

AI-ENABLED REVIVE SCRIPT



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1. SCRIPT DETAILS

Name: **ArmA2_revive**

Version 0.03

Date: 17.08.2009

MP compatibility: Yes

JIP compatibility: Yes

Tested with: ArmA2 1.03

2. DESCRIPTION

This package of scripts creates playable units that fall unconscious when killed, which can then be revived. Enabling the ability to revive and heal other players, along with the combination of revive and respawn can really enrich your mission. The scripts can be used to enforce co-operation between players as you'll need to stick together and help one another to successfully complete a mission and they can also be used to limit the number of lives given to each player in respawn missions. These canned scripts take the guess work out of building respawn and revive into your mission and be used with the AI-enabled or disabled in the description.ext or at the mission briefing screen.

3. HOW TO IMPLEMENT SCRIPTS IN YOUR MISSIONS

NB: Please make sure you use the latest versions of all the files as changes have been made to quite a few of the original scripts

1. Place the following code into the `init.sqf` so that the revive scripts are activated when players join:

```
server execVM "revive_init.sqf";
```

2. Copy across the text from the **description.ext** files into your `description.ext` file.

3. Copy the **revive_init.sqf** file and **revive_sqf**, **spect**, and **sound folders** across to your mission directory.

5. Create respawn markers for each of the sides your playable units belong to (eg. **Respawn_west**) and a second marker on the map called **Boot_Hill** away from the action on an island for the dead units - make sure that the respawn marker and the boot_hill markers are more than 100 m apart and are at least that far from where the units start on the map. You also need to create a marker on the map called "**center**". This is the point towards which a player's body will wash ashore when the respawn in water dialog is chosen (best to put this marker

6. Create additional markers eg. "**West_spawn_1**", "**West_spawn_2**" etc for any addition respawn points you want to set up for players (upto a maximum of 4).

7. Make any changes to the **revive_init.sqf** to toggle on options or change player revive number, set-up scripts for other side etc.

8. Create a *gamelogic* called **Server**

9. If you wish to use custom sounds in your mission a config file, `config.cpp`, for custom sounds is located in the `dialogs` subfolder of the `revive_sqf` folder and this will need to be changed.

Other important stuff:

A. interface size must be set to normal otherwise the dialog formats freak out.

B. I've completely rearranged the `revive_init` - all the old settings are there I've just tried to re-order them to be make it more logical.

C. You'll also notice plenty of variables that are not implemented yet - they are just placeholders until I can get some more features sorted - I'm hoping I won't have to change the `revive_init` in future so all you'll have to do is swap the `revive_sqf` in your mission folder.

D. You need to have the new health system disabled ie. remove any health game logics as these cause respawning units to be immortal once they respawn - unfortunate game bug that I'm hoping will be fixed: <http://forums.bistudio.com/showthread.php?p=1111111>

4. CONFIGURING THE REVIVE_INIT.SQF

GENERAL REVIVE OPTIONS (Off = 0, On = 1)

_mission_end_function - end the mission when all player units are unconscious. If implemented creates a trigger using the triggerType "END6". **NB:** this function only detects players so when it is enabled even if there are conscious AI team mates if all players are down the mission ends.

_call_out_function - toggles the call_out function which causes the unconscious player to call out at random intervals (between 15 and 35 seconds) to help you find his body and revive him. Can be used as an alternative to the unconscious markers for locating downed players or in addition for added immersion. NB: If custom sounds are to be used in your mission a config file, config.cpp, for custom sounds is located in the dialogs subfolder of the revive_sqf folder and this will need to be changed. If you do not want to use the sound option and want to reduce the size of your mission then set call_out_function = 0, delete the sound folder and also delete this line from the description.ext file

```
#include "revive_sqf\dialogs\config.cpp"
```

_water_dialog - allows the mission maker to specify whether the players get a wash ashore dialog when they die in the water. If pressed the wash ashore dialog will cause a player to wash towards the "center" marker until land is reached. He will then die and become unconscious. This "second death" will effect the number of deaths in the players score but not the number of lives remaining.

