WW4 Binoculars Script v1.1
Switches to optics when using Binoculars; by Faguss (ofp-faguss.com)

1. Overview

By default in WW4 mod when you use binoculars the game does not automatically change view to optics. This script provides that functionality. Also when you switch back to gun it restores previous view.

2. Requirements

WW4mod25

http://forums.bistudio.com/showthread.php?124403-WW4-Modpack-2-5

Fwatch 1.13

http://ofp-faguss.com/fwatch/download

3. Usage

- Start game with `fwatch.exe`
- Copy `ww4_fwatch_binoc.sqs` to the mission directory.
- Write in `Init.sqs`:

```
[] exec "ww4_fwatch_binoc.sqs"
```

The alternative way (that wouldn't require to change every mission) is to use event handler in the mod configuration in the `class CfgVehicles` → `class Man`. See files in the „replacement" folder in this archive.

4. Version history

v1.0   (23.11.11)

First release (on BI forums)

v1.1   (25.09.14)

- now works only with Fwatch 1.13 or newer (uses `MemMulti` method)

- checks for WW4 mod presence

- improved code that changes views