

Set-Pos-In-Game v1.6

Real time object placing; by Faguss (ofp-faguss.com)

1. Overview

Set-Pos-In-Game is a script for the **Operation Flashpoint / ARMA: Cold War Assault** that allows to create and place objects while previewing a mission and then save them. It's meant to assist in mission making.

2. Installation

SPIG requires **Fwatch v1.16** scripting extension. Download it from ofp-faguss.com/fwatch and extract it (password is „fwatch“) to the game folder. To install SPIG extract `Set-Pos-In-Game.zip` to the game folder. Launch the game using `fwatch.exe`.

3. Usage

Quickstart:

- Copy missions from the `Set-Pos-In-Game\Missions\Users\` to the `Users\<your name>\Missions\`
- Open Mission Editor and pick Desert Island. Load mission *SPIG-Blank*.
- Select *Edit* from the action menu.
- Select *Insert Object* from menu on the right side.
- Pick some objects from the list and press *Add* button. Use WSAD on the keyboard to place them. Select *Exit* when you're done.
- Select *Load/Save Position* and then *Export to mission.sqm*.
- Go back to the Mission Editor. Reload the mission.

Using SPIG in your own mission:

In the script `Init.sqs` or in the player initialization field (in the Mission Editor) add line:

```
Player AddAction ["SPIG", "..\Set-Pos-In-Game\Start.sqs"]
```

Start the mission. Select *SPIG* from the action menu. A window will appear saying „Would you like to add SPIG dialog to the description.ext?“. Select „OK“, reload and restart the mission. Launch script again from the action menu. SPIG menu will appear. Select *Load/Save Position* and *Import from SQM*.

4. Key Bindings

W, A, S, D	Move object
Q, Z	Elevate / descend object
X, C	Rotate object
ALT, SHIFT, CTRL (hold)	Change movement speed
BACKSPACE	Undo position change (max 10)
ARROWS, NUMPAD	Operate camera
+ and - (keypad), PG UP, PG DOWN	Change camera's distance to the object
END, NUMPAD5	Reset camera direction
Left click on the object list	Switch to the selected object
Right click on the object list	Mark object (allows to move multiple objects at once)
Middle click on the object list	Edit properties
Mouse scroll	Zoom camera or scroll object list
Hold left click	Move camera
Hold right click	Move object
Hold middle click	Elevate / descend object
1, 2	Previous / next object (skip more with SHIFT and CTRL)
3	Mark object (allows to move multiple objects at once)
4	Hide / show all markings
` (tilde)	Un / Mark all objects
F12	Show / hide menu
TAB (in manual cam)	Show / hide dialog
SPACE (hold it with marked objects)	Suspend moving multiple / rotate all objects in place
F1 – F10	Quick camera position change
+ and -	Change script speed
V	Display version
INSERT	Copy object(s)
DELETE	Remove object(s)
M	Open map screen. Place object by clicking on the map

5. Options

Load/Save Position	Open menu for saving to/loading from files.
Insert Object	Open menu for adding new objects
Clone Object / Stamp	Make a copy of the current object (or currently marked objects)
Build	Open menu for making a row of objects (when marked at least two)
Remove Object	Delete current object
Manual Camera	Enter manual camera mode (it doesn't follow the object)
Unit properties	Open menu for changing object's properties
Zero Velocity	Prevent objects from falling. Works even after closing the menu
Zero Height	Set object's position to the ground level
Block Axis	Block changing position in X or Y axis
?	Show a list of key bindings

6. Saving and Loading Objects

When you're done setting up your objects select *Load/Save Position* from the menu on the right. A new window will appear. Click on the input box, type a name for your save file and press *New Save*. Position of the objects will be stored in a binary file (meaning it's not readable in a text editor) in the `fwatch\idb\spig` folder.

To open a previously saved file click on the *Load/Save position*, select file name from the list and then click on *Load* or *Load (merge)*. The first option will replace all current objects with the ones from the save file. The second will keep all existing objects and add the ones from the save file on top.

Since version 1.6 of the SPIG script there is a new format of saves. Old ones will be automatically converted on startup. In case you need to repeat this operation open file `fwatch\mdb\spig_ver.db` in notepad and set `savesconverted` to 0.

7. Importing from mission / Exporting to mission

You can load objects from the mission file itself to the SPIG editor by clicking on the *Import* button. This option will only read vehicles (not soldiers) and will add objects to the existing list (it won't erase it).

