAN ONE. WE'VE REACHED A SECOND CROSSROADS. LEFT OR RIGHT? OVER. Sergeant Newman

21r08 GUARDIAN ONE, COME IN. CONVOY HERE. WE'VE LOST AN AMMO TRUCK. REPEAT, WE'VE LOST AN AMMO TRUCK. Sergeant Newman (panicky)

21r09 CONVOY TO GUARDIAN ONE. SUPPORT TRUCK TWO IS OUT OF ACTION. WE'RE GETTING SHOT TO BITS HERE. Sergeant Newman (panicky)

21r10 GUARDIAN ONE, CONVOY HERE. WE'RE UNDER ATTACK. SUPPORT TRUCK ONE IS HIT AND ON FIRE. WE NEED YOU TO COVER US. Sergeant Newman (panicky)

21r11 PAPA BEAR TO GUARDIAN ONE. LOOKS LIKE WE'VE LOST THE WHOLE CONVOY. WHAT WERE YOU DOING OUT THERE? REPORT IN AT THE NEAREST BASE. OUT. HQ (annoyed)

21r12 GUARDIAN ONE, THIS IS U.S.A.F. LARCHE. THE CONVOY HAS ARRIVED AND IS UNLOADING NOW. GOOD WORK. Pilot2

21r13 PAPA BEAR TO GUARDIAN ONE. YOU'RE STRAYING OFF COURSE. SUGGEST YOU CONSULT YOUR MAP. HQ

-----22ReturnToEden.EDEN

22r01 ALL UNITS, THIS IS PAPA BEAR. COMMENCE ASSAULT. ALPHA ONE, TAKE THAT HILL AT ALL COSTS. HQ

22r02 THIS IS ALPHA ONE. LOOKS LIKE WE GOT 'EM ALL. JUST A LOAD OF DEAD RUSKIES UP HERE. BRAVO, COVER US WHILE WE HOLD THE HILL. OUT. Armstrong

22r03 ALL UNITS, THIS IS PAPA BEAR. MULTIPLE HEAVY ARMOR CONTACTS MOVING TOWARD YOUR POSITION. PREPARE FOR COUNTER-ATTACK. OUT. HQ

22r04 PAPA BEAR, THIS IS ALPHA ONE. ENEMY COUNTER-ATTACK DEFEATED. PROCEEDING TO AIRPORT. OVER. Armstrong - radio

22r05 COPY THAT, ALPHA ONE. BE SURE TO LOCATE AND DESTROY THEIR A.A. CAPABILITY BEFORE CALLING IN THE CHOPPERS. PAPA BEAR OUT. HQ

22r06 ALPHA ONE TO NOVEMBER LEADER. YOU CAN COME OUT OF HIDING NOW. ALL A.A. SYSTEMS NEUTRALISED. OVER. Armstrong

22r07 RECEIVED, ALPHA ONE. ON THE WAY. E.T.A. TWENTY SECONDS. NOVEMBER OUT. Pilot1

22r08 THIS IS NOVEMBER LEADER. I'M HIT AND ON FIRE. GONNA HAVE TO PUT HER DOWN. SORRY ABOUT THAT, BOYS. Pilot1

22r09 THIS IS NOVEMBER TWO. MAYDAY, MAYDAY, I'M GOING DOWN. DON'T THINK I CAN HOLD... AARRGGHH! Pilot3 (cool pilot voice edges to panic)

22r10 NOVEMBER ONE AND TWO VECTORED TO ENGAGE. ALL WEAPONS ARMED AND READY. THIS IS GONNA BE A TURKEY SHOOT. OUT. Pilot1

22r30 BRAVO TO ALPHA. WE ARE IN POSITION. Carillo

22r31 CHARLIE TO ALPHA. READY FOR ATTACK. Bormioli

22r32 ALPHA TO BRAVO AND CHARLIE. YOU ARE WEAPONS FREE. KILL THEM ALL! GO! GO! GO! armstrong

22r33 ALPHA TO BRAVO, ALPHA TO BRAVO, DO YOU COPY? BRAVO, COME IN, OVER?...DAMN, BRAVO'S DOWN. armstrong

22r34 ALPHA TO CHARLIE, COME IN, OVER? ALPHA TO CHARLIE, DO YOU COPY?... HELL, WE'VE LOST CHARLIE SQUAD. armstrong

-----23HindAttack.EDEN

23v\_01 Lovely evening, ain't it? I see you guys are keeping busy. GASTOVSKI

23v\_02 Gum? Connery

23v\_03 No thanks. Only two of you? Where's Tracker got to? GASTOVSKI

23v\_04 He's keeping an eye on Ivan.\nThere's been a whole bunch of trucks heading up north all night. Brosnan

23v\_05 Looks like they're building some kind of base of some kind. Connery

23v\_06 Well, whatever it is, we've got orders to find it and turn it back into farmland.\nLet's go. GASTOVSKI

23v\_07 Shall I get Tracker? Brosnan



25v11 See you in the sky. Nicholls - running

=====Main mission

25r01 PAPA BEAR, THIS IS NOVEMBER ONE. MY HELICOPTER APPEARS TO BE UNSERVICABLE. LOOKS LIKE I'M IN FOR A LONG WALK HOME. Nicholls

25r02 IS ANYONE RECEIVING? THIS IS HOTEL TWO-FOUR. WE'RE COMING UNDER HEAVY FIRE. WE HAVE MANY CASUALTIES. IMMEDIATE EVAC REQUIRED. CAN ANYONE ASSIST? Corporal Gibbon; hard to make out

25r03 UNDERSTOOD, TWO-FOUR. WE'LL SEND SOMEONE TO COLLECT YOU. NOVEMBER ONE, CAN YOU DIVERT TO EVACUATE HOTEL SQUAD FROM VICINITY OF LE MOULE? OVER. HQ

25r04 THAT'S A ROGER, PAPA BEAR. CHANGING COURSE NOW. OUT. Nicholls

25r05 CHICKS TO BROOD HEN. WE'RE ALL ON BOARD. YOU CAN TAKE WING. Sergeant Hawley

25r06 OK, THAT'S EVERYONE IN. FLY US OUT OF THIS MESS. Sergeant Newman

25r07 NOVEMBER ONE TO PAPA BEAR. CASUALTIES ARE ON BOARD. OVER. Nicholls

25r08 UNDERSTOOD, NOVEMBER. HOW ABOUT USING SOME OF THOSE ROCKETS BEFORE YOU HEAD FOR HOME? THERE'S A WHOLE BUNCH OF APC'S DOWN THERE SOMEWHERE. PAPA BEAR OUT. HQ

-----26AirSuperiority.EDEN

26r01 NOVEMBER, THIS IS FIREFLY BASE. INTELLIGENCE SAYS THAT CONVOY'S ON THE MOVE. MOVE ON! OUT. HQ

26r02 NOVEMBER TO FIREFLY BASE. WE'RE FLYING OVER MONTIGNAC NOW, AS PER MISSION PLAN. Pilot2

26r03 NOVEMBER TO BASE. CONTACT! ATTACKING, OUT. Pilot2

26r04 FIREFLY BASE, THIS IS NOVEMBER. LOOKS WE'VE BROKEN ALL IVAN'S TOYS. OVER. Pilot2

26r05 ROGER THAT, NOVEMBER. GET YOURSELVES BACK HERE. FIREFLY OUT. HQ

26r06 NOVEMBER TO BASE. TARGET DESTROYED. Pilot2

26r07 FIREFLY BASE TO NOVEMBER ONE. YOU HAVE YOUR ORDERS. SEEK AND ENGAGE TARGETS AROUND LE MOULE. HQ

26r08 FIREFLY BASE, THIS IS NOVEMBER. I'VE GOT MULTIPLE HEAVY ARMOR TARGETS IN THE VICINITY OF LE MOULE. THEY'RE SITTING DUCKS. OVER. Pilot2

26r09 WE COPY YOU, NOVEMBER. THOSE TANKS ARE YOUR PRIMARY OBJECTIVE. LET THEM HAVE EVERYTHING YOU'VE GOT. FIREFLY OUT. HQ

26v10 Let's go, sir. We need to head for the road and take a right, where that truck's going. Adelman

26v11 Carry on through the base. Our chopper is parked just beyond it. We need to hurry if we're going to stop that convoy. Adelman

26v12 At last, Captain. Now let's get that chopper in the air. If those trucks get through our troops are going to be in trouble. Lieutenant Paul

26v13 Captain Nicholls reporting for duty, sir. Nicholls

26v14 This is the place, sir. That's Major Bayliss over there. Adelman

26r15 NOVEMBER ONE, THIS IS TWO. WHAT'S YOUR PROBLEM? MAINTAIN FORMATION, REPEAT, MAINTAIN FORMATION. Pilot2

26r16 NOVEMBER TWO TO ONE. YOU'RE DEVIATING FROM THE MISSION PLAN. MAKE A BEELINE FOR THAT RENDEZVOUS POINT. Pilot2

26r17 NOVEMBER ONE, THIS IS TWO. WHERE THE HELL ARE YOU? Pilot2

26r18 YOU'VE GOT YOURSELF A GUNNER, SIR. Adelman

-----27Recon.CAIN

27r02 PAPA BEAR, THIS IS ALPHA ONE. WE'RE AT THE EVAC POINT. CAN SOMEONE COME PICK US UP? OVER. Gastovski

27r03 THAT'S A ROGER, ALPHA ONE. HOLD YOUR POSITION. SWORDFISH THREE IS RETURNING FOR YOU NOW. PAPA BEAR OUT. HQ

27r04 ALPHA, THIS IS SWORDFISH THREE. WE'RE SHOWING A CONTACT HEADING FOR YOUR POSITION. LOOKS LIKE A TANK. Sergeant Newman

27r05 PAPA BEAR, THIS IS ALPHA ONE. YOU CAN STICK A PIN IN YOUR MAP AT GRID Eb73. Gastovski

27r06 ALPHA ONE TO PAPA BEAR. THERE'S A BIG, FAT SHILKA AT GRID Ea75. Gastovski

27r07 PAPA BEAR, THIS IS ALPHA ONE. WE SEE A SHILKA SITTING PRETTY AT GRID Dg73. Gastovski

27v08 This is all wrong. I'm way too far from the beach. I should turn back. Gastovski

27r09 ALPHA ONE TO PAPA BEAR. THERE'S A BIG, FAT SHILKA AT GRID Dd71. Gastovski

-----28Killdozer.EDEN

28r01 PAPA BEAR, THIS IS YANKEE ONE. THE VILLAGE IS SECURE. WE'RE READY TO MOVE ON TO OBJECTIVE A. OVER. Hammer

28r02 WE READ YOU, YANKEE ONE. YOU GO RIGHT ON AHEAD. THERE'S A MAINTENANCE TEAM EN ROUTE TO LEVIE IF YOU NEED PATCHING UP. PAPA BEAR OUT. HQ

28r03 COME IN, PAPA BEAR. THIS IS YANKEE ONE. OBJECTIVE A IS NOW UNDER OUR CONTROL. NEXT STOP, OBJECTIVE B. OVER. Hammer

28r04 RECEIVED, YANKEE ONE. WE'RE SENDING A MAINTENANCE TEAM TO YOUR CURRENT POSITION. OUT. HQ

28r05 RECEIVED, YANKEE ONE. BUT WE'RE STILL MONITORING ENEMY TRANSMISSIONS FROM THE VILLAGE. REQUEST YOU DEAL WITH ANY REMAINING CONTACTS BEFORE PROCEEDING. OUT. HQ

28r06 YANKEE ONE TO PAPA BEAR. LEVIE IS NOW SECURE. WE'RE GONNA GO TAKE A LOOK AT OBJECTIVE B. OUT. Hammer

28r08 ZULU, THIS IS YANKEE. WE COULD USE YOUR HELP OVER HERE. OVER. Hammer

28r09 ACKNOWLEDGED, YANKEE. ON WAY. ZULU OUT. Major Sutherland

-----29AirAssault.EDEN

29v01 OK, let's move it, people! Nicholls, get that bird in the air! Major Johnson

29v02 She's all ready for you, sir. Nice and warm, the way you like her. Adelman

29r03 FIREFLY BASE, THIS IS BUFFALO BASE. WE'VE GOT A WHOLE BUNCH OF ARMORED INFANTRY CONTACTS CLOSING ON OUR POSITION. CAN ANY OF YOUR BOYS LEND A HAND? OVER. Lieutenant Paul

29r04 FIREFLY BASE TO NOVEMBER ONE. DID YOU COPY THAT, CAPTAIN? YOU ARE CLEARED TO DIVERT AND ASSIST BUFFALO. FIREFLY OUT. HQ

29r05 NOVEMBER ONE, THIS IS FIREFLY BASE. BUFFALO REPORTS THE SITUATION IS UNDER CONTROL AND THANKS YOU FOR YOUR HELP. REVERT TO MISSION PLAN. OUT. HQ

29r07 FIREFLY BASE TO NOVEMBER. LOOKS LIKE THAT'S THE LAST OF 'EM. THE CITY'S OURS. GOOD JOB, EVERYONE. NOW LET'S RTB - OUT. HQ

29r08 NOVEMBER ONE, THIS IS FIREFLY BASE. LOOKS LIKE YOU'RE VEERING A LITTLE OFF COURSE. SUGGEST YOU CHECK YOUR FLIGHT PLAN. HQ

29r06 FIREFLY BASE, THIS IS ZULU. OUR TANKS ARE THROUGH TO DURRAS. NOW PROCEEDING SOUTH. LOOKING FORWARD TO SEEING THAT AIR SUPPORT. OUT. Major Sutherland

29r09 ZULU TO FIREFLY BASE. WE'VE NOW REACHED VERNON. ST PIERRE'S JUST AHEAD OF US AND IT'S GETTING A LITTLE HOT DOWN HERE. ZULU OUT. Major Sutherland

29r10 NOVEMBER ONE TO FIREFLY BASE. I'VE HIT THE FIRST WAYPOINT. HEADING FOR ST PIERRE NOW, E.T.A. ONE MINUTE. OUT. Nicholls

29r11 FIREFLY BASE, THIS IS NOVEMBER ONE. I'M IN POSITION. PREPARING TO ENGAGE. OUT. Nicholls

-----30WakeUpCall.CAIN

30r01 PAPA BEAR, THIS IS ALPHA ONE. WE'RE IN POSITION. OVER. Gastovski

30r02 RECEIVED, ALPHA ONE. OPERATION IRON FIST IS GO. REPEAT, OPERATION IRON FIST IS GO. OUT. HQ

30r03 PAPA BEAR, THIS IS ALPHA ONE. THE FIRST SHILKA IS TOAST! PROCEEDING TO THE NEXT. OUT. Gastovski

30r04 ALPHA ONE TO PAPA BEAR. THAT'S TWO DOWN. ONE TO GO. Gastovski

30r05 ALPHA ONE TO PAPA BEAR. LAST SHILKA DESTROYED. Gastovski

30r06 ALPHA ONE TO PAPA BEAR. YOU WON'T BE GETTING ANY TROUBLE FROM THOSE AA GUNS. I'M OUTTA HERE. OVER. Gastovski

30r07 COPY THAT, ALPHA ONE. NICE GOING. NOW GET YOURSELF INTO THE TREES BEFORE THE SUN COMES UP. WE'LL CONTACT YOU LATER WITH FURTHER ORDERS. OUT. HQ

30r08 ALPHA OUT. Gastovski

30r09 PAPA BEAR, I'VE DEALT WITH ALL THE AA SYSTEMS WE KNOW ABOUT. NOW LET'S SEE IF I CAN FIND THE OTHERS. OVER. Gastovski

30r10 RECEIVED, ALPHA ONE. IT IS IMPERATIVE THAT ALL THREE SHILKAS ARE DESTROYED. GET THE JOB DONE AND THEN MAKE FOR THE WOODS. OUT. HQ

-----31aPlanesStart.Abel

31ar01 FIREFLY TOWER. THIS IS THUNDER. AT RUNWAY 2, READY FOR TAKEOFF. Pilot1

31ar02 THUNDER. THIS IS FIREFLY TOWER. CLEARED FOR TAKEOFF RUNWAY 2. HQ

31ar03 ROGER. THUNDER, ROLLING. Pilot1

31ar04 THUNDER TWO AND THREE. HEADING EAST TO KOLGUJEV. LET'S GIVE THOSE RUSKIES A TASTE OF STEEL RAIN. OUT. Pilot1

-----31bMaverick.Cain

321r01 THIS IS THUNDER ONE. RANGE TO COAST IS ABOUT EIGHT CLICKS. Pilot1

321r02 RANGE TO COAST NOW FIVE CLICKS. PREPARE TO ENGAGE. Pilot1

321r03 OK, LOOKS LIKE WE GOT ALL THE SURFACE VESSELS. LET'S GO FIND US SOME TANKS TO BUST. Pilot1

321r04 THIS IS THUNDER ONE. THAT'S MISSION ACCOMPLISHED. LOOKS LIKE WE MESSED 'EM UP PRETTY BAD. LET'S GO HOME. Pilot1

321r05 THIS IS THUNDER THREE. I THINK I'VE GOT A PROBLEM, GUYS. FUEL'S REAL LOW AND I'M LOSING POWER IN BOTH ENGINES. I'M GONNA HAVE TO BAIL OUT. Nicholls

-----32CounterStrike.CAIN

32r01 ALPHA, THIS IS CHARLIE. DO YOU COPY? OVER. Sergeant Hawley

32r02 RECEIVING YOU, CHARLIE. GOOD TO HEAR YOUR VOICE. ANY CHANCE WE MIGHT SEE YOU SOME TIME SOON, OVER? Armstrong

32r03 WE'RE MOVING AS FAST AS WE DARE, ALPHA. IT'S PRETTY CHOPPY OUT HERE. WE'LL SEE YOU AT OBJECTIVE ONE, OVER. Sergeant Hawley

32r04 UNDERSTOOD. KEEP THAT PEDAL TO THE METAL. ALPHA OUT. Armstrong

32r06 ALPHA, THIS IS PAPA BEAR. HEADS UP! RECON REPORTS MULTIPLE INFANTRY CONTACTS CLOSING ON YOUR POSITION FROM THE NORTH. HQ

32r07 CHARLIE TO ALPHA. HANG IN THERE, BOYS. WE'RE ALMOST WITH YOU. Sergeant Hawley

32r08 PAPA BEAR, THIS IS ALPHA. WE'VE TAKEN OUR FIRST OBJECTIVE. WHAT ARE OUR ORDERS? Armstrong

32r09 ALPHA, REINFORCEMENTS ARE ON THE WAY. AWAIT THEIR ARRIVAL. PAPA BEAR OUT. HQ

32r10 ALPHA, AWAIT ORDERS FROM BRAVO ONE. OUT. HQ

32r12 ALPHA, THIS IS BRAVO ONE. GATHER YOUR MEN TOGETHER AND MOVE ON. OVER. Major Johnson

32r13 UNDERSTOOD, BRAVO ONE. ON WAY. OVER. Armstrong

32r17 REPORT WHEN YOU'RE IN POSITION. BRAVO OUT. Major Johnson

32r11 THIS IS CHARLIE. WE'RE IN PLACE. READY TO ENGAGE. Sergeant Hawley

32r14 THIS IS BRAVO. WE'RE JUST ABOUT READY TO KICK THINGS OFF HERE. Major Johnson

32r15 ALPHA ONE HERE. ALPHA IS IN POSITION AND READY TO ENGAGE. Armstrong

32r16 BRAVO TO ALPHA AND CHARLIE. LET'S GO TO WORK. FIRE AT WILL. Major Johnson

-----33Escape.Cain

33v01 Freeze! Who's there? Fowley

33v02 Don't shoot! Sam Nicholls - I'm a US pilot. Nicholls

33v03 Sir... where have you been? You look terrible. Fowley

33v04 To be honest with you soldier, I feel terrible. \nYou got anything to drink around here? Nicholls;  
emphasis on 'feel'

33v20 You're finally here? American, we've been awaiting you. Follow me and don't try anything clever.  
Soldier

33v21 Get in the tent, American. Soldier

33v22 Guard him well. He must not escape! Soldier

33v23 Kill him. Fire!,Tuez-le. Feu !

33v24 Where are you going? Get back! Soldier

33v25 Get in the chopper. We don't have the time to wait for you. soldier

33v26 What are you trying to do? Don't stop or you'll see something you shouldn't... Was wollen Sie tun?  
Haltet nicht an, oder ihr werdet etwas sehen... soldier

33v27 Kill him.,Tuez-le.

33v28 Hey. Where are you going? Get back! soldier

33v29 Hey! What's going on? Get back or you'll see something you shouldn't... soldier

33v30 Relax, American. You can sleep here. soldier

33v31 I'm losing my patience. Take him to the tent immediately. Soldier

33v32 Get back immediately, or we will kill you! soldier

33v33 Get up. Follow us! soldier

33v34 Sound the alarm! The prisoner has escaped! soldier

33v35 What are you doing? Follow me! soldier

33v36 What's going on? Get back immediately! soldier

33v37 It's all over, American. If you have a god, then pray to him. Your time is up. soldier

33v38 Shoot him! soldier

33v39 Alarm! soldier

33v40 Alert! soldier

-----34Incursion.CAIN

34r01 ALPHA ONE TO PAPA BEAR. I'M APPROACHING THE TARGET NOW. WISH ME LUCK, BOYS. OUT. Gastovski

34r02 PAPA BEAR, THIS IS ALPHA ONE. I'VE GOT THE CODES AND I'M ON MY WAY HOME. NOW HOW ABOUT WE FIND THAT SCUD LAUNCHER? ALPHA OUT. Gastovski

-----35SearchAndDestroy.CAIN

35r01 PAPA BEAR TO ALL UNITS. PLEASE REPORT. OVER. HQ

35r02 THIS IS ALPHA. WE'RE IN POSITION AND READY TO MOVE OUT. Gastovski

35r03 ZULU HERE. JUST GIVE US THE SIGNAL AND WE'LL COME CHARGING IN. Major Benjamin

35r04 NOVEMBER TO BASE. WE'RE LOCKED, LOADED AND READY TO LIFT OFF ON YOUR MARK. Pilot1

35r05 OK, ALPHA, THIS IS IN YOUR HANDS. YOU'VE GOT ONE HOUR TO SAVE US ALL. GOOD LUCK. PAPA BEAR OUT. HQ

35r06 ZULU ONE, THIS IS ALPHA ONE. IT'S TIME TO MOVE. SUGGEST YOU USE THE WESTERN ROUTE. OVER. Gastovski

35r07 COPY THAT, ALPHA. ON WAY, VIA WESTERN ROUTE. OUT. Major Benjamin

35r08 ZULU ONE, THIS IS ALPHA ONE. IT'S TIME TO MOVE. SUGGEST YOU USE THE EASTERN ROUTE. OVER. Gastovski

35r09 COPY THAT, ALPHA. ON WAY, VIA EASTERN ROUTE. OUT. Major Benjamin

35r10 ALPHA TO NOVEMBER. HOW ABOUT YOU GET YOURSELVES IN THE AIR AND GIVE US A LITTLE FIRE FROM ON HIGH? OVER. Gastovski

35r11 THAT'S A ROGER, ALPHA. LIFTING OFF NOW. NOVEMBER OUT. Pilot1

35r12 ALL UNITS, THIS IS ZULU. WE'RE STARTING TO PICK UP OUR FIRST CONTACTS. ENGAGING NOW. OUT. Major Benjamin

35r13 NOVEMBER TO ALL UNITS. WE'RE IN POSITION AND PREPARING TO ENGAGE. Pilot1

35r14 COME IN, NOVEMBER. THIS IS PAPA BEAR. NOVEMBER ONE, REPORT PLEASE? NOVEMBER TWO, DO YOU COPY? HQ

35r15 ALL UNITS, THIS IS PAPA BEAR. YOU'VE LOST CHOPPER SUPPORT. THEY MUST HAVE RUN INTO SOME ANTI-AIR. OUT. HQ

35r16 THIS IS ZULU ONE. WE'RE ENGAGING MULTIPLE TANK CONTACTS. LOOKS LIKE T72S AND T80S. Major Benjamin

35r17 ZULU TO ALL UNITS. WE'VE TAKEN ABOUT AS MUCH DAMAGE AS WE CAN. SORRY, WE'RE GONNA HAVE TO PULL OUT. ZULU OUT. Major Benjamin

35r18 ALPHA, THIS IS PAPA BEAR. INTEL REPORTS THAT THE MISSILE LAUNCH HAS BEEN BROUGHT FORWARD. HQ

35r19 GUBA MUST HAVE SEEN YOU COMING. THEY ESTIMATE YOU'VE GOT FIVE OR SIX MINUTES. DO WHAT YOU CAN. OUT. HQ

35r20 THIS IS PAPA BEAR. OUR SATELLITES HAVE PICKED UP A HEAT SOURCE ON KOLGUJEV. LOOKS LIKE A MISSILE LAUNCH. TIME'S UP BOYS, GOD BE WITH YOU. HQ

35r21 PAPA BEAR TO ALL UNITS. CONGRATULATIONS. YOU GOT THE SCUD. NOW GET OUT OF THERE - GUBA'S NOT GOING TO BE HAPPY. OUT. HQ

35r22 PAPA BEAR TO ALPHA ONE. WE MAKE IT AROUND TWO MINUTES TILL THAT SCUD LIFTS OFF. YOU'D BETTER GET A MOVE ON. OUT. HQ

-----36RedDawn.Cain

36v01 So you think you have me, eh, American? You think you have won? \nYou fool! Even as you enjoy your little victory, my masterplan moves towards completion. Guba; manically - in Russian

36v02 While you stand there smiling like some conquering hero, \nmy second missile is being readied for launch at the far north-east corner of this island. Guba; manically - in Russian

36v03 Soon you and all your ignorant friends will be dead - \nand the whole world will be plunged into chaos! Guba; manically - in Russian

36v04 I doubt it. Gastovski; laconically - in Russian

=====Only if SCUD not yet destroyed

36v05 You speak Russian... No! Guba; outraged - in Russian

36r06 PAPA BEAR, THIS IS ALPHA ONE. TARGET CAPTURED. REPEAT, TARGET CAPTURED. OVER. Gastovsky

36r07 ROGER THAT, ALPHA ONE. TIME TO CELEBRATE, OVER. HQ

36r08 NOT SO FAST, PAPA BEAR. BE ADVISED SECOND MISSILE LOCATED KOLGUJEV NORTH EAST. MOVING TO NEUTRALISE. OVER. Gastovski

