TankCommanderGun v0.1

Experimental turret script for a tank commander; by Faguss (ofp-faguss.com)

1. Usage

Requires Fwatch 1.15 or above (http://ofp-faguss.com/fwatch/)

Copy folder „TankCommanderGun" to your mission/addon. For each vehicle execute the following script:

```
[<vehicle>, <bullet class>, <bullet interval>, <bullet speed>, <ammo
count>, <gun sound name>, <rearm classes>, <rearm sound name>] exec
"TankCommanderGun\Init.sqs"
```

Sounds need to be defined in *description.ext* or *config.cpp*. *Rearm classes* is an array with class names of vehicles that can be used for rearming. See demo mission for usage example.

To use with an addon launch the script through „init" eventhandler in config.cpp. You'll have to correct paths in the „TankCommanderGun\Init.sqs" script.

Once in commander position turn on optics and hold „Y" key to start firing. Press „T" to check how many bullets are left. Once you've depleted magazine drive close to an ammo truck (<10m) and press „Y" to rearm.

2. Known Issues

Firing direction is sometimes incorrect – this is an Fwatch issue. Try turning the camera.

Particle effect is not MP compatible.

3. Version history

v0.1   (05.11.19)
First release