_unconscious_drag - players can drag and carry the bodies of unconscious players and playable AI - units must be dragged before the carry action appears

_load_wounded - Allows the loading of unconscious units onto vehicles with empty cargo space - units can only be loaded if they are being dragged (not carried)

_altUnc_animation – set 1 to use alternate unconscious and healing animations. To use the "classic" revive animations set it to 0. **NB: the new healing animations currently only work for players ie. AI will use the "classic" animations when healing**

_JIP_spawn_dialog - whether a dialog appears when a player JIP so that he can be transported to a spawn point near the action

_time_b4_JIP_spawn_dialog - time before the respawn dialog appears for JIP players

_perpetual_server - NOT IMPLEMENTED

LIST OF PLAYABLE UNITS

NORRN_player_units – Names of all playable/revivable units go in this array, make sure you put the editor defined names in a quotation marks eg ["alpha_1", "alpha_2"];

WELCOME SCREEN

titleText ["Joining Mission", "BLACK FADED", 0.2]; - this next line can be commented out or removed if it interferes with intro movies

REVIVE OPTIONS

_max_respawns - number of lives per unit -

To Specify the number of revives at mission start-up

You'll need to create a parameter in the description.ext file like the one in the following example:

```
titleParam2 = "Number of Revives:";
valuesParam2[] = {2000,1000,20,10,7,5};
defValueParam2 = 7;
textsParam2[] = {"No Revive", "Infinite - Cadet","20 - Easy ","10 - Normal","7 - Hard","5 - Extreme"};
```

Infinite Revives

If you set the max_respawns value to 1000 either in the init.sqf or through a parameter defined in the description.ext you will no longer be prompted for the number of revives remaining, the number of revives until next bonus or the number of teamkills until next punishment as essentially you have an infinite number of lives and these values are meaningless.

No revive option

Added an option so that revive missions can be played without the revive scripts enabled. To do this make sure _max_respawns is set to 2000 in the revive_init.sqf. You can do this using param2 in the description.ext for instance. If this option is enabled, when the players and playable AI units die they will either get the all dead respawn dialog and have a choice of which free respawn point to spawn at or they will automatically respawn at the nearest free respawn point as per the settings in _respawn_position variable in the revive_init.sqf. In addition, if a time greater than zero is set in the second parameter of the _respawnAtBaseWait array then players will get a black window with a respawn timer for this length of time and playable AI's movement will be disabled for this period of time when they respawn.

NB: To work you must have at least one spawn point named in the revive_init.sqf other than mobile.

_JIP_respawns - Two element array

1st element in array - 0 - off or the number of lives players receive when they join in progress,

2nd element of array - JIP time after the mission starts

eg1. [0,0] Off

eg2. [2,30] Players JIP with 2 lives if they JIP 30 seconds after the mission starts

_revive_timer - Whether you want to limit the amount of timer a player has while unconscious

_revive_time_limit - Amount of time a player remains unconscious before respawning or dying

_revive_damage - unit's level of damage following revive

_unconscious_markers - Whether a marker appears on the game map at the location of the unconscious unit

_caseVAC - Allows units to be taken to a hospital etc to be revived, needs to be an array eg. [0] not used or [1, ["MASH"]]; the second internal array ["MASH"] represents the type of object at which you'd like the units to automatically revive, note: you can put a list of objects here. If the object is a vehicle you will need to load the unconscious unit on the vehicle in order to revive him.

_mediVAC - NOT IMPLEMENTED

_chance_ofDeath - Two element array

1st element in array - switches off/on (0/1) chance of death when shot, increases dues to hit location and number of times revived

2nd element of array - switches on/off the decreasing respawn timer based on how many times you have been revived, if using set respawn-time to at least 300 seconds.

eg1. [0,0] Off

eg2. [1,1] both options on

Code for chance of death

```
[code] case "":           {_respawn_chance = 500};
      case "hands":       {_respawn_chance = 200};
      case "legs":        {_respawn_chance = 70};
      case "body":        {_respawn_chance = 50};
      case "head_hit":    {_respawn_chance = 20};
};
if (_respawns == 2) then {_respawn_chance = (_respawn_chance/2)};
if (_respawns == 3) then {_respawn_chance = (_respawn_chance/3)};
if (_respawns == 4) then {_respawn_chance = (_respawn_chance/4)};
if (_respawns == 5) then {_respawn_chance = (_respawn_chance/5)};[/code]
```