Objects may also be exported to the mission file so that they will show up in the Mission Editor. Use the *Export* button in the *Load/Save* menu. Objects are always added as new (it will not update existing objects) and soldiers will be saved as well. To put units into different groups open properties menu and give them different group names. `Mission.sqm` does not store Z axis position so the script automatically adds a `setPos` command in the *Initialization* field to place them at the wanted elevation.

Once the script has finished exporting go back to the Mission Editor and reload the mission. SPIG creates a backup of the `mission.sqm` so that you can revert in case of an error.

8. Exporting to a script

SPIG also has an option to generate an SQS script that will create objects during play. In the *Load/Save* menu click on *Switch to scripts*, type a name in the input box and select *Export*. Now go back to the Mission Editor. Add a new trigger *Radio Alpha*, click on the *On Activation* field and press CTRL+V. A scripting command to launch the generated script will be pasted onto the field. Now preview the mission and press 0-0-1 on the keyboard. Objects you exported will be created on the fly.

Generated script includes the following settings from the *Unit Properties* menu: side, class, vehicle lock, soldier rank, name, group name, skill, init, health, fuel, azimuth, probability, presence condition and radius.

Scripts created by the SPIG script feature a bunch of options. They are passed into the script in a string inside the array (it's a workaround to have named arguments in the OFP; named arguments are easier to work with than ordered arguments). For example:

```
[{_loading="BUSY"; _interval=1}] exec "myscript.sqs"
```

Option `_loading` will set global variable with given name to `true` when the script is working and to `false` when it finished working. It can be used to wait until the script has finished execution like this:

```
BUSY=false
[ {_loading="BUSY"} ] exec "myscript.sqs"
@BUSY
@!BUSY
```

Creating all objects at once would slow the game down so there is a time delay between creating objects. By default it's 0.1 second. You can change it to a different value using the `_interval` option.

Script can create soldiers but there is a requirement. In OFP newly created soldiers have to be created in an already existing group (and then a new team can be created by splitting them). The solution is to place a dummy soldier somewhere on the edge of the map and use him as a „soldier generator“. In the Mission Editor you need to insert such soldiers for each side you want to create and then name them. Then you pass the name as an argument to the script. For example:

```
[{_west=wgen; _east=egen; _res=rngen; _civ=cgen; _logic=lgen}] exec "script.sqs"
```

If you want to access newly created vehicles / soldiers / groups you have to pass arrays like this:

```
VEH_LIST=[]; SLD_LIST=[]; GRP_LIST=[]; BUSY=FALSE
[ {_loading="BUSY"; _vehicles=VEH_LIST; _soldiers=SLD_LIST; _groups=GRP_LIST} ]
exec "myscript.sqs"
@BUSY
@!BUSY
hint Format ["%1", VEH_LIST select 0]
```

If you want to create objects in a different location and/or facing different direction pass `_new_pos` / `_new_dir` arguments. For example:

```
[{_new_pos=[6573,3752,0]; _new_dir=275}] exec "myscript.sqs"
```

Final option is `_mode` which is limited to the following values: `create_all`, `create_soldiers`, `create_objects`, `move_all`, `move_objects`, `move_soldiers`. Default is `create_all`. Script can either generate new units („create“) or place existing units („move“). This way you can create units and later teleport them using the same script. Second word („all“, „objects“, „soldiers“) specifies whether you want to create/teleport all units or only vehicles or only soldiers. In „move“ mode script will use arrays from the `_vehicles` and `_soldiers` options. Example:

```
BUSY = false
SLD_LIST = []
[ {_loading="BUSY"; _west=wgen; _soldiers=SLD_LIST} ] exec "script.sqs"
@BUSY
@!BUSY
@NEED_TO_TELEPORT
[ {_mode="move_all"; _soldiers=SLD_LIST; _new_pos=[6573,3752,0]; _new_dir=275;
_interval=0} ] exec "myscript.sqs"
```

9. Insert Object

This option allows you to browse through the list of objects and insert any of them to the game. Button *Add* will append selected object to the working list and then create a new dummy preview object.

SPIG comes with object databases for 43 addons. It automatically detects which addons you're using and load the correct data.

