

Speeder_add v1.2

Modified Speederbike addon; by Faguss (fgs.er.pl)

1. Required Addons

speeder <ftp://ftp.ofpr.info/ofpd/unofaddons/speeder.zip>

2. Name/class reference

Display name	Class name	Mission editor
74-Z speeder bike	speeder_add	East -> Car

3. Modifications

- added dummy actions for status display
- added scripts (acceleration, stabilizer, key detection)
- extended HUD display
- fixed 'camouflage' property in config
- increased fuel consumption
- increased sensitivity of turning
- modified model (hitpoint boxes are closer to model's center)
- localization (German, Polish, Finnish, French)
- switched unit side to east

4. Reserved variables

`speederadd_gear` – indicates the gear the vehicle is running on

`speederadd_forward` – indicates which key is pressed

`speederadd_stabilizer` – indicates if stabilizer is working

`speederadd_ascend` – unused

5. Usage

Key	Effect
Move backward	Brake (works more efficiently on first gear than on second)
Move forward	Accelerate to 75 km/h on first gear and to 200 km/h on second
Fast forward	Accelerate to 150 km/h on first gear and to 300 km/h on second
Turn left	Turn on/off stabilizer
Turn right	Shift up/down

If they don't work, press 'V' key to debug.

Stabilizer modifies vehicle movement so it won't 'shake'. It doesn't work while on a bridge. It can be used to set the knocked speeder upright.

Fuel usage depends on velocity. The faster the movement is, the more fuel it consumes (only when acceleration key is pressed). Stabilizer consumes additional amount of fuel.

Using scripts with other kind of vehicles. Use the code below:

```
<vehicle class> exec "\speeder_add\sqs\Init.sqs".
```

It works locally and should be executed **only once** for each kind of vehicle. The best way is to type in vehicle's init field:

```
typeof this exec "\speeder_add\sqs\Init.sqs"
```

Scripts may not work properly with every vehicle. Remember that they were designed specifically for the speeder.

6. Credits

German localization by [GLT]Legislator. Polish by Faguss. Finnish by [PnM]Osku. French by Nikiller. Thanks to [CiA]Pulverizer for help.

7. Version history

0.5 (13.06.08)

First release. This version was broken (actions weren't working).

1.0 (03.07.08)

Actions fixed by [CiA]Pulverizer. Also he modified HUD display and scripts.

1.1 (16.07.08)

- modified stabilizer script.

1.2 (28.03.09)

- actions made dummy
- added keyboard controls for gear and stabilizer
- added Polish, Finnish, German, French localization
- changed vehicle class to car (mission editor)
- modified speeder acceleration, removed automatic shut-off
- fixed stabilizer (no screen warping)
- increased fuel consumption
- modified model (hitpoint boxes are closer to model's center)
- possibility to use speeder scripts with other types of vehicles
- removed horn