36r09 RECEIVED AND UNDERSTOOD. FAST AS YOU CAN, ALPHA ONE. GOOD LUCK. OUT. HQ

=====End of mission radio exchanges

36r10 ALPHA ONE TO PAPA BEAR, COME IN PAPA BEAR, OVER. Gastovsky

36r11 ALPHA ONE, THIS IS PAPA BEAR. YOU SAVED THE WORLD YET, OVER? HQ

=====If Guba still alive

36r12 I SURE HAVE, PAPA BEAR. THE MISSILE'S HISTORY, AND GUBA'S IN CUSTODY. OVER. Gastovsky

36r13 GREAT WORK, ALPHA ONE. GREAT WORK. PAPA BEAR OUT. HQ

=====If Guba dead

36r14 I SURE HAVE, PAPA BEAR. THE MISSILE'S HISTORY. OVER. Gastovsky

36r15 AND WHAT ABOUT GENERAL GUBA, ALPHA ONE? OVER. HQ

36r16 SORRY, PAPA BEAR. HE DIDN'T MAKE IT. HAD A LITTLE... ACCIDENT. OVER. Gastovsky

36r17 ROGER THAT, ALPHA ONE. HOW UNFORTUNATE. NICE JOB. PAPA BEAR OUT. HQ

=====Additional radio, if missile destroyed before Guba located

36r18 PAPA BEAR, THIS IS ALPHA ONE, COME IN PAPA BEAR, OVER. Gastovsky

36r19 ALPHA ONE, THIS IS PAPA BEAR. WHAT'S YOUR STATUS, OVER? HQ

36r20 PAPA BEAR, BE ADVISED, I'VE JUST TAKEN OUT ANOTHER OF GUBA'S NUCLEAR SCUDS, OVER. Gastovsky

36r21 GOOD JOB, ALPHA ONE. IT MUST HAVE BEEN SOME KIND OF BACKUP. PROCEED WITH MISSION, LOCATE AND CAPTURE THE GENERAL, OVER. HQ

36r22 ROGER THAT, PAPA BEAR. ALPHA ONE OUT. Gastovsky

-----38StatusQuo.Eden

===== Communication with the tower

38r10 CHARLIE TO CONTROL TOWER: REQUEST CLEARANCE FOR LANDING. OVER. Gastovski

38r11 CONTROL TOWER TO CHARLIE: THAT'S A ROGER. YOU'RE CLEAR. OVER. Pilot1

38v43 Welcome to Everon, sir. Is there anything you need? Driscoll

38v44 I need my car. Gastovski

38v04 Hi, I need my car. Gastovski ---- !!!! TO REMOVE

38v05 OK, it's working like Swiss watches. civil1 ----- !!!! TO REMOVE

38v37 Hey Jimmy, nice to see you. Hammer

38v38 Good to see you too, Robert. Let's get to that pub. Gastovski

38v39 Glad you could make it, James. Sam Nicholls

38v40 You too, Sam. Let's get a drink. Gastovski

38v41 David, Hi - follow me to the pub, and we'll get this party started. Gastovski

38v42 Sure thing, James. Armstrong

=====Dialog with fishermans

38v06 Hi, I'm looking for Sam Nicholls. Gastovski

38v07 He is fishing now near islands. Rebel1

38r08 Hey, I have to meet Sam Nichols, is he on board? Gastovski

38r09 Yes, he is. We are going to Laruns harbour. Follow us. Civilian2

=====Dialog with the former resistance commander at the castle

38v51 Commander Gastovski - what are you doing back on Everon? Rebel Commander

38v52 We're just getting together for a drink. Care to join us?. Gastovski

38v53 That would be.... delightful.Thank you. Rebel Commander

=====Pilots at the airport

38v45 Sorry, but I can't help you. Maybe you should try one the chopper pilots. Driscoll

38v46 OK, thanks. Gastovski

38v01 Hey guys - where are you going? Gastovski

38v02 We're headed to Morton. Pilot3

38v03 You wanna come? We're leaving at 18:10. Pilot2

=====AUTO STOP

38v12 I'm going to Meaux. civilian1

38v13 I'm going to Saint Philippe. civilian1

38v14 I'm off to the airport. civilian1

38v15 I'm off to Tyrone. civilian1

38v16 I'm going to Chotain. civilian1

38v17 I'm heading for Gravette. civilian1

38v18 I'm going to Laruns. civilian1

38v19 I'm going to Levie. civilian1

38v20 I'm going to Montignac. civilian1

38v21 I'm heading out to the U.S. base near the airport. civilian1

38v22 I'm going to Morton civilian1

38v23 I'm off to Entre Deux. civilian1

38v24 I'm going to Le Moule. civilian1

38v25 I'm going to Figari. civilian1

38v26 I'm going to Provins. civilian1

38v27 I'm off to Lamentin. civilian1

38v28 I'm going to the U.S. base near Levie. civilian1

38v36 This road is under reconstruction. Sorry - you have to get out here. civilian1

38v48 This is as far as I go. Bye! civilian1

38h47 You can ask the driver to stop the car by using the radio (0-0-1). no sound just a text

38v49 Can you stop the car here? Gastovski

38v50 Stop here, please Gastovski

=====REMOVE

38v29 Hi boys, how are you? Where is your leader? I'm looking for him. He is my war friend. Gastovski

38v30 He has a rest at St. Piere castle. resistance2

38v31 Thank you. Bye. Gastovski

=====REMOVE

38v32 Hi James, nice to see you on Everon again. Our leader wants to speak with you. resistance3

38v33 I know, i'm looking for him. Where can I meet him? Gastovski

38v34 He is somewhere around St.Pierre, maybe on castle, it's his favourite place. resistance3

38v35 Thank you boys. Gastovski

-----X00Grounds.ABEL

x00v01 Hey, Kozlowski, you meathead. I was listening to that. FOWLEY

x00v02 KOZLOWSKI

x00v03 FOWLEY

x00v04 Hey, you guys, enough already. It's bad enough being cooped up on this \n miserable lump of rock without having to share it with the two of you. BORMIOLI

x00v05 Now shut up and you might learn something. BORMIOLI

x00v06 Pipe down, children. BORMIOLI

x00v07 It's a fix. The Czechs couldn't beat a team of schoolgirls. KOZLOWSKI

x00v08 Meathead. FOWLEY

x00v09 You stink, Fowley. KOZLOWSKI

x00v10 I don't know, Armstrong. If our tour wasn't up next week I'd seriously consider swimming home. FOWLEY

x00v11 What is this, a tea party? Sergeant BERGHOF

x00v12 You ladies were due on the parade ground ten minutes ago. Now get your asses out there or I'll have 'em stitched into footballs and kick them from here to New Jersey! Sergeant BERGHOF

x00v13 Yee, Boo KOZLOWSKI - whistles and boos of derision

x00v14 FOWLEY - whistles and boos of derision

x00v15 BORMIOLI - whistles and boos of derision

-----X01IansOffice.ABEL

X01v01 GASTOVSKI

X01v02 GASTOVSKI

X01v03 GASTOVSKI

X01v04 GASTOVSKI

X01v05 GASTOVSKI

X01v06 GASTOVSKI

X01v07 GASTOVSKI

X01v08 GASTOVSKI

-----Telephone conversation-----

x01v09 GASTOVSKI

x01v10 James Gastovski GASTOVSKI

x01v11 Christ, George, you scared the hell out of me. Yeah, I'm keeping fine. GASTOVSKI

x01v12 Sarah's fine too. I guess. Tell you the truth I ain't seen her for months. GASTOVSKI

x01v13 Business? Terrible. But look, what's this all about? GASTOVSKI

x01v14 GASTOVSKI

x01v15 GASTOVSKI

x01v16 Gunfire? GASTOVSKI

x01v17 You're kidding me. No, I ain't heard nothing. GASTOVSKI

x01v18 Well, Jesus, George, there's ten thousand people in that town. GASTOVSKI

x01v19 They can't just have stopped talking to us. GASTOVSKI

x01v20 Well, I guess I'll be right over. GASTOVSKI

x01v21 And to think you spooks promised me the quiet life out here. GASTOVSKI

x01v22 GASTOVSKI

----- Ninjas Leaving -----

x02v01 Good to see you boys - we're ready for you. Colonel Blake

x02v02 Colonel Blake

----- Grounds alarm -----

x03v01 Rub the sleep out of those eyes, gentlemen. Colonel Blake will brief you. Attention! Sergeant BERGHOF

x03v02 Thank you, Sergeant. OK, men, at ease. BLAKE

x03v03 At oh-seven-hundred hours yesterday morning, contact was lost with Everon, \nthe easternmost island in this group. BLAKE

x03v04 The last communications that came \nfrom the island reported heavy military activity in and over the streets. BLAKE

x03v05 From what we can ascertain, Everon has been occupied by a hostile force, origin unknown.\nAs the only NATO presence in the area it is our job to respond. BLAKE

x03v06 Choppers are waiting to ferry you to Everon. Any questions? BLAKE

x03v07 Sir, you say the origin of the occupying force is "unknown". \nHow can that be, sir? Hasn't anyone, like, spoken to them? BORMIOLI

x03v08 Believe me we've tried, soldier. BLAKE

x03v09 FOWLEY

x03v10 Our intelligence assets in this area are limited. I'm sure Washington is diverting satellites \ninto the area like crazy, but this has caught them by surprise, \nand it's going to be a while before the first bird passes over. BLAKE

x03v11 For our part, we sent a couple of helicopters to take a look yesterday. Neither returned. BLAKE

x03v12 Sir, there's not many of us, and it sounds like there's a heck of a lot of them. \nShouldn't we get some more of our guys over here before we try anything? KOZLOWSKI

x03v13 A carrier battle group is heading for the area at flank speed, but it's still a few days away. BLAKE

x03v14 And the longer we wait, the longer those guys, whoever they are, have to dig in and reinforce. BLAKE

x03v15 Washington wants to move fast, before Moscow gets involved. If they aren't already... \nWe're going to have to do the best we can with what we've got. \nThose choppers are waiting, soldiers. BLAKE

x03v16 You'll be briefed further en route. Good luck. Dismissed. "BLAKE

x03v17 ,OK soldiers you heard the Colonel. Sounds like your holiday's not over just yet. \nNow gather up those kit bags and let's move! Sergeant BERGHOF

-----X04ACaptureByResistance.EDEN

x04av01 Lower your weapon American - stay right where you are. Rebel1

x04av02 Don't shoot! Don't shoot. Armstrong

x04av03 Give me your name, ID and rank. Rebel1

x04av04 17582. Corporal David Armstrong. Armstrong

x04av05 ...and your unit? Rebel1

x04av06 You don't need to know that. Armstrong

x04av07 We will take you to Commander Slava. Take it slowly and don't try anything clever. Rebel1

x04av08 Commander Slava, Radim and Tomas have taken a captive and are returning to camp. Rebel2

x04av09 Welcome, Corporal Armstrong. My apologies for the manner of your arrival. Slava

x04av10 Hey, don't worry about it. Now perhaps you crooks would like to take me back to wherever the hell you abducted me from, before a squadron of Blackhawk gunships comes looking for me. Armstrong

x04av11 As soon as you've heard what we have to say, you will be returned unharmed to your unit. The Everon Freedom Alliance has no quarrel with NATO. Slava

x04av12 The Everon Freedom Alliance, is it? Armstrong

x04av13 A grand name for a poor band of men and women who simply wish to see our Russian visitors leave this island as quickly as possible. Slava

x04av14 Preferably in coffins, of course. Slava

x04av15 I know how you feel. Armstrong

x04av16 I'm not sure that you do. This is our home. We will defend it at all costs. You Americans, now you have seen a few Russians, you're running away, like a chicken seeing the hawk. Slava

x04av17 Hey, man! Who are you calling chicken? We didn't ask for this fight - and we're doing the best we can! One minute I'm in a training camp, then all my friends are dead! Armstrong

x04av18 I am sorry about your friends. But I have lost everything during these few days. They killed my wife. They killed my boy. They burned my house. There are few things remaining in my life. And this group of people is one of them. Slava; emphasis on 'everything'

x04av19 I... I'm sorry. The Russians are killing civilians? Why would they do that? They want to control this island, not to slaughter Armstrong (interrupted)

x04av20 My friend, you have obviously no idea who we are facing. These soldiers are so far from central government that we are not sure if they obey orders from Moscow or from some other source. We are at the end of the world. And the Russians here show us how they hate this place. Slava (interrupting)

x04av21 Look, Slava... I don't think our command knows about your people. I have to get back and report. Armstrong

x04av22 We will take you with us. You will meet our leader in our main base and he will contact your people. Slava

x04av23 But first, we have our own mission to complete. Every man is useful to us - we need your help. Slava

x04av24 Of course. After all, you saved my skin back there... Armstrong

-----X04ResistanceCamp.EDEN

x04v01 They will come for you soon, no? Slava

x04v02 Some time tonight. I hope they make it. Armstrong

x04v03 You will tell them what you have seen? We cannot defeat such an enemy ourselves! Slava

x04v04 I will do everything I can, Slava... my friend. Armstrong; pausing before 'my friend'

x04v05 American, your boat is here. But the commander wishes to speak with you before you leave. Rebel1

====Up on the tower

x04v06 We have no chance, you know. With the NATO forces defeated, we are at the Russians' mercy.  
Rebel Commander

x04v07 I wish.. Armstrong

x04v08 Wishes are no good to us, Corporal. Soon, they will find us.\nThen they will kill us. Rebel  
Commander; interrupting

x04v09 I'm sorry. Armstrong

x04v10 All we can do is slow them down. Rebel Commander

x04v11 I promise you, we will return - and we'll drive those damn Ruskie into the sea. Armstrong; with  
feeling - emphasis on the first 'will' and heavy emphasis on 'into the sea'

====Looking out to sea, the boat leaving

x04v12 So, the last of the Americans has left us...\nl pray to see you again, my friend. I pray for our  
deliverance. Slava; reflectively; to himself

-----X05RobertProblems.ABEL

====Before Hammer arrives

x05v13 We're just not ready for this kind of action, sir. Sergeant Newman

x05v14 I know, I know. But ready or not, we've got a serious fight ahead of us... Garfield

====After Hammer arrives

x05v01 Major! Are you OK? Hammer (concerned)

x05v02 I'd put you on dishwashing duty, but the truth is we need you on the frontline. Garfield - ruefully  
annoyed

x05v03 The frontline? But sir, I haven't even completed my training yet. Hammer

x05v04 Tell me about it. But we have more tanks than tank crews right now, \nand the Soviets have got us  
on the run. Garfield

x05v05 Then it's true? We're up against the Commies? Hammer

x05v06 Well, they're wearing Russian uniforms, and they're driving Russian tanks, but they're fighting like...In well, I ain't never seen nothing like it. Garfield

x05v07 You can count on me, sir. I've almost got the hang of steering this thing. Hammer

x05v08 I hope so - for your sake and your crew's. Speaking of whom, where are they? Garfield

x05v09 They're taking some time off in La Trinite, sir. Hammer

x05v10 Well, get yourself and your tank down there and pick them up. Then report to Major Sutherland on the training ground nearby. Garfield

x05v11 Yes, sir. Hammer

x05v12 And get a move on - Russian tanks are rolling onto Malden as we speak. Garfield

-----X06Meeting.ABEL

x06v01 I'm looking for Colonel Blake. Armstrong

x06v02 Colonel Blake isn't here right now. He's checking the oil supply. Adelman

x06v03 I'm here on his orders. Armstrong

x06v04 OK, wait here - he'll be back soon. Adelman

x06v05 You just come from Chapoi? Adelman

x06v06 Yep. Armstrong

x06v07 What's it like over there? Adelman

x06v08 Pretty bad. But we saw off the Reds. Armstrong

x06v09 Sergeant Armstrong, sir, as per your orders. Armstrong

x06v10 Very good, Sergeant. Follow me. Blake

x06v34 First off, Armstrong, please accept my congratulations. Blake

x06v35 Sir? Armstrong

x06v36 I've been keeping an eye on you, Sergeant. And I've liked what I've seen. Blake

x06v11 Thank you, sir. Armstrong

x06v12 I'll be honest with you, Armstrong. We've lost a lot of good officers out there. Every man of ability is needed right now... So I want you to accept a field commission. Blake

x06v13 Sir? Armstrong

x06v14 Congratulations - you just made Lieutenant. Blake

x06v15 Yes, Sir! Armstrong

x06v16 Excellent. Now, Lieutenant, I want you to meet Commander Gastovski, Special Forces. Blake

x06v17 Gastovski. James Gastovski. Gastovski; mockingly Bond-like

x06v18 Armstrong. Good to meet you, sir. Armstrong

x06v19 Now, there's something I want both of you to see. \nIt was passed to us earlier this evening. Blake

x06v20us Forty-eight hours, Colonel Blake. That's how long you and your NATO forces have to remove yourselves from these islands. Translator over Guba; in TV

x06v21us If you haven't effected a complete withdrawal by eighteen hundred hours on Tuesday, \nan entire tank division, two squadrons of helicopter gunships and one thousand of the Red Army's \nfinest men will obliterate you. Translator over Guba; in TV

x06v22us There will be no further warnings. I wish you a safe and comfortable journey home. Translator over Guba; in TV

x06v20 Translator over Guba; in TV

x06v21 Translator over Guba; in TV

x06v22 Translator over Guba; in TV

x06v23 Who is this guy? Looks like he's got a screw loose. Armstrong

x06v24 You don't know the half of it. I've had our intel boys look into his background, \nand the file doesn't make pretty reading. Blake

x06v25 His name's Guba. General Aleksei Guba. Did five years as a Commandant \nin one of Stalin's Siberian gulags, where they nicknamed him The Dentist. Gastovski

x06v26 Why'd they call him The Dentist? Armstrong

x06v27 No idea. Sounds pretty scary, though. Gastovski

x06v28 Under Brezhnev he moved to the KGB and we lost track of him. \nRumor has it he was running a special interrogation unit in Moscow. Blake

x06v29 And now he's back in the army, heading up the Soviet presence on Kolgujev. Gastovski

x06v30 So Moscow wants NATO off these islands. Armstrong

x06v31 Well, the Kremlin's still denying any involvement in the invasion, and Washington's \ninclined to believe them. It looks like General Guba is in this for himself. \nBut God only knows what he's trying to achieve. Blake

x06v32 One thousand troops, sir? That's five times what we've got left here on Malden! Armstrong

x06v33 Armstrong, I want you to lead a squad escorting Commander Gastovski back to Everon. You know the resistance \nforces, and I need you to talk to them. It's important they cooperate with our \nSpecial Forces in the upcoming incursion. Get ready. You're leaving this evening. Blake

-----X07Bunker.CAIN

x07v01 No! This is an outrage! The Americans walked in and placed their bombs as our lazy, worthless men sat and watched. Guba - in Russian

x07v02 Major Malevich, send a message to Colonel Volenitsa of the KGB. Colonel Martynov is to be arrested for treachery against the \nSoviet Union, for failing to adequately defend his installation. He is to be tried, found guilty and shot. There will be no appeal. Guba - in Russian

x07v03 Yes, General. Should I add that he is to be replaced by... Colonel Eusev? Angelina - in Russian; casually; she is using her influence to propose her favourite

x07v04 Eusev? Yes, why not? Colonel Eusev is a loyal officer \nwho understands the threats facing Mother Russia - from both without and within. Guba - in Russian

x07v05 Ach. How will Russia ever be great again when those fools in the politburo \nplace simpletons like Martynov in command of our forces? Guba - in Russian

x07v06 Patience, my Aleksei. Remember what we dis cussed. \nAll Russia knows that the Kremlin is weak. Angelina - in Russian

x07v07 As the people see the balance of power tip towards NATO they grow afraid. \nThey hunger for a strong leader to return our country to its former greatness. Angelina - in Russian

x07v08 And when your humiliation of the insignificant NATO force in these islands is complete, \nRussia will see who that leader should be. Angelina - in Russian

x07v09 Ah, my sweet Angelina. With you at my side \nl will paint whole continents with the blood of our enemies. Guba - in Russian

-----X08CounterAttack.EDEN

x08v01 Hey, what's happened? Major Benjamin

x08v02 Just some busted-ass Russian vehicles blocking the road... you can go around to the right. Carillo

x08v03 Nice to see you again, James. So, how was Kolgujev? Blake

x08v04 Cold. Sir, I take it we're planning an attack? Gastovski; with a slight pause after the deadpan 'cold'

x08v05 Indeed, commander. Now Everon is ours,\nwe must take the fight to the enemy, and press on to Kolgujev. Blake

x08v06 Into Soviet territory? Gastovski

x08v07a If we leave Moscow to deal with Guba, this thing could drag on for months. \nHe's humiliated us, and the Kremlin's got to be pleased about that. Blake

x08v07b Publicly they'll flay him alive... but privately, well, he'll be looking at a healthy pension \nand a nice little dacha in the Crimea. No, we've got to get to Guba before they do and haul him in, like the war criminal he is. Blake

x08v08 So those Shilkas I spotted... Gastovski

x08v09 Must be destroyed. We're coming in from the South,\nand those anti-aircraft vehicles will tear our planes to pieces. Blake

x08v10 Unless I take them out. Gastovski

x08v11 Precisely. You've already recced the area, so you know the terrain. Blake

x08v12 It'll be a pleasure, sir. Gastovski; deadpan

x08v13 Dismissed. And James... Good luck. Blake

-----X09APilotDown.CAIN

x09av01 Welcome to hell, imperialist! Russian Guard; to himself - in Russian

x09av02 Comrade Captain, we've got him. He's come down by the wood. Russian Guard - in Russian

x09av03 Great. Take it slowly, soldier - he's got no chance. Russian Officer - in Russian

x09av04 But sir, we must catch him quickly - he's heading for the sea. Russian Guard - in Russian

x09av05 Comrade Captain, we're here as per your orders. What's the objective? Russian Soldier - in Russian

x09av06 There's a downed pilot near that wood behind me. I want him alive. Russian Officer - in Russian

x09av07 Alive? As you wish, Comrade. Russian Soldier - in Russian

x09av08 Go for it, boys. Russian Soldier - in Russian

x09av09 I've got him covered. Get him, guys Russian Sniper - in Russian

x09av10 Drop your gun, soldier, and raise your hands! Russian Soldier - in Russian

x09av11 Prepare a cell. Russian Officer - in Russian

-----X09BPilotDown.CAIN

x09bv01 Are the ropes a little tight? That's too bad. But don't worry, Captain Nicholls.\nYou will not suffer for much longer. Unless, of course, you choose to. Angelina - in Russian!

x09bv02 Aleksei, my sweetheart, why do you look so glum? Angelina - in Russian!

x09bv03 It is those fools in Moscow, Angelina. \nWhy do they send their troops against me just as I am bringing Russia's true enemy to its knees? Guba - in Russian!

x09bv04 Why could our allies in the KGB not have delayed the politicians for just a few more hours? Guba - in Russian!

x09bv05 Do not fret, my General. With your brilliant new plan, \nthe squabble over these islands is no longer of any consequence. \nThe hour of ultimate glory is at hand. Angelina - in Russian!

x09bv06 Yes, yes. Oh, my darling Angelina, where would I be without you? Guba - in Russian! brightening

x09bv07 Americans! I asked you politely to leave these islands. This you have refused to do. Guba - in Russian!

x09bv08 Your defiance has cost the lives of many, many brave Russians -\n and, of course, many of your own soldiers. Your next casualty is with me here now. Guba - in Russian!

x09bv09 He will not be your last. You see, Colonel Blake, \nyou have sampled only a taste of the bloodshed that is to come. Guba - in Russian!

x09bv10us So far you have dealt with my conventional forces. \nUndergoing final preparations for launch at a secret location \nis a little surprise that has, shall we say, come into my possession. Translator - over Guba's voice in Russian; big emphasis on 'conventional'

x09bv11 He's got to be kidding. Gastovski

x09bv12us Yes, Colonel Blake. I am stronger than you thought. \n Translator - over Guba's voice in Russian

x09bv13us I have captured one of your elite men. He will be executed as an example, and then all of you will die. Translator - over Guba's voice in Russian

x09bv14us Unless... unless you leave these islands - Kolgujev, Everon and Malden. \nThis is our land; this is the land of Mother Russia! Translator - over Guba's voice in Russian; emphasis on 'our'

x09bv15 OK... I think we have a problem. Gastovski; sardonic; lingering on 'OK'

x09bv16 And there's something else. Intel reports massive Soviet mobilisation across the whole of Russia. Blake

x09bv17 Oh, great. Gastovski; sarcastic

x09bv18 The official line is that it's just a big exercise. \nBut we know the Kremlin's livid about what's going on out here. Blake

x09bv19 Guba may be a maverick, but those are still Red Army troops he's commanding. \nAnd Kolguyev is Soviet territory. Blake

x09bv20 We're about to start World War III. Gastovski

x09bv21 No. We're going to finish this thing, as quickly and cleanly as possible. Blake

x09bv22 Find that missile, James. Intel's working flat out - but we need you on the ground. Blake

x09bv23 Back to Kolgujev. Gastovski; slightly weary

x09bv24 Back to Kolgujev. Blake; affirming

x09bv25 And Nicholls? The pilot from the video? Gastovski

x09bv26 Perhaps he can find some way to escape... but there's nothing we can do. I'm sorry. Blake

x09bv10 Translator - over Guba's voice in Russian; big emphasis on 'conventional'

x09bv13 Translator - over Guba's voice in Russian

x09bv14 Translator - over Guba's voice in Russian; emphasis on 'our'

-----X101aBadEnd.Eden

x101v01b President Reagan gave no comment on the alleged incident, \nbut one senior official privately described the Ambassador's behavior as outrageous. Radio announcer

x101v02b Meanwhile, tensions continue to run high on the island of Everon,with both Washington and Moscow \nrefusing to confirm or deny reports of fighting between American and Russian forces... Radio announcer (breaking up and dissolving into static).

x101v03b Hey! I was listening to that!

