

OFP-GTA demo mission

Operation Flashpoint GTA-like mission; by Faguss (ofp-faguss.com)

1. Overview

This short mission imitates RTS gameplay of the first Grand Theft Auto game. It was made in October 2011 to show possibility of controlling player with a custom camera view.

2. Requirements

Operation Flashpoint: Resistance 1.96

WW4 mod:

<http://forums.bistudio.com/showthread.php?t=124403>

BISCamel addon:

http://operationflashpoint.filefront.com/file/BIS_Camel_Bonus_Addon;14004

Fwatch 1.13:

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

3. Installation

Copy @GTA folder to your game directory and `gta.slc` to the mission directory.

Execute game with parameters:

```
fwatch.exe -nosplash -nomap -mod=@ww4mod25;@gta
```

Then open mission and play.

Screen format is set automatically according to your aspect ratio settings.

4. Controls

Move with arrows, use ENTER to get inside a car (stand close to driver's door), CTRL to fire a gun (when you have it). Use F1 and F2 to change camera view.

5. Credits

Addons used:

- Mustang GTR sports car by Cell7
- Star Light City island by Lenny
- Telephone booth by Zwadar
- WW4 mod by Sanctuary

Sounds and music were taken from the Grand Theft Auto.

Uses Mando3Dwrite script by Mandoble.

Scripted and put together by Faguss.

Civilian model (player unit) made by Sanctuary.

Arrow model and config help – STGN.

6. Version history

v1.0 (14.12.11)

First release.

v1.1 (05.09.14)

- compatibility with Fwatch 1.13
- particles are enabled automatically
- if player haven't took gun then objective arrow will point to it

v1.11 (01.06.16)

- compatibility with Fwatch 1.15