Addon	File name	Addon	File name
3WX Objects 1.1	F3WX_O1.pbo	MAPFACT JOF Objects v1.2	JOF_Objects1.pbo
ALs Training Objects	ASL-MOUTKIT.pbo	MAPFACT Mine Workers v1.2	MAP_MineWorkers.pbo
AGS Buildings 2.6	AGS_build.pbo	MAPFACT Mine Vehicles	MAP_MineVehicles.pbo
AGS Industrial 3.0	AGS_inds.pbo	MAPFACT Military Objects	MAP_MilObj-Pack.pbo
AGS Harbour 1.2	AGS_port.pbo	MAPFACT Military Oil 1.2	MAP_OilAddon.pbo
Berghoff's Mediterrain Nature 1.0	BRG_N4.pbo	MAPFACT Sheds	MAP_Shed.pbo
BFV Plants Pack 0.8	BFV_gecko.pbo	MAPFACT WW2 Armored	MAP_WW2_Panzer.pbo
Editor Update 102	editorupdate102.pbo	MAPFACT WW2 Bunker	MAP_WW2_Bunker.pbo
Editor Update 103	Editor103.pbo	MAPFACT WW2 Construction	MAP_WW2_Kulissen.pbo
Invasion 1944 - Grass	I44_grass.pbo	NIK's Earth Works	NKHole.pbo
KLA Construction Kit	Kla_ConKit.pbo	NOCH Bunkers	noch_bunker.pbo
KLA Power Lines	Kla_Pali.pbo	NOCH Hesco Bastions	noch_hesc.pbo
L2K German Military Base	L2K_BwKaserne.pbo	Project Farmland Objects 1.2	fml_objects.pbo
L2K Lights	L2K_Rundumlicht.pbo	RKSL Netpack US	RKSL-Netpack-US.pbo
L2K Submarine Bunker	L2K_UbootBunker.pbo	RKSL Netpack UK	RKSL-Netpack-UK.pbo
L2K Submarine Bunker Objects	L2K_UbootZPack.pbo	RKSL Hangar	RKSL-Hangers.pbo
Legawarz mod	LWZ_objects.pbo	RKSL HAS	RKSL-HASN2.pbo
Linker Split's Grass	WWII_grass_config.pbo	Sled88's Grass	erba.pbo
MAPFACT Baracker	Baracken.pbo	Sled88's Grass Updated	erba.pbo
MAPFACT Bunker Components	BauElementeV01.pbo	UWAR Grass 1.23	uwar_grass.pbo
MAPFACT Editor Update	MAP_Editorupgrad.pbo	Winter Nogojev 1.1	kegnoecain_snow.pbo
MAPFACT Heaps v2.0	MAP_Heaps.pbo		

New object databases can be generated automatically using [Mission Editor 3D](#) version 0.25 or newer. They will be stored in the `Set-Pos-In-Game\db_autogenerated` folder.

10. Build menu

When you mark at least two objects *Build* option will appear in the menu. It's purpose is to create a row of objects (like a fence). First you should place the first two objects next to each other so that there's no gap between them. Then mark them and click on Build. A new menu will appear with the following options:

- **Objects in one layer** – how many objects should be in a single row. This includes the marked objects so if you selected two and set it to 6 then four new objects will be created. Max is 50.
- **Building direction** – in which direction new objects will be placed. It's calculated automatically based on the first two objects but you can also manually adjust it.
- **Distance between objects** – how far the new object will be placed counting from the previous. It's calculated automatically based on the first two objects but you can also manually adjust it.
- **How many layers** – you might build multiple layers of a fence, i.e. more than one row by increasing this value. first two objects but you can also manually adjust it. Max is 10.
- **Layer direction** – in which direction new layers will be placed.
- **Layer distance** – space between the layers.
- **Set to line** – Reset input values to default
- **Set to square** – Reset input values and make the row count match the column count

Blinking preview object will show you where the new objects will be created. In this menu you can move camera and the marked objects. Once you're done press *Build* button to create objects.

11. Credits

Thanks to Anguis, Macser and STGN for testing. Thanks to Rožek for suggestions and bug reporting.

UWAR Grass, Linker Split's Grass, Sled88's Grass, Invasion 1944 grass databases made by Rožek.
NOCH Bunkers, NOCH Hesco Bastions databases made by Kenoxite.

Script uses dialogs (*RscDisplayCustomArcade, RscDisplayArcadeUnit*) taken from the original game resource file.

12. Version history

1.0 (01.06.2010)

First release.