-----X101bHappyEnd.Eden

x101v01 President Reagan gave no comment on the alleged incident, \nbut one senior official privately described the Congressman's behavior as laughable. Radio announcer

x101v02 Meanwhile, tensions appear to have eased on the island of Everon, cause of so much speculation \nover the past few days, with American forces reportedly engaging hostile troops of unknown origin. Radio announcer

x101v03 In an official statement, the Secretary of Defense revealed that a US training camp on the island had been \nattacked by a small group of lightly-armed terrorists, led by a disgraced former General of the Russian army. Radio announcer

x101v04 US military sources stated that the assault was a poorly-planned, publicity-seeking maneuver by an extremist \norganisation, which was easily resisted by American troops. There were no significant casualties. Radio announcer

x101v05 Moscow has termed the incident "highly regrettable", and the whereabouts of the terrorist leader remain unknown. Radio announcer

x101v06 In other news... Reggie the runaway tiger is still on the loose.\n\nThe San Diego zoo star attraction has now been missing for three days, \nsince he leapt free from a temporary holding area while his pen was being cleaned. Radio announcer

x101v07 Now here's Greg Johanson with news of a major World Series upset. Greg... Radio announcer

x101v08 \n\n"Unknown" - tch. I hope he's rotting in hell. Civilian1

x101v09 \n\nThey wouldn't tell us if he was. Will anyone ever hear the truth? Civilian2

x101v10 \n\nNo one wants to look bad, my friend. They all have too much to lose. \n\nThe story will never be told. But at least we're still alive. Be thankful. Be thankful. Civilian1 - ruefully

-----x10AngelinasDeath.Cain

x10v01 Aleksei, my love! The Americans have destroyed our rocket! Angelina - in Russian

x10v02 What? No! Guba

x10v03 They... they surprised us. Somehow - I don't know... Angelina upset - in Russian

x10v04 How could you let this happen? Guba enraged - in Russian

x10v05 Aleksei, I'm sorry. Angelina upset - in Russian

x10v06 Sorry? But I trusted you, Angelina. Guba - angry on Sorry?; then quietening menacingly with an emphasis on 'trusted' - in Russian

x10v07 My darling... Argh! Angelina

x10v08 I trusted you so much... Guba quietly to himself - in Russian.

x10v09 General! Colonel Eusev - in Russian

x10v10 Colonel Eusev, prime the second SCUD. Guba - in Russian

x10v11 The second SCUD? Colonel Eusev; with emphasis on 'second' - in Russian

x10v12 Plan B. Prepare my car. Guba - in Russian

x10v13 Noooo. Angelina

-----X11AfterYears.abel

x11v01 Yeah... I know... Well, it happens to us all. We're getting old, Dave. Gastovski; on phone - emphasis on 'old'

x11v02 You know, my daughter's doing a project on the eighties at school.\nShe wanted to ask me what it was like back then. Heh. Gastovski; on phone

x11v03 Yeah... OK, Dave... so I'll see you there, right? Sure thing. Absolutely. It'll be good to see you too. Bye. Gastovski; on phone

x11v04 Robert? It's James - James Gastovski. Yeah, hi.\nYou remember I talked about going back to Everon? Getting everyone back together again for a drink? Gastovski; on phone

x11v05 Yeah, well, I've got a date for you.\nYou got your diary? Gastovski; on phone

-----XXGameOver.Abel

xxGameOver1 Soldier, you're a disgrace. Your battlefield performance has consistently fallen below the standard we expect. \nYou've lost your squad's respect and their trust - you simply weren't cut out for this line of work. \nI hope you find more success in civilian employment. Dismissed! C-in-C

## Multiplayer CO-OP Respawning Info

- Must have a fresh load into editor (from windows)
- Create a mission (with respawn markers .. see below)
- If your mission is Complete save it but don't save as anything except "user mission".(very important.)
- Now DON'T EXIT .. ALT/TAB (minimalize) it to taskbar.
- Now explore to your install folder and find the save
- Codemasters/OFP/user/your nick/missions/your mission
- In that folder should be a "yourmission.sqm" file and only that. put your "description.ext" in here along with your briefings etc.(see description.ext below)
- now ALT/TAB back to the editor and save - export to multiplayer.
- play.

To do this with an existing mission.

- load the mission in the editor(fresh load)
- ALT/TAB to taskbar
- Explore to find "yourmission.pbo" file and delete it.
- ie Codebastards/OFP/MPmissions
- Set description.ext
- Go back and save- export to multi.
- play

### RESPAWN MARKERS ....

- select markers(f??) -place marker -name marker Respawn\_East (put that in top and bottom long text boxes) -for Icon select Empty. -The rest don't matter.
- make one for west as well (US side)

### RESPAWN VALUES....

I use these they need " " (quotations)

respawn=X  
respawndelay=Y

X is a number from 0 to 4, here is what they do:

- 0: No respawn, slow zoom out and pan towards the person that killed you/
- 1: No respawn, use seagull eye's view to pan from your corpse to an overshoot of area, to seagull, then cycle.
- 2: Respawn at point of corpse, dependent on Y value.
- 3: Respawn at base, dependent on Y value, and a marker named "respawn\_east" and "respawn\_west". These marker names are reserved variables, no other names will work. Combinations on resistance and civilian have been tried (including guer, guerilla, etc) with no success. If anyone has a working, and tested, example of resistance or civilian respawn at a marker (aka a base) please add that to this FAQ. This is the most commonly used method of respawn in MP Missions.
- 4: Respawn as next closest squad member. This is not dependent on the Y value, the game logic finds the closest friendly to your corpse, the camera swings into his body, and within a few seconds you control that unit. Note: Units must be in the same squad for this to work. If the entire squad is dead, then the respawn and camera act like 1, above. For some MP games, this may be desirable, especially if you use multiple squads and want to have perma-death, yet still be playable.

The Y value is the delay in seconds for respawn. It is not recommended to go over 30 (seconds) to avoid extreme boredom of the players.

RespawnDelay= WHATEVER

should look like this ... (and named description.ext)

```
respawn="base"  
respawndelay=10
```

VERY IMPORTANT NOTES ....

- You cannot save over an existing .pbo
- in "preveiw" respawn just don't work.
- only playable characters can respawn.
- Remember to place description.ext in your OFP\Users\You\missions\yourmission folder before exporting to a MP mission.
- The trick seems to be the ALT/TABing

Yes as stated above group/side respawns don't work correctly ... maybe in the next patch. The 'Group' mode works fine, but not the 'side' mode. Group respawn sometimes works properly and then you cannot control your troops. I hope they fix this.



## Quick and Nasty Intro To Scripted Cutscenes

By [snYpir](#)

Welcome to my quick and nasty tutorial on writing scripted cutscenes. To use this tutorial you need to know how to call a script and the basics of how a script works (see [this](#) introduction if you are unsure). This script moves from basic to advanced fairly quickly, so I hope you have your scripting hat on...:)

This tutorial is designed to be read from start to finish, going into and out of OFP as you try the various example missions that are provided. By the time you reach the final example mission (used to demonstrate an outro) you will be messing around with some fairly advanced camera scripting.

The hints and tips section provides a bunch of different techniques that can be used to enhance cutscenes, covering such things as music, adding text to your cutscene and disabling user input. Most of these tips will be seen throughout the tutorial proper, however.

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## How scripted cutscenes differ from editor-designed cutscenes

- ? Instructions for a scripted cutscene are contained in a script, rather than triggers and waypoints in the editor.
- ? You don't have as many camera commands or effects in scripted cutscenes, everything must be done 'by hand'.
- ? In scripted cutscenes you have total control over the camera, allowing for very precise camera movement.
- ? Scripted cutscenes take longer to learn, and longer to design than editor-driven scenes.

## Commands you must understand prior to scripting a cutscene

### CamCreate

```
camera id = "camera type" camcreate [0,0,0]
```

This is the command to create a new camera, storing the identifier of that camera in *camera id*. This identifier will be referenced whenever we want to do something with this camera. *camera type* can be either "camera" or "seagull". You will almost always use "camera" in your cutscenes. Just use [0,0,0] for the initial position of the camera as specified above.

### CameraEffect

```
camera id cameraeffect ["effect", "position"]
```

*cameraeffect* specifies the effect for this camera. Ignore this command for now, because when scripting cutscenes it can cause some unpredictable results. The campaign missions only used:

```
camera id cameraeffect ["internal", "back"]
```

and so shall we. In addition, `camera id cameraeffect ["terminate", "back"]` will be used to terminate the cutscene at the end of the script.

### **CamSetPos**

```
camera id camsetpos [x,y,z]
```

Sets the x,y,z position of the camera in the world.

I have experienced unpredictable results when using this command, and I would suggest you avoid using it. You can also use the normal 'SetPos' command on a camera, but be careful. Every time you use a 'SetPos' command on a camera object the camera will drop in height by about 29 meters. This is a bug in OFP :( I suggest you use 'CamSetRelPos' (below) whenever you can.

### **CamSetTarget**

```
camera id camsettarget object name
```

Points the camera at the object *object name*.

### **CamSetRelPos**

```
camera id camsetrelpos [x,y,z]
```

Sets the x,y,z position of the camera relative to the object that the camera has been pointed at in the `camsettarget` command. The 'relative position' can sometimes be a bit hard to understand.

From where you are sitting, x is out to your right and left. x will decrease out to your left, and increase out to your right. y is to your front and back. y will increase out to your front, and decrease to your rear. z is simply height above the ground.

Right now you are sitting looking at your computer. Suppose the computer is 0.5m in front of you, and 1m above the ground. If we wanted to set the position of the camera to be where your computer is, we would use:

```
camera id camsetrelpos [0,0.5,1]
```

Suppose there is a beer sitting on your coffee table, 5m behind you and 5m to your right. Your beer is 0.3m above the ground. To set the camera to be where your beer is, if it was targeted at you, you would use:

```
camera id camsetrelpos [5,-5,0.3]
```

And finally, suppose there is a 747 flying above your house. It is 200m to your left, 1500m to your front, and 3000m in the air. To set the camera to be where the 747 is, if it was targeted at you, you would use:

```
camera id camsetrelpos [-200,1500,3000]
```

It is exactly the same in the game. After targeting an object with `camsettarget`, `camsetrelpos` uses the same x,y and z directions in relation to the object being targeted.

### **CamCommit**

```
camera id camcommit time
```

Moves *camera id* into the previously specified position (used after the *camsettarget*, *camsetpos* or *camsetrelpos* commands). *time* is the length of time that the transition will occur for. A *time* of 0 move the camera instantly. A value of 10 would change the camera's position over 10 seconds.

### CamCommitted

```
@CamCommitted camera id
```

This command returns whether or not the camera is in position. The command above forces the script to wait until *camera id* is in position.

### CamDestroy

```
camdestroy camera id
```

Kills off *camera id*. This is always the last thing you should do at the end of a scripted cutscene.

## How to make a scripted cutscene

A scripted cutscene is simply different camera commands listed one after another, with appropriate pauses where required. The few commands discussed above create a very powerful camera scripting language. Lets put together a simple little camera script that will do a little fly-by of the player right at the start of a mission. The script will be called via the init field of the player. The script requires another object, close to the player (within 20m) to make things a little more exciting.

Now open up the mission editor and create a mission on the desert island with two units; the player and another unit. Name the second object (not the player) *object2*. Save the mission as *testcam*.

Alt-tab out of Operation Flashpoint and open up the new mission folder in Windows (operation flashpointusers\yourusername\missions\testcam.Intro). create a new text file in the mission folder (right click on the folder background and select new->text file. Ensure that windows is not hiding extensions for known file types first). Rename the text file to "testcam.sqs". Open it up in a text editor.

Now lets script a cutscene. Firstly, create a new camera and set the initial effect (which is almost always going to be "internal","back"):

```
_cam = "camera" camcreate [0,0,0]
_cam cameraeffect ["internal", "back"]
```

Lets set the initial position of the camera. We'll make the camera point at the player, and be positioned 10m to his front, 2m to his left and 3m above the ground. CamCommit equals zero because we want this move to happen instantly.

```
; point the camera at the player, and place it 2m to the players left,
; 10m to his front and 3m above the ground
_cam camsettarget player
_cam camsetrelpos [-2,10,3]
_cam camcommit 0
```

Now we will do a fade in from black so the transition to the cutscene is nice and smooth. I didn't cover this command above, because it is not really a camera command. Notice we pause the script for 2 seconds to allow the fade to complete. If we wanted text to be displayed on the screen, we would put it in the two quotations which are empty (in the " " before "BLACK IN").

```
; fade in from black over 2 seconds
titlecut [" ","BLACK IN",2]

; wait for 2 seconds for the fade to complete
~2
```

So now we are ready to start moving the camera. Lets move the camera to 5m behind the player, 2m to his left and 0.5m above the ground. The move will happen over 10 seconds. The camera will pause in position for 2 seconds after the move is complete.

```
; move the camera to 5m behind the player, 2m to his left and 0.5m
above the ground
; do the move over 10 seconds, and then wait for 2 seconds
_cam camsetrelopos [-2,-5,0.5]
_cam camcommit 10
@camcommitted _cam
~2
```

Sweet! Now lets change the target of the camera to the other object, which you have named "object2" in the mission. We'll also move the camera into a position relative to "object2", 3m in front, 1m to the left and 2m above the ground. The transition will occur over 10 seconds. Once the camera is in position, the script will pause for another 2 seconds.

```
; target object2 (the camera will spin around to face object2
; when camcommit is called)
_cam camsettarget object2

; the camera will move relative to object2. 3m to the front, 1m to the
; left and 2m above the ground when camcommit is called
_cam camsetrelopos [-1,3,2]

; inform the camera to execute the changes over ten seconds _cam
camcommit 10
@camcommitted _cam

; wait for two seconds
~2
```

Ok we'll call it quits there. We'll fade back to black over 2 seconds for a nice smooth ending to our cutscene.

```
; fade out to black over 2 seconds
titlecut [" ","BLACK OUT",2]

; wait for 2 seconds for the fade to complete
~2
```

Now end the cutscene proper, and end the script. To do this, we will end the cutscene and then fade back in over two seconds. If we didn't fade back in, the screen would stay black even though the cutscene had ended.

```
; end cutscene
_cam cameraeffect ["terminate", "back"]
camdestroy _cam

; fade back in over 2 seconds
titlecut [" ","BLACK IN",2]

; exit the script
exit
```

And that wraps it up! Control will now be back to the player. You can also do "WHITE IN" and "WHITE OUT" fades if you want. Save the script, and head back to the mission editor (alt-tab). Double click on the player, and type the following into the init field:

```
[ ] exec "testcam.sqs"
```

Hit ok, and then Preview. Enjoy your first scripted cutscene. Try experimenting with some of the values in the script file, especially the positional offsets in the *camsetrelpos* commands. Try making the camera move back to the player after the two second pause looking at object2.

This is all you need to make professional looking cutscenes in your missions. Cutscenes can occur at any time, any place. Don't be afraid to use them!

Download the completed script [here](#).

## Slightly more advanced camera scripting

Right, now you know the basics I will introduce two additional camera scripting concepts. These are used to firstly zoom the camera (using the 'camsetfov' command) and secondly to display an overlay over the top of your cutscene (such as binoculars or a TV using the 'cutrsc' and 'cutobj' commands).

### CamSetFOV

```
camera id camsetfov new field of view
```

CamSetFOV simply changes the field of view of the camera. You can think of this as simply zooming the camera in or out. The *new field of view* sets the level of zoom. For example, a value of 2 will zoom the camera out, and a value of 0.1 will zoom the camera in really close.

A field of view of about 0.7 is default.

### CutRSC

```
cutrsc ["resource name", "text position", 0]
```

This command places an overlay resource on the screen. It can be used at any time, not just in cutscenes. "*resource name*" (quotations are mandatory) can be one of the following:

- ? "default" - no overlay resource
- ? "binocular" - binocular view
- ? "foto" - supposed to make a photographic border, didn't work for me
- ? "creditsback"
- ? "creditsbackBIS"
- ? "creditsbackCM"

All this command does is draw a resource over the top of your cutscene, which you use to make your cutscene look more professional.

"*text position*" can be either "PLAIN DOWN" or "PLAIN" specifying text in the lower part of the screen or the center respectively.

### CutObj

```
cutobj ["object name", "text position", 0]
```

Puts an overlay object on the screen. It can be used at any time, not just in cutscenes. "*object name*" (quotations are mandatory) can be one of the following:

- ? "tvset" - lays a TV-type view over your cutscene (as per in the campaign)

Very similar to the 'cutrsc' command, this does pretty much exactly the same thing.

"*text position*" can be either "PLAIN DOWN" or "PLAIN" specifying text in the lower part of the screen or the center respectively.

## Example Script

At this point I suggest you download [this](#) example mission. It contains a short script using the above commands. Simply load the mission in the editor, and then click on 'preview' to watch a binocular overlay and a couple of 'camsetfov' commands in action.

Open up [testcam2.sqs](#) (part of the example mission above) and examine the contents.

I am going to skip the commands that were covered in the first part of this tutorial, and take a look at how the binocular overlay is going to work. We don't want to just display the binocular overlay by itself, we are going to animate the player to make him look like he is readying the binoculars prior to applying 'cutrsc'. So, here are the commands:

```
; give the player some binoculars
player addweapon "Binocular"

; make the player look through his binoculars
player playmove "StandToBinocStand"

; wait for the player animation to be complete
; (timed perfect because the soldier sometimes tries to
; put away the binocs)
~3.6

; binocular overlay on
cutrsc ["binocular", "PLAIN DOWN", 0]
```

Firstly I give the player unit a pair of binoculars (it will look pretty funny if the unit doesn't have any!) I then force the player to execute an animation using the 'playmove' command. The animation that will be played is "StandToBinocStand", which means from the standing position bring a pair of binoculars up to the face.

You can see that I have timed how long it takes for the binoculars to reach the face perfectly, and this is simply because if we were dealing with an AI unit, the unit's AI would try to put the binoculars away again as soon as the animation is complete. By timing it perfectly, as soon as the binoculars reach the unit's face the 'cutrsc' command will kick in.

This 'cutrsc' command simply lays a binocular view over the cutscene.

The next section of script is as follows:

```
; set the target to object2 and zoom in
_cam camsettarget object2
_cam CamSetFOV 0.05
_cam camCommit 0

; put binos away
player playmove "BinocStandToStand"

; wait 2 seconds
~2

; kill binocular view
cutrsc ["default", "PLAIN DOWN", 0]
```

This is fairly self-explanatory. We target object2 with the camera, set the field of view (zoom) right in, and then commit the changes to the camera instantly.

I order the player to put away the binoculars, because we do not need them to be out any more (remember that if the 'player' unit was AI controlled the AI would have already put the binos away, not needing this command).

After two seconds of looking at object2, I remove the binocular overlay with the cutrsc command being passed "default".

The rest of the script is considered advanced and is described below.

## Advanced camera scripting

The remainder of [testcam2.sqs](#) is considered advanced because we are essentially going to force the camera to do some things that are beyond the one-line commands that are available to us. We are going to make the camera zoom in and out incrementally, and also rotate around. If you have not checked out the example mission for all this yet download it [here](#).

The zooming is done in script via a couple of loops, and the rotation will be done using rotate.sqs (a script designed to rotate a camera around an object).

### Zooming

Let's firstly examine the zooming operation. Ignore the lines concerning rotation for now, and take a look at the following lines of code in the script:

```
; zoom speed (the bigger the number the faster)
_speed = 0.005

; --- advanced - field of view tricks - zoom in ---
_fov = 0.7
#loop1
_fov = _fov - _speed
_cam CamSetFOV _fov
_cam camCommit 0
~0.01
? _fov > 0.1 : goto "loop1"
```

This loop, in plain english, simply decreases the cameras field of view (increases the zoom) in tiny increments, so tiny that the human eye assumes that the zoom operation is smooth.

The '\_speed' that we define is the size of the increment that will occur every 0.01 seconds. By making this number smaller we are increasing the total number of increments that must be made to zoom the camera and hence slowing down the entire zoom operation.

'\_fov = 0.7' sets the initial field of view. 0.7 is about the default value.

The next six lines perform the 'zooming' operation. Every loop we decrease the camera's field of view by '\_speed', gradually zooming the camera in. Once the field of view has reached 0.1 the loop will exit and the zooming operation is complete.

The loop to zoom back out is very similar. Rather than decreasing field of view each loop, we increment it by the same amount. The second loop exits when field of view reaches what we started with (before the zoom in) at 0.7.

If you wanted to use a slow zoom in your camera scripts simply copy out one of these loops and change the values to suit your needs. If you wanted a loop similar to the 'zoom in' one above, but wanted the zoom to be twice as fast and stop when the field of view is 0.3 you would use:

```
_speed = 0.01
_fov = 0.7
```

```
#loop1
_fov = _fov - _speed
_cam CamSetFOV _fov
_cam camCommit 0
~0.01
? _fov > 0.3 : goto "loop1"
```

## Rotating

The other tricky thing that happens in [testcam2.sqs](#) is the the camera rotation that spins the camera around the player unit. This is a really cool effect, and quite easy to do.

I wrote a utility script to do it, named [rotate.sqs](#). If you ever want to do camera rotation in a script, you are going to have to use this file. You can open it up and check it out if you want, but don't be too concerned with the contents of the script. It just takes an object and makes it move around another, even if the object in the center of the rotation is moving.

Take a look at the following lines in testcam2.sqs:

```
; --- advanced - camera rotation ---
[_cam,player,0.02,360,true] exec "rotate.sqs"

; wait until the rotation is finished
rotateexited = false
@rotateexited

; realign camera (required after every call to rotate.sqs)
_cam = newcamobj
```

The script call to rotate.sqs will take the camera named \_cam (our camera), and make it rotate around the player. The rotation will occur at an interval of 0.02 and continue for a full 360 degrees. The 'true' simply identifies to rotate.sqs that we are rotateing a camera object.

The 'interval' specified there is the distance that the camera will be moved each 0.01 seconds (similar to in the zoom loop presented above). Don't worry about this number to much, it is sort of a trial and error thing. Increasing this number makes the camera rotate faster.

The '360' could be any number. If we specified 720 the camera would rotate twice around the player. If we specified -360 the camera would rotate anti-clockwise. If we had specified 0 the camera would have rotated indefinitely.

Ok, so that script call has sent the camera off on a circle from wherever it was around the player.

The next two lines force this script to wait until the rotation script has finished. When rotate.sqs is finished, the global variable rotateexited will be flipped to true and our script will continue.

The last line above is **required** after any call to rotate.sqs. The documentation for rotate.sqs specifies exactly why this is needed. All you really need to know is that after a call to rotate.sqs you need to make whatever camera object you passed rotate.sqs in the first parameter (in this case \_cam) equal to the global variable (set by rotate.sqs) newcamobj.

Full documentation for rotate.sqs can be found [here](#), along with documentation for move.sqs (another camera utility script).

Ok, that about wraps up testcam2.sqs. By now you have at your fingertips a bunch of very powerful scripts and commands. With time and practice you will become a camera scripting master, able to make extremely high quality and precise cutscenes that will leave editor created cutscenes for dead.

## How to make an intro

Finally I am going to quickly explain is how to make an intro using a scripted cutscene. This is not that hard. We are going to use the second camera script I introduced above, [testcam2.sqs](#). We are going to convert this script for use as an intro. I will now step through the things that you have to do in order for this script to work as an intro.

Load up the example mission provided above (if you don't have it download it [here](#)). To make an intro, click on the area that says 'mission' just below the 'Clear' button. Select 'Intro'. The map screen will clear. Do not panic. You now need to add the units that you want to appear in your intro to this map screen. We will do this now.

Add a player unit named 'object1'. We need to name the player's unit (unlike when the cutscene was part of the mission) because for some reason the global variable 'player' is not recognised in intros.

In the init field of 'object1' place:

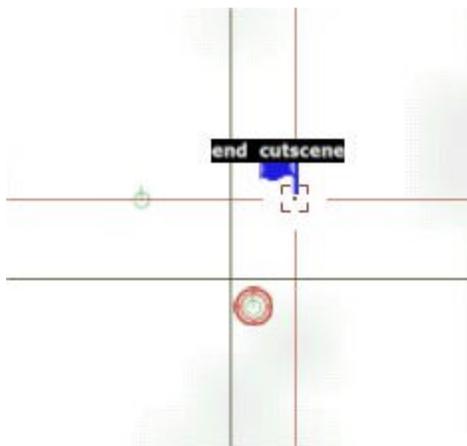
```
[ ] exec "testcam2.sqs"
```

Add a second unit to the intro screen named 'object2'.

We need to define when the cutscene is going to end. We do this with a trigger that activates end1. Create a trigger anywhere on the map, and set 'type' to 'end1'. Now we will make this trigger activate when the global variable 'endcut' equals true. So place the following in the 'condition' field of the trigger (this will mean that when 'endcut' is true the intro will end):

```
endcut
```

Ok, so up to this point you have added to units, and named them 'object1' and 'object2'. You have also added a trigger. Your map screen should look something like this (in the 'intro' part of the mission):



Your trigger (if you double-click on it) should look something like this (click to enlarge, note that the 'text' of the trigger (end cutscene) makes absolutely no difference at all):



Now to the script. For the same reason as above (the 'player' variable not being recognised in the intro), open up 'testcam2.sqs' in a text editor and change every reference to 'player' to 'object1'.

Remove the lines that destroy the camera at the end of the intro. This is because when the cutscene ends the intro will end. So, remove the following three lines:

```
; end cutscene
_cam cameraeffect ["terminate", "back"]
camdestroy _cam
```

Where those lines were, place the line that will end the intro (ie. activate the trigger we defined above). Simply change 'endcut' to true as follows:

```
endcut = true
```

Done! Save the mission by 'exporting to single missions' and exit the mission editor. Hit 'Single Missions', play 'testcam' and enjoy your intro. Not so hard, was it?

Download a completed example mission with an intro (and not much else) [here](#). Or just download the [script](#).

## How to make outros

### Introduction

'Outros' are, not surprisingly, very similar to intros. Outros occur in a mission *after* the debriefing. There are two types, outro loose and outro win. They are used to provide a sense of closure to your mission, or lead into the next mission if you are making a campaign.

All the same methods that we used to make the intro apply to outros. You can't use the global variable 'player', and you need to click on the button below 'Continue' to navigate to the separate map screens where you place the units that will appear in your respective outros.

Determining which type of intro will be played following a mission is easy. At the end of your mission you will have a number of triggers, defining the different ending conditions of your mission. As by now you should know, there are various 'endings' that can be triggered. In the 'type' selection box of a trigger you can see 'end1' through to 'end6' and also the type 'loose'.

If the mission ends because a trigger with a type 'end1' through to 'end6' has been activated, 'outro win' will automatically be shown. If a 'loose' trigger is activated, 'outro loose' will be shown. Remember that outros are shown **after** the debriefing.

## Example Mission

Rather than stepping through how to make an outro, it will be easier for you to simply check out an example mission showing how it is done. Download the example mission [here](#). Load up the example mission in the editor (after extracting it to a folder named 'camtute4.Intro' in your users/yourusername/missions directory).

On the default 'Mission' map you can see the player unit and two triggers. The triggers will simply be used to activate different types of endings. Double click on each in turn, and observe that the triggers will activate on Alpha and Bravo radio commands and are of type 'end1' and 'loose' respectively.

## Outro Win

Now click on the 'Mission' button (below the 'Continue' button on the right pane) and select 'Outro Win'. The map screen will change. On this map screen there is the player unit, a waypoint and another trigger. In the player unit's init field there is a command to call 'win.sqs'. So as soon as 'outro win' starts this script will be executed. As per the intro, the trigger activates when 'endcut = true' and will trigger the end of the outro. The player is named 'object1' as per the intro.

The waypoint here is a 'talk' waypoint. To observe how the talk waypoint works, double click on the waypoint, click on 'Effects', and click on 'Voice'. You can select what the unit belonging to the waypoint will say when the waypoint is activated. Back to the main screen for the waypoint, and in the 'Condition' field I have 'talk'. So when talk (a global variable, nothing special) equals true the unit will say whatever has been selected in the 'Effects:Voice' selection box.

