In-Game Script Editor v1.081 (work in progress version)
Editing mission scripts; by Faguss (ofp-faguss.com)

1. Overview

In-Game Script Editor is a script for **Operation Flashpoint / ArmA: Cold War Assault** which allows to edit text files from the game. It speeds up mission building process by eliminating the need for frequent window switching between the game and an external text editor software.

2. Requirements

Fwatch 1.16   http://ofp-faguss.com/fwatch/116test

3. Installation

- Extract archive contents to the game directory.

- **In-Game Script Editor** requires it's own dialogs added into the mission. This can be done automatically by launching the script and accepting the option to do it OR you can add them manually by copying the line below to the *description.ext* in your mission.

```
#include "In-Game-Script-Editor\Include.hpp"
```

Alternatively, if you don't want to repeat this for every mission then copy this code to the *Resource.cpp* (at the end). It's safe to use both methods at once.

```
#include "..\..\In-Game-Script-Editor\Res.hpp"      //1.96
or
#include "..\In-Game-Script-Editor\ResCWA.hpp"      //1.99
```

- Add ability to launch the script. Copy the line below to the *init.sqs* in your mission.

```
player addAction ["IGSE", "..\In-Game-Script-Editor\Start.sqs"]
```

4. Usage

Open Mission Editor, load your mission and preview. When you select the `IGSE` action a dialog with list of files will appear. Double click on any of them to open text editor. Pick a line you wish to change, type text in the input box and press ENTER key to save.

Standard controls in OFP dialogs

TAB	switch focus to the next dialog element
HOME / END	go to the beggining / end (input field)
CTRL + LEFT / RIGHT	go to previous / next word (input field)
SHIFT + LEFT / RIGHT	mark characters (input field)
CTRL + SHIFT + LEFT / RIGHT	mark words (input field)
CTRL + HOME / END	mark to the end of the line (input)
CTRL + C / X	copy / cut selection (input)
CTRL + V / SHIFT + INSERT	paste from clipboard (input)
ESC	close top dialog

File Manager

UP / DOWN	select previous / next file
PAGE UP / DOWN	previous / next page (33 lines by default)
HOME	select first file
END	select last file
Double-click LMB / ENTER	open file
Backspace	parent directory
Fourth mouse button	parent directory / exit
Fifth mouse button	previous directory / file
Middle mouse button	exit
Letters and numbers	type file filter
Backspace	delete file filter
.	type file filter extension
F2	rename file
F5	reload list
F12	edit configuration file
CTRL + N	create new file
CTRL + SHIFT + N	create new folder
CTRL + C	copy file to Windows clipboard
CTRL + X	cut file to Windows clipboard
CTRL + V	paste file from the Windows clipboard
DELETE	move file to recycle bin

Text editor

UP / DOWN	previous / next line
CTRL + UP / DOWN	move line up / down
PAGE UP / PAGE DOWN	previous / next page (33 lines by default)
CTRL + HOME / END	go to the first / last line
F2	go to next bookmark
SHIFT + F2	go to previous bookmark
F3	go to next search result
SHIFT + F3	go to previous search result
F4	replace search result
ENTER	save input to file
CTRL + ENTER	save input to file and create a new line below
CTRL + SHIFT + ENTER	save input to file and create a new line above
CTRL + N	create a new line below the current
CTRL + SHIFT + N	create a new line above the current
CTRL + DELETE	delete line
CTRL + BACKSPACE	clear line
CTRL + SHIFT + UP / DOWN	move line up / down
CTRL + T	insert tab
CTRL + SHIFT + T	remove tab
CTRL + Q	toggle comment
Hold ALT + UP / DOWN	mark lines
Hold ALT + A	mark everything
Hold ALT + C	copy lines
Hold ALT + X	cut lines
Hold ALT + V	paste lines
CTRL + F2	set / unset bookmark
CTRL + F	find
CTRL + H	replace
CTRL + G	go to line
CTRL + O	open file manager
CTRL + W	exit IGSE
F5	reload file
F12	edit configuration
middle / 4th mouse button	close text editor
CTRL + (SHIFT) + TAB	switch to recent file
RMB + scroll	switch to recent file

Arrows are programmed to always move selection up / down so I recommend having focus set on the input box (use TAB key).

For a complete list of controls in File Manager and Text Editor press **F1**.

By default IGSE will load most recent file. If it gets stuck then hold left control key or right mouse button while launching the script in order to force File Manager.

Add end trigger with condition `IGSE_END` to automatically to terminate mission when you edit `description.ext` or IGSE configuration.

5. Configuration

Any time you have access to the configuration (**F12**). It contains values defining dialog size, font and colour. If you modify them you'll have to reload the mission for the changes to take effect. If you have included dialogs in the resource file – you'll have to restart the game.

There are few additional settings related to the functioning of the script:

`IGSE_listFocus`	Enable control of the Text Editor listbox. The benefit of disabling is that you won't have to switch focus with TAB. The disadvantage is that selection in the listbox won't be visible.
`IGSE_updatecheck`	Check if there's an update. Won't work for this test version
`IGSE_loadlastfile`	Open last edited file. If disabled then it opens File Manager instead.
`IGSE_hidechat`	Moves chatbox out of the screen while in Text Editor so that it cover the dialog.

If you change any of them then relaunch the script to apply changes.