1.1 (09.06.2010)

- improved dialog
- partially fixed issues with setting object height
- relative position updated when bringing back markings with *F4*
- *fixZ* is not stored in save files
- seamless switch between file manager and editing dialog
- script 'remembers' last selected file in file manager
- script is terminated when player dies
- **Zero Velocity** option is turned on by default

1.2 (17.06.2010)

- added stuff which allows to load save in the mission
- fixed height issue when **Zero Velocity** option was disabled
- fixed issues with moving multiple objects
- fixed saving **Relative Position** issues
- *fixX*, *fixY* are not stored in save files
- improved file manager script
- saving relative camera direction (in „Relative Position” save type)
- *spig_vars* array now saved to file
- speed rate depends on benchmark
- V key quits manual camera mode

1.21 (22.06.2010)

- fixed helicopter constant elevation when disabled **Zero Velocity** option
- fixed loading **Relative Position** problem (objects weren't properly placed)
- fixed loss of control problem caused by moving object over hilly terrain
- reduced camera warping
- script for moving multiple objects now handles object height when it's falling
- shortened message display time

1.3 (24.07.2010)

- added **Insert Object** option
- can change script speed (*SHIFT,CTRL* + 1,2)
- changed installation: copy *Set-Pos-In-Game* to OFP root folder instead of mission folder
- cloned objects have same direction
- data are saved with *qwrite* instead of *write* (faster saving, stores font case)
- fixed bug with creating objects when loading coordinates
- fixed bug when removing marked objects

- implemented **Clone / Remove** multiple objects
- improved **Clone / Remove** object code
- manual camera mode variables aren't reset each time script is launched
- modified *spigConvert.exe* program
- no error message if there are no objects in *SPIG_OBJS* array
- numpad also operates camera
- *PG UP* and *PG DOWN* works like + and – on numpad
- quick camera keys (1 – 5)
- removed delay in displaying messages
- script does not run if Fwatch is disabled
- *SHIFT* now affects camera speed
- single key press opens dialog in manual camera mode
- *SPACE* locks multiple objects (can change direction without changing position)
- *SPIG_OBJS* array is created even if user has not defined it
- *SPIG_Load.sqs* assign global variable to loaded object (*spigXobj*)
- *SPIG_Load.sqs* script can now create soldiers with *createUnit* command
- *SPIG_Load.sqs* – fixed bug when anchor was the last object
- *SPIG_Load.sqs* – new execution syntax (passing time delay)
- *SPIG_Load.sqs* – no error message when starting editing after loading
- *SPIG_Load.sqs* – *SPIG_OBJS* is created even if user has not defined it
- *TAB* opens dialog in manual camera mode (instead of *RIGHT WIN* key)
- *V* key checks script version

1.31 (07.10.2010)

- added *bfv_gecko* and *fml_objects* databases
- auto version check at startup
- category name localized in databases for mapfact addons
- changed condition when to process databases (if no *ofpres* loaded)
- fixed message when removing first object from list
- fixed land vehicle constant elevation when disabled **Zero Velocity**
- implement widescreen solution for dialogs
- improved script displaying messages
- *Insert Object* - no problems with leaving with *ESC* key
- *Insert Object* - camera does not reset after adding object with *SHIFT*
- *Insert Object* - fixed wrong message when added multiple objects
- *SpigConvert.exe* – program now support drag & drop
- *SPIG_Load.sqs* – anchor coordinates are updated during loading relative position

1.32 (06.11.2010)

- added 5:4 support

1.33 (27.11.2010)

- added 12 new databases
- added document „How to create a database”

- optimization – less calls to fwatch

1.34 (14.02.2011)

- added „mark all” option (F5)
- fixed category order in BRG_N4 database
- new menu *Edit Unit*
- new program *save2sqm.exe*
- new save type

1.35 (23.02.2011)

- added height information to *sqm* save type array
- added **Undo last move** feature
- fixed error message when there was no objects in the list
- fixed error with object creation during loading *sqm* type
- fixed error when entering **Edit Unit** menu after *pos/reload*
- renamed *cla* save type to *sqm*
- *spig2sqm.exe* - now adds code to set object's height
- *spig2sqm.exe* - fixed – wasn't working with `class vehicles` absence
- *SPIG_Load.sqs* - fixed – temporary object wasn't removed when creating soldiers
- *SPIG_Load.sqs* - removed code to create `SPIG_HEIGHT` array
- *SPIG_Load.sqs* - removed `setFormDir` command

1.36 (11.03.2011)

- added 3 grass addons databases (by Rožek)

1.37 (17.10.2011)