Alt-tab out of the mission editor and look at win.sqs. There are many similarities to 'testcamintro.sqs' (the example script used for the intro section above). Here are the similarities in brief:

- ? 'object1' referred to throughout
- ? the script ends with 'endcut = true', which will cause the 'end1' trigger to activate and the outro to end

By now you should feel fairly comfortable with scripted cutscenes, and there is not much in win.sqs that you have not seen before. To make the unit talk I use:

```
; flip the variable that will clear the way for object1 to talk  
talk = true
```

This simply causes the talk waypoint to activate (remember it was waiting until talk = true), which makes object1 speak.

In addition, I print some text to the screen using the following command:

```
titletext ["You WIN!!!", "PLAIN DOWN", 2]
```

The 'titletext' command simply prints "You WIN!!!" to the bottom of the screen for 2 seconds. If you are wondering about the 'stop' command (near the top of the script), it is just simply a command that will prevent the unit from moving anywhere. Fairly unnecessary, but you will use it a lot in your camera scripting to make units hold in position until you want them to move.

So if you exported this mission to single player missions, and during the mission hit 'radio alpha' (0-0-1) after the debriefing you would see this very short outro.

## Outro Loose

Click on the button under 'Continue', and select 'Outro Loose'. This outro will be played if the mission ends due to a trigger of type 'loose' being activated. The map screen for this type of outro is set up in a similar manner as per outro win, except I am going to do a slightly more advanced cutscene.

You can again see the trigger used to end the cutscene when the global variable 'endcut' equals true. There are two units on the screen, an east soldier and a west soldier. Both have talk waypoints, activated by talk 1

and talk2 respectively. 'object1' executes 'loose.sqs' in an init field, and the script will be executed as soon as the outro loose starts. Alt-tab out of the mission editor and open up 'loose.sqs'

Firstly, DON'T PANIC! This may look complicated at first, but remember that all I am doing is executing a sequence of instructions that will occur in order. This cutscene will show the east soldier shooting a west soldier. There is a bit of dialog and some music. The script can be broken down into three areas: setting the scene, dialog and the killing.

To set the scene I remove all weapons from object1 and make that soldier a captive. I make object1 put his hands on his head and look sad. Object2 (the east soldier) is made to watch object1. Now the scene is set, and I start the cutscene. Notice I am also playing some music. The following command will commence playing 'track4' (one of the musical tracks shipped with the game):

```
; firstly specify a music track to be played
playMusic "track4"
```

```
; zero volume at start
0 fademusic 0;
```

Notice that I have adjusted the volume of the music right away. At first no music will be heard at all. Later on I will use the fademusic command to fade the music up to a higher volume. The syntax of the fademusic command is as follows:

```
time to fade fademusic volume
```

You can see that later on in the script I increase the volume to normal (1) using the following command (fading in over a number of seconds):

```
; fade the music in over 4 seconds
4 fademusic 1;
```

Further on, object1 is made to talk with the following command:

```
; this will clear object1 to speak
talk1 = true
```

This activates object1's only waypoint, making the unit say whatever has been selected.

The camera flies over to the east soldier, whose talk waypoint is activated with:

```
; clear object2 to speak
talk2 = true
```

After I move the camera into a position behind object2 (so that both units are visible) I clear the east soldier to shoot the west soldier. The following lines of code are all that are required to cause the bloodbath:

```
; let her rip - clear object2 to fire
object1 setcaptive false
object2 dofire object1
```

```
; wait until object1 is dead
@NOT(alive object1)
```

```
; play a dying animation for object1
object1 switchmove "FXStandSurDead"
```

This code causes object2 to kill object1, and the script will wait until this occurs. I then play an animation of object1 dying, which just about wraps it up. The camera will begin to rotate around object1 and the text "You LOOSE!!!" will be printed to the bottom of the screen.

The last thing that I want you to notice is how I fade the music out at the end of the scene, rather than just cutting the music off when the scene ends (sounds alot nicer this way.)

And that wraps up outros. If you could follow that last script you are well on your way to becoming a scripting guru. It takes time, I know, but the results are worth it. The possibilities are endless. Have fun making outros!

In case you missed the example mission for the above examples, the outro example mission can be downloaded [here](#). Or you can seperately check out [win.sqs](#) or [loose.sqs](#).

## Hints and tips

This section will detail camera scripting hints and tips not covered above.

### Attaching a camera to a vehicle

This is not so different from zooming the camera in and out (detailed above). It involves moving the camera in a loop in time with the vehicle. A very powerful script has been written to accomplish this, relatively easily to use, get it [here](#).

### Camera shake

If you want to add some more realism to your cutscenes, why not add the ability to shake the camera (like when explosions go off near by). Find out how to do it [here](#) (Thanks Drak).

### Make your own death scene

It is possible to use your own camera script for when the player dies. Make a script called 'onplayerkilled.sqs' and place it in your mission folder prior to export. This script will be automatically executed when the player dies. (Thanks SelectThis).

### Slow Motion

By using the 'SetTimeAcc' command you can do slow-motion cutscenes. The format is:

```
setacctime time acceleration
```

Where *time acceleration* is the multiplier for how fast time passes. A value of 0.5 will halve the passage of time. If you want to prevent the user from time-accelerating through your cutscene, place 'setacctime 1' right at the start of your script.

### Disable User Input

Don't want the player to be able to screw up your cutscene by using the keyboard? Use this command:

```
disableuserinput true or false
```

A value of false prevents the user's input from being recognised by the game (use right at the start of your cutscene). A value of true enables user input (use at the end of your cutscene).

## Camera Scripting Wizards

'Camera Scripting Wizards' are scripts that are designed to make the process of creating cutscenes easier.

### Camera Movement Script

I wrote this script to enable you to use game logic units in the editor as quasi-waypoints for a scripted camera to follow.

This allows you to change the path of the camera by simply moving the game logic units, rather than worrying about exact coordinates.

Be aware that this script is not for those new to camera scripting. If you have used and/or understand how to use rotation.sqs (used for [zooming and rotation](#) above) this script should be not problem.

Check [here](#) for more information.

### **The Cutscene Wizard**

GPA has completed his wizard for creating cutscenes. It uses markers and units to define the path that a camera will move along in a cutscene. It includes an example mission and a tutorial. Check it out [here](#).

The End. If you have any questions, plz hit the forum.

[snYpir](#)

# Tricks of the Trade!

## *Getting helicopters / jets to shoot flares and grenades*

The following script will make a flare and or a smoke g drop from a heli, If you link it to a ground unit you can only get the smoke effect (flares die when they hit the ground..)

I called my script smokeflare.sqs and placed the following call in the "on activation" field:

```
[heli_name_here] exec "smokeflare.sqs"
```

```
; this script takes one parameter, the name of  
; the unit that you want to launch from
```

```
_unitname = _this select 0
```

```
smoker1 = "SmokeShell" camcreate GetPos _unitname
```

```
flare1 = "flare" camcreate GetPos _unitname
```

```
exit
```

## *Radioactive Areas*

Make a script called "radiation.sqs" :

```
aus = 0
```

```
#loop
```

```
"_x setdammage getdammage _x + 0.1" foreach thislist
```

```
~5
```

```
? aus == 0 : goto "loop"
```

you need to create a trigger:

1 trigger:

y=10

x=10

Activate by Any

Repeatedly

Condition: This

Activation: this exec "radiation.sqs"

Deactivation: ende = 1

---

Title	Contributed	Credits	Category	Dat
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	By			e
<b>How to make easy Anti Personnel Mines</b>	<b>Talbot</b>		<b>Mines and Traps</b>	<b>9/13/01 5:01:43 PM</b>

I just figured out how to make easy anti-personell mines that requires no script whatsoever. All you need is:

An empty Mounted MG (don't worry, it wont be visible).

A trigger.

And (optional) a mine.

How to: Create the MG. Name it MG1 (or whatever u prefer...but i'll use MG1). Place this line in it's init field:

this setpos [getpos this select 0, getpos this select 1, (getpos this select 2) -2] .

That will place it under ground, and not visible (duh) .

Now create the trigger. Make it small, like 2x2, and place it over the MG. Do NOT set the activation to "anybody", since that will mean the MG will explode right away. Add "MG1 setdammage 4" (without quotes) in it's On Activation field.

Now, once someone steps over the trigger, the MG will explode and kill the guy who walked over it.

Tada...if u want, u can now place a real mine over the 'buried' MG.

Title	Contributed By	Credits	Category	Date
<b>How to create explosions around a unit at a given radius and intervals</b>	<b>MikeSchell</b>		<b>Artillery</b>	<b>9/14/01 2:03:19 PM</b>

Small script to create explosions around a unit at a given radius and intervals.

Paste this into a similarly named .sqs file and follow the instructions in the header.

Attach it to a dummy object under a waypoint for an A-10 (which is set to trigger it) and it makes a sweet looking air strike!

```

; *** Bombing.sqs by Mike Schell ***
;
; A small script that will detonate bombs around a passed object at a given radius
;
; Usage:
;
; Syntax: [posobject, numberofbombs, timespacing, radius] Exec "bombing.sqs"
;
; posobject: The object the script will center the bombs around
; numberofbombs: number of bombs to detonate
; timespacing: delay (in seconds) between bomb blasts
; radius: maximum deviation from the center of posobject
;
; Example: To create 5 bombs that go off around the player (MyGuy) every half second
; at a distance no greater than 40 meters:
;
; [MyGuy, 5, .5, 40] Exec "bombing.sqs"
;

; Get's variables from 'EXEC' line
_marker = _this select 0
_maxbombs = _this select 1
_intervals = _this select 2
_radius = _this select 3

```

```

; Sets bomb counter to zero
_counter = 0

; Main loop
#Update

; Set up positioning for bombs
_xm = getpos _marker select 0
_ym = getpos _marker select 1
_xm = _xm + (random(_radius) - (_radius/2))
_ym = _ym + (random(_radius) - (_radius/2))

; Make explosion
_boom = "shell125" camcreate [_xm, _ym, getpos _marker select 2]

; Wait a given amount of time between blasts
~_intervals

; Increase bomb count, end if all bombs have been detonated
_counter = _counter +1
? (_counter == _maxbombs) : goto "AllDone"

; Loop it for next bomb
goto "Update"

; End script
#AllDone
exit

```

If you have any better ways to do this (or additions) I'm open to suggestions, I'm still new to scripting.

~Mike

Title	Contributed By	Credits	Category	Date
<b>How to Lock and Unlock Vehicles</b>	<b>Ripbud</b>		<b>Ground Vehicles</b>	<b>9/13/01 4:53:07 PM</b>

I bet you knew this... but I didn't and I needed it so...  
Here is it:

to unlock vehicle:

```
rebelTruck lock false
```

to lock vehicle:

```
rebelTruck lock true
```

For those new like me :-)  
rebelTruck is the name I have my truck. And I am simply using the line in a trigger to allow player to board...

So format is actually:

```
vehicle_name lock false/true
```

Title	Contributed By	Credits	Category	Date
How to make a car,tank,truck,jeep explode	Tigershark		Ground Vehicles	9/13/01 5:04:44 PM

UNITNAME setdamage 4

If you use 1 after the command the unit will just be damaged and unoperable...but using 4 causes the unit to explode in a dramatic way.

Title	Contributed By	Credits	Category	Date
How make a perfect convoy of vehicles ie. no swerving	Tigershark	DeaDMeaT, Fillion	Ground Vehicles	9/13/01 5:44:20 PM

First make sure every vehicle has behaviour set to SAFE. Then make the groups formation is COLUMN.

Then I add ranks to each vehicle. eg. give the first one the highest rank, the second a rank below that, the 3rd one below that and the 4rd the lowest rank

From DeaDMeaT

what you do is make a group (light blue lines), name everyunit in the group, the exec the script..... try it.

Save this as Convoy.sqs..

START COPY

```
:[,_car1,_car2,etc] exec "convoy.sqs
```

```
_car1 = _select0
_car2 = _select1
_car3 = _select2
_car4 = _select3
_car5 = _select4
_car6 = _select5
_car7 = _select6
_car8 = _select7
_car9 = _select8
_car10 = _select9
_car11 = _select10
_car12 = _select11
```

```
_stdis = 15
_limdis = 25
```

```
://-----
```

```
#start
```

```
?(_car1 distance _car2 < _limdis):goto "_car2"
_car2 stop false
_car2 SetSpeedMode "normal"
#_car2_e
```

```
?(_car2 distance _car3 < _limdis):goto "_car3"
_car3 stop false
_car3 SetSpeedMode "normal"
#_car3_e
```

```

?(_car3 distance _car4 < _limdis):goto "_car4"
_car4 stop false
_car4 SetSpeedMode "normal"
#_car4_e

?(_car4 distance _car5 < _limdis):goto "_car5"
_car5 stop false
_car5 SetSpeedMode "normal"
#_car5_e

?(_car5 distance _car6 < _limdis):goto "_car6"
_car6 stop false
_car6 SetSpeedMode "normal"
#_car6_e

?(_car6 distance _car7 < _limdis):goto "_car7"
_car7 stop false
_car7 SetSpeedMode "normal"
#_car7_e

?(_car7 distance _car8 < _limdis):goto "_car8"
_car8 stop false
_car8 SetSpeedMode "normal"
#_car8_e

?(_car8 distance _car9 < _limdis):goto "_car9"
_car9 stop false
_car9 SetSpeedMode "normal"
#_car9_e

?(_car9 distance _car10 < _limdis):goto "_car10"
_car10 stop false
_car10 SetSpeedMode "normal"
#_car10_e

?(_car10 distance _car11 < _limdis):goto "_car11"
_car11 stop false
_car11 SetSpeedMode "normal"
#_car11_e

?(_car11 distance _car12 < _limdis):goto "_car12"
_car12 stop false
_car12 SetSpeedMode "normal"
#_car12_e

~5

goto "start"

;-----

;/_car2
#_car2
?(_car1 distance _car2 < _stdis):goto "_car2_2"
_car2 stop false
_car2 Setspeedmode "limited"
goto "_car2_e"

#_car2_2
_car2 stop true
goto "_car2_e"

;/_car3
#_car3

```

```

?(_car2 distance _car3 < _stdis):goto "_car3_2"
_car3 stop false
_car3 Setspeedmode "limited"
goto "_car3_e"

#_car3_2
_car3 stop true
goto "_car3_e"

;/_car4
#_car4
?(_car3 distance _car4 < _stdis):goto "_car4_2"
_car4 stop false
_car4 Setspeedmode "limited"
goto "_car4_e"

#_car4_2
_car4 stop true
goto "_car4_e"

;/_car5
#_car5
?(_car4 distance _car5 < _stdis):goto "_car5_2"
_car5 stop false
_car5 Setspeedmode "limited"
goto "_car5_e"

#_car5_2
_car5 stop true
goto "_car5_e"

;/_car6
#_car6
?(_car5 distance _car6 < _stdis):goto "_car6_2"
_car6 stop false
_car6 Setspeedmode "limited"
goto "_car6_e"

#_car6_2
_car6 stop true
goto "_car6_e"

;/_car7
#_car7
?(_car6 distance _car7 < _stdis):goto "_car7_2"
_car7 stop false
_car7 Setspeedmode "limited"
goto "_car7_e"

#_car7_2
_car7 stop true
goto "_car7_e"

;/_car8
#_car8
?(_car7 distance _car8 < _stdis):goto "_car8_2"
_car8 stop false
_car8 Setspeedmode "limited"
goto "_car8_e"

#_car8_2
_car8 stop true
goto "_car8_e"

;/_car9
#_car9

```

```

?(_car8 distance _car9 < _stdis):goto "_car9_2"
_car9 stop false
_car9 Setspeedmode "limited"
goto "_car9_e"

#_car9_2
_car9 stop true
goto "_car9_e"

;/_car10
#_car10
?(_car9 distance _car10 < _stdis):goto "_car10_2"
_car10 stop false
_car10 Setspeedmode "limited"
goto "_car10_e"

#_car10_2
_car10 stop true
goto "_car10_e"

;/_car11
#_car11
?(_car10 distance _car11 < _stdis):goto "_car11_2"
_car11 stop false
_car11 Setspeedmode "limited"
goto "_car11_e"

#_car11_2
_car11 stop true
goto "_car11_e"

;/_car12
#_car12
?(_car11 distance _car12 < _stdis):goto "_car12_2"
_car12 stop false
_car12 Setspeedmode "limited"
goto "_car12_e"

#_car12_2
_car12 stop true
goto "_car12_e"

```

END COPY

there save that and put it into your mission file, you can only have 12 units in a group so you can only run 12 units per script exec. You can have 2 or 3 also. (NO ERRORS I COULD SEE)

Thanks to FISHION for the logic.

Title	Contributed By	Credits	Category	Date
How to turn off vehicle lights	Tigershark		Ground Vehicles	9/13/01 5:54:23 PM

setbehaviour "stealth"

This does NOT work with a placed M2 machine gun in a night mission.  
even: MyM2 action "LIGHTOFF" does'nt work.

Title	Contributed By	Credits	Category	Date
<b>How to make a vehicle wait until all units are on board</b>	snYpir		Ground Vehicles	9/14/01 2:01:49 PM

ok the command is:

```
UnitName SetFuel Amount
```

if you want a vehicle to go nowhere (i am mean nowhere) simply set their fuel to zero:

```
UnitName SetFuel 0
```

now you can use a trigger or anything to detect when the player is in the vehicle. ie if the vehicle was named 'truck' you could use a trigger with the following in the condition field:

```
player in truck
```

and then in the activation field:

```
truck setfuel 1
```

and then when the player gets in the truck off the truck goes on it's waypoints.

now you could use the following (a modification of the script above) to wait until your whole squad is in (will work if player is just a squad member also) - remember that u will need to setfuel to 0 probaly in the trucks init field.

```
; BEGIN
_vehicle = _this select 0

; loop until all of the players squad have got in
#for1

~0.5

; make the vehicle wait until the whole squad is in
_lead = leader player
_playerArr = units group _lead
_num = count _playerArr

_incount = 0
_tmp = 0

#for2
? vehicle (_playerArr select _tmp) == _vehicle: _incount = _incount + 1
? _tmp < (_num - 1) : _tmp = _tmp + 1; goto "for2"

? _incount != _num : goto "for1"

; the vehicle will move off on it's waypoints
_vehicle setfuel 1
; END SCRIPT
```

Title	Contributed By	Credits	Category	Date
<b>How to create a Tank smokescreen</b>	Rockeye		Ground Vehicles	9/14/01 2:06:27 PM

If like me you wanted the ability to surround your tank in smoke while you retreat, or maybe just do it

for fun, this is how you go about it:

Give your tank a name e.g mytank

Create a trigger which has a radius 0, type Switch, Activation Radio Alpha (Repeatedly) and Condition this.

In the On Activation field type the following:

```
[mytank] exec "screen.sqs"
```

Then create a new script called screen.sqs and put in the following:

```
_armour= _this select 0
_smokey="SmokeShell"

_smokepos=GetPos _armour
_cx=_smokepos select 0
_cy=_smokepos select 1
_cz=_smokepos select 2

_smokes= _smokey CamCreate [_cx,_cy+6,_cz+2]
_smokes1= _smokey CamCreate [_cx,_cy-6,_cz+2]
_smokes2= _smokey CamCreate [_cx+6,_cy,_cz+2]
_smokes3= _smokey CamCreate [_cx-6,_cy,_cz+2]
```

exit

Now when you use Radio Code Alpha, your tank will be surrounded by smoke! (Makes up for the lack of smoke grenade launchers that should be standard on your T-80)

Title	Contributed By	Credits	Category	Date
How to make the tank gun fire	Marlboro		Ground Vehicles	9/14/01 2:10:36 PM

for the M60: `_tank fire ["gun105", "shell105", shell105"]`

- a) it takes about 15 sec for the tank to fire (dowatch and initial load of shell?) after the first round it cycles faster - so be patient.
- b) it seems not to work for tanks in a group (if at all only the lead tank fires) - several tanks as single units work just fine (I had 4 tanks going with a ~.05 but don't think ~ is necessary)
- c) it seems that the flightpath of the shell is simulated to a certain extent - it DOES explode on impact. neat insofar as you won't need to calculate the actual impact time.
- d) you should run a test with "dowatch" of a target about 400m out with 4 to 6m for z (while on flat ground firing at a mountain range to judge impact points). mind you, tank will not shoot at target, it's just to set direction and barrel elevation.
- e) since (and I hope it will hold true) the shell105 will carry several km, we should be able to come up with accurate ballistic triangulations (no more need for dummy explosions). problem I see right now: groundlevel is always 0 despite terrain level. (e.g. tank in a gully and target uphill - with 0 z for target just drills a hole in the gully - with actual elevation the shot would clear the gully.)
- f) need to test tank in downhill position - does barrel compensate for tank position (from what I saw I think it will)
- g) there are gun76 and gun120 as well - I assume they fit for russian tanks and the MA1A.

h) @unitready wont work for non-playable ai (command just passes through)

so my big Q: how to obtain terrain elevation? - the rest is math. (of course you can set z to 50 and continue with dummy explosions....but....)

Y'all have fun - "Marl"

Title	Contributed By	Credits	Category	Date
<b>How to make men do situps</b>	<b>Tigershark</b>		<b>Helicopters and Rapelling</b>	<b>9/13/01 5:28:06 PM</b>

Place unit1 switchmove "FXStandDip" in a trigger or "On activation" field.

But he only makes 5 push ups or so...

Title	Contributed By	Credits	Category	Date
<b>How board a Helo the easy way</b>	<b>AKM74</b>		<b>Helicopters and Rapelling</b>	<b>9/13/01 5:31:10 PM</b>

Put helo somewhere on the map.

Set it fuel level to 0 (move slider all way to the left) name it "HELO"

Set waypoint for helo.

Then assuming you are "aP"

Create trigger.

In INIT field type ----- aP in HELO

In Activation field type ----- HELO setfuel 1

Done

it also work for the group.

Title	Contributed By	Credits	Category	Date
<b>How to make a chopper pick up on a radio call</b>	<b>Tigershark</b>	<b>Karlos, Middenface</b>	<b>Helicopters and Rapelling</b>	<b>9/13/01 5:37:27 PM</b>

Picked this up off the BI boards. Props to Karlos

The problem:

=====

Please help me... I am trying to create helicopter to pick me up to insertion zone, and after that move him far from front line and make him land and wait for my signal via radio that I am ready to pick me up and transport back to base... Everything seems to be fine except one... Heli awaiting for radio is hanging in the air. So my question is: What should be waypoints for heli and trigger "script" to do that correctly? Pipok.

The Answer:

=====

Pipok the way I did it was this way:

Heli drops me off. Give the heli a get out waypoint at the location where you want it to land.

Create a global trigger (0 A and B coords) and set activation to radio Alpha. Link the get out waypoint to this trigger. Next create a get in waypoint for the heli and then create your subsequent "load" "transport unload" waypoints.

What should happen now is after dropping you off, the heli will land and it's crew get out. Hitting the trigger will instruct them to get back into the heli and come and get you. Even better is if you place the global trigger right by the heli landing point, you can then do a cutscene.

Another way of doing it is as follows  
make an sqs file called extraction.sqs. In it place the following text

```
_x=getpos vehicle me select 0  
_y=getpos vehicle me select 1  
_z=getpos vehicle me select 2  
  
heli move [_x,_y,_z]  
@unitready  
heli land "land"
```

In this string, me is the player and heli is (guess what).... the helicopter!

You then make an Alpha radio trigger which has  
me exec "extraction.sqs"  
in the activation box

This will make the helicopter come and land near you. As soon as you get in it will take off again. To get it moving you create a global trigger with

```
me in heli  
  
as the condition. In the activation box type  
  
heli domove getpos pad; heli flyinheight 2
```

(where pad is an invisible H you have placed at the insertion point)  
This will make it take you to the insertion point and then hover at ground level. NOTE - THIS WILL ONLY WORK IF YOU GO IT ALONE - THE CHOPPER WILL TAKE OFF AS SOON AS YOU'RE OUT.

Finally, make another invisible H and call it pad2  
Create a detection trigger a small distance from the pad. Group this to the player and in the activation box type  
heli domove getpos pad2  
thus, when you get out the chopper and move to the waypoint, the chopper will go to pad2 (which should be placed well out of danger. To make him come and get you again, repeat the extraction.sqs - but this time use a Bravo radio trigger.

The beauty of this sqs is that the chopper will come and find you where ever you end up on the map. Big Kudos to OZZY for coming up with it.

Title	Contributed By	Credits	Category	Date
<b>How to make a chopper start at a different altitude</b>	Tigershark	Drak	Helicopters and Rapelling	9/13/01 5:56:13 PM

This is extremely easy to do. In the init string of your helicopter type:

this setPos [getPos this select 0, getPos this select 1, (getPos this select 2) + 3000]; this flyInHeight 3050;

This should make the helicopter start (but not stay at) 3050 meters of altitude. The 3000 is a 3000 as your helicopter generally starts at 50 meters of altitude, so you must subtract that 50 from the height you want your helo to start at.

Title	Contributed By	Credits	Category	Date
<b>Making 2 MI24's scramble when a Cobra approaches</b>	<b>Tigershark</b>	<b>DarkAngel SAS</b>	<b>Helicopters and Rapelling</b>	<b>9/13/01 5:58:20 PM</b>

Use a large trigger area that is set to West is detected by east.

In on activation make it give you a boolean variable

Have your Helo waypoints with the boolean from above in their condition. In their On activation set the flyinheight you want.

Title	Contributed By	Credits	Category	Date
<b>How to make a chopper shutdown engine (Alternative method)</b>	<b>Tigershark</b>		<b>Helicopters and Rapelling</b>	<b>9/13/01 6:04:57 PM</b>

If i want the chopper to turn of his engine, all i do is make the pilot GET OUT, and if you dont want him to run away, you can let him GET IN immediately.

Title	Contributed By	Credits	Category	Date
<b>How to make a chopper wait until all units are on board</b>	<b>snYpir</b>		<b>Helicopters and Rapelling</b>	<b>9/14/01 2:00:34 PM</b>

This loop will force a chopper to stay on the ground until the players squad has boarded. The script below is used by calling the script in the activation field of a Load waypoint.

