Addons Modified for the New Fwatch v1.11

Replaced old presence check method with the new one; by Faguss (ofp-faguss.com)

1. Overview

Fwatch 1.1 introduced a new way of detecting it's presence (through `localize` command). Old methods: `fwatch_check.sqf` and especially `fwatch.pbo` are now obsolete and I recommend to quit using them.

Fwatch 1.13 features a standard in obtaining user input information called „input multi". It is meant to fix negative interaction that occurs when multiple scripts use the same command at once.

A couple of addons were made for **Operation Flashpoint** taking advantage of the original Fwatch. As the new version of the latter was released they could use some upgrade. This archive contains updated addons. They will work only with Fwatch 1.13 or newer (except for TOP1 and OPERA1 which will work with Fwatch 1.1).

2. Version history

v1.0   (06.06.12)
First release.

v1.01   (15.06.12)
- MAP_KeyControl had incorrect fwatch check – fixed
- TOP1 OPERA had incorrect fwatch check – fixed

v1.1   (06.09.14)
- GENB, MAP use Input Multi method (joystick supported) and require Fwatch 1.13

v1.11   (11.09.14)
- GENB now reads keys for rotation from *GENB_hs_controls.cfg* instead of *GENB_hs_controls2.cfg*
- GENB now uses a value (read from *GENB_hs_controls.cfg*) that activates winapi joystick input method
- GENB – added updated .cfg file to the package
- Mapfact Key Control now uses a value that activates winapi joystick input method

3. Addons

Make sure you have the original addon already. If not then use download links below:

- `General Barron Handsignals Command System v1.1`
  http://ofp.gamepark.cz/index.php?showthis=8800
  http://ofp.gamepark.cz/index.php?showthis=10111

- `General Barron Handsignals Command System v1.2 MP (by Garcia)`
  http://www.gamefront.com/files/21804322/GENB_hs_core_v1_2.zip

- `Mapfact Key Control v1.0`
  http://mapfact.armed-assault.de/Archiv/include.php?path=content/download.php&contentid=533&download=go

- `Mapfact Weapon Pack v1.01`
  http://mapfact.armed-assault.de/Archiv/include.php?path=content/download.php&contentid=542&download=go

- `Gaia's TOP1 + OPERA1 (version 15 Sep 2006)`
  http://top1.bigames.info/index.php?sekce=download_script
  http://top1.bigames.info/download/OPERA1.rar

Then replace original files with the ones from this archive.

In **HandSignals** addon, when dialog is enabled you can rotate by using X and C keys. In `GENB_hs_controls.cfg` file you can assign rotation to different keys.

To activate winapi joystick method (more buttons) go to cfg and set `winapijoy=true`. To assign action to a joystick button use (e.g.) `JOY12="dialog"`.

In **Mapfact Key Control** to activate winapi joystick method (more buttons) open file `fwatch\data\map_kc_user.bad` and add there line `winapijoy=true`.

4. Modifications

- General Barron Handsignals Command System v1.1

  GENB_HS_core \ hs \ command \ cmdDialog.sqs

  > Lines 18-19: Fwatch 1.13 check

  GENB_HS_core \ hs \ fwatch \ fwatch_keys.sqs

  > Lines 9-10, 23-24: input multi
  >
  > Lines 39-40, 44-46: handling new variables from the cfg file

  GENB_HS_core \ hs \ init.sqs

  > Line 19: Fwatch 1.13 check

  GENB_HS_core \ hs \ fwatch \ fwatch_cmdDialog.sqs

  > Lines 17, 20-21: input multi
  >
  > Lines 6-15, 23-24, 27-30: rotation implementation

- General Barron Handsignals Command System v1.2 MP

  GENB_HS_core \ hs \ command \ cmdDialog.sqs

  > Lines 18-19: Fwatch 1.13 check

  GENB_HS_core \ hs \ fwatch \ fwatch_keys.sqs

  > Lines 9-10, 23-24: input multi
  >
  > Lines 39-40, 44-46: handling new variables from the cfg file

  GENB_HS_core \ hs \ func_init.sqs

  > Line 19: Fwatch 1.13 check

  GENB_HS_core \ hs \ fwatch \ fwatch_cmdDialog.sqs

  > Lines 17, 20-21: input multi
  >
  > Lines 6-15, 23-24, 27-30: rotation implementation

- <u>Mapfact Key Control v1.0</u>

  MAP_KeyControl \ MAP_KeyControl.sqs

    Lines 6, 13-14: input multi

    Lines 51, 52: Fwatch 1.13 check

    Lines 72-74: handling new variable from the cfg file

  MAP_KeyControl \ dialogs \ CreateDialog.sqs

    Lines 9-10: Fwatch 1.13 check

- <u>Mapfact Weapon Pack v1.01</u>

  *Mapfact_WP11_Installation \ @Mapfact_WP \ addons \ MAP_KeyControl *

    See previous addon

  Mapfact_WP11_Installation \ @Mapfact_WP \ addons \ map_inf_weap_scripts.pbo \ MAP_KeyControl.sqs

    Lines 12, 16-17: input multi

- <u>Gaia's TOP1 + OPERA1 (version 15 Sep 2006)</u>

  !TOP1_OPERA.abel \ mission.sqm

    Removed fwatch logic object

    Line 33: new Fwatch check

  !TOP1_01.abel \ mission.sqm

    Removed fwatch logic object

  !TOP1_01.abel \ init.sqs

  !TOP1_01.abel \ initIntro.sqs

    Line 1: new Fwatch check

  !TOP1_01.abel \ OnPlayerKilled.sqs

    Line 11: new Fwatch check

  !TOP1_02.eden \ mission.sqm

    Removed fwatch logic object

  !TOP1_02.eden \ init.sqs

  !TOP1_02.eden \ initIntro.sqs

    Line 1: new Fwatch check

!TOP1_03.abel \ mission.sqm

      Removed fwatch logic object

!TOP1_03.abel \ init.sqs

!TOP1_03.abel \ initIntro.sqs

      Line 1: new Fwatch check

!TOP1_03.abel \ OnPlayerKilled.sqs

      Line 11: new Fwatch check