Readme XCam-Console V1.0 Beta v. 26.09.2004

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Disclaimer

Forword

I came up with the idea of creating such a tool while I was working on my mission „Inferno@Kolgujev".
Countless hours were spent testing and I don't know how often I had to restarts the mission.
Over and over again mission abort for some script didn't do what it was supposed to or the conditions weren't met.

How I'd liked to watch my mission relevant objects or the dynamically created enemies.
Not to mention the back up helo: why's it not coming? Whas it shoot down,
did I give it a wrong position or is the script simply crap?

At some point I had a pretty clear idea of the console's capabilities to help me out of my problems.
But I had no idea of how to realize such a tool. The only thing I knew it was going to be a hell lot of work.

So much to the history and the origin of the console. ;-)
Finally it became pretty much like I imagined it. Most ideas were realized some few are left as unreadable notes
on a rough paper. Maybe to be picked up in a future update. ;-)

The biggest advantage of the console besides the ability to watch every unit on the map as well as it's status you can
manipulate many things in the mission, force situations and conditions without needing additional scripts.
That saves lots of time.

The console is not only usefull for mission debugging you can test single scripts with it as well.
Probably you wont need all functions at once. Sometime it's more watching, anothertime you'll make use
of the OFP commands or it's the „Call Center" to serve you well.

For there are many functions included in the console it would have been unreasonable to write a comprehensive
read me I decided to created an ingame tutorial to explain and show you how to work with the console.

Requirements

With the exception of the „EditorUpdate102.pbo" on other addons are needed for the console.
It's been created and testet with OFP versions 1.95 and 1.96 final only.

The testsystems I have used are:

- AMD 3000 XP, 1GB Ram, Radeon 9800 Pro 128MB
- AMD 1400, 512MB Ram, GeForce 4 64MB Ram

Zipfile & Installation

The zipfile contains this read me, the "EditorUpgrade.pbo„ and two mission folders.

Copy the pbo file to your .....OperationFlashpoint\AddOns\... directory.
Put the mission folders into your ...OperationFlashpoint\Users\YourUserName\missions\... directory.

Additionally there's one file „xcamdialoge.h". The respective explanation you'll find at **Hints.**

The mission folder: Xcam-ConsoleV1.0[tutorial].noe

This is the tutorial mission. Please have a look at it first. It addresses not complete noobs but you don't have to be a freak to understand it. I hope I've found a fair compromise.
You'll be busy with it around one and a half hour plus the time watching the effects ;-)
As mentioned before the functionality of the console is pretty large so it might be a good advice to go through the tut later again or at least to have a second look at the stuff most relevant for you.

If you're not that familiar with the OFP commands I suggest you look at the following topics first:

- Topic 001 - 032
- Topic 102 - 103
- Topic 153 - 155

After that you should be able to watch your units, question their status informations,
to use the filter and to test the effects.

The mission folder : Xcam-ConsoleV1.0[blank].intro

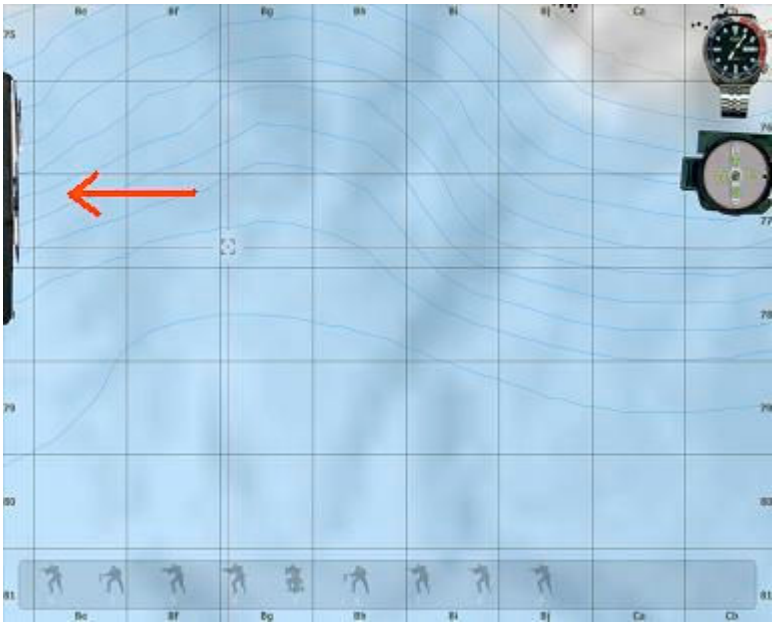
This mission only contains all the needed markers, the xcamtrigger and of course both the xcam- folders with the scripts and effects. Okay, there's the player, too. Besides the mission is empty.