Note that this assumes there is an invisible helipad at the load point and that we are dealing with the players squad, not an AI squad (there should never be this problem with an AI squad anyway)

if u saved this snippet as "chopperwait.sqs" you would call it with:

```
[choppername] exec "chopperwait.sqs"
```

in the activation field of a load waypoint

```
;BEGIN SCRIPT
```

```
_chopper = _this select 0
```

```
_chopper LockWP true
```

```
; loop until all of the players squad have got in
#for1
```

```
~0.5
```

```
? (GetPos _chopper select 2) > 5 : _chopper land "GET IN"
```

```

; make the chopper wait until the whole squad is in
_lead = leader player
_playerArr = units group _lead
_num = count _playerArr

_incount = 0
_tmp = 0

#for2
? vehicle (_playerArr select _tmp) == _chopper : _incount = _incount + 1
? _tmp < (_num - 1) : _tmp = _tmp + 1; goto "for2"

? _incount != _num : goto "for1"

; the chopper will move off on it's waypoints
_chopper LockWP false
; END SCRIPT

```

That chopper is not going anywhere now. If on the off chance that the player tells his squad to get in and he is the last to board then the chopper will rise but land again.

it just checks to see if the chopper has taken off without all the player's squad aboard, and if it has it makes it land again.

REMEMBER THE INVISIBLE HPAD. it is the key to making helicopters do stuff

ps don't forget to remove trailing spaces from the labels if u copy this script!

snYpir

Title	Contributed By	Credits	Category	Date
<b>How to make a unit use a parachute</b>	<b>Tigershark</b>		<b>Fixed Wing Aircraft, Parachuting and Airstrikes</b>	<b>9/13/01 5:09:16 PM</b>

Create a unit and then create an empty parachute object.

Then type  
UNITNAME moveindriver PARA

in the init string for your unit

Title	Contributed By	Credits	Category	Date
	<b>Tigershark</b>	<b>Karlos, Middenface</b>	<b>Fixed Wing Aircraft, Parachuting and Airstrikes</b>	<b>9/13/01 6:07:35 PM</b>

Karlos  
=====

You have to place them on an airfield. This is the way I did it, step by step

1) Place an empty A10 on the taxi way of the airfield, for the sake of this demo we'll call it TB1

2) Place a pilot unit not so far from the A10. Make sure in the INIT field you put

this assignasdriver TB1

Place a move waypoint for the pilot next to the plane, then a get in waypoint.

Create your trigger, activated by a radio command. Give it a radius of 0 and place it over TB1

Now synchronise the Pilot's move waypoint with the trigger. This is so that when you make the radio call, the pilot will jump in the plane. The plane automatically then makes it's way onto the runway and takes off.

Finally, you can place your search and destroy waypoint for the pilot over the necessary target.

The advantage of having the trigger over the A10 is that you can do a nice cutscene which shows the A10 Pilot running to his aircraft, powering up the engines and heading for the runway. Add a text effect like "Scramble Scramble" and it looks quite good.

I must admit though I found the A10 airstrike completely ineffective. Stick with the AH1

Middenface

=====

A nice wee addition to this is the ability to make the A10s come to you wherever you are. This is done with a script that a guy called OZZY came up with.

```
_x=getpos vehicle aP select 0
```

```
_y=getpos vehicle aP select 1
```

```
_z=getpos vehicle aP select 2
```

```
pilot move [-x,-y,-z]
```

You save this script as an .sqs file and then , enter the following into the 'on activation' box of your 'get in' waypoint  
aP exec "whateveryoucalledit.sqs"

If you set the pilot's init to setbehaviour "COMBAT" and setcombatmode "RED" he will hopefully shoot at any enemies in the area. I ain't tried this yet, so if it doesn't work please feel free to curse my name for wasting your time

Title	Contributed By	Credits	Category	Date
How to perform a simple parachute from Heli script	jonno		Fixed Wing Aircraft, Parachuting and Airstrikes	9/14/01 1:59:28 PM

;

```
_aunits = units groupleader
```

```
_i = 0
```

```
_MAX = count _aunits
```

```
#Here
```

```
(_aunits select _i) action ["EJECT",helicopter name]
```

```
unassignvehicle (_aunits select _i)
```

```
_i=_i+1
```

```
~1
```

```
?_MAX>_i:goto "Here"
```

```
exit
```

Where it says groupleader enter your groupleader name.  
Where it says helicopter name enter your helicopters name.

Note the spaces in the script  
e.g (\_aunits select \_i)  
^  
space here

Hope this helps some peeps.

Title	Contributed By	Credits	Category	Date
<b>How to simulate a gas bomb attack from an A10</b>	<b>gelly</b>		<b>Fixed Wing Aircraft, Parachuting and Airstrikes</b>	<b>9/14/01 2:16:26 PM</b>

```
;Smoke (Gas ? attack  
;A10 flying straight path, put a waypoint or trigger in the path  
;with on activation [a10name] exec "whatevernamedthisscript.sqs"  
;i sure had fun watching this
```

```
;get parameters
```

```
_Vehicle= _this select 0
```

```
;assign variables
```

```
_Bombs= 8  
_Counter1= 0
```

```
;main
```

```
#m
```

```
_B= GetPos _vehicle  
_Bx= _B select 0  
_By= _B select 1  
_Bz= _B select 2
```

```
? (_Counter1 == _Bombs) : exit
```

```
_x = "heat73" camcreate [ _Bx , _By , _Bz - 60]  
_x = "smokeshell" camcreate [ _Bx , _By , _Bz - 70]
```

```
~.05
```

```
_Counter1 = _Counter1 + 1
```

```
goto "m"
```

;end

Title	Contributed By	Credits	Category	Date
How to assign groups	Sphinx		Units and Groups	9/13/01 4:24:48 PM

Well thats an easy one...

By assigning a unit to a group you make the group name... e.g.

ATEAM = group MrT

this will make a group ATEAM and put MrT in it..

If you want to change the group like alpha, bravo you use the setgroupid command....eg

```
ATEAM setgroupid ["Alpha","Groupcolor1"
```

this will make the group Alpha and set the color to black...

here is the LUSTYPOOH exert.....>

SetGroupID

Description:

Allows you to modify the group callsign and color which is used to distinguish then when a vehicle in that group uses the sidechat command.

Syntax:

```
groupName SetGroupID ["CallSign","Color"]
```

groupName is the name of the group.

CallSign is the call sign to use for this group. Valid values are :

"Alpha", "Bravo", "Charlie", "Delta", "Echo", "Foxtrot",  
"Golf", "Hotel"

Color is the group color. Valid values are :

"GroupColor1" = Black  
"GroupColor2" = Red  
"GroupColor3" = Green  
"GroupColor4" = Blue  
"GroupColor5" = Yellow  
"GroupColor6" = Orange  
"GroupColor7" = Pink

Returns:

N/A

Example:

```
mygrp SetGroupID ["Alpha","GroupColor5"]
```

Happy Editing....

Title	Contributed By	Credits	Category	Date
-------	----------------	---------	----------	------

this is the code you put in the Condition field for the trigger you want, if you want it to be activated by all units in a group dead. (note that you should set the group up at the first waypoint and have that waypoint activated by the same code so that if they respawn they won't move on until they have all died once) P.S. the code works....

count units MYGROUP === "not alive \_x" count units MYGROUP

that will work just change the MYGROUP for yourgroupname.

Cool thats it. Is good to stop AI from running back to the respawn area once the leader is dead....Also allows you to do more dynamic r/fments for missions.....

Happy Editing

Title	Contributed By	Credits	Category	Date
How to detach from a group	Gizmo		Units and Groups	9/13/01 5:10:16 PM

Ok, you want to join and after a while detach from the group and go you seperate ways. This is how you can do it.

Or in a famous equation:  $WP=(M*T)^n$

Waypointpath = (Marker\*Trigger)^number of desired waypoints

Insert a group. Put in its initfield: Alpha=group this

NOTE: do not use more than 11 units including the leader. A group can only have 12 members so if it contains 12 units it's impossible to join with this group.

This group is now labelled 'Alpha'. Make a waypointpath [MOVE] for this group.

This will be the WHOLE waypointpath for this group.

Now insert a unit. Name this unit, let's say, Jones. He is the one that will join the group and after a while will leave the flock and go his own way. Make a waypoint [JOIN] near the 1st groupwaypoint and draw a SYNCHRONIZE line between these waypoints. In this way the group will wait until our unit has joined this group.

Jones will now go, within the group, to groupwaypoint 2

In groupwaypoint 2 insert in the On activation field:

[Jones] join GrpNull;

Jones is on its own again. The group will follow their wayppoint path as made earlier.

Well. there he is then. After a join GrpNull new 'real' waypoint on his path will not work. We have to make new waypoints with the help of invisible markers .

Place a Marker [type EMPTY] and name it W1 on the map where the next waypoint for Jones (after the groupsplit) is.

Put in the groupwaypoint2 On activationfield after the [Jones] join GrpNull: line the following:

[Jones] commandMove GetMarkerpos "W1"

Now Jones will go to this waypoint.

Note: the WP On activation line looks like:

[Jones] join GrpNull;[Jones] commandMove GetMarkerpos "W1"

It's also possible to make a whole new group of more than one unit. All the members of the original group MUST have a name. e.g A1,A2,A3,A4, etc.

To form a new group put the line:

newgrp = formLeader Jones; [a1, a2, a3, a4] join newgrp

The new group will now follow Jones on his path, while the other group follws their path.

You can also make more waypoints after W1 for Jones with the help of triggers.

Place a second empy marker, named W2, on the map.

Place a trigger with radius 5 over waypointmarker W1 and group this trigger with Jones.

Put in the On activationfield of this trigger:  
[Jones] commandMove GetMarkerpos "W2"

It's also possible to use the distance trick to trigger it.  
Name the trigger TW1 and put in the conditionfield of this trigger:  
Jones Distance TW1 < 5

In this way you don't have to group Jones with all the triggers. You can now copy paste the  
Markerwaypoint/trigger pairs and only have to edit  
their correct names; TW1 with W1 and TW2 with W2.

That's all folks !

Here's an example script.

Copy and paste it and save it as mission.sqm in a folder called JoinUnjoin.intro in your user/missions  
folder.

Now you can open it in your editor as a Desert Island mission.

In this example use the outsideview (numpad Del-key) from the observerheli to look what's going on.  
I used objective markers on the map instead of empty markers to show the waypointpath after the  
splitup.

---

```
version=11.000000;
class Mission
{
addOns[]={};
randomSeed=7283715.000000;
class Intel
{
};
class Groups
{
items=3.000000;
class Item0
{
side="WEST";
class Vehicles
{
items=1.000000;
class Item0
{
position[]={9799.639648,29.834999,3630.239746};
id=0.000000;
side="WEST";
vehicle="SoldierWB";
leader=1.000000;
skill=0.200000;
text="Jones";
markers[]={};
};
};
class Waypoints
{
items=1.000000;
class Item0
{
position[]={9760.292969,29.834999,3675.107422};
type="JOIN";
synchronizations[]={0};
class Effects
{
titleType="TEXT";
title="Unit joins group";
};
showWP="ALWAYS";
};
};
};
```

```

};
class Item1
{
side="WEST";
class Vehicles
{
items=4.000000;
class Item0
{
position[]={9727.524414,29.834999,3635.702148};
id=1.000000;
side="WEST";
vehicle="OfficerW";
leader=1.000000;
rank="SERGEANT";
skill=0.466667;
markers[]={};
init="Alpha = group this";
};
class Item1
{
position[]={9730.524414,29.834999,3630.702148};
id=2.000000;
side="WEST";
vehicle="SoldierWMG";
rank="CORPORAL";
skill=0.333333;
markers[]={};
};
class Item2
{
position[]={9732.524414,29.834999,3630.702148};
id=3.000000;
side="WEST";
vehicle="SoldierWG";
rank="CORPORAL";
skill=0.333333;
markers[]={};
};
class Item3
{
position[]={9734.524414,29.834999,3630.702148};
id=4.000000;
side="WEST";
vehicle="SoldierWG";
rank="CORPORAL";
skill=0.333333;
markers[]={};
};
};
class Waypoints
{
items=5.000000;
class Item0
{
position[]={9756.378906,29.834999,3675.447754};
synchronizations[]={0};
class Effects
{
};
showWP="NEVER";
};
class Item1
{
position[]={9756.378906,29.834999,3768.250244};
synchronizations[]={};
};
};

```



```

};
class Item1
{
position[]={9872.863281,24.903341,3742.812988};
name="W2";
type="Flag";
};
};
class Sensors
{
items=1.000000;
class Item0
{
position[]={9805.878906,27.538940,3836.973633};
a=10.000000;
b=10.000000;
activationBy="VEHICLE";
age="UNKNOWN";
idVehicle=0.000000;
expActiv="[Jones] commandMove GetMarkerpos ""W2""";
class Effects
{
titleType="TEXT";
title="Unit moves to second waypoint";
};
synchronizations[]={};
};
};
};
class Intro
{
addOns[]={};
randomSeed=11776515.000000;
class Intel
{
};
};
class OutroWin
{
addOns[]={};
randomSeed=852483.000000;
class Intel
{
};
};
class OutroLoose
{
addOns[]={};
randomSeed=16440323.000000;
class Intel
{
};
};
};
};

```

Title	Contributed By	Credits	Category	Date
<b>How to keep track of a group after the group leader dies</b>	<b>Devilchaser</b>		<b>Units and Groups</b>	<b>9/13/01 5:11:23 PM</b>

You can't refer to the leader's group... you have to refer to the group with the leader in it. Sound the same? It isn't. They key is assigning groups at the very beginning of the mission using the init fields.

"group " is not the same as "leader ".

The latter is the proper way to refer to a group. The former works until the leader dies. Then his group becomes a one-man group and won't work in your scripts anymore (unless you want to focus on his dead body).

Think about it a moment and you'll see what I mean.

Title	Contributed By	Credits	Category	Date
Has that body been hidden?	snYpir		Units and Groups	9/13/01 5:12:15 PM

ever wondered how to tell if a body has been hidden or not? i did, so i did some experimenting to see what actually happens to a body when it is hidden.

surprise, surprise... the body simply drops below ground level. (as it appears to do... so what???)

well, suppose you wanted to know if a body is discovered by an enemy. we are going to do this using a small script, the GetPos function and the Distance function. sorry if u hate scripting, but it is really the only way to do this....

suppose we have 2 enemies, named enemy1 and enemy2. we want to know if enemy1 discovers the dead body of enemy2. if he does, then an alarm will sound. if, however, the player has hidden the body deep enough enemy1 will not be able to detect the dead enemy2 and hence no alarm will be raised.

we will detect the distance below the ground that enemy2 is hidden via the following command:

```
GetPos enemy2 select 2
```

if enemy2 is dead and unhidden, the value returned will be close to 0 (by close I mean really close, between -10 cm and +10cm).

as the enemy is hidden, the longer the player hides the body the deeper the enemy will sink. at about -0.5 the body is gone completely (half a meter down)

so, if the other enemy comes close to the dead enemy2 (we'll say 10 meters) and enemy2 is less than half a meter below the ground, an alarm will sound.

we will call this short script "isdead.sqs". it would be activated by the following call:

```
[enemy1, enemy2,10] exec "isdead.sqs"
```

enemy1 is the enemy on patrol, and enemy2 is the soldier who will be killed and buried. '10' is the distance we will allow enemy1 to come to an unhidden enemy2 before sounding the alarm.

this script uses the global variable "alarmRaised" to control the alarm. the best way to determine if an alarm has been raised is to have a trigger in your mission with a condition field of "alarmRaised". Ensure "alarmRaised = false" BEFORE calling a script such as the one below.

```
;-----SCRIPT STARTS-----
```

```
_patroldude = _this select 0
```

```
_deaddude = _this select 1
```

```
_closedis = _this select 2
```

```
;start the loop which will run forever
```

```
#loop
```

```
;exit condition for the loop - are both _deaddude and _patroldude killed?
```

```
? NOT(alive _deaddude) AND NOT(alive _patroldude) : goto "end"
```

```

;another exit condition is activated here if the alarm has already been raised
? alarmRaised : goto "end"

;is the _deaddude dead, not fully hidden and closer than _closedis from
;_patroldude?
? NOT(alive _deaddude) AND (_deaddude Distance _patroldude) < _closedis AND (GetPos
_deaddude select 2) > 0.5 : goto "alarm"

;wait a second
~1

;loop again
goto "loop"

;the alarm has been raised
#alarm

;flip the global "alarmRaised" variable
alarmRaised = true;

;end script
#end
;-----SCRIPT ENDS-----

```

you could call the same script like this:

```
[enemy2, enemy1,10] exec "isdead.sqs"
```

to reverse the soldier being tested for death and the soldier on patrol. if you have more than two guys patrolling, you could insert more tests in the script or just call this script a heap of times

ADVANCED: i have not done it here, but you could write the script so that the detection distance is dependant on the depth of the hidden body.

ok, that's it from me for now. i gotta do some real work... if you want to write a more comprehensive script that is ok - if it is good enough (and the one i wrote here is no where near good enough) up it to the code snippets section.

happy hiding

--snYpir--

just one disclaimer:

the above script has not been tested! i know that all the parts of it work though. if there are any probs let me know and i'll do the edit thing.

Title	Contributed By	Credits	Category	Date
<b>How to make squads board choppers, get off and then pilot join the squad.</b>	<b>Tigersahrk</b>	<b>RNASniper456</b>	<b>Units and Groups</b>	<b>9/13/01 5:16:58 PM</b>

From RNASniper456:

To make a squad get into the chopper:

```

groupname: mygroup
the groupleader (player): Off
the chopper: UH
chopper pilot: P1
chopper gunner: P2

```

Since you're ordering the whole group into the cargo area of the chopper, the pilots will be there as well (so they can't fly).

So we'll make 2 groups, a squad of infantry, and a group of the 2 pilots.

-----Infantry Squad-----

In the init field of the leader (doesn't matter if it's the player or not):

mygroup = group Off; "\_x assignascargo UH" foreach (units group Off);

Then place waypoints and use the waypoint type GETIN to make them board the chopper.

-----Pilots -----

Name the leader P1 and the other guy P2.

Then in the init field of P1:

this moveindriver UH

Then in the init field of P2:

this moveingunner UH

Now select P1 and place a waypoint on top of the chopper, and put this in the waypoint condition field:

"\_x in UH" foreach (units group Off)

This will make the chopper wait till the whole squad is in the chopper.

Now place P1 waypoints to the place where you want them to get out. And use the TR UNLOAD waypoint with this in the activation field:

UnassignVehicle P1; UnassignVehicle P2; P1 Join group Off; P2 join group Off

Done.

Now the chopper will wait until the squad is in the chopper.

Then it flies to the dropzone, squad disembarks, pilots disembark and joins the squad.

Title	Contributed By	Credits	Category	Date
How to get every member in a group in a helicopter	Tigershark		Units and Groups	9/13/01 5:19:35 PM

"\_x moveincargo HELO" foreach units GR

Title	Contributed By	Credits	Category	Date
How to make Units stand up	Tigershark		Units and Groups	9/13/01 5:21:57 PM

1. Try to set his attitude to "careless".
2. this setunitpos "UP" or Unitname setunitpos "UP"

This command is essential for placing units in watchtowers, etc. Because when they notice a enemy they will prone and drop on the ground.

There not dead then but i looks very unrealistic

Title	Contributed By	Credits	Category	Date
<b>How to make a unit do pushups</b>	<b>Tigershark</b>		<b>Units and Groups</b>	<b>9/13/01 5:27:31 PM</b>

Place unit1 switchmove "FXStandDip" in a trigger or "On activation" field.

But he only makes 5 push ups or so...

Title	Contributed By	Credits	Category	Date
<b>Making units invulnerable for a short time</b>	<b>Tigershark</b>		<b>Units and Groups</b>	<b>9/13/01 5:34:23 PM</b>

Say you are making an omaha mission and you are a passenger in a boat under heavy fire from machine guns but about 95% of the time the driver and most of the passengers die before we reach the beach, this is realistic however you want your men to survive until they reach the beach:

Step 1: Make all your mean "this allowdammage false"

Step 2: If they have a waypoint at the beach just put:

aP AllowDammage TRUE

in its on\_ activation field. If there are no waypoint, set up a trigger on the beach to execute the command instead.

\*\* NOTE \*\*\*: Since the introduction of subsequent patches the allowdamage command was disabled. We are trying to get BI to reinstate it but no luck so far.

Title	Contributed By	Credits	Category	Date
<b>How to make units face a certain direction</b>	<b>Tigershark</b>		<b>Units and Groups</b>	<b>9/13/01 5:38:57 PM</b>

There are as far as I know the following options. But no 'direction' is watched but only objects....hope it helps you a bit.

CommandWatch

Description:

Causes leader of unit to order unit to watch target.

Syntax:

UnitName CommandWatch TargetName

-or-

UnitArray CommandWatch TargetName

UnitName is the name of the unit to be issued the watch command.

UnitArray is an array of units to be issued the watch command.

TargetName is the name of the unit to be watched.

Returns:

Example:

Soldier1 CommandWatch Civ1

units group Soldier1 CommandWatch Civ1

Notes:

When passing an array of units, the array will only be processed until a unit in a different group than the first unit in the array is found. So if unit1 and unit2 are in group1, and unit3 and unit4 are in group2, and you use [unit1,unit2,unit3,unit4] CommandWatch EnemyUnit, only unit1 and unit2 will receive the watch command.

DoWatch

Description:

Causes a unit to watch another.

Syntax:

Unit1 DoWatch Unit2

Unit1 is the name of the unit you want to do the watching.

Unit2 is the name of the unit to be watched.

Returns:

Example:

MyGuy Watch leader MyGuy

Title	Contributed By	Credits	Category	Date
<b>How to add buildings in your mission</b>	<b>Gizmo</b>		<b>Units and Groups</b>	<b>9/13/01 5:39:59 PM</b>

How to add buildings to your mission:  
<http://rainbow6rs.multimania.com/TutoBatsEngl.htm>

Title	Contributed By	Credits	Category	Date
<b>How to place units in houses</b>	<b>Tigershark</b>		<b>Units and Groups</b>	<b>9/13/01 5:41:57 PM</b>

I did this, I zoomed in the map onto the house, clicked unit and chose soldier, formation I made to say incargo. He then started in the house, bear in mind not all house are startable in...

Remember to keep units ungrouped and set their behaviour to SAFE.

Title	Contributed By	Credits	Category	Date
<b>How to arm civilians</b>	<b>Tigershark</b>		<b>Units and Groups</b>	<b>9/13/01 5:45:48 PM</b>

put in the initfield of the civilian:  
this AddMagazine "AK47"; this AddWeapon "AK47" or  
this AddMagazine "M16"; this AddWeapon "M16"

Title	Contributed By	Credits	Category	Date
<b>How to add dead people</b>	<b>Tigershark</b>		<b>Units and Groups</b>	<b>9/13/01 5:49:08 PM</b>

Place a unit on the spot where you want a dead body. Put in it's init field: this SetDamage 1  
 This causes instant dead when the mission starts

Title	Contributed By	Credits	Category	Date
<b>How to spawn an enemy camp Gizmo</b>			<b>Units and Groups</b>	<b>9/13/01 5:50:50 PM</b>

Ok a neat and fun trick for night missions with stealthy atmosphere:

Look for a location in your mission where e.g. 2 black ops must do a job. Place a group of 8 enemy soldiers in that neighborhood, out of sight and make a waypoint path to the location. In their first waypoint set in the conditionfield: StartCamping. Then lead them in 5 or 6 waypoints to the location (behaviour 'safe'). Place near the end of the last waypoint a fireplace and an object, like a drum, or radio. Name the fire 'CampingFire' and the object 'DummyTent'. After that, place a tent out of sight, somewhere in a forrest and name it CampingTent.  
 Now place a trigger with radius e.g. 200 m, that is triggered by the players team or Player self and put in the on activation field: StartCamping=true.  
 Put in the On activation of the last waypoint: CampingFire Inflamm True; CampingTent setpos getpos DummyTent.

What's the effect:

Your stealthy black ops were ordered to go somewhere. Crawl crawl.. all clear..this is piece of cake..  
 BUT then... when your're at 200 meters of your destination...What's that... patrol?..... drats.. campfire tent...  
 ouch... they are planning a night camp on our destination spot

Grtz Gizmo

Title	Contributed By	Credits	Category	Date
<b>How to make a unit aim at another unit</b>	<b>Tigershark</b>		<b>Units and Groups</b>	<b>9/13/01 5:52:05 PM</b>

Someone DoTarget Someone\_Else

Title	Contributed By	Credits	Category	Date
<b>How to make a unit face a direction after a trigger</b>	<b>Tigershark</b>		<b>Units and Groups</b>	<b>9/13/01 5:52:51 PM</b>

Try Unit1 doFollow Unit2  
 or Unit1 doWatch Unit2

Title	Contributed By	Credits	Category	Date
<b>How to make Unit Stand Still</b>	<b>Tigershark</b>		<b>Units and Groups</b>	<b>9/13/01 5:53:39 PM</b>

in the init field type  
 DoStop Unit\_name;

and/or

Unit\_name allowfleeing 0

The 0 at the end of the statement means that the unit or group can't flee. Make it 1 and they can flee.

Title	Contributed By	Credits	Category	Date
<b>How to make a soldier throw a grenade</b>	<b>Gizmo</b>		<b>Units and Groups</b>	<b>9/13/01 5:57:04 PM</b>

I have a soldier named (Test1) with in the initfield:  
removeAllWeapons this; this addWeapon "M16", this addMagazine "SmokeSh\*ll Red"; this addWeapon "SmokeSh\*ll Red"

and on a waypoint: Test1 fire ["Throw", "SmokeSh\*ll Red", "SmokeSh\*ll Red"]

the waypoint is triggerd so when the trigger is activated the soldier throws a (red)smoke sh\*ll

Title	Contributed By	Credits	Category	Date
<b>Placing a Machine Gun on an elevated object</b>	<b>Tigershark</b>	<b>L24A</b>	<b>Units and Groups</b>	<b>9/13/01 5:58:57 PM</b>

In the init field of the machine gun enter:

this setpos [getpos this select 0, getpos this select 1, (getpos this select 2) +1]

The +1 at the end of the statement is the actual height in meters above the ground. You can adjust this to your own needs. The X-Y coordinates will stay the same (i.e. the place where you placed the object on the map)

Title	Contributed By	Credits	Category	Date
<b>How to make a soldier the Russian General</b>	<b>Tigershark</b>		<b>Units and Groups</b>	<b>9/13/01 6:02:55 PM</b>

Put an east soldier on the map and then save it exit flashpoint open the mission.sqm in the missionfolder (example c:\flashpoint\user\username)\missions\missionsname ) with notepad find the soldier

And then change the soldiertype to generalE save the file go back to flashpoint and there he is

Title	Contributed By	Credits	Category	Date
<b>How to make units touchoff pipe bombs</b>	<b>Tigershark</b>		<b>Units and Groups</b>	<b>9/13/01 6:03:27 PM</b>

unit action ["TOUCHOFF"]

where unit is the name of your unit.

