

# Flashpoint Cutscene Maker v1.14

Interface for camera work; by Faguss (ofp-faguss.com)

## 1. Overview

**Flashpoint Cutscene Maker** is a script for **Operation Flashpoint / ArmA: Cold War Assault** that provides an interface for scripting the camera. You can quickly create a film and export it to a script.

## 2. Requirements

Fwatch 1.15 (or newer)

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

## 3. Installation

- Extract archive contents to the game directory.
- Add ability to launch the script. Copy this code to the *init.sqs* file in your mission.

```
player addAction ["FCM", "..\FlashpointCutsceneMaker\Start.sqs"]
```

- Launch the script. You'll be asked to add required interface to your mission's *description.ext*. Press „OK”.
- Reload the mission and launch the script again. Now you can create cutscenes.

## 4. Key Bindings

W, S, HOME, END	reduce camera's distance to the target
A, D, DELETE, PAGEDOWN	rotate camera
Q, Z, INSERT, PAGEDOWN	change camera altitude
-, +	zoom in / out
X	keep camera angle
C	place camera target on the ground
V	switch between target 3D rotation and 2D movement
M	move camera to a place selected on the map
RBUTTON (hold)	change camera target position
MBUTTON, E (while holding rbutton)	change target's distance to the camera in 2D mode: change camera target altitude
SHIFT, ALT	reduce movement speed
CTRL	increase movement speed
RBUTTON (on menu)	open context menu
SPACE (during playback)	stop and go to this segment
MOUSE WHEEL	next / previous segment
F1	show key controls

## 5. Usage

Cutscene is divided into segments (also called „moves“). Interface display properties of two adjacent moves at a time. Blue sub-background shows which segment (left or right) is currently active. You can switch to other one by moving mouse cursor over the gray sub-background.

First move represents the camera starting position and all the following ones show destination position of the camera.

When the mouse cursor is not hovering over lower background you are able to manipulate the camera but input fields are locked. If cursor is on the interface then the camera is locked and inputs are functional.

Red particle appears when you move the camera target. It's there to help with orientation – e.g. if you move mouse clockwise, the particle will move clockwise on the screen as well.

Most of the options are explained within internal help system (enabled by default).

**Actors** are predefined objects. To create a list, define array `FCM_ACTORS` in *Init.sqs*:

```
FCM_ACTORS = ["player", "a1"]
```

Fill it with objects variable names wrapped in quotation marks.

**Keep angle** – this option will block Q and Z keys. Instead camera height is automatically changed when you move the camera farther or closer to the target.

**Freeze** (hourglass icon) – this option will reduce velocity to zero and set captivity for all the actors. When you turn it off previous velocity / captivity settings are brought back.

**First move** – is the camera initialization so the position / target must be defined (they can't be disabled) and commit value is always zero.

Move cursor to the top of the screen to show project options. You can change title by clicking on it and typing a new one. There are also buttons:

## Options

### Check version on-line

If enabled then it downloads script version number on a weekly basis.

### Auto save on quit

Project is saved every time you quit the editor. It must be saved manually first.

### Auto load last project

When you start the editor it loads the last project you saved in this mission.

### Auto play auto loaded project

If enabled then the cutscene is played right after loading.

### Help text

Show text describing options.

### Set „no change” for the new moves

Newly added moves inherit attributes from the previous moves.

### Clear comment for the new/pasted moves

Newly added moves have a blank name.

Current script version is displayed in the lower right corner.

### Save

Saves project to a file in the *fwatch/idb/FCM/* folder. Files have an *.fcm* extension. Existing save file is moved to the recycle bin.

### Load

Reads project from a file in the *fwatch/idb/FCM/* folder. You cannot load a file if its version is higher than the version of the script you're using. Older versions are converted.

### Export

Creates a cutscene script in the mission directory. If you enable **Add to Init.sqs** then the generated script is executed at the beginning of *Init.sqs* – just restart the mission to preview it. If you have code that could interfere with the cutscene then enable **Halt other operations** to stop it until the camera is finished.

### Import

Creates a project out of a cutscene script in the mission directory. It works only for simple camera scripts (that were created with the FCM or with the game's *camera.sqs*). Current project will be replaced with the imported one. List of actors is added to the *Init.sqs*.

## 6. Version history

### 1.0 (2012.12.19)

First release.

### 1.1 (2015.07.11)

- requires Fwatch 1.14
- uses Fwatch „input multi” method
- improved on-line version check
  
- save files are now stored in *fwatch\idb\FCM* instead of *fwatch\mdb\*
- changed save file format
- faster project loading from file
- added option to load old save files
  
- added two menu options (no change for the new moves and clear comment)
- added option to automatically include dialogs in description.ext
- added hotkey to put camera target to the ground
- camera target rotates around camera; added option to switch the old movement type
- camera target is moved when you change camera position by map
- cursor was moved to the right after delete, cut, copy, paste – fixed
- faster script startup
- mouse scroll is used to go to previous/next moves

**1.11** (2016.06.01)

- requires Fwatch 1.15
- file is not deleted when user stopped saving
- no length limit for condition code and for project title
- file name and camera variable name limits to 254 characters
- fixed bug with moves changing their properties when scrolling
- in condition code FCM\_CAM is used to refer to the camera instead of \_c
- when exporting to a script, FCM\_CAM (in condition) is replaced with wanted camera name

**1.12** (2017.03.19)

- fixed bug where input fields couldn't be modified
- reverted to previous saving method (save file is replaced by a new file)
- removed time delays in saving procedure

**1.13** (2022.06.08)

- added option to import cutscenes
- removed restriction for placing camera target underground
- pressing F1 will show a list of controls
- improved saving so that there shouldn't be an error with large sets of data

**1.14** (2024.02.26)

- fixed error message when help text is enabled and showing controls list
- fixed missing help description for the „Import” button in the upper menu
- exported script now contains „#end” label so that you can quit the script easier
- improved help text