- added 15:9 aspect ratio support
- added *SPIG-Blank.intro* demo mission
- auto version check every week if user is using Fwatch v1.1
- now it's possible to include dialogs in *Resource.hpp*
- *SPIG_Load.sqs* – added `SPIG_LOADING` var – only one script execution at a time
- updated *SPIG-Soldiers.noe* demo mission

1.38 (15.06.2011)

- added database for updated Sled88's grass addon
- changed dialogs classnames so it doesn't collide with IGSE script
- updated internet address which script uses to check version

1.39 (06.05.2013)

- added databases for NOCH addons
- added option for automatic export to SQM (requires Fwatch v1.11)

- saving (overwriting) is halted if current file couldn't be deleted
- *spig2sqm.exe* – implemented silent mode for launching program from the game
- *spig2sqm.exe* – backup files have number in their name

1.4 (28.05.2013)

- added option to automatically include SPIG dialog in `description.ext` if not present
- File Manager wasn't storing last selected file of the sqm type - fixed
- fixed File Manager window background (enlarged)
- loading sqm files wasn't functioning – fixed
- removed version check
- *SPIG_Load.sqs* uses new arguments (custom anchor position and no refresh)
- *SPIG_Load.sqs* script was skipping part where anchor is assigned to global var – fixed
- *spigConvert.exe* - updated program so it can be launched from the game

1.41 (25.01.2014)

- cannot save if there aren't any objects
- fixed bug with loading rel and then saving sqm
- fixed object misplacement after copying multiple
- fixed lockout bug from the previous version
- objects were slightly moved after exporting to sqm – fixed
- „unmark all” wasn't always working - fixed
- while holding SHIFT or CTRL you can scroll through objects faster

1.42 (29.08.2014)

- script *IncludeDialog.sqs* now works only with the Fwatch 1.13 or newer

1.43 (25.04.2015)

- added databases for addons: Mikero's Editor103 and MAPFACT Editor Upgrade

1.44 (30.05.2015)

- *SPIG_Load.sqs* – does not load „pos” objects twice anymore
- *SPIG_Load.sqs* – formation dir is set to anchor's direction in „rel” loading
- *SPIG_Load.sqs* – wouldn't change existing anchor position to a custom one - fixed

1.45 (18.07.2015)

- removed code that used `benchmark` command
- brought back version check

1.46 (01.06.2016)

- script checking version now compatible with Fwatch 1.15

- script adding dialog include now compatible with Fwatch 1.15

1.47 (23.08.2016)

- Automatically detects screen aspect ratio (requires Fwatch 1.15)
- Removed option to manually set aspect ratio in *Dialogs.hpp*
- Now including *Dialogs.hpp* in the *Resource.cpp* will not work
- Uses Fwatch input multi method (requires Fwatch 1.13)
- User can change height of the object list and number of lines will be adjusted automatically
- Including dialog – works even when `#include` macro is commented
- Including dialog – detects if mission (in Mission Editor) has not been saved
- Fixed bug in version check where it would constantly display message about new version
- Error message is displayed when trying to save / load without selecting position first
- Error message is displayed when trying to load non-existent file
- *SPIG_Load.sqs* – when loading relative with a custom position objects before the anchor were loaded to the original position and not the custom one – fixed
- *spig2sqm.exe* – saves file error information to log.txt

1.48 (22.11.2019)

- Added object database for legawarz mod
- Databases for Editor103.pbo and MAP_EditorUpgrade.pbo weren't being loaded - fixed

1.49 (08.04.2020)

- Added object database for the Invasion 1944 grass addon
- Added option „Build” for copying marked objects in a row
- Function keys now change camera position and number keys are used to scroll objects (previously it was the opposite)
- Tilde key is now used to mark all objects
- NUMPAD5 and END keys now reset camera direction (NUMPAD5 was moving camera down)
- Added 5 more quick camera keys (F6-F10)
- INSERT key now copies current object
- DELETE key now removes current object
- Minus and plus keys are now used to change script speed (for new Fwatch versions only)
- BACKSPACE now goes through last 20 changes instead of undoing last one
- Slowed down camera rotation; rotating it with SHIFT is faster than before
- Slowed down object rotation
- When copying objects currently selected object remains in the same position (instead of moving it 1m away)
- Current camera direction is displayed on the bottom
- Larger azimuth field in the „Edit Unit” menu
- Menu is now always shown when launching the script
- Script doesn't quit when you remove all the objects
- Fixed issue that prevented from loading save files with large amount of objects
- Removed limit on the amount of objects exported to mission.sqm
- Buttons to Load and Save objects now disappear while script is busy