Title	Contributed By	Credits	Category	Date
How to make a unit sit down	Tigershark		Units and Groups	9/13/01 6:05:46 PM

this setbehaviour "SAFE"; this switchmove"EffectStandSitDown"

Title	Contributed By	Credits	Category	Date
How to make troops unload from boats	Tigershark		Units and Groups	9/13/01 6:08:43 PM

Make a ship, name it (p. e. "ship1" ). Give it one waypoint "Transport unload" near the beach - you can place more waypoints after that one, p. e. move somewhere. Create your group of soldiers and write to everybody's initialization "this moveincargo ship1" (without quotes) - this will move them to the cargo of the ship1. You can place normal waypoints for them - they will try to fulfill them as soon as they disembark the ship. You can make more ships and more groups the same way.

Title	Contributed By	Credits	Category	Date
How to check for a single unit within a trigger	Tigershark		Units and Groups	9/13/01 6:10:55 PM

Create the TRIGGER. Create the UNIT, CLICK GROUPS, drag from TRIGGER to UNIT..there you have it..that simple  
Now the trigger will fire when ONLY THAT UNIT comes into the trigger area

Title	Contributed By	Credits	Category	Date
How to unlock locked units	Tigershark		Units and Groups	9/14/01 1:54:54 PM

Use in your script:  
unitname lock false

Title	Contributed By	Credits	Category	Date
How to make any unit follow any other unit closely	toadlife toadlife toadlife toadlife		Units and Groups	9/14/01 1:57:20 PM

I was going through the Scripting tutorial and went off on a tangent, creating this script.

It will make one unit follow another unit, no matter what side they are on, without having to join a group. You can specify:

- \*The leader
- \*The follower
- \*Maximum distance the follower can be from the leader
- \*How close the follower should stay to the leader
- \*How often the unit checks the distance.

I really don't know if this will be useful or if it's a waste of code but here it is. My first script.

-----Cut Below this line-----

```
; This script will cause a unit to follow another unit without joining a
; group
```

```
; Initialize this script with the string below:
; [leader, follower, radius, spacing, frequency] exec "scriptname.sqs"
```

```
_leader = _this select 0
_follower = _this select 1
_radius = _this select 2
_spacing = _this select 3
_freq = _this select 4
```

```
_spacingx2 = _spacing * 2
```

```
; This section first Checks to see if the follower is still alive. If he is dead
; then the script exits. If he is within 10 meters of the marker (game logic) then the
; script jumps to the #chain section. You could call another script with this section
; or do something else. Use your imagination. It then checks the distance between the
; leader and the follower. If the result is more than the specified radius, then the
; script jumps to the #move section. If the result is less than the specified radius,
; then the script repeats the #check section
```

```
#check
? (not (alive _follower)) : goto "exit"
? (_follower distance marker < 10) : goto "exit"
? (_follower distance _leader > _radius) : goto "move"
~_freq
goto "check"
```

```
; This section is called when the follower is too far away from the leader. First,
; the x and y coordinates of the leader are calculated. The follower then moves to
; a random spot that is within the personal space of the leader. For example, if the
; spacing was set to "3", then the follower would move to a random spot 3 meters from the
; leader's calculated position. After that, the script pauses 3 seconds and goes
; back to the #check section to update the followers destination.
```

```
#move
_lposx = getpos _leader select 0
_lposy = getpos _leader select 1
_follower CommandMove [_lposx + random(_spacingx2) - _spacing, _lposy + random(_spacingx2) -
_spacing]
~3
goto "check"
```

```
; These are the two sections that end the script.
```

```
#exit
exit
```

```
#Chain
exit
```

-----End-----

I made a slight revision to the original script. I made it so you can specify how far away (personal space please!) the follower should stay from the leader.

Here is an example of how to initialize the script:

```
[leader, follower, 10, 2, 3] exec "stayclose.sqs"
```

EXPLANATION:

leader=the person who is being followed

follower= the person who follows the leader

10=The maximum distance the follower can be from the leader before he moves towards the leader.

2=The leaders "personal space". The follower will move to a random spot 2 meters from the leaders position.

3=The interval at which the follower will check the distance between him and the leader. Raising this number will increase performance, but may decrease the followers reaction time when you move out of the maximum range.

exec "stayclose.sqs"= this passes all of the arguments in the brackets [] to the script, which in this case was named "stayclose.sqs".

Title	Contributed By	Credits	Category	Date
<b>How to get a unit to watch a specific direction. Consistently and reliably.</b>	<b>Devilchaser</b>		<b>Units and Groups</b>	<b>9/14/01 2:04:47 PM</b>

Yo! Just made a cool discovery. If you want a unit or group of units to watch a particular direction, just like you tell your teammates in the command menu, do this:

Place a game logic object somewhere and name it "watch\_here". Now give the soldier unit the command "dowatch watch\_here".

It's that simple.

You can use the "foreach" command to tell a group of units to do this. You can also make a script that uses trigonometry to dynamically place the game logic unit for ordering units to watch a particular direction from anywhere on the map.

Now for that juicy question answering follow-up...

Game logic objects are invisible entities that interact with nothing and are simply placeholders. Their sole purpose is for things like this or for getting location coordinates, etc.

The above suggestion, without using a trigonometry script, will only work for pre-defined scenarios, since the game-logic unit will be pre-positioned.

The foreach command would look like this:  
"\_x dowatch watch\_here" foreach [unit1,unit2,unit3,etc...]

Title	Contributed By	Credits	Category	Date
<b>How to change your units faces with built in game faces</b>	<b>Backoff</b>	<b>Fishion</b>	<b>Units and Groups</b>	<b>9/14/01 2:09:03 PM</b>

---

For builtin faces:  
Put this in description.ext file:

```
class CfgIdentities
{
class Officer
{
name = "Backoff";
face = "Face33";
glasses = "none";
speaker = "Adam";
pitch = 1.00;
};
};
```

In the init field of the unit you want to set the texture:

```
this setidentity "Backoff"
```

See in the tutorial section for the description.ext file to know wich face you can set...

For custom faces:

Put your face file in your OFPinstallationPath\Users\. Name it face.jpg. In the game options choose 'custom faces'.

\*\*\*Note from Wolfrug:

And if you don't want to go messing with description.ext files(or just don't feel like alt-tabbing out of the game all the time), just set this in the unit's init field

```
this setface "face#"
```

# being a number between 1 (or maybe 0) and...erh, something big, like 45 or 50 face99 is supposed to be Angelina's, but...well Dunno if it works on normal grunts.(would be sweet though to get Gubas face on one of me soldiers...bwah!).

\*\*\*A note from Fishion:

For a reference of these numbers take a look at Lustypoohs Command Reference.

He's got all the face names (from the Playersetupscreen) and the numbers that go along with it...just in case you want to build a special personality

hope this helps

---

Title	Contributed By	Credits	Category	Date
<b>How to make units eject from a chopper</b>	<b>Tigershark</b>	<b>Zeek</b>	<b>Units and Groups</b>	<b>9/14/01 2:24:15 PM</b>

---

Lets say you have a group called PARAS.

this is how you would get them out of the chopper

```
cmd="EJECT"; "_x action [cmd,helo]" foreach units PARAS
```

Change HELO to the name of your helicopter and PARAS to the name of your group. The cmd="EJECT" is required because of the extra set of "" that the command generates. this will fix that problem.

or try

From Zeek

```
=====
```

For everyone in the chopper just do this:

CMD="EJECT";\_x action[CMD,vech.name]" foreach (Unit (Group (Driver vech.name)))

where vech.name is the name of the chopper, the driver/pilot jumps too with this :-)

Title	Contributed By	Credits	Category	Date
<b>How to get leaders of AI groups to call out Coords for detected enemies</b>	SelectThis		Units and Groups	9/14/01 3:52:10 PM

; contact.sqs by SelectThis 9 September 2001

;

; This script makes the group leaders of AI controlled groups

; (named GroupA, GroupB, GroupC, GroupD)

; call out the coordinates for any enemy units they detect.

; Setup in mission editor

; the parameter to pass to this script is the unit list created by a detection trigger

; Create a trigger that covers the map and set it as follows:

; East Detected by West

; Repeatedly

; Type: None

; Name: Detected

; Text: Detected

; Condition: This

; On Activation: [this] exec "contact.sqs"

; Create the player character, then create the groups and name the groups by placing the following in the leader's init field

; eg: for group A

; GroupA = Group this; GroupA SetGroupID "Alpha","GroupColor1"]

;do the same for each group

; grab a copy of the "position.sqs" by Fishion (numbers by Jerommeke) from OFP Editing Center

; www.concept-5.com/ofp

; in the Snippets section, Easy-Display Map Coordinates

; add the following line to "position.sqs"

; \_speaker = \_this select 2

; and replace "Hint format [">%1%2",MapLetter,MapNumber]" with

; \_speaker sidechat format ["Contact %1%2",MapLetter,MapNumber]

; I then renamed the position.sqs to contactposition.sqs to avoid confusion

; Script code

;start of code-----

;get the list of detected units from the trigger

\_triggerlist = list detected

; select the list and get the X, Y coords of the first unit detected

\_tgt1=\_triggerlist select 0

\_tgt1posx = getpos \_tgt1 select 0

\_tgt1posy = getpos \_tgt1 select 1

```

; choose the which group detected the enemy and select the leader of that group as the sidechatter
?(leader GroupA knowsabout _tgt1>0): _speaker= leader GroupA
?(leader GroupB knowsabout _tgt1>0): _speaker= leader GroupB
?(leader GroupC knowsabout _tgt1>0): _speaker= leader GroupC
?(leader GroupD knowsabout _tgt1>0): _speaker= leader GroupD

```

```

; pass the information to contact position.sqs (another script. must be edited to receive these
parameters)
[_tgt1posx, _tgt1posy, _speaker] exec "contactposition.sqs"

```

```
exit
```

```
; end of code -----
```

Sample mission being prepared!

SelectThis

Title	Contributed By	Credits	Category	Date
How to teleport a unit	Creepor		Units and Groups	9/14/01 3:59:12 PM

I had not seen this command posted

I came up with an idea for this command in multiplayer here is the scenario:

You have some jeeps at the base that are really meant for transporting units to the battlefield but the problem is when you die on the field and the jeep was not destroyed you now have to run back to the battle because there are no more jeeps..

Here is my solution create a jeep call it "Jeep1" then create a Camera object I use a small bush of grass name it "movejeep1" now create a trigger on the field set it to activate after about 30-60 sec or so and on the on activation insert this code

```
Jeep1 SetPos (Getpos movejeep1)
```

Now its there when you need it I also set up a Veh respawn to

Any way might be useful to some one

Title	Contributed By	Credits	Category	Date
How to create object from a script	Shogun		Units and Groups	9/14/01 4:00:45 PM

Nobody has used this trick in any mission or script, so I guess it's not well known.

It is possible to create objects while the mission is running. You only need to misuse camCreate command.

```
Example: tank = "M1Abrams" camCreate [500, 500, 0]
```

This creates an Abrams in given coordinates. It's not perfect, though. Player can't get in vehicles created this way. However, you can put soldiers in using moveindriver/gunner/commander.

Better trick is to create grenades , explosions, smokeshells etc. You can make antipersonnel mines by creating a trigger with small radius and make it create an explosions when somebody gets too close. Or you can make A-10s drop REAL bombs or artillery fire REAL rounds. Imagine all the possibilities!

You can find object names in Lustypoo's Unofficial Ofp Command Reference Manual.

I need to experiment with this more. There may be some objects that don't work if created this way.

Pretty cool, huh

---

Total Posts: 19 | Joined Aug. 2001 | Posted on: 1:50 am on Aug. 30, 2001 | IP

snYpir

OFP Editing Staff

--

OFP Jedi Master

---

sweet jesus WE HAVE A WINNER!!!!!!

u are a legend, my man! spread the word - a new editing god is among us - can these objects that u create move? does it work for personel?

if the answers to the above questions is YES, then you just re-defined the meaning of 'respawning' units in game!

plz up anything u find, as i am sure u will anyway....

-----

this weeks signature is in memory of ya mum and the other resistance members that changed the A--d--y forever... ;)

---

Total Posts: 474 | Joined Aug. 2001 | Posted on: 3:47 am on Aug. 30, 2001 | IP

snYpir

OFP Editing Staff

--

OFP Jedi Master

---

when u talk about smokeshells and stuff, do u mean use:

"smokeshellgreen" for example instead of "M1Abrams"?

i guess u do, if u have tried this and it works u will be my hero

other possibilites - using gunslinger editor addon to create real holes under explosions that are caused by artillery.

i am assuming that the camdestroy command works also? does this allow u to remove objects from the game?

-----

this weeks signature is in memory of ya mum and the other resistance members that changed the A--d--y forever... ;)

---

Total Posts: 474 | Joined Aug. 2001 | Posted on: 3:51 am on Aug. 30, 2001 | IP

Backoff

OFP Editing Veteran

-----  
YEAAH !!

Finally a way to place smokeshell !!! I'll try to implement it in 'toxic zone'!!

I love you shogun !!  
big kisses on your head!

-----  
Total Posts: 174 | Joined Aug. 2001 | Posted on: 4:34 am on Aug. 30, 2001 | IP

snYpir

OFP Editing Staff

--

OFP Jedi Master

-----  
i am updating my smoke mission script to use your amazing discovery now Shogun, never again will we need to bring in units to 'drop' things like pipebombs and smoke grenades.

unfortunatley it seems that soldier-type units cannot be created, but static vehicles seem to work ok. you have won the operation flashpoint editing center call mofo of the week award. well done!

-----  
this weeks signature is in memory of ya mum and the other resistance members that changed the A--d--y forever... ;)

-----  
Total Posts: 474 | Joined Aug. 2001 | Posted on: 5:51 am on Aug. 30, 2001 | IP

snYpir

OFP Editing Staff

--

OFP Jedi Master

-----  
ok, so far the trend is as follows (thanks fishion):

works:

- ammunition - rockets when created take off like they were fired. you can direct them using the 'SetDir' command. they are under the influence of gravity but, which sucks. you can even spawn heli-launched rockets.

- smoke grenades work.

- empty vehicles (try spawning "PaperCar" lol!)

- buildings (so i assume trees also!)

- soldiers!!!! - but no AI from the look of it, but they do animate with 'switchmove'

- shells (explode on impact with ground) - any other objects shot with a gun don't seem to work

doesn't work:

- personal weapons

- flares (damn!) - nothing seems to happen - WRONG you just need to spawn them really high

- forests

i am going to assume that units created in-game don't effect the whole unit-limit thing (who is going to make the first city?)

possibilities - a forest created randomly my spawning trees and bushes!

this list is growing right now so wait out...

-----

this weeks signature is in memory of ya mum and the other resistance members that changed the A--d--y forever... ;)

-----  
Total Posts: 474 | Joined Aug. 2001 | Posted on: 7:08 am on Aug. 30, 2001 | IP

Drak

OFP Editing Veteran

-----  
well, it was used for the seagull thingy, wasn't it?

try to use setCamPos etc on it? Does that work???

-----

Drak - <http://www.opflashpoint.net/>

-----  
Total Posts: 262 | Joined July 2001 | Posted on: 7:39 am on Aug. 30, 2001 | IP

snYpir

OFP Editing Staff

==

OFP Jedi Master

-----  
no, at the moment only camcreate seems to work....

does anyone know the real object name for trees?

-----

this weeks signature is in memory of ya mum and the other resistance members that changed the A--d--y forever... ;)

-----  
Total Posts: 474 | Joined Aug. 2001 | Posted on: 7:43 am on Aug. 30, 2001 | IP

Lucifuge Rofocale

Newbie

-----  
AWESOME!!

Iv tried "Maverick" it works too.  
(alos "Shell73", "Heat73"...and more!!)

your discovery is revolution of mission editing!!

-----  
from Japan,poor english sorry.

-----  
Total Posts: 24 | Joined Aug. 2001 | Posted on: 8:47 am on Aug. 30, 2001 | IP

snYpir

OFP Editing Staff  
--=  
OFP Jedi Master

-----  
ok my fellow editing mofos, i have ripped out all the classnames from Gunslinger's editor addon and placed them all in a text file for everyone to enjoy.

Simply use the class name in the camcreate command to essentially spawn any object that could be made with the editor addon. ;-)

Don't forget to use lusty's original object tree (at the bottom of his manual) for a bunch of other spawnable objects.

download the class listing here:

<http://www.concept-5.com/ofp/files/classlist.txt>

note - u still need the editor addon for this to work!

try this script (on the desert island is best) and remember to strip the trailing spaces of the lables. it will add 500 objects randomly around the player (who said there was an object limit? ).

```
; --- begin cut ---
_radius = 300
_noobjstoadd = 500

_tmp = 0
#forestloop

#posnloop
_randx = RANDOM(_radius)
? RANDOM(10) < 5 : _randx = _randx * -1
_randy = RANDOM(_radius)
? RANDOM(10) < 5 : _randy = _randy * -1
? (_randx*_randx) + (_randy*_randy) > (_radius*_radius) : goto "posnloop"

_rand = random 20

? _rand < 5 : test = "AAA329" camcreate [(getpos player select 0)+_randx,(getpos player select 1)+_randy,7]; goto "nextloop"
? _rand < 10 : test = "AAA153" camcreate [(getpos player select 0)+_randx,(getpos player select 1)+_randy,1]; goto "nextloop"
? _rand < 15 : test = "AAA317" camcreate [(getpos player select 0)+_randx,(getpos player select 1)+_randy,8]; goto "nextloop"
? _rand < 20 : test = "AAA663" camcreate [(getpos player select 0)+_randx,(getpos player select 1)+_randy,0.17]; goto "nextloop"

#nextloop

? _tmp < _noobjstoadd : _tmp = _tmp + 1; goto "forestloop"
;---end cut---
```

and we have a random forest!!!! (remember u will need gunslingers addon)

Title	Contributed By	Credits	Category	Date
<b>How to have multiple waypoint threads</b>	<b>Devilchaser</b>		<b>Waypoints and Respawning</b>	<b>9/14/01 2:26:04 PM</b>

Ok this is working for me but I haven't thoroughly tested it...

You can have a squad on patrol by setting up several waypoints and then putting a cycle waypoint near the beginning waypoint. Now here's the extra catch...

Add another waypoint after the cycle waypoint, and make sure it is not near the cycle waypoint. Now set a trigger up and synch it to the next waypoint after cycle. Wala! When the trigger goes off, the synched waypoint becomes the next waypoint and the series picks up from there. You can even add a cycle waypoint on the end of that new series!

I did this to have multiple reactions of a base guard depending on where the player is spotted from. Worked really well. I just set the condition to false where I didn't want the squad continuing through the waypoint list.

you >should< be able to program multiple patrol routes this way using trigger synchs and multiple cycle waypoints.

Title	Contributed By	Credits	Category	Date
<b>How to use the LockWP command</b>	<b>John</b>		<b>Waypoints and Respawning</b>	<b>9/14/01 3:08:49 PM</b>

Just would like to put a quick tip that saved me some confusion...Instead of using synchros, I simply locked a vehicle's movement to his waypoint (vehicleName LockWP true) then made a quick script to send my passenger to his car, and the last line of the script being vehicleName LockWP false and it went on its way...

Oh one more thing, when using LockWP the vehicle will go to the first waypoint THEN stop and not continue...So I simply gave him a waypoint of like 2 feet front of him, THEN the main waypoints...

Title	Contributed By	Credits	Category	Date
<b>How to create a multiple respawn zone</b>	<b>BackOff</b>		<b>Waypoints and Respawning</b>	<b>9/14/01 3:57:27 PM</b>

a combination of triggers and markers. You need one trigger for each players. The trigger should look like this:

```
x:0
x:0
Activate: Repeatedly
Condition: !(alive S1)
Deactivation: [S1, 3] exec "respawn.sqs"
```

Where S1 is the name of the player and 3 the number of respawn zone you've added.

Then 1 marker, the real respawn zone:

Name: Respawn\_West

And other markers for other respawn zones:

Name: Respawn\_West1, Respawn\_West2, etc...

Now the script 'respawn.sqs'

```
-----  
_player = _this select 0  
_numzone = _this select 1  
_radius = 50  
_respawnzone = "Respawn_West"  
  
;randomly choose a respawn zone:  
_num = random(_numzone)  
  
;get integer  
_num = _num - (_num mod 1)  
  
;Exit and respawn in normal zone if num is 0  
?(_num == 0): Exit  
  
_respawnzone = format ["%1%2", _respawnzone, _num]  
  
;create random number to set the player position  
_randx = random (_radius)  
?(random(10) < 5): _randx = _randx * -1  
_randy = random(_radius)  
?(random(10) < 5): _randy = _randy * -1  
  
;set the position  
_player setpos [(_pos select 0) + _randx, (_pos select 1) + _randy, (_pos select 2)]  
  
Exit  
-----
```

You can set the size of the respawn zone with setting the `_radius` variable.

A cool feature is the fact that respawn zone can be moved with `setmarkerpos`....

Title	Contributed By	Credits	Category	Date
<b>Waypoint FAQ</b>	<b>Micropilot</b>		<b>Waypoints and Respawning</b>	<b>9/14/01 4:04:31 PM</b>

OFP Waypoint FAQ v 0.8

-----  
Waypoint Descriptions  
-----

MOVE -- Unit moves to this waypoint

DESTROY -- Orders the unit to destroy whatever unit over which the waypoint is placed

GET IN -- Orders the unit to board vehicle when synchronized with a vehicles WP. If units have an ASSIGNASCARGO command they will then board this unit. WP synchroniztion seems to take precedence.

SEEK AND DESTROY -- Unit moves to this WP and begins searching for the enemy. Appears to use

a sort of zig-zag pattern. If no enemy is found, or all enemies in area are destroyed, moves to next WP.

JOIN -- I could not get this to work.

JOIN AND LEAD -- I could not get this to work.

GET OUT -- The vehicle drives to this location, and its occupants, who are in the same group as the vehicle, including crew, exit.

CYCLE -- Unit will repeat the waypoint path starting from the waypoint nearest to the CYCLE waypoint. There also seems to be an invisible waypoint that is the location that the unit started at.

LOAD -- Units in the same group as the vehicle who are not in the vehicle will load. See UNLOAD and GETIN.

UNLOAD -- Units in the same group as the vehicle, who are in the vehicle will unload. Vehicle crew do not get out. See UNLOAD and GETOUT.

TRANSPORT UNLOAD -- Tells the units who are not part of the vehicles group to unload.

HOLD -- The unit waits at this position indefinitely.

SENTRY -- The unit waits at this position until an enemy unit is sighted, then proceeds to the next waypoint. The unit may engage the enemy if they are in range when sighted, and depending upon their behavior settings for this waypoint.

GUARD -- Still not sure how to use.

TALK -- Used to make a unit talk. Used with the EFFECTS button, and the Sounds:Voice: box. Unit does not move to this WP.

SCRIPTED -- Executes script that is in Script: box. Script executes when this WP becomes next WP. In other words script will start when units reach the WP before. Units do not proceed to this WP until script has exited. If Script: box is empty it will generate a "Script not found" error. Script: box seems to be ignored unless WP is a SCRIPTED.

SUPPORT -- Cargo trucks, Ambulances, Repair Trucks, Fuel trucks, Ammo Trucks, and Medics are affected by this waypoint. If the unit is one of the above type then they will wait at this location until support is requested via radio 5 - Status -> 1-Call support -> 1-Medic,2-Repair truck, 3-rearm truck, or 4-refuel truck. You must be in command of at least one other unit to use the support commands.

Example:

You can have a medic board a jeep, then move to a support waypoint and wait to be called. When the Medic support radio command is issued they will come to the players position and get out of the jeep ready to heal people! Variations of this can also be done with helicopters, etc.

-----  
Placement Radius  
-----

This defines a circle that the endpoint for the units will appear in. Use this to add some randomness to your mission. The Editor will draw a circle around the WP indicating the Placement radius.

-----  
Timeout  
-----

The time out defines a period of time that the unit will wait at this WP. Not sure what Min, Max, Mid mean. Anybody?

-----  
Condition  
-----

A condition that has to be met before this becomes a valid WP. Must evaluate to TRUE.

-----  
On Activation  
-----

Script, or action to take when this becomes a valid WP. Difference between this and scripted is that the units do not wait for the action in the On Activation: to complete before moving on to next WP.

-----  
Never Show, Show in Cadet, Always Show  
-----

Not sure what these are for? Anybody know?

-----  
Credits  
-----

Based on information in the Open source Mission Editing Guide Ver. 0.3.

Thanks to: DaneDewd for LOAD, UNLOAD, and TRANSPORT UNLOAD; Gizmo for SCRIPTED information.

-----  
Total Posts: 30 | Joined Aug. 2001 | Posted on: 12:34 am on Sep. 4, 2001 | IP

Simonpro

OFP Editing Veteran

--

Campaign Team

-----  
A quick update...

Join command - When synchronised with another unit's waypoint the first unit will become part of it's group.

Join and lead - Same as above, but the joining unit takes command of all units in the group it is joining.

Never show - Never show the waypoint on screen

Show in cadet mode - Show the waypoint on screen when being played in cadet mode.

Always show - Show in both cadet and veteran modes.

-----  
Total Posts: 118 | Joined Aug. 2001 | Posted on: 4:14 am on Sep. 5, 2001 | IP

snYpir

OFP Editing Staff

--

OFP Jedi Master

-----  
and here is some info on having multiple waypoint threads, just so it is not forgotten when the final FAQ is put together:

<http://www.concept-5.com/cgi-bin/ikonboard/topic.cgi?forum=2&topic=148>

-----  
this weeks signature is in memory of ya mum and the other resistance members that changed the A--  
d--y forever... ;)

-----  
Total Posts: 474 | Joined Aug. 2001 | Posted on: 5:37 pm on Sep. 6, 2001 | IP

Devilchaser

Senior Member

-----  
I must comment that in my experience, the SEARCH AND DESTROY waypoint causes a search  
regardless of enemies spotted or not.

-----  
<http://ctc.planetsidecenter.com/dvc>

-----  
Total Posts: 70 | Joined July 2001 | Posted on: 8:41 am on Sep. 7, 2001 | IP

Devilchaser

Senior Member

-----  
As for the DESTROY waypoint, we should do a little investigation as to wether it works for objects that  
normally are not considered targets.

I have a mission where a gunship flies over a base and has several destroy waypoints over tents,  
empty trucks, etc. So far, it is not attacking them. However, I have not given these objects names.  
Perhaps that is necessary? I will follow up this post when i know.