Code for respawn time

```
[code]switch (_body getVariable "NORRN_body_part") do
{
    case "":           {_revive_time_limit = _revive_time_limit};
    case "hands":       {_revive_time_limit = _revive_time_limit};
    case "legs":        {_revive_time_limit = (_revive_time_limit * 4)/5};
    case "body":        {_revive_time_limit = (_revive_time_limit * 3)/5};
    case "head_hit":    {_revive_time_limit = (_revive_time_limit * 2)/5};
};
if (_respawns == 2) then {_revive_time_limit = (_revive_time_limit/2)};
if (_respawns == 3) then {_revive_time_limit = (_revive_time_limit/3)};
if (_respawns == 4) then {_revive_time_limit = (_revive_time_limit/4)};
if (_respawns == 5) then {_revive_time_limit = (_revive_time_limit/5)};[/code]
```

[b]NB:[/b] This may need a little tweaking

_dualTimer - NOT IMPLEMENTED - normal units can only revive for eg 30 seconds whereas medics can heal players up to 120 secs - array - [0/1 - off/on, revive timer for normal unit, timer for medic]

_deadSpectator_cam- whether the screen turns black or a unit can spectate other friendly units when it has run out of lives - currently using a simple spectator script

Camera modes available:

1. First person;
2. Top down;
3. Front side;
4. 3rd person; and
5. Free cam

Key Bindings

W/S keys - next/previous camera

A/D keys - next/previous unit

N - toggles night vision

In "Free camera" mode: Right mouse click on the screen and the camera will rotate, move up and down etc (many thanks to the boys at **OFPEC** for providing this function). Mouse wheel -zoom in/out This camera mode takes a little getting used to but you'll master it fairly quickly

Known Issues

Sometimes the W/S and A/D keys start going crazy - you'll see what I mean - if this happens use the pull down menus at the top to select camera and followed unit and it will work OK

Night vision does not work in 1st or 3rd person mode.

You need to have the interface size set to normal otherwise the camera dialog won't be correctly positioned on the screen.

If you press escape while in the spectator cam you'll see the players body from a slightly different view - to get the game menu to quit the mission etc press escape a second time

RESPAWN OPTIONS

GENERAL RESPAWN SETTINGS

_no_respawn_points - no of respawn points (Max number 4)
_Base_1 - spawn position names eg _Base_1 = "Mission_Start"
_Base_2
_Base_3
_Base_4

IMPORTANT: Make sure if you don't want to use a respawn point that you place a "" as the respawn markers name (eg. see below). Also as the names of these markers now appear on the respawn buttons automatically make sure they are not more than 11 lower case characters in length.

_Base_free_respawn = [1,0,0,0] - the "Base_1_respawn " array allows you to set whether you would like to give the units the option of respawning at enemy occupied respawn points ie the 50 metre enemy unit radius does not apply. Each number of the array corresponds to a respawn point. A 0 stops players from respawning at enemy occupied spawns, whereas, a 1 allows spawning eg. [1,0,0,0] - you can respawn at Base_1 even if enemy units are close by but you cannot spawn at the other bases if occupied by the enemy.

_respawn_at_base_addWeapons - when a unit respawns at base it will respawn with the weapons it commenced the mission with

_respawn_at_base_magazines = [] - if using the respawn_at_base_addWeapons option and you want the unit to respawn at base with a specific load out then place the magazines here

_respawn_at_base_weapons = [] - if using the respawn_at_base_addWeapons option and you want the unit to respawn at base with a specific load out then place the magazines here

IMPORTANT: If you want to respawn at base with default load-out make sure you leave the _respawn_at_base magazine and weapon arrays empty.