Here you can place your own units and have some tests yourself, later on.
Simply place some units and have a look at what's happening. ;-)

Preparation

The console has a so called „Map- Mode„. That means you are able to watch the active unit,
group or their respective waypoints on the map as well. To effectivly use this mode you've got to do the following:

Move the notepad wich normally displays your plan and notes to the very left side possibly so far only the pencil remains to be seen (see illus.) To do so start any mission in the editor, press 'M' to show the map and notepad.
Then left click with your mouse on the top of the notepad and now move it to the left edge.
You might as well make it smaller by double clicking it before moving ... just like the illustration shows.



Compatibility

The console hasn't been tested for compatibility with mods or addons with the following exceptions:

FDF Mod – a must have ;-) no problems at all
ECP Mod – there might occur problems concerning the effects but further testing is requiered
DXDLL - one time all the dialogs disappeared, after a restart all worked well again.

Known Problems

- some texts are not completed yet or are showing wrong information respectivly at the wrong time
- the colour coding of the unit and groups list is not perfect yet, still some problems with that ;-)
- the command [eventhandler] is now included in the commandlist but not working yet
- the fire script „fire1.sqs" isn't completed, still some things left to be tweaked, e.g. the fire doesn't hurt!
- there's an error message when you've taken action menue entries of the console and the mission the same time.
  The scripts or commands can't be executed because the action menue IDs are messed up.
  Unfortunatedly I've got no solution for this problem.
- some other things to be accepted at the moment

If the console should mess with the views just try to fix that in the following order:

1. choose another view
2. choose another unit or group
3. update the console via filter [all] or
4. exit the console and restart it with the respective action menue entry.

Application of the Console

To apply the console to a new or existing mission you've got do this: Firstly copy both the mission folders of the xcam- console into your OperationFlashpoint\Users\YourUserName\missions ... directory.

New mission

Start the mission editor with the island of your choice.
Now directly save without doing anything else.
Return to windows with Alt-Tab, you'll find the saved mission in the \Users\YourUserName\missions directory.
You just have to copy all the files of the " XCam-ConsoleV1.0 [**blank**].intro" into your new mission.
Overwrite the mission.sqm file. Your new mission folder should look exactly like
the "XCam-ConsoleV1.0[**blank**].intro" folder.

That's all. Now you can restart the new mission in the mission editor, just move the player to the desired position.

Existing mission

Start the mission editor with desert island.
Open the mission " XCam-ConsoleV1.0 [**blank**].intro". Click F6 to show all the markers, they are on the left side of the player. Please mark all markers as well as the trigger – you do this by clicking and holding your left mouse button and drawing a frame over all the stuff to mark. When all is marked, you copy all by clicking **CTRL-C**.

Now load your mission in the editor, click with the left mouse button the position you wish to insert the markers. By clicking **CTRL-V** you paste it there. Save again and leave the mission editor. Now copy the folders „xcameffekte" and „xcamkosole" from the " XCam-ConsoleV1.0 [**blank**].intro" into your own mission folder.
You've got to copy the files „description.ext" and „init.sqs" into your mission folder as well.
If you already got that kind of files, copy all the content of the scripts into the end of your own scripts.

Application of the Effects

To use one or another effect in your mission you firstly got to copy the „xcameffekte" folder in your mission folder. You can test the effects in the xcam utorial mission extensivly and customize them by adjusting the respective parameters. I suggest to display the parameter descriptions while testing the effects.

To do so, go to the [statusmenue] select [show all]. You'll find the parameter descriptions in the multiple choice field on the lower edge.