-----  
<http://ctc.planetsidecenter.com/dvc>

-----  
Total Posts: 70 | Joined July 2001 | Posted on: 9:34 am on Sep. 7, 2001 | IP

Devilchaser

Senior Member

-----  
I did some more testing and destroy is a nearly worthless waypoint. At least with gunships it is. Here  
are some examples:

1. Careless gunship and destroy waypoint on an occupier M-113. Chopper shoots at the m-113, not  
killing it. Then chopper goes in a hover 200m from the M-113 and spins around from side to side.  
About every 30-60 seconds it tries to shoot it again.
2. Gunship in careless mode and destroy waypoint on human target. 99% ineffective and causes the  
idiot hovering / spinning again.
3. Gunship in careless mode and destroy waypoint on unusual target (tent). 100% ineffectine and  
hover-spin.
4. Gunship in 'combat' mode and destroy waypoint on ANYTHING. Gunship flies about attacking  
undesignated targets. He only acknowledges the destroy waypoint after all other distractions are  
eliminated.
5. Gunship on any non-careless mode and NO destroy waypoint. Gunship effectively targets and kills  
any enemy armored vehicles and semi-efficiently kills troops.

Bottom line: The destroy waypoint is nearly worthless for gunships. They get distracted if you don't

have them on careless, they go into hover spins if they are on careless, and they will destroy targets anyway if you don't give them a destroy waypoint. The only possible value of a destroy waypoint for a gunship is to make it never leave an area until it's designated target is destroyed. However, because they like to stick around until everything is destroyed anyway, that point isn't too valuable either.

I can only see the destroy waypoint being worth anything to any unit if that unit is set to careless so the destroy waypoint focuses it's attention. But don't try it with gunships. They don't behave well at all.

-----

<http://ctc.planetsidecenter.com/dvc>

Title	Contributed By	Credits	Category	Date
<b>How to implement multiplayer co-op respawn</b>	<b>Backoff</b>	<b>Hauser</b>	<b>Waypoints and Respawning</b>	<b>10/3/01 4:58:50 PM</b>

This is for people who want co-op multiplayer re-spawn to work. I'm no teacher so it may be confusing. Ok here goes .... from a newbie to the newbies. Now there may be other ways to do this but this was the only way I could do it ... read it all first.

- Must have a fresh load into editor (from windows)
- Create a mission (with respawn markers .. see below)
- If your mission is Complete save it but don't save as anything except 'user mission'.(very important.)
- Now DON'T EXIT .. ALT/TAB (minimalize) it to taskbar.
- Now explore to your install folder and find the save
- Codemasters/OFP/user/your nick/missions/your mission
- In that folder should be a 'yourmission.sqm' file and only that. put your 'description.ext' in here along with your breifings etc.(see dercription.ext below)
- now ALT/TAB back to the editor and save - export to multiplayer.
- play.

To do this with an exsisting mission.

- load the mission in the editor(freash load)
- ALT/TAB to taskbar
- Explore to find "yourmission.pbo" file and delete it.
- ie Codebastards/OFP/MPmissions
- Set description.ext
- Go back and save- export to multi.
- play

RESPAWN MARKERS ....

- select markers(f??) -place marker -name marker Respawn\_East (put that in top and bottom long text boxes) -for Icon select Empty. -The rest don't matter.
- make one for west as well (US side)

RESPAWN VALUES....

I use these they need ' ' (quotations)

- NONE - no respawn
- BIRD - as seagull (default)
- INSTANT - at place you last died
- BASE - at your base (respawn markers)
- GROUP - into a remaining soldier of your group (WORKS ONLY FOR GROUP LEADER.)
- SIDE - (NOT WORKING)

THESE ALSO WORK??? these don't need ""(quotations)

0 = no respawn  
1 = seagull (the default)  
2 = instant  
3 = at the base  
4 = group  
5 = side

RespawnDelay= WHATEVER

should look like this ... (and named description.ext)

```
respawn="base"  
respawndelay=10
```

VERY IMPORTANT NOTES ....

- You cannot save over an existing .pbo
- in preveiw respawn just don't work.
- only playable characters can respawn.
- Remember to place description.ext in your OFP\Users\You\missions\yourmission folder before exporting to a MP mission.
- The trick seems to be the ALT/TABing

Hope this helps ..... cya later.

Tips to detect when a player respawn and execute a script when occurred:

Put a trigger for each players:

```
x: 0  
y: 0  
Condition: !Alive aP1  
Deactivation: aP1 exec "myscript.sqs"  
Other way, with script:
```

```
-----  
_player = _this  
#start  
@!Alive _player  
@Alive _player  
_player exec "myscript.sqs"  
Goto "start"  
-----
```

Save this script as "check.sqs" and type in the init field of players:

this exec "check.sqs"

\*\*\*NOTE: due to the MP bugs, sometimes the tips above doesn't work\*\*\*\*

Title	Contributed By	Credits	Category	Date
How to add flares to ammo crates	Tigershark		Personal Weapons, Ammo and Rearming	9/13/01 5:03:28 PM

c1 addweaponcargo ["flarered",2]; c1 addmagazinecargo ["flarered",2];

Crates must be side=empty for this to work...

Title	Contributed By	Credits	Category	Date
<b>How to simulate a "holstered weapon"</b>	<b>Gizmo</b>		<b>Personal Weapons, Ammo and Rearming</b>	<b>9/13/01 5:26:34 PM</b>

Ok i copyright this the "beast gun" trick hehe...

Ok what it does is allow your character to carry more than 1 weapon ie a sniper rifle and an assault rifle. It also allows you to holster these weapons instead of slinging them on your back.

Make your player, give him a name ie player1

Make a trigger. Make this trigger repeatable.

Put Radio Alpha as its activation.

then use the code ---> player1 addweapon "AK47"

Make a Trigger. Make this trigger non repeatable.

Put Radio Alpha as its activation.

then use the code --> player1 addmagazine "AK47";

Make a trigger. Make this trigger repeatable.

Put Radio Bravo as its activation.

then use the code --> player1 removeweapon "AK47"

Now in game if you press 0-0-1 you will pull out your AK =)

press 0-0-2 and you will holster the AK. This is great for if you want to do a civilian undercover mission.

It also saves the ammo numbers so u could pull out an m21 fire off 5 rounds then put it away pull out the AK fire some with that and when you go back to the M21 it still has 5 rounds missing.

To add more than one weapon to be able to be used just make another 3 triggers using radio designations C and H.

Tell me what you think =). btw when u draw the weapon u have to press ctrl once (to properly select it) then you have to reload it. This slows it down a bit but it still fun.

Title	Contributed By	Credits	Category	Date
<b>How to make a AI unti rearm</b>	<b>Tigershark</b>		<b>Personal Weapons, Ammo and Rearming</b>	<b>9/13/01 5:33:26 PM</b>

Put a few ammocrates somewhere (make them type2 crates since they allready have mines in stock) and let your minelayer walk to this (put a movewaypoint on top of a type2 ammocrate so the two are linked).

Give the waypoint a timeout of 3 or 4 seconds or so for effect.

Then in the waypoints activationfield set :

```
aP action["REARM"]
```

Where aP is the name of the minelaying player.

Ok, now youre half way.

Then add a trigger to the direct vicinity of the ammobox (very small radius, 5+5 should be enough) and in this trigger (activation "your minelayerplayers side", type switch) put in activationfield: aP addmagazine "mine" (times 3)

then give your unit a move and cycle waypoint back to where you want him to lay mines et voila.

(if you put everything on repeat and make sure that the ammocrates get supplied with fresh mines...- their stock is limited-)

you could have yourself a soldier that mines a road so dense not even an ant could get past it.

Title	Contributed By	Credits	Category	Date
Misc. weapon loadout strings	Tigershark		Personal Weapons, Ammo and Rearing	9/13/01 5:35:48 PM

Place these in the init field of the unit.

#### BLACK OPS TO M60

-----

this removeweapon "HK";this removemagazines "HK";this removemagazines "pipebomb";this addmagazine "M60";this addmagazine "M60";this addmagazine "M60";this addmagazine "M60";this addmagazine "M60";this addweapon "M60";

#### OFFICERS TO LAWS

-----

this removeweapon "M16";this removemagazines "M16";this removemagazines "HandGrenade";this removemagazines "SmokeShell";this addmagazine "LAWLauncher";this addmagazine "LAWLauncher";this addmagazine "LAWLauncher";this addmagazine "LAWLauncher";this addmagazine "M16";this addmagazine "M16";this addweapon "LAWLauncher";this addweapon "M16";

#### SOLDIERS TO SATCHELS

-----

this removeweapon "M16";this removemagazines "M16";this removemagazines "HandGrenade";this addmagazine "pipebomb";this addmagazine "pipebomb";this addmagazine "pipebomb";this addmagazine "pipebomb";this addmagazine "M16";this addmagazine "M16";this addweapon "M16";

#### ENGINEERS LOADED RIGHT

-----

this removeweapon "M16";this removemagazines "M16";this addmagazine "mine";this addmagazine "M16";this addmagazine "M16";this addweapon "M16";

#### BLACK OPS TO M16 and 4 LAWS

-----

this removeweapon "HK";this removemagazines "HK";this removemagazines "pipebomb";this addmagazine "LAWLauncher";this addmagazine "LAWLauncher";this addmagazine "LAWLauncher";this addmagazine "LAWLauncher";this addmagazine "M16";this addmagazine "M16";this addweapon "LAWLauncher";this addweapon "M16";

#### BLACK OPS TO M16 and 3 LAWS

-----

this removeweapon "HK";this removemagazines "HK";this removemagazines "pipebomb";this addmagazine "LAWLauncher";this addmagazine "LAWLauncher";this addmagazine "LAWLauncher";this addmagazine "M16";this addmagazine "M16";this addmagazine "M16";this addmagazine "M16";this addweapon "LAWLauncher";this addweapon "M16";

#### BLACK OPS TO M60

-----  
 this removeweapon "HK";this removemagazines "HK";this removemagazines "pipebomb";this  
 addmagazine "M60";this addmagazine "M60";this addmagazine "M60";this addmagazine "M60";this  
 addmagazine "M60";this addweapon "M60";

You can remove everything the unit is carrying much easier by statement: removeallweapons ( exclude the <> ) This causes the unit to carry nothing....then you can add whatever you like. It's just easier than removing stuff one by one. ]

It would be a better idea to just put it as a Script and call it as and exec.

ex:

[this] exec "BlackOpM16.sqs"

Title	Contributed By	Credits	Category	Date
How to change a units weapon	Tigershark		Personal Weapons, Ammo and Rearing	9/13/01 6:09:30 PM

..it might be that somebody still hasn't figured this out yet. After all, this is the FAQ-section.

To change the weapon/ammo load for a soldier, type this in the init string of the unit:

this removeallweapons: this addmagazine "m4"; this addweapon "m4"; this addmagazine "m4"

Note that I add a magazine FIRST, otherwise the gun won't be loaded, and you'll have to reload manually.

Title	Contributed By	Credits	Category	Date
Full vehicle ammo list	DeaDMeaT		Personal Weapons, Ammo and Rearing	9/14/01 1:56:01 PM

Here is a complete list of Weapons ammo for ALL vehicles in Operation Flashpoint as of this date.

addmagazine "ammo";

###AIR###AIR###AIR###AIR###AIR###AIR###AIR###AIR###AIR###AIR###AIR###AIR###AIR###AIR###AIR###AIR###  
 !!!WEST!!!WEST!!!WEST!!!WEST!!!WEST!!!WEST!!!WEST!!!WEST!!!WEST!!!WEST!!!WEST!!!

#A10

Maverick ammo "MaverickLauncher" Adds 1 full payload of ammo  
 Machine Gun ammo "MachineGun30A10" Adds 1 full payload of ammo

#AH1

TOW ammo "HellfireLauncherCobra" Adds 1 full payload of ammo  
 FFAR ammo "ZuniLauncher38" Adds 1 full payload of ammo  
 Machine Gun ammo "MachineGun30" Adds 1 full payload of ammo

#AH-64

Hellfire ammo "HellfireLauncherApach" Adds 1 full payload of ammo  
 FFAR ammo "ZuniLauncher38" Adds 1 full payload of ammo

Machine Gun ammo "MachineGun30" Adds 1 full payload of ammo

#Chinook

Machine Gun ammo "Browning" Adds 1 full payload of ammo

#UH60

FFAR ammo "ZuniLauncher38" Adds 1 full payload of ammo

#UH60-MG

Machine Gun ammo "Browning" Adds 1 full payload of ammo

!!!EAST!!!EAST!!!EAST!!!EAST!!!EAST!!!EAST!!!EAST!!!EAST!!!EAST!!!EAST!!!

#Su-25

CH-29T ammo "Ch29TLauncher" Adds 1 full payload of ammo

57mm Rocket ammo "Rocket57x64" Adds 1 full payload of ammo

Machine Gun ammo "MachineGun30A10" Adds 1 full payload of ammo

#Mi-24

AT6 ammo "HellfireLauncherHind" Adds 1 full payload of ammo

57mm Rocket ammo "Rocket57x64" Adds 1 full payload of ammo

Machine Gun ammo "MachineGun30" Adds 1 full payload of ammo

#Mi-17

57mm Rocket ammo "Rocket57x192" Adds 1 full payload of ammo

###GROUND###GROUND###GROUND###GROUND###GROUND###GROUND###GROUND###GROUND###  
GROUND#

!!!WEST!!!WEST!!!WEST!!!WEST!!!WEST!!!WEST!!!WEST!!!WEST!!!WEST!!!WEST!!!

#M2 Machine Gun

GUN ammo "Browning" Adds 1 full payload of ammo

#M1A1

HEAT ammo "HEAT120" Adds 1 full payload of ammo

SABOT ammo "SHELL120" Adds 1 full payload of ammo

GUN ammo "MachineGun12\_7" Adds 1 full payload of ammo

#M60

HEAT ammo "HEAT105" Adds 1 full payload of ammo

SABOT ammo "SHELL105" Adds 1 full payload of ammo

GUN ammo "MachineGun7\_6" Adds 1 full payload of ammo

#M113

GUN ammo "browning" Adds 1 full payload of ammo

#Mark II PBR

GUN ammo "browning" Adds 1 full payload of ammo

#M113 VULCAN

GUN ammo "VulcanCannon" Adds 1 full payload of ammo

#LST

GUN ???

!!!EAST!!!EAST!!!EAST!!!EAST!!!EAST!!!EAST!!!EAST!!!EAST!!!EAST!!!EAST!!!

#M2 Machine Gun (EAST)

GUN ammo "Browning" Adds 1 full payload of ammo

#T80

HEAT ammo "HEAT125" Adds 1 full payload of ammo  
SABOT ammo "SHELL125" Adds 1 full payload of ammo  
GUN ammo "MachineGun12\_7" Adds 1 full payload of ammo

#T72

HEAT ammo "HEAT120" Adds 1 full payload of ammo  
SABOT ammo "SHELL120" Adds 1 full payload of ammo  
GUN ammo "MachineGun7\_6" Adds 1 full payload of ammo

#BMP

HEAT ammo "HEAT73" Adds 1 full payload of ammo  
SABOT ammo "SHELL73" Adds 1 full payload of ammo  
GUN ammo "MachineGun7\_6" Adds 1 full payload of ammo

#SHILKA

GUN ammo "ZsuCannon" Adds 1 full payload of ammo

#BOAT

GUN ammo "browning" Adds 1 full payload of ammo

!!!RESISTANCE!!!RESISTANCE!!!RESISTANCE!!!RESISTANCE!!!RESISTANCE!!!RESIS

#T55

HEAT ammo "HEAT105" Adds 1 full payload of ammo  
SABOT ammo "SHELL105" Adds 1 full payload of ammo  
GUN ammo "MachineGun7\_6" Adds 1 full payload of ammo

Jeep with GUN

GUN ammo "Browning" Adds 1 full payload of ammo

Title	Contributed By	Credits	Category	Date
<b>Is your Briefing HTML crashing your game?</b>	Ian Murrin		Briefing, Objectives and Scoring	9/14/01 3:43:32 PM

For anyone who didn't know like me  
 If you use the '&' symbol anywhere in your briefing html this will not load the level and chuck you out of the game!!!

Title	Contributed By	Credits	Category	Date
<b>Finding co-ords of user defined markers</b>	Tigershark		Markers and Positions	9/13/01 4:30:11 PM

User defined markers are named:  
 \_USER\_DEFINED #0/0

the first number is for system purposes, the second one is the marker's number. it will be "0" for the first one, "1" for second, etc. Note that all markers in the mission (including those inserted by mission designer) are counted to this number - so if you have p. e. three markers in the mission, first user inserted marker (during the mission) is automatically named "\_USER\_DEFINED #0/3".

If you want to work with marker's coordinates, use something like this:

```
coor = getMarkerPos "_USER_DEFINED #0/0"
```

Title	Contributed By	Credits	Category	Date
<b>How make "Papabear" speak</b>	Tigershark	Grayhawk	Radio	9/14/01 2:15:40 PM

In your init.sqs script or in a trigger activation field write:

```
Papabear = [West, "HQ"]
```

And then use normal commands like:

```
Papabear SideRadio "Comm"
```

You don't need to create a real unit.  
 Hope this helps...

Title	Contributed By	Credits	Category	Date
<b>How to use the Sidechat command</b>	Backoff		Radio	9/14/01 2:19:27 PM

A very little tip found in the original campaign file:

```
[west,"HQ"] sidechat "Hello!"
```

this will display to west units:

HQ: Hello!

west seem to be the side. That works with "HQ" and "Base"... maybe is there other, but don't work with e.g. "TonySoprano" or other string.

Can be used instead of a player to answer to the radio calls.

Title	Contributed By	Credits	Category	Date
<b>How to make characters use the phone</b>	<b>Tigershark</b>		<b>Cameras and Cutscenes</b>	<b>9/13/01 4:54:49 PM</b>

with regards to the phone, the following two commands are used by BIS to make ian pick up the telephone in the campaign:

```
ian_3 switchmove "FXstandtotel"  
ian_3 playmove "FXstandtotelHand"
```

there is also the command:

```
ian_3 switchmove "FXStandTelLoop"
```

which i am assumeing puts the phone back down

Title	Contributed By	Credits	Category	Date
<b>Tips on cutscenes</b>	<b>Gizmo</b>		<b>Cameras and Cutscenes</b>	<b>9/13/01 5:50:22 PM</b>

A tip on cutscenes:

I use cutscenes to show important ingame events and do them with 'dummies' e.g. I enter a village with 2 black ops and must meet a resistance leader. I make a trigger, marked on the map with a marker 'meet leader' and then shift to a predefined cutscene somewhere else on the map outside the players view in a similar scenery. The cutscen is started with a trigger 'StartScene1' and ends with 'EndScene1'.

Now I can make the scene exactly as I want it with perfect timing and positions. No messing around with random events or soldiers that do not exactly what they supposed to to  
And it's also easy to change edit the scene without interfere with the mission.  
You can test the scene by placing a civilian, as player with in the init field StartScene1=true. After testing remove the civilian and set the soldier who is the star of your mission back to 'player'

Title	Contributed By	Credits	Category	Date
<b>Slowing down the camera ala Matrix</b>	<b>Tigershark</b>		<b>Cameras and Cutscenes</b>	<b>9/13/01 5:55:24 PM</b>

```
setAcctime 0.25
```

set it back to 1 for normal time again.

Title	Contributed By	Credits	Category	Date
<b>How to finish an intro and move on to the mission</b>	<b>Tigershark</b>		<b>Cameras and Cutscenes</b>	<b>9/14/01 2:12:41 PM</b>

At the end of the Intro you need to create an End trigger to move onto the mission.

To do this, create a trigger in your Intro and make sure you make the trigger type "End1".

Have the End1 trigger activated by "EndVar"

In the player init set EndVar = false

Then at the end of your intro, set EndVar = true

Title	Contributed By	Credits	Category	Date
<b>How to get a night vision goggles overlay in cutscenes</b>	<b>aazell</b>	<b>Wolfrug</b>	<b>Cameras and Cutscenes</b>	<b>9/14/01 2:21:01 PM</b>

I can't believe what I just came up with.

If you run a cutscene at night and make your player a Black op the camera automatically switches to Night vision. Ha HAHAHAHAAHHAHHAHAHA

Got the bugger.

It looks great by the way.  
I got how to turn it off from Wolfrug

the pesky wee scamp.

Before you enter the camcreate line enter this:  
playername removeweapon "NVGoggles"

Replace playername with the name of your player unit.

Thanks Wolfrug

Title	Contributed By	Credits	Category	Date
<b>How to make the intro fade out</b>	<b>Tigershark</b>		<b>Cameras and Cutscenes</b>	<b>9/14/01 3:45:01 PM</b>

titlecut [" ", "black out", 3]

where 3 is the length in seconds

Title	Contributed By	Credits	Category	Date
<b>Commands to end cutscenes and intro</b>	<b>Lucky Ed</b>	<b>snYpir</b>	<b>Cameras and Cutscenes</b>	<b>9/14/01 3:45:58</b>

I've made a script that looks like this, and is named Init.sqs, so it executes at the beginning of the mission.

```
\\-----  
  
_camera = "camera" camCreate [11324.9,10541.3,10]  
  
; Set the initial camera effect  
_camera cameraEffect ["internal","back"]  
  
; Set where the camera should be looking at  
_camera camSetTarget Scud1  
  
; Change the camera's position  
_camera camSetPos [11324.9,10541.3,10]  
  
; Set the camera field of view  
_camera camSetFOV 0.7  
  
; Commit the changes to the camera.  
_camera camCommit 0  
  
; Fade in from black. Fade will be 6 seconds long  
titleCut ["These scuds are on their way to service","BLACK IN",6]  
  
~7  
  
titletext ["They must be destroyed at the service depot","PLAIN",2]  
  
~6  
  
titletext ["You will be helilifted in","PLAIN",2]  
  
~6  
  
;Removing the text  
titletext ["","PLAIN DOWN",2]  
  
;Set the relative postition to scud1  
_camera camSetRelPos [-10,0,5]  
  
_camera camCommit 5  
  
~5  
  
;Set the relative position to scud2  
_camera camSetTarget Scud2  
  
_camera camSetRelPos [10,0,5]  
  
_camera camcommit 3  
  
~5  
  
;Set the Camera to target Helo  
  
_camera CamSetTarget Helo  
  
_Camera camSetRelPos [0,100,-5]  
  
_camera camcommit 0  
  
~4  
  
CamDestroy _camera
```

\_camera camcommit 0

exit

My problem is that the camera doesn't destroy, and then it won't jump to the player  
How do I do this??  
(the text in the script is not complete. It will be better finally)

Try to finish this script with these strings (thanks to SnYpir for his tutorial):

```
_camera cameraeffect ["terminate", "back"]
camdestroy _camera
exit
```

and delete the last "\_camera camcommit 0" string before "exit" command

Title	Contributed By	Credits	Category	Date
How to simulate Bullet Time like in Max Payne	Lap931		Cameras and Cutscenes	9/14/01 3:54:06 PM

That's nothing. SoE Jamie has an excellent script if you want bullet time.

SOE Jamie wrote

"I have ALREADY got a max payne type script made, ive used it in one of my levels (its not like u may imagine, just the ability to slow down time, freeze time and speed time back up again. Also, if u try my script u will see that there r actually the effects i mentioned, tracer fire and tracer fire sounds whizzing past! ok, i admit the explosions look like they were drawn with crayoons, but i didnt make the game!) . Also, it just adds cinematic effect, there would not have to be any changes in the campaign at all to make way for it. here is the script, copy and paste it then follow the instructions i will display below:

```
Save this to notepad and name it 'maxp.sqs'
-----script starts -----
; A script that slows down time
SetAccTime 0.15; playMusic "7thLifeless"; 1 FadeMusic 0.25

-----script ends -----
```

save this to a mission file and in the init field of the layer type(without the 's obviously)  
'this AddAction ["Bullet Tyme(tm)", "maxp.sqs"]

now select it from the action menu and tell me what u think.

here are the other 2 scripts:

```
-----script starts -----
; A script that returns time to normal speed
SetAccTime 1; 1 FadeMusic 0

-----script ends -----
```

save this as 'buln.sqs' in ure mission, and type this into the init field of the player:  
'this AddAction ["Return to normal time", "buln.sqs"]

```
-----script starts -----
; A script that freezes time
```

SetAccTime 0

-----script ends-----

save this as 'stoptime.sqs' in ure mission file and type this in the init field of the player:  
'this AddAction ["Freeze time", "stoptime.sqs"]

Tell me what u think now ppl!

As u can see they r very basic scripts, im onl;y a beginner at scripting, so maybe some1 more adavanced could help to make it better....

Title	Contributed By	Credits	Category	Date
How to make custom death cutscenes	SelectThis		Cameras and Cutscenes	9/14/01 3:56:17 PM

Just add a script called "onplayerkilled.sqs" to your mission file.

The default scripts can be found in the scripts.dpo useful to use as a template

SelectThis

PS try adding \_player switchmove "crouching" and setacctime = 0.1

Title	Contributed By	Credits	Category	Date
How to add custom music	Tigershark		Music and Sounds	9/13/01 5:15:48 PM

ok.. here we go.. i just did this today:

take your music file and place it in a subfolder in your mission folder called "music"

then in your "description.ext" (if you don't have one.. just make one or copy on from another mission)  
paste this:

```
// Music
class CfgMusic
{
// Contains a list of all the .ogg files (without the .ogg extension) which are
// in all of the CfgMusic class instances below.
tracks[]=
{
FILENAME2
};

// Definition for a specific music track
// The class name is referenced in the mission.sqm file. (E.g. track="01demo"
class FILENAME2
{
// Name. How is this used?
name = "FILE DESCRIPTION";

// Sound file to use
```

```
// First entry is sound file to use (from music directory)
// Second field?
// Third field? Pitch maybe?
sound[] = {music\FILENAME1, db+0, 1.0};
};
};
```

\*\*\*End Paste (that means don't paste this line or anything below)

\*\*\*\*\*

KEY:

FILENAME1 = Full File Name - ex/ opera.ogg

FILENAME2 = Main File Name - ex/ opera

FILE DESCRIPTION = What you'll choose in the editor - ex/ Wicked Opera

Now in the editor - under whatever you want to start playing music (ex/ waypoint, trigger...etc...) click the 'music' drop down menu... You should see "Wicked Opera" as a choice near the bottom (usually) select that and wala!

Just make sure it isn't a HUGE file cause it will slow OFP down a lot.

I converted a MP3 file to 96kbps and then with dBpowerAMP converter, converted it to OGG at the lowest rate (forgot what it was) and in mono... It still sounds fine and runs better than when I left it in 128kbps and stereo.

Just another note the .ogg file goes into a subdirectory called "music"

Title	Contributed By	Credits	Category	Date
<b>Campaign Radio Sounds</b>	<b>bh808303</b>		<b>Music and Sounds</b>	<b>9/13/01 5:22:42 PM</b>

A cool addon for your missions are radio sounds from the campaign file.. This is how it's done  
First unpack the 1985.pbo file into a temp dir. In this directory tree you'll find all \*.ogg files (sounds) from the campaign.

In the stringtable.ext file of each mission it shows what file name contains.

There are two types of files voices and radiocommands. Voice files look like 18v01.ogg and radio commands like 18r01.ogg.

You'll even find the \*.lip sync files to use.

