Modular Weapon System v1.35

Addon template for weapon accessories simulation; by Faguss (ofp-faguss.com)

1. Overview

This pack will help you create addon adding mountable weapon elements to the game. You may include it in your weapon addon or make a standalone file.

Basically it's just in-game weapon replacement so you'll still need every version of gun already made.

Feel free to bring your own ideas.

2. Getting started

Step 1: Select weapon pack and think of any components you would like to create for it. What modules can be attached to each gun. Write it all down.
Then start editing 'template\config.cpp' file.

3. Credits

Thanks to STGN for testing and providing „noMan" model.

Finnish localization by [PnM]Osku. German – Mantel, [CiA]Tony. French – Sanctuary.

4. Version history

1.0 (15.06.09)
First release.

1.1 (28.08.09)
- updated comments
- modified script for fwatch

1.2 (12.11.09)
- added second template: define weapon modules as magazines
- updated scripts and dialog file

1.3 (20.02.10)
- added Game Logic which initializes the scripts
- added second dummy weapon to make player able to put magazines back to container
- all magazines can be now retrieved from the dead body
- compatibility with respawn and group respawn
- improved check stance code (bowing down treated as standing)
- improved dialogs
- improved scripts
- playing sounds and dropping modules is synchronized in multiplayer
- version defining modules as magazines is now the standard one

1.31 (24.02.10)
- added more docs
- bugfix

1.32 (22.11.10)
- added Plan.pdf
- added `MWS_ACTIVATION` variable (dialog activation method)
- added `MWS_PLAYERBUSY` variable (can't open dialog during action)
- added `MWS_MAN` definition in Config.cpp (used in cargo synchronization)
- better steps
- changed code to rely less on user input
- fixed cargo synchronization in multiplayer
- improved dialogs
- prevent launching initialization scripts twice
- quit dialog when player dies
- removed old script version
- `RscTitle` dialog shown when Fwatch is enabled (added Title.hpp)

1.33 (02.09.11)
- compatibility with Fwatch v1.1
- script termination if couldn't open dialog

1.34 (20.05.15)
- uses „input multi" method (Fwatch v1.13)

1.35 (01.06.16)
- uses Fwatch v1.15