When you're satisfied with one effect mark the complete content of the edit line (below the scriptlist) and copy it into the interim store by clicking **STRG-C**. Now you have different possibilities: either you open your mission, duoble click your unit and insert the effect in the init line with copy and paste by clicking **STRG-V**
Or...
You open your script which creates the units and insert the effect there
Or...
You've got an open text file to insert some effects in to work with them later.

Take care: no matter in which way you apply the effects to your mission there some more things to adapt. These are the following parameters:

First parameter: **name of the unit**	If you call the effect from the units init line, you've got to change „_unit" into „this" of course without the „".
Last parameter: **effectstart**.	0 means the effect starts immediatly so there's no delay untill the unit is damaged or destroyed. Any other number bigger than 0 is the delay time for the start of the effect after the units death.

The other parameters can be left they are in the console. All 4 explosion scripts contain a label #fire at their end, this will call the fire effect „fire1.sqs". If you'ld like the unit to burn after the explosion you've got to activate the script call. That fire script is to be adapted the same way as the explosion effect scripts. Adjust the parameter in the console, copy and paste the edit line to where you wish and adapt the units name and the delay again.

Hints

Have a look at the „xcaminit.sqs„ in the folder „xcamkonsole„. There you can adjust some more things, too.
Besides individual entrances for scripts, commands and variables are stored there.
I warmly encourage you to take your time to save mission relevant variables and objects in the „xcaminit.sqs".

If you encounter any problems there or if you find the information given there insufficient please visit
the www.mapfact.net/forum. In the english corner will be a support thread to help you out.
Besides I'ld gladly help you personally.

Use Game Logic units to mark important options, objects or triggers.
That way you can easily find those positions or move units over there.

If you'ld like to be close to your enemy maybe to set of a trigger or test something use the
command [setCaptive] -> [true] first to take your advantage out of it and not at least to survive the action.

With the file „xcamdialoge" contained in the zipfile you can outsource all the definitions of the console's dialogs.
That way your own description.ext becomes much shorter and easier to overlook.

Here's how you outsource the dialogs: First create a new folder in your OperationFlashpoint main directory.
Name it e.g. „includefiles". Copy and paste the „xcamdialoge.h" file into it.
You've got to insert a line in your mission's description.ext file:

#include <includefiles\xcamdialoge.h>

Do so at the very end of your description.ext file. Now it's clear of all that xcam stuff ;-)

Prospect

The following things are planned to be included in a later update:

- eventhandler: storing, analysing, statistics
- soundpool: store all the standard OFP and OFP: Res sounds and tracks of music.
  This is going to be a seperate area in the call centre.
- two more views: internal and gunners view
- triggers to be inserted in the console. The triggers contents then should be questioned.
  With the command you can move the triggers.
- storing and saving the active unit before a restart of the console

Without tieing me down to something I've got some more ideas in my mind those being:

- move recorder
- object generator
- unit generator

Thanks

I'ld like to take the opportunity to expressly say thank you to a couple of guys who all made their to the console.

BadAss	Mapfact-Team	Beta-Testing, Coordination eng. Translation, Translator
Raedor	Mapfact-Team	Beta-Testing
Dschulle	AEF-Team	Beta-Testing, ASL-Function (Height above NN)
Big-X	Mapfact-Forum-Member	Beta-Testing
Maatz	Invasion44-Mod	Beta-Testing
Pickett	Mapfact-Forum-Member	Beta-Testing, Master Translator
Unterfeld	Mapfact-Forum-Member	Beta-Testing
Lutzenberger	Mapfact-Forum-Member	Translator
s-max	Mapfact-Forum-Member	Translator
Bulletstorm	Mapfact-Forum-Member	Translator
Mr. Burns	Mapfact-Forum-Member	Translator

And finally two more guys who helped me very much in my beginner time with their works:

Vektorbosson	AEF-Team	Dialogue-Commandreference, Drop[]-Command- Tutorial
Lester	AEF-Team	Inofficial OFP Commandrefererence

And of course a big thanks to BIS who made all that possible by giving us the great game OFP! ;-)

Thank you !

Disclaimer

This tool is inofficial, please don't send any complaints to BIS or Codemasters.
Don't blame me for any computer problems. Installation of this tool is your own risk.

Enjoy the console … and please remember … have a look at the tutorial mission first. ;-)

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