To activate the sounds you have to create some classes in the description.ext and you'll have to add the text into the stringtable file. You can see how it's done just copy the code.

In the mission editor just create a trigger and put on activation :  
nameplayer sideRadio "classname"

for nameplayer is the unit which should transmit

for classname is the class defined in description.ext file

Gives missions more depth.

Title	Contributed By	Credits	Category	Date
<b>How to simulate morse code by light source</b>	<b>aazell</b>		<b>Miscellaneous</b>	<b>9/13/01 4:25:25 PM</b>

Here's a small script for simulating a morse code message using vehical lights. I used this in a cutscene to simulate a boat sending a signal to shore.

The vehicle name here is Jeep1

```

jeep1 setbehaviour "careless"
~0.4
jeep1 setbehaviour "stealth"
~0.4
jeep1 setbehaviour "careless"
~0.4
jeep1 setbehaviour "stealth"
~0.4
jeep1 setbehaviour "careless"
~0.4
jeep1 setbehaviour "stealth"
~1
jeep1 setbehaviour "careless"
~1
jeep1 setbehaviour "stealth"
~1
jeep1 setbehaviour "careless"
~1
jeep1 setbehaviour "stealth"
~1
jeep1 setbehaviour "careless"
~1
jeep1 setbehaviour "stealth"
~0.4
jeep1 setbehaviour "careless"
~0.4
exit

```

Pretty simple stuff. Just alternate the time between flashes to get the desired effect.

All credit to Fishion,Abuu & Wolfrug  
They r so cool!

Oh heres a Morse code breakdown curteousy of Abuu(the helpfull little bugger).

(":" means short), ("- " means long)!!

```

A = : -
B = - : : :
C = - : - :
D = - : :
E = :
F = : : - :
G = - - :
H = : : : :
I = : :
J = : - - -
K = - : -
L = - : : :
M = - -
N = - :
Q = - - : -
R = - : :
S = : : :
T = -
U = : : -
V = : : : -
W = : - -

```

X = - : : -  
 Y = - : - -  
 Z = - - : :  
  
 0 = - - - - -  
 1 = : - - - -  
 2 = : : - - -  
 3 = : : : - -  
 4 = : : : : -  
 5 = : : : : :  
 6 = - : : : :  
 7 = - - : : :  
 8 = - - - : :  
 9 = - - - - :

Whew! Have fun!

Title	Contributed By	Credits	Category	Date
<b>Want people to attack a civilian?</b>	<b>Ace2</b>		<b>Miscellaneous</b>	<b>9/13/01 4:26:58 PM</b>

I dont know if yous guys/gals know about this but ahh...well here it is again if you do

- 1.Make you mission
- 2.Save as User Mission
- 3.Exit Game and open up the mission.sqm
- 4.Change all the civilian people to resistance
- 5.exit & save

Make sure in the game you made it so the resistance is not allies with anyone so now when you play the mission NATO and the Russians will kill the civilians if you only want russians to kill resistance make it so they are allies with the west and vice versa.

Cya

Ace2  
 ace2au@iinet.net.au

Title	Contributed By	Credits	Category	Date
<b>Adding a Random Element to the Mission</b>	<b>bujin</b>		<b>Miscellaneous</b>	<b>9/13/01 4:28:04 PM</b>

This is a very simple script to change the weather, fog level, date and time of day at the start of the mission. It can be useful to add variability to missions.

Script "environment.sqs"

-----

```
; Set weather type:
_W = Random 1
0 setovercast _W
```

```
; Set fog level:
_F = Random 1
```

0 setfog \_F

```
; Change date (note 8760 = 365days * 24 hours):  
_D = Random 8760  
skiptime _D
```

```
; Exit the script  
exit
```

-----

It is important to set the date and time of the level in which you use this script to January 1st, at 0000hrs as it uses the SkipTime function to add a random number of hours to this time.

You can call this through another initialise script, or by placing the following line into a "true" trigger or unit's Initialize line:

```
[] exec "environment.sqs"
```

One thing I'll add is that you might want to change the fog random number to 0.5 instead of 1. I tried a mission last night which had a fog level of 0.98 - it was practically impossible to play - I couldn't see 3ft in front of me!

Title	Contributed By	Credits	Category	Date
<b>Saving values between missions</b>	<b>Tigershark</b>	<b>REAPER</b>	<b>Miscellaneous</b>	<b>9/13/01 4:28:50 PM</b>

SaveVar

Description:

Allows you to save variables from one mission to the next mission in a campaign.

Syntax:

SaveVar "variablename"

Variablename is the name of the variable to save. It is necessary to enclose it in quotes.

Returns:

N/A

Example:

SaveVar "houseDestroyedFlag"

Notes:

It is not necessary to load a variable in the next mission. It is automatically loaded.

Use that along with the "condition of presence" box on units, and you can have units that were destroyed in the previous mission not be in the next.

Title	Contributed By	Credits	Category	Date
<b>How allow the player to save game anytime and repeatedly</b>	<b>snYpir</b>		<b>Miscellaneous</b>	<b>9/13/01 4:55:41 PM</b>

ProdigySnypa's latest mission (which by the way is excellent and can be downloaded at the missions center) used the following simple idea that i think is a must for many of the harder missions out there.

Ready for this? it's not rocket science

Write a script called "savegame.sqs" that consists of 2 lines:

```
savegame;  
exit
```

Make a trigger in the game that activates this script through a radio command that activates repeatedly.

The player can now save the game whenever required.

Simple, yet effective yes?

Title	Contributed By	Credits	Category	Date
How to make your Unit into a "Tough Guy"	snYpir		Miscellaneous	9/13/01 5:00:30 PM

---

THIS SCRIPT HAS BEEN UPDATED AND RESIDES IN THE CODE SNIPPETS SECTION.

It is in the units and groups part.

Adds a couple of enhancements to the one below.

The following script can be used to make any unit in the game harder to kill. It is called "toughdude.sqs".

copy and paste into a text editor, and then save as "toughdude.sqs".

you may also need to remove the trailing spaces from the following labels:

```
#takedamage  
#damagedone  
#loop1  
#end
```

(not my fault, it is your browser's!)

the call to this script would typically be made in the init field of a guy or any other object (even the player) who you want to make tougher.

it is called as follows:

```
[name of object, damage factor] exec "toughdude.sqs"
```

the name of the object would be 'this' if u are using the call in an init field of an object.

the damage factor is the divisor for the damage taken. if this value is 2, for example, the dude will be twice as tough (damage will be halved). this allows you to have different levels of toughness for different soldiers if you want.

so, a typical call to this script would be:

```
[this,2] exec "toughdude.sqs"
```

too easy!

```
-----  
;BEGIN SCRIPT  
-----
```

```
;-----begin the parts that u can edit-----
```

```
; this variable is the amount of time between loops (should be < 1)
_pause = 0.5

; get the damageFactor (set to be 2nd script parameter as default)
_damageFactor = _this select 1

;-----end the parts that u can edit - change code byond here at own risk!-----
```

```
; get the name of the object for this script
; (from script parameter)
_dude = _this select 0

; make sure dude is not dead
_dude SetDammage 0
_damage = 0
```

```
#loop1
```

```
; you could put some sort of exit condition here,
; perhaps the player acheives some objective or a global
; variable flips (saves script running when its not needed)
; ? exitCondition : goto "end"
```

```
; test to see if damage has been taken
? _damage != (GetDammage _dude) : goto "takedamage"
```

```
; exit condition for if the dude is dead
? NOT(alive _dude) : goto "end"
```

```
#damagedone
```

```
; pause for a bit of time
~_pause
```

```
; loop again
goto "loop1"
```

```
#takedamage
```

```
; how much damage has been taken since last damage
_damagetotake = (GetDammage _dude) - _damage
```

```
; lessen damage to take
_damagetotake = _damagetotake / _damageFactor
```

```
; assign the new damage
_dude setdammage ( _damage + _damagetotake )
```

```
_damage = GetDammage _dude
```

```
; uncomment if u want to know the damage of the dude after being
; shot
```

```
;hint format ["%1",GetDammage _dude]
```

```
goto "damagedone"
```

```
#end
```

```
;-----  
;END SCRIPT  
;-----
```

plz reply here if you have any questions.

cya

Title	Contributed By	Credits	Category	Date
The script not found error	Gizmo		Miscellaneous	9/13/01 5:02:53 PM

Here's a forum conversation of me with Suma from BIS about the Script not found error:

-----

I think I've found a bug after the update:

I use the waypoint-type 'SCRIPTED' to declare variables, or use it as a 'dummy waypoint' to let a unit wait for a certain time. The 'script' box is left empty.

After I installed the update I get a 'script not found' (note the double spaces between 'script' and 'not found') error. This happens only 1 time after the startup of a mission. You can click it away and everything looks fine.

I've tested some things and when you place an empty dummy.sqs in your folder and call it in the scriptbox from the scripted waypoint everything goes fine without the error.

But this had not to be done BEFORE the update. You could leave the script box empty. This way of using scripted waypoint was VERY handy. Is this a bug?

Grtz Gizmo

-----

The point is there were no Warning messages in 1.00 (the warning info was dumped only to debugger, which was usefull for us, but not very usefull for most users). This meant many errors have been silently ignored. From 1.10 the first Warning during one game session is displayed - and we will probably change this in future to show even more often (maybe to once per mission, or maybe every time).

So basically you got the error before, but you could not see it.

Ondrej Spanel

-----

Ok.. that's clear then

Thanks for the VERY FAST reaction (within 10 minutes !)

I'll use the workaround with the dummy script !

Grtz Gizmo

Title	Contributed By	Credits	Category	Date
How to make a unit salute	Tigershark		Miscellaneous	9/13/01 5:07:29 PM

yourunit switchmove "EffectStandSalute"

Title	Contributed By	Credits	Category	Date
<b>How to take prisoners</b>	<b>Tigershark</b>		<b>Miscellaneous</b>	<b>9/13/01 5:08:26 PM</b>

OK This is what you do:

Let's make an east soldier with no weapons ( this removeweapon "ak74" ) and call him "eastcaptive"

The make a trigger that will be activated by West. Make a West AI soldier outside of the trigger and set his waypoint to go into the trigger (don't make the trigger big, only 3-5)

Now in the init field of the East captive put:

this setcaptive true

This will prevent from the West guys from shooting him.

In the trigger Activation field put :

eastcaptive switchmove "FXStandSurUniv"

Place yourself outside the trigger and enjoy the view.

Make sure you don't copy and paste any extra spaces before or after the commands!

Title	Contributed By	Credits	Category	Date
<b>How to add your own flag</b>	<b>Gizmo</b>		<b>Miscellaneous</b>	<b>9/13/01 5:15:11 PM</b>

From the official OFP forum, posted by BIS programmer:

If you want to have your own flag in some mission (for example with your national flag) you can do it this way:

Make JPG image (not in progressive mode) when each side length is power of 2. Then place this image to directory where is your mission. If it is done write in flag's initialisation line this text: this setFlagTexture "name\_of\_flag.jpg"

Title	Contributed By	Credits	Category	Date
<b>How to create a trigger checking if enemy is dead</b>	<b>Tigershark</b>		<b>Miscellaneous</b>	<b>9/13/01 5:18:00 PM</b>

Q.I need a trigger that sets a variable (for example "dead" to true !

I need that to check if any russians are still alive !

I think something like that was in also in the Tutorial but i didn't get it working ...

A. (from Strangelove)

Set your trigger with a radius that encompasses the entire battlefield. Set it to be activated by 'east' (your Ruskies) when 'not present' (i.e. dead or absent from the radius). Then in the 'on activation' box type your Boolean stuff (e.g. dead=true).

You can make this trigger a switch, to provide you with the variable, or one of your endings (e.g. end1).

Title	Contributed By	Credits	Category	Date
<b>How do I get all my files (briefing, overview, etc.) into the PBO</b>	<b>Tigershark</b>		<b>Miscellaneous</b>	<b>9/13/01 5:18:49 PM</b>

When editing you should save the mission under User Mission, a Save As option in the editor. This will save your mission under  
 operationflashpoint\users\username\missions \urmissionname\mission.sqm

copy any briefing, scripts into that folder with the mission.sqm

once you have finished your mission you can export it to Multiplayer Mission (also a option under Save As in the editor) and this will create the .pbo file

with switching to outro, do u mean in the editor so u can make one?  
 if so make sure your in advanced mode (top right hand corner)  
 under the save, load and other buttons there is small dropdown menu and outro - win/loose can be selected.

Title	Contributed By	Credits	Category	Date
<b>How to create a trigger activated only from the ground</b>	<b>Tigershark</b>		<b>Miscellaneous</b>	<b>9/13/01 5:43:08 PM</b>

This is a trigger setup so it can only be triggered from ground, not in a chopper.

Trigger activated by west with these conditions;

this and not ((chop1) in thislist)  
 this and not ((chop1) in thislist) and not ((chop2) in thislist)

First one is for one chopper, second for two.  
 My actual line for one with 6 choppers is,

expCond="this and not((chop10) in thislist)and not((chop11) in thislist)and not((chop20) in thislist)and not((chop21) in thislist)and not((chop22) in thislist)and not((chop23) in this list)"

Title	Contributed By	Credits	Category	Date
<b>Long Range AI sniping</b>	<b>Gizmo</b>		<b>Miscellaneous</b>	<b>9/13/01 5:49:41 PM</b>

Here's a very dirty trigger trick:  
 The problem with enemy AI snipers in OFP is that they do not snipe at long range. But you CAN give a mission the scary psychological effect of being sniped as follow:

the Setup  
 Make a patrol of 5 men and start patrolling an area. Place a enemy sniper (S1) at a long range from this area, say 1500-1800 meters in a hiding spot (lots of trees, bushes, a house) and place a civilian (CIV1) near the sniper. In the area of you patrol make a trigger that does the following:  
 Activation by west: On activation:  
 DoSniperShot=false;S1 DoFire CIV1; PatrolMan1 SetDammage 1;DoSniperShot=true

Make a second trigger which triggers repeatedly with in the conditionfield:  
 DoSniperShot and set in the on Activation filed: CIV1 SetDammage 0.  
 This will respawn the civilian so that u can use the trick more than one time. The DoSniperShot=false

in the patrol trigger resets this trigger. If not, the CIV1 SetDamage 0 will be always true after the first shot, so no further shots could be possible.

What's the effect:

The sniper shoots the civilian (sorry for him ) and generates a firingsound from his position. But the SetDamage PatrolMan1 kills one of your patrol buddies instantly. You never know what hit him.....

If you want more dramatic effect you can snipe the other patrolmen. e.g. set the player as lowest rank in a group lead by AI. The player sees his whole team massacred by sniping fire and knows when nr4 goes down...I will be the next.....

For a clean ending: make a waypoint for the sniper what is activated by west presence at a range of aprox 500 meters so that the Sniper will leave his snipingspot at last to give the survivors some revenge.

grtz Gizmo

Title	Contributed By	Credits	Category	Date
<b>Adding a flag to the flagpole</b>	<b>Tigershark</b>		<b>Miscellaneous</b>	<b>9/13/01 5:57:42 PM</b>

Place this in the init field for the flagpole.  
setflagtexture ""

USA - usa\_vlajka.pac

Russia - rus\_vlajka.pac

Title	Contributed By	Credits	Category	Date
<b>How to skip time</b>	<b>Tigershark</b>		<b>Miscellaneous</b>	<b>9/13/01 6:00:09 PM</b>

SkipTime

is how many hours you want to skip...

eg. 1.5 is 1 hour 30 minutes.

Title	Contributed By	Credits	Category	Date
<b>How to light the fire in a fireplace</b>	<b>Tigershark</b>		<b>Miscellaneous</b>	<b>9/13/01 6:02:27 PM</b>

In the fireplace's init field type:

This InFlame True

Title	Contributed By	Credits	Category	Date
<b>How to put 2 commands in the</b>	<b>Tigershark</b>	<b>Drak</b>	<b>Miscellaneous</b>	<b>9/13/01</b>

try the following:

this addWeapon "M21"; this addMagazine "M21";

use the semi-colon to separate multiple commands

Title	Contributed By	Credits	Category	Date
<b>How do see if two specific units are in your trigger radius</b>	Drak		Miscellaneous	9/13/01 6:10:11 PM

Instead of having the line

this

in your trigger's condition field, type this:

```
triggername distance UNIT1 < 50 AND triggername distance UNIT2 < 50
```

where triggername is the name you gave to your trigger, UNIT1 is the name of the first unit you need to be within the radius, UNIT2 is the name of the second unit, and 50 is the distance you want to trigger at.

Title	Contributed By	Credits	Category	Date
<b>How to get the position of an object</b>	Wolverine		Miscellaneous	9/13/01 6:11:29 PM

If you put this string:

```
hint format["position: %1", getpos aP]
```

(where aP is the name of the object you wish to get the position for), in a trigger or init field, the position of the object will be displayed in the top left corner. Can be useful if you want to place a camera at that position, for instance.

Title	Contributed By	Credits	Category	Date
<b>Making a unit salute and specifying how long to salute for</b>	Abuu		Miscellaneous	9/14/01 1:53:53 PM

I've made a small script, which will allow you to decide how long a unit will salute for,

```
-----
_Unit= _this select 0
; Time till unit salutes,
~1
_Unit PlayMove "EffectStandSalute"
; How long the unit salutes for,
~2
```

\_Unit PlayMove "EffectStandSaluteEnd"  
~0

exit  
-----

Put this in the units INIT field

this setbehaviour "SAFE"

And put this in a triggers "On Activation" field

[nameofunit] exec "salute.sqs"

Title	Contributed By	Credits	Category	Date
<b>How to use the List and ThisList commands</b>	<b>Lucifuge Rofocale</b>		<b>Miscellaneous</b>	<b>9/14/01 2:11:22 PM</b>

Command "List"&"thisList"

-Description:  
Used to get a list of all units in radius of trigger.  
This is effective only in units set up as trigger activation.

-Syntax:  
List TriggerName  
(Use "thisList" if you need "List this")

-Returns:  
An array containing units

-Example:  
thisList CommandMove [X,Y]  
"\_x DoFire Enemy" ForEach List EAST\_BASE

Title	Contributed By	Credits	Category	Date
<b>How to set time limit.(Like official mission)</b>	<b>Lucifuge Rofocale</b>		<b>Miscellaneous</b>	<b>9/14/01 2:14:02 PM</b>

At first,you need write "Description.ext" like this.  
\*\*\*\*\*

```
TitleParam1 = "TimeLimit:";  
ValuesParam1[] = {600,900,1200,1500,1800};  
DefValueParam1 = 600;  
TextsParam1[] = {"10 min","15 min","20 min","25 min","30 min"};  
*****
```

then,you can choose time limit when starting game.

and put trigger  
--Type:End #1  
--Condition:Time >= Param1  
(Command"Time" is reference to how many seconds passed since starting game.)  
Then,game will end if time comes.

This is a beginner course.

Now,you can show selectable menu on ServerSetup screen by "Description.ext".  
and its possible also at Param2.

For example,if you want selectable TimeZone menu,  
write "description.ext" like this.

```
*****
TitleParam2 = "TimeZone:";
ValuesParam2[] = {6,12,18};
DefValueParam2 = 2;
TextsParam2[] = {"Morning","Noon","Evening"};
*****
```

next, put trigger for init.  
--Cond:true  
--OnAct:SkipTime Param2  
(Dont forget to set Time of Intel to "0:00")

then,you can choose time zone at ServerSetup screen.

Title	Contributed By	Credits	Category	Date
<b>How to make a stronghold type Multiplayer game</b>	<b>Lucifuge Rofocale</b>		<b>Miscellaneous</b>	<b>9/14/01 2:14:46 PM</b>

This is really simple.  
You have to do only 2 things.

```
1.Put trigger
--name:HoldArea
--radius:Cover the area to holding
--activation:West(or u want. it will be attacker.),Repeatedly
--OnActiv:[time,player] exec "stronghold.sqs"
```

```
2.write "stronghold.sqs"
*****
_timeBuf = _this select 0
_player = _this select 1
@ (time - _timeBuf >= 5) or !(_player in list HoldArea)
? _player in list HoldArea:ForceEnd
exit
*****
```

Why does it work?  
cuz "!(\_player in list HoldArea)" also turn true when \_player is dead.  
and Absolutely,it becomes so when \_player retreated:P

have fun

Title	Contributed By	Credits	Category	Date
<b>How to move triggers using script</b>	<b>Bloodmixer</b>		<b>Miscellaneous</b>	<b>9/14/01 2:17:32 PM</b>

Sure you can. "just" make sure you parse the object in your script, and then "select" it again.

```
_mytrigger = _this select 0
_otherxyz = _this select 1
_newpos = getpos _otherxyz
```

then use

`_mytrigger setpos [_x,_y,0]`

Title	Contributed By	Credits	Category	Date
<b>How to place a guard in a tower</b>	<b>Tigershark</b>		<b>Miscellaneous</b>	<b>9/14/01 2:22:35 PM</b>

Place the guard on the tower and put these 2 lines into his init field  
this setPos [getPos this select 0, getPos this select 1, (getPos this select 2) + 0.5];  
this setunitpos "UP";

Title	Contributed By	Credits	Category	Date
<b>How to determine if a player is east or west in Multiplayer</b>	<b>Lucifuge Rofocale</b>		<b>Miscellaneous</b>	<b>9/14/01 3:41:11 PM</b>

if u wanna judge player is West or East, try this!!

```
Goto Format["%1",Side Player]
#West
--some code--
Exit
#East
--some code--
Exit
```

I believe, this is very usefull code on multiplayer game.

Title	Contributed By	Credits	Category	Date
<b>How to create a toxic zone for Multitplayer</b>	<b>Backoff</b>		<b>Miscellaneous</b>	<b>9/14/01 3:42:10 PM</b>

In the original mission, i.e. the paintball mission, if you go away of the danger sign, the player will be wounded. This is how BIS have made:

First trigger for initialization:

```
Trigger 1
Text: Init
Condition: True
Activation: KillBastar = False
```

Second trigger is the 'Safe zone':

```
Trigger 2
Name: SafeZone
x: 250
y: 250
Activate by: Anyone
```

Next Trigger is the global zone:

Trigger 3  
 x: 2500  
 y: 2500  
 Activate by: Anyone, Repeatedly  
 Condition: KillBastar  
 Activation: BastarList = ThisList - List SafeZone; "\_x setdammage (getdammage \_x) + 0.2" ForEach BastarList; KillBastar = False

The last trigger delay the KillBastar:

Trigger 4  
 x: 0  
 y: 0  
 Activate: Repeatedly  
 Time Out: min 3 max 3 avg 3  
 Condition: !KillBastar  
 Activation: KillBastar = True

Trigger 2 & 3 must placed in the center of your operation theatre... think it could be improve...

Title	Contributed By	Credits	Category	Date
Working with arrays	Backoff		Miscellaneous	9/14/01 3:44:23 PM

I've found a cool thing with array variable:

you can easely make concatenation with array like this:

```
MyArray1 = ["One", "Two"]
MyArray2 = ["Three", "For"]
GroupingArray = MyArray1 + MyArray2
```

GroupingArray now contain "One", "Two", "Three", "For"

That's easy.... but you can remove element in array too:

```
MyArray1 = ["One", "Two", "Three"]
MyArray2 = ["One"]
GroupingArray = MyArray1 - MyArray2
```

GroupingArray now contain "Two", "Three"

By this way you can add and remove element in an array variable.

A short exemple to add a given player to an array(check if it isn't in array before add it):

```
_Player = _this select 0
?(!_Player in PlayersArray):PlayersArray = PlayersArray + [_Player]
```

And how to remove it:

```
_Player = _this select 0
?(!_Player in PlayersArray): PlayersArray - [_Player]
```

Where PlayersArray is an array variable containing a player list, in this case.

Other way to use this: remove the third element in an array:

```
MyArray = MyArray - [MyArray select 2]
```

Hope this can help somebody....

Title	Contributed By	Credits	Category	Date
<b>How to use the ForEach command</b>	<b>Tigershark</b>	<b>Bloodmixer</b>	<b>Miscellaneous</b>	<b>9/14/01 3:49:30 PM</b>

Let's say you don't want to allow damage to certain units for a little intro movie, use this (this is from my mine script, so it works :

```
"_x AllowDammage True" ForEach (_grunts)
```

Now every unit in the list \_grunts gets immortal

You always use the \_x (I don't remember why) instead of the "unitname" in your command.

Title	Contributed By	Credits	Category	Date
<b>Unix style folder paths work in scripting</b>	<b>Thorn</b>		<b>Miscellaneous</b>	<b>9/14/01 3:55:08 PM</b>

unix style path description for the path specified for scripts work. For example, i have created under my user a folder named sqs. Now to call scripts i do enter

```
"../sqs/myscript.sqs"
```

and everything gets to one folder.

so you are saying when you exec scripts you do it like this?

```
[] exec "../sqs/myscript.sqs"
```

if so could you also do the reverse for ppl with a shitload of scripts in there missions.

```
[] exec "sqs/myscript.sqs"
```

Yep is sure does.. know more 30 .sqs files in the root of a mission...

i just did

```
[] exec "west/test.sqs"
```

YAY!

DeaDMeaT

Title	Contributed By	Credits	Category	Date
<b>How to round numbers in scripting</b>	<b>Backoff</b>		<b>Miscellaneous</b>	<b>9/14/01 3:58:04 PM</b>

Maybe there is a basic function to make this, but this is what I've found (in collaboration with snYpir):

```
_rdnum = _num - (_num mod 1)
```

```
?((_num mod 1) > 0.5):_rdnum = _rdnum + 1
```

usefull with random generated numbers.

Hope this help someone!!

## **Ideas:**

### *Player Respawns and death counts*

Set a parameter in the 'Create server' dialog box to allow players to set the nbr of respawn. In description.ext:

```
titleParam2 = "Respawn number:";
valuesParam2[] = {10000, 1, 2, 3, 4, 5, 6, 7};
defValueParam2 = 10000;
textsParam2[] = {"Unlimited", 1, 2, 3, 4, 5, 6, 7};
```

Then triggers to detect if players dead and increment a counter at each time:

Repeatedly

Condition: !(alive )

Activation: CountDeath = CountDeath + 1

Deactivation: [] exec "deathcount.sqs"

In the script "deathcount.sqs" should be a code to test if the CountDeath is below the RespawnLimit (Param2) and if not make something with the player... but what? setpos this player far away and disable input... maybe

### *Player cameras:*

Do the same as back-off said, and in the deathcount.sqs you can use

```
[playername] exec "camera.sqs";
```

And your player becomes a fully-controlable camera.

You become a camera. Likewise it could be possible to change players. I guess you'll be one of the first to research this. I think you need a trigger on switch when everyone is dead and maybe you could try the command

```
cameraIdentifier switchCamera "cameraView"
```

***Good luck everyone, lets create some great missions out there!***