_respawn_position - if the revive time limit is reached the unit: respawns at _base_1 (_respawn_position = 0); the closest available respawn point to where the unit died (_respawn_position = 1); the players choice of respawn points(respawn_positon = 2) or dies (respawn_positon = 3).

_respawnAtBaseWait - Two element array

1st element in array - if = 1 makes players that respawn at base wait for (parameter 2) seconds before being able to see surroundings

2nd element of array - the number of seconds that players are forced to wait if they respawn at base

eg1. [0,0] Off

eg2. [1,10] When players respawn at base they have to wait 10 seconds until they can see and move about.

_objectiveBasedRP- NOT IMPLEMENTED

MOBILE SPAWN SETTINGS

_mobile_spawn - set to 1 if you want to use mobile spawn

_mobile_base_start - this is the name of the marker where the mobile respawn resides when it is not deployed (see below for more details)

_mobile_base2_start - NOT IMPLEMENTED

_mobile_type - set as 0 - for vehicle and 1 for man

_mobile_man - place name of unit here or if not used make sure set as objNull

_mobile_man2 - NOT IMPLEMENTED

EXPLANATION OF THE MOBILE RESPAWN SETTINGS

It is now possible to implement a built-in mobile respawn point as one of the respawn buttons in the unconscious dialogs. The mobile spawn point can be deployed by either a vehicle see A or a man see B below.

A. To set up the mobile vehicle respawn point:

1. create a vehicle to act as a mobile respawn point in the editor, name it "r_mobile_spawn_vcl" and put this in the vehicles init line:

```
this addEventHandler ["GETIN",{if ((_this select 1) == "driver") then
{NORRN_landy_script = [_this select 0, _this select 2] execVM
"revive_sqf\mobile\mobile_spawn.sqf"}}];this addEventHandler ["GETOUT",{[_this select
0] execVM "revive_sqf\mobile\mobile_remove_spawn.sqf"}]; call {[this, 30] execVM
"revive_sqf\mobile\vcl_respawn.sqf"}
```

Where 30 in the last line is the time before the mobile_respawn_vcl respawns after being destroyed

2. In the revive_init.sqf set:

mobile_spawn = 1;

3. Place a marker in the editor where the mobile respawn vehicle starts and give it a name such as "Base" in

mobile_base_start = "Base";

(preferably make this an empty marker so it doesnot show-up in the mission.

4. Create a second marker called eg "mobile" on top of the "Base" marker and put the name of this marker in the revive_init.sqf

Base_1 = "Mobile";

Here's how it works

Jump into the landrover and you'll get the action to deploy the camo. Just ignore it to start with and start driving the vehicle and the action will disappear. Stop the vehicle and switch off the engine the action to deploy will reappear.

Deploy the camo, you'll get your netting, ammo crate and the respawn point will be moved to the location of the landrover. You'll also get the option to stow the camo but ignore that for the time being.

Jump out of the vehicle and respawn and you'll reappear next to the landrover. Jump back in the vehicle and the action to stow the camo will reappear. Stow the camo and drive off. If you die while the camo is stowed then the respawn point is back at the flag.

If you destroy the vehicle while the camo is deployed the camo and ammo crates disappear and the vehicle respawns at base after a settable amount of time. The respawn point is also reset to the flag.

The mobile spawn marker only appears and is accessible as a spawn point when deployed. You can also set up the enemy control of the mobile respawn points as you normally would for static respawn markers.

Restrictions

Only the vehicle's driver will get the option to deploy camo and he must get in the vehicle in the driver's position for it to appear (he can't get in the back and then move to the driver's position).

If the actions don't appear just get in and out of the vehicle as driver a 2nd time.

NB: The engine must be off for the actions to appear

Only the first respawn point (ie _Base_1) can be a mobile spawn point.

B. To set up the player mobile respawn point:

1. If you use this feature you'll need to put the unit name of the mobile spawn player in the revive_init.sqf

```
mobile_man = alpha_1;
```

If you do not use this feature make sure you set

```
mobile_man = objNull;
```

The action to create a mobile spawn only appears in the players menu if he is not moving and he is not in water. The option to stow the mobile spawn point appears if he is with approx 5 metres of the MASH tent.