- Object's direction value wasn't being updated when entered „Edit Unit” menu
- Fixed issue where enabling axis lock would cause object to suddenly change location
- Fixed error message when marking objects
- Fixed error message when removing multiple objects
- Moving multiple objects wasn't working after relaunched the script – fixed
- Script is paused while copying multiple objects to prevent wrong placement of objects

1.5 (15.09.2020)

- Added option to display list of controls
- Camera can now be controlled by mouse
- List of objects can now be navigated with mouse
- On-line version check now compatible with Fwatch 1.16
- History now handles marked objects
- History buffer reduced from 20 to 10 states
- History is now not saved when changing objects
- Fixed bug with dialog to modify description.ext not showing up
- Fixed bug with being able to move objects when in manual camera mode
- Rewritten code for moving multiple objects – places objects slower but should slow down game less
- When you stop moving multiple objects the script will force wait until all objects are placed before you can move them again
- Removed restriction for placing in the air objects inheriting „tank” class

1.51 (18.10.2021)

- When saving pos/rel with Fwatch 1.15 script SPIG_Load.sqs is automatically copied to the mission directory and a scripting command to use it is copied to the clipboard
- In Build menu a single preview object is displayed

1.52 (01.05.2023)

- fixed objects being saved with incorrect direction when saving sqm

1.53 (29.02.2024)

- object can now be moved with a mouse while holding left click
- reduced screen warping while moving camera
- camera position is kept when turning off manual camera mode
- mouse cursor position is suspended while holding mouse button
- holding mouse button to move object/camera can only be done while cursor is not over interface
- fixed issue with incorrectly leaving Insert Object menu with ESC key

1.54 (08.07.2024)

- Insert Object menu will now read object lists from the folder „db_autogenerated”

1.6 (18.09.2025)

- Removed compatibility with older versions of Fwatch. Now only works with 1.16

Save system overhaul:

- Saves are in now a new format stored in the `fwatch\idb\spig`. Old ones are automatically converted
- Instead of having numbered save files now they can have custom names and there's no limit
- Removed distinction between save types and absolute/relative position
- Loading does not reuse existing objects but always adds new. Added button to merge objects from a file
- Exporting to the `mission.sqm` is now done with Fwatch instead of using an external program
- Soldiers can now be exported to the `mission.sqm`
- Vehicles can now be imported from the `mission.sqm` file
- Standalone SQS scripts can now be generated (instead of creating a special save file for the `SPIG_Load.sqs`)

Build menu overhaul:

- Camera and objects now can be moved while in the menu
- Removed option for changing origin point (now it's always the last marked object)
- You can now change object distance, object direction, layer distance and layer direction
- Fixed bug with preview object facing incorrect direction
- Preview object now jumps to show where the new objects will be placed
- Verifies if the user input is a number
- Added object amount limit (10 rows, 50 columns)
- Left mouse button will now move the camera and right – move object (to avoid accidental object movement)
- Holding middle mouse button and moving mouse will change object's position in the Z axis
- Middle mouse button (in the object list) opens Edit Unit menu
- Right mouse button (in the object list) marks object
- Mouse scroll in the object list will only scroll the list without changing the current selection
- Objects can be placed using map screen by pressing M key
- Insert object: if there are no addons then „Armored Target” will be selected first instead of a plane
- Edit Unit: object's side can be changed (`Empty` are exported to vehicles and all others are exported to soldiers)
- Edit Unit: added option to change object's coordinates
- Edit Unit: added *group name* option to sort soldiers into groups (in SQS export it will assign group to this variable)
- Edit Unit: now verifies if the typed object name and group name are valid variable names
- Object list now will display group name
- When cloning objects counter in the object's name is incremented
- „Remove object” button text is updated to show how many objects have been marked
- Fixed bug with being stuck in the manual camera mode
- Fixed bug with multiple objects not being moved when two objects were marked
- Fixed bug with cloning objects – name of the object that was copied was being changed
- Folder `Demo missions` was renamed to `MissionsUsers`
- Removed files `spig2sqm.exe`, `spigConvert.exe`, `SPIG_Load.sqs`
- Added demo missions `SPIG-Bunker` and `SPIG-Groups` and removed `SPIG-Demo` and `SPIG-Soldiers`