FRevive v0.52

Revive script; by Faguss (ofp-faguss.com)

1. Overview

This is a robust, customizable revive script for multiplayer missions for ArmA: Cold War Assault.

2. Usage

1. Copy `FRevive` folder to the mission directory.
2. Merge `description.ext` contents with the one in the mission directory.
3. Add names to the playable units in the Mission Editor. **They must be soldiers** (not vehicles).
4. Add the following line to the mission's `init.sqs`:

```
[ <unit names> ] exec "FRevive\Start.sqs"
```

3. Automation

Using mission `FRevive_Automate.Intro` (requires [Fwatch 1.16](#)) you can automatically add FRevive script to the existing PBO missions.

Default source location for input missions is `FRevive_Automate.Intro\example` but you could change it to a different one, e.g. `..\MPMissions`. Converted missions are saved in the `fwatch\tmp\`.

Do not convert again missions that were already converted. Keep a backup of the original files.

Use action from the menu or hold space key to stop the conversion process.

Script will disable existing revive scripts and will keep revive count option (`param1` in `description.ext`) functional.

Errors are logged in the `FRevive_Automate.Intro\errors.txt`.

You can add custom code for each mission via `FRevive\Custom_Init.sqs` file.

4. Options

To change FRevive settings modify any of the following global variables anywhere. Gray text fields show default values.

Revive range – how close the alive unit has to be to the dead body in order to start reviving.

```
FREVIVE_PICKUP_RANGE = 2.5
```

Revive time – how many seconds it takes to revive a unit.

```
FREVIVE_PICKUP_TIME = 6
```

Revive limit – how many times a single soldier can be revived. Negative value indicates no limit.

```
FREVIVE_LIMIT = -1
```

Revive timeout – determines how long (in seconds) after death unit can still be revived. Once the time expires it cannot be revived anymore. Negative value indicates no limit.

```
FREVIVE_TIMEOUT = -1
```

Resistance affiliation – to make resistance and civilians revive friendly side (and vice versa) you need to write the side they are friendly to (which is set in the Intel in the Mission Editor).

```
FREVIVE_SIDE_RESISTANCE = [west]
```

AI move range – threshold under which the AI units will be ordered to run to the dead bodies.

```
FREVIVE_AI_MOVE_RANGE = 200
```

Flags – to prevent dead bodies from disappearing you can add flag objects to the mission (assuming the mission does not require to capture the flag). They have to be named: FREVIVE_FLAG0, FREVIVE_FLAG1, FREVIVE_FLAG2 etc.

```
FREVIVE_USE_FLAGS = false
```

Markers – to show location of the dead units on the map add markers to the mission. They have to be named: `FREVIVE_<unitname>`

Weapon retrieval – by default unit takes its weapons after being revived. Alternatively it could take them as soon as it respawned.

```
FREVIVE_TAKE_GUNS_BEFORE = false
```

Particle effect – displayed on the dead bodies to make them easier to find.

```
FREVIVE_DROP_PARTICLE = false
```

Particle lifetime – the lesser the value the more frequently particle is updated.

```
FREVIVE_PARTICLE_LF = 1
```

Particle size – determines size of the particle throughout its lifetime.

```
FREVIVE_PARTICLE_SIZE = [1]
```

Limit revive to medics – determines if only certain soldier types are able to revive others. Such classes must be defined in the array `FREVIVE_MEDICS`.

```
FREVIVE_ONLY_MEDIC = false
```

Script delay – the smaller the value the more frequent status check.

```
FREVIVE_INTERVAL = 0.1
```

Chat message style – messages are in the third person by default. Set it to `1` for a personal format. Set it to `-1` to hide messages.

```
FREVIVE_MSG_STYLE = 0
```

Cries for help – dead bodies play voice lines to indicate their position.

```
FREVIVE_SOUND = false
```

Cutscene on death – shows who killed player.

```
FREVIVE_KILL_CAM = true
```

5. Credits

Uses AntiWater script by Gnat.

Uses Spectating Script by Kegetys (with custom modifications).

Particle effect script was made by RozekPoland.

Thanks to RozekPoland for feature ideas.

Thanks to RozekPoland, Eazy, Bubinsky, Psychol for testing.

Script was inspired by other revive scripts:

- ReviveRespawn by Doolittle / PriMe
- j0e_revive by J0E
- MAPFACT's Respawn by JörgF.

6. Version history

0.5   (01.06.21)

First release

0.51   (03.07.21)

- if sound is enabled script creates dummy object for each soldier so that the voice lines come from the correct source

- added option to disable cutscene on death

- fixed spectating script incorrectly displaying groups in the list box when there's more than one side

Automation script changes:

- in the dialog conversion options are shown on the left and FRevive options – on the right

- added options for message style, medic classes, kill cam

- removed „skip compression" option

- improved saving settings; data is saved in `fwatch\idb\FRevive_Automate`

- verifies if user wrote a number if the field requires it

- debug log is disabled by default (it can be turned on in the `init.sqs`)

- added option in the action menu to abort the conversion

- uses latest Fwatch 1.16 features to modify files

- checks if playable unit is a vanilla vehicle and if so then it displays a warning

- detects if `titleParam1` in the `description.ext` is a revive option and makes it functional

- detects if mission uses addon called `revive` and disables it

- flags are not added to the `mission.sqm` if the flag option was disabled in the dialog

0.52   (19.07.21)

Automation script changes:

- more detailed information display during conversion

- improved debug log

- mission with names that Fwatch cannot handle are omitted and logged to the `errors.txt`

- packing errors are logged to the `errors.txt`

- fixed error message showing up when mission didn't have `init.sqs`

- script wasn't handling empty groups correctly – fixed

- fixed crashing when searching for `titleParam1` in `description.ext`

- fixed error when mission.sqm contained an empty group