

TWIRL Hide v1.0

Today is 5-Oct-2011

Thanks to DMarkwick for the use of the viewblock model. All credit to you.

This has been tested in Single Player only.

The primary purpose of this addon is to enhance the players ability to hide from the AI. There is no reason in the world why the enemy should simply see you, as they do...if you are in the grasslying still. Especially if you are a trained sniper in a Ghillie suit. It's just not going to happen!

It allows you to be the sniper you want to be. It allows that SF guy hiding in you to sneak into the enemy base to plant those charges without being detected.

Don't think it makes it easy because it doesn't. It just makes it, in my opinion, a little more fair.. and when used only with the Ghillie snipers, more realistic.

The addon can also be activated on the AI so they can hide from each other when lying still. I found it actually works surprisingly well on them if they're just looking. It also works great on the AI members your squad..

Lost of stuff can be defined with variables.. or nothing at all needs to be defined for basic use.

Things that can be set/adjusted are:-

- \* As this is an invisible view block... it can't be seen... therefore debugging can be turned on and a visible viewblock shown to aid in tweaking your settings.
- \* The surfaces on which the player will be able to hide can be specified. Alternatively all surfaces can be allowed then you can hide on concrete!
- \* The unit type(s) that can be used with the mod can be specified. Alternatively all unit classes can be allowed.
- \* Head movement can be free (will not your ability to hide) or restricted by setting various rates of movement.
- \* Body movement can be restricted by setting various rates of movement.
- \* The rise and fall rates of the viewblock can be adjusted.
- \* A factor for using a weapon can be adjusted so that any use of a weapon will cause a drastic difference in your visibilty to the AI.
- \* A timeout can be set so the hide is not available again to quickly after being deleted. Deleted by the player either shooting or moving too much.

In the download there is a readme file and a couple demo missions. Nothing great but shows how to use the addon.

I can already see a few things that in my opinion need addressing but that is for the next version. Whenever that is!

Hope you like,

-twirly-