

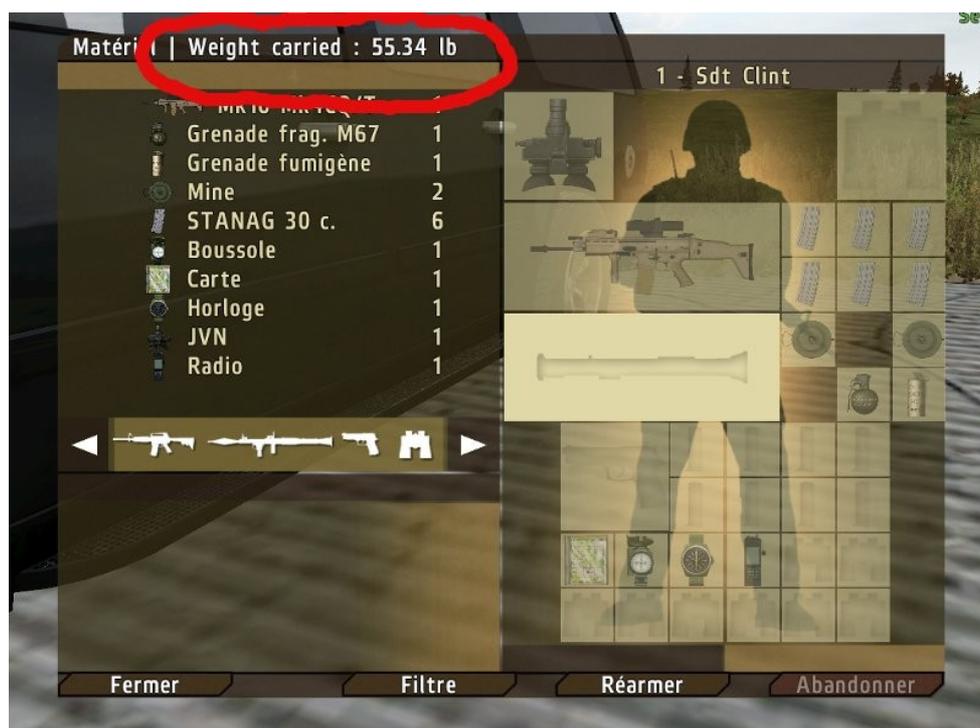


R3F Realism

13 Nov 2010

Version 1.04

<http://www.team-r3f.org/>



Objectives

R3F Realism scripts aims to reinforce ArMA 2 's and operation arrowhead's realism ;

At the moment R3F Realism is made of two parts :

1. R3F Weight

Management of gear's weight carried by each player.

All weapons, ammo, items (compass, binocular...) are listed and weighted.

2. R3F Tired

Management of player's stamina.

Tiredness is computed following player's movements. The more he walks, the more he'll get tired, he also will get tired faster following the terrain declivity.

Associated with R3F Weight, tiredness management is much more realistic because it is directly related to carried weight.

It is possible not to associate the two effects, but combining them really increases gameplay realism.



R3F Weight

These scripts directly associate weight to weapons and ammo carried by the player during missions.

When the player gets his gear from an ammo crate or collects various items, the cumulated weight is displayed in the top window, giving live information to the player.

During mission, press "G" key to display gear window with relative weight at the top.

All weapons, ammo, and item Classes present in the original game are listed.

If you use a non originally listed addon, you can add the weight of your new weapon and ammo by changing *R3F_Realism\R3F_Weight\R3F_Cfgweight.h* files. There are two lists (weapons and ammos) in order to be read more easily.

```
class CfgWeight
{
    class Weapons
    {
        class SCAR_L_STD_MK4CQT
        {
            weight = 3.6;
        };
        class New_Weapon
        {
            weight = 3.5;
        };
    };
};
```

Weight has to be set in kilograms. The script will automatically convert into Lb when the game is set on English version.



R3F Tired

This script manages player's stamina and tiredness and simulates its effects.

The more the player walks the more he'll get tired.

The effects are visual, gradually darkening the screen, ending in black to simulate failure. At this point, taking part into a fight is impossible.

Before the failure, the player has seen pulse increase, shaking movements being displayed on the screen.

After resting, the player gets back into better condition allowing him to start again.

Tiredness is more or less accumulated depending on length of walks and climbing.

Crawling or climbing increase much more tiredness.

In a vehicle, the player does not get tired, and even rests from tiredness.

Associated with R3F Weight, tiredness management is much more realistic, being directly related to carried weight.

Just notice that high weight increases dramatically tiredness.



Unzip the directory.

Paste the folder *R3F_Realism*, in your mission directory.

1. If you already have a file « *description.ext* »

add at the end of the file :

```
#include "R3F_Realism\R3F_Weight\R3F_CfgWeight.h"
```

2. If you don't have a file « *description.ext* »

with a text editor add the line :

```
#include "R3F_Realism\R3F_Weight\R3F_CfgWeight.h"
```

and save this file in your mission folder naming it « *description.ext* »

1. If you already have a file « *init.sqf* »

add at the end of the file :

```
_void = [] execVM "R3F_Realism\R3F_Realism_Init.sqf";
```

2. If you don't have a file « *init.sqf* »

with a text editor write the line :

```
_void = [] execVM "R3F_Realism\R3F_Realism_Init.sqf";
```

and save this file in your mission folder naming it « *init.sqf* »

1. If you already have a file « *stringtable.csv* »

add at the end of the file :

```
#include "R3F_Realism\R3F_stringtable.csv";
```

2. If you don't have a file « *stringtable.csv* »

with a text editor write the line :

```
#include "R3F_Realism\R3F_stringtable.csv";
```

and save this file in your mission folder naming it « *stringtable.csv* »

You are ready !



Configuration

Main Configuration

The file *R3F_Realism\R3F_Realism_configuration.cfg* allows you to control witch module will be set in your mission.

It contains :

```
#define R3F_REALISM_Use_Weight  
#define R3F_REALISM_Use_Tired
```

Comment by adding // at the beggining of the line to be disabled.

Ex. g. : If you want R3F_TIRED without weight management :

```
// #define R3F_REALISM_Use_Weight  
#define R3F_REALISM_Use_Tired
```



R3F Weight's Configuration

No settings in that module.

You may need to add weapons classes or Ammo with personal addons.

In that case, change the file : *R3F_Realism\R3F_Weight\R3F_CfgWeight.h*

It is a **class** Arma file.

The file is separated in two main classes : weapons and magazines.

To add a new class, follow e.g. bellow is a "New_weapon" class with a weight of 3.5kg.

```
class CfgWeight
{
    class Weapons
    {
        class SCAR_L_STD_MK4CQT
        {
            weight = 3.6;
