Readme for {ShowWpPath.sqs} and {CreateObjOnPath.sqs}

Included in Demo.zip:
- this readme
- missions-folder { Demo_ShowWp&Pos.Intro }
- missions-folder { Demo_CreateObjekt_Teil_1.Intro }
- missions-folder { Demo_CreateObjekt_Teil_2.Intro }
- addon { objects1.pbo }
- addon { zwa_telbu.pbo }
- addon { editorupdate102.pbo }
- script { CreateObjOnPath.sqs }
- script { ShowWpPath.sqs }

Extract the mission folder to...
...\Codemasters\OperationFlashpoint\Users\DeinName\missions
Extract addons to ...
...\Codemasters\OperationFlashpoint\AddOns

Putt the scripts where ever you need them ;-)
They are already included in the missions-folders fort he three demos.

Important: you'll need following mapfact-addons:
- Milobj-pack (military objects)
- Baracken (corrugated iron barracks)
- Bunker Baukasten (build-O-bunker)

They're all available under www.mapfact.net (Mapfact Stuff → AddOns).

Leaves me to mention one thing: the demonstrations aren't small and the scripts won't be suitable for every ofp-player. Scripts like these need loads of parameters. As a result they're not easy to handle.

Maybe I'll find the time to include the scripts into dialogs some time, this would improve the handling.

Currently I'm working on a script that moves objects on a given path.

So, that's was it…. The usual at the end…

Use these scripts at your own risk. I'm not responsible for any damage done to you or your computer… keep out of kids range…!

Have fun...
Silola

Comment by the translator:
Please forgive me any errors on spelling. I've done the translation after long working days and will certainly have made lots of mistakes.
However, if you like this demo then please place a comment in the Mapfact-Forum and play Silola some tribute for this great piece of work!
Lenny