This is not designed to be used at the same time as the vehicle mobile respawn.

RESPAWNING ON THE CARRIER OR IN A HELICOPTER

You can now respawn on the carrier or in a chopper using the following method:

1. Copy the respawnSpecial folder into your mission file
2. In the revive_init.sqf on the line NORRNCustomExec3 put `[code] NORRNCustomExec3 = "[_name,'USS Khe Sanh','chopper']execVm 'respawnSpecial\respawnSpecial.sqf'";[/code]` where: 'USS Khe Sanh' and 'chopper' are the names of the respawn points.
3. Create an APC on the USS Khe Sanh, name it Respawn_Carrier in the editor. In the init line of the APC put: `[code]this setPosASL [(getposASL this select 0), (getposASL this select 1), 15.90][[/code]`. Also create a marker near the Khe Sanh and call it “USS Khe Sanh”.
4. Create a chopper with cargo positions on the map and name it Respawn_Chopper in the editor. In the init line of the chopper put `[code] nul = [this] execVM "respawnSpecial\Spawn_chopperInit.sqf";[/code]`
5. Underneath the chopper create a marker called “Chopper”;

The chopper is placed at 1000 metres above the land. AI units will automatically eject and use standard parachutes. This way the AI units will land near the marker and I thought this was preferable to them ending up thousands of metres away or in the ocean. Players will HALO when they eject.

When players respawn at the boat they will need to eject/get out of the APC to gain access to the deck. Playable AI units auto eject the APC but unfortunately they cannot move across the deck of the carrier so its probably best to only use this option for playable units.

[b]NB:[/] These scripts can be adapted for extra chopper spawn points etc.

UNITS THAT CAN REVIVE/UNITS THAT CAN BE REVIVED

This is where you can specify what type of unit can revive and what side the scripts work for.

For instance if you want to use these scripts with independent troops and all independent troops can revive other players then just put "soldierGB" in the can_revive and can_be_revived variable. If you want to use these scripts so that two sides can revive each other then place the generic second side unit name in the "can_be_revived_2" slot. If you don't want to include a second side make sure you place a "" instead of the soldier type.

The can_revive variables can be used to specify a single unit type, for instance medics (eg. soldierWMedic), if you only wish give medics the capability to revive other units. The soldier classes are organised like a logical tree. With the classes further up the tree being a more generic type. For more information check out the soldier class tree available on this page: <http://www.ofpec.com/COMREF/armavehicles.php>. Also make sure that if you have two sides defined as enemies in **section E** that you only define units from a single side in this section and vice versa.

_can_revive

_can_revive_2

_can_revive_3 - NOT IMPLEMENTED

_can_revive_4 - NOT IMPLEMENTED

_can_be_revived

_can_be_revived_2

_can_be_revived_3 - NOT IMPLEMENTED

_can_be_revived_4 - NOT IMPLEMENTED

_medic_1 - Can only be used in conjunction with medpacks and bleeding. Allows you to specify an additional class which can have more medpacks or bandages than the standard unit

_medic_2 - see above

_medic_3 - NOT IMPLEMENTED

_medic_4 - NOT IMPLEMENTED

MEDPACK AND BLEEDING OPTIONS

-none of the following options are currently implemented

_medpacks - Give units a limited number of revive kits

_stabilisation - NOT IMPLEMENTED

_bleeding - Make units bleed and require bandages

_medic_medpacks - No of medpacks for units specified in the _medic variables - they are required for reviving units

_unit_medpacks - No of medpacks for units specified in the _can_revive variables - they are required for reviving units

_medic_bandages - No of bandages for units specified in the _medic var - bandages stop bleeding

_unit_bandages - No of bandages for units specified in the _can_revive var

_stabTime_tillDeath - NOT IMPLEMENTED -time until death following revive without stabilisation

Note: Resupply of medical items can be obtained by players by going up to a MASH tent and using the "Take medical supplies" action. Playable AI are automatically resupplied if they are within 5 metres of a MASH tent.

ENEMY SIDE TO PLAYABLE UNITS

Currently only 2 enemy sides can be specified

This next section allows you to specify the number of enemy teams ie. `no_enemy_teams` var (up to 2) in your mission and will affect the ability of players to respawn at the `no_respawn_points` specified.

`_no_enemy_sides` = 1; - For the `no_enemy_sides` variable: a "0" signifies that you do not want to prevent players from spawning at any of the spawn points; a "1" that units from `enemy_side_1` will prevent players from respawning at a spawn point if a side 1 unit is within 50 metres of the spawn point; and a "2" signifies that if units from either sides 1 or 2 are within a 50 meter radius of the spawn point it will prevent players from respawning there. If you only want to use one enemy side make sure you have "" as the second side's name (as in the above example). Also make sure that if you have two sides defined as enemies that you only define units from a single side in section D and vice versa.

`_enemy_side_1` - enemy sides can be "EAST", "WEST", "GUER" etc

`_enemy_side_2`

`_enemy_side_3` - NOT IMPLEMENTED

`_enemy_side_4` - NOT IMPLEMENTED

FRIENDLY SIDE TO PLAYABLE UNITS

Note: currently only 2 friendly sides can be set

These next options are linked to the camera script and allow the players to spectate other team members and friendly sides while unconscious. Friendly sides can be "EAST", "WEST", "RESISTANCE" etc. If all players are from the same side make sure you set the same side for both variables eg "WEST", "WEST" ie do not leave these variables blank if using the follow cam option

_allied_side_1 = "WEST"; - friendly sides can be "EAST", "WEST", "RESISTANCE" etc.

_allied_side_2 = "WEST"; - If all players are from the same side make sure you set the same side for both variables eg "WEST", "WEST"

_allied_side_3 - NOT IMPLEMENTED

_allied_side_4 - NOT IMPLEMENTED

UNCONSCIOUS CAMERA OPTIONS

_follow_cam - option to allow viewing of friendly units while unconscious

_follow_cam_distance - the range that unconscious players can spectate friendly units

_follow_cam_team - set to 1 if you wish unconscious players only to spectate players within NORRN_player_units array

_top_view_height - allows you to set the top down camera height

_visible_timer - view a count-down timer while unconscious

_unconscious_music - allows you to specify music to play while you are unconscious - music must appear as unc_theme in music.hpp

RESPAWN DIALOG OPTIONS

_nearest_teammate_dialog - measures the distance between the unconscious unit and the nearest friendly unit if the set a distance is exceeded the respawn dialog automatically appears

_all_dead_dialog - automatically brings up the respawn dialog if all units are unconscious
Can be used with the _all_dead_player option (see below)

_respawn_button_timer - allows you to set: the amount of time it takes for the respawn dialog to appear after you fall unconscious and the distance that a friendly unit must be away to trigger the respawn dialog **NB:** The amount of time it takes for the respawn dialog to appear by default is approximately 12 seconds (ie. respawn_button_timer = 0). If you don't want to use this option set this to a high number like 100000.

_distance_to_friend - if the closest friendly unit is further than this distance away trigger respawn dialog

_all_dead_player - works in conjunction with the _all_dead_dialog - gives the player the option of the respawn dialog appearing when all human players are dead or all playable AI

_all_dead_distance - whether a respawn dialog appears when all players within a specified distance are unconscious (_all_dead_player = 1)

BONUS LIFE FOR AIDING TEAM MATES FUNCTION/TEAM KILL FUNCTIONS

_reward_function - whether a unit receives bonus lives for reviving other units

_revives_required - number of revives required before receiving a bonus life

_team_kill_function - specify whether a unit loses a life for killing team mates

_no_team_kills - number of teamkills before punishment

CONFIGURABLE OPTIONS FOR HEAL YOURSELF FUNCTION

This section adds an action to the player to heal himself if damage is within a range specifiable by the mission maker (eg. damage 0.1 - 0.5).

Note: Make sure this option is disabled if using the revive with damage option.

_no_of_heals = 1; the number of times this option is available per revive.

_lower_bound_heal = 0.1;

_upper_bound_heal = 0.5; if the damage exceeds this setting the action to heal oneself disappears.

AI REVIVE BEHAVIOUR OPTIONS

This section allows you to configure the behaviour of reviveable/playable AI units

_goto_revive = 1; specifies whether the AI moves to unconscious units and revives.

_AI_smoke = 0; determines whether AI will throw smoke, if available in inventory, before moving to revive units - best to only use this if used in conjunction with view block grenades

_AI_aware = 0; If the AI goto revive option is enabled a second option can also be enabled which will send a second AI unit to cover the reviver

_AI_cover = 1; If this option is enabled the AI reviver will not move to revive a player until all known enemy units within 50 metres are killed

_call_for_AI_help = 1; - toggles the option to allow players to call for help from AI units and players by pressing a button while unconscious. When enabled allows an unconscious player to call for help from surrounding AI and players by pushing a button or the "H" key while unconscious. Called AI will automatically move to the downed player unless they are already helping someone else. Players will receive a hint that another player is calling for help. This system works great if the automatic AI goto revive option is disabled as the group leader (the player) can specify when his AI should move to and heal a downed player (rather than them trying to heal someone in the middle of a fire fight), then if he is shot himself he can call for help.

_goto_revive_distance = 500; the distance that playable_AI_team mates will travel to revive unconscious team members.

OPTIONS FOR PLAYER'S DEAD BODIES AND EQUIPMENT

Additional revive functions with many thanks to alef (0 - off, 1 - on except for _bury_timeout)

Alef has passed on some code to me that gives the mission makers some new options for when a player respawns (either following use of the respawn dialog or if the revive timer elapses).

Here's the new options:

- 1.the player dying then dropping his weapons when he respawns or
- 2.dying and his weapons stays on his body until the timer elapses and then he drops them and his body is deleted or
- 3.dying and his weapons stays on his body until the timer elapses and then he does not drop them and his body is deleted.

Limitations

The only problem with this new set-up is that if a player dies more than once and respawns at base before the body delete timer elapses the player's first dead body is deleted when the second one is made - so it may not drop its weapons.

Once again many thanks to alef for these changes and his other suggested script optimisations

_drop_weapons - should the respawned player drop his weapons where he died?

_cadaver - should the respawned player's body remain there?

_bury_timeout - if drop weapons OR player body, how long before the body is buried?
0=maximum (1200s) , n=seconds up to 1200s (hard coded)

USER CODE

eg. `NORRNCustonexec1="execvm ""myscript.sqf"";hint ""myoutput"";"`

NORRNCustomExec1 - occurs following being revived

NORRNCustomExec2 -occurs when you team kill

NORRNCustomExec3 - occurs when you spawn at base

NORRNCustomExec4 - occurs when you try and spawn at base but it is still occupied

NORRNCustomExec5 - Must use variables: MAP_r_rejoin (false - first time, true - rejoining the server, and MAP_r_no_lives - number of lives if you rejoin server)

5. KNOWN ISSUES

- If you spawn into an unconscious unit that carries a pistol when you are revived you may be armed with your secondary weapon. However, when you shoot the rifle on your back fires. The only way I've found to resolve this bug is to respawn and be revived.
- There are some standard Titles and other standard sections added in the included files in the description.ext so integration of your own scripts that uses dialogs, titles or sounds with norrin revive may generate a lot of errors.

FEEDBACK IMPROVEMENTS AND SUGGESTIONS

Either post at [Dev Heaven](#), [OFPEC](#) or in the thread you can find here at the [BIS forums](#)

You can contact me directly at norrin@iinet.net.au.

6. CREDITS

Coded By

norrin (norrin@iinet.net.au)

Based Upon

Concepts by PRiMe, toadlife, [APS]Gnat and Mongoose_84.

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Other Scripts Used

OFPEC Free camera script (<http://www.ofpec.com/forum/index.php?topic=32970.0>) by Hoz and Mandoble. Some of the voice array stuff stolen with the permission of SNKMAN from ArmA Group Link II Plus! Thanks to Kegetys for his amazing spectating script and to ViperMaul for his script fix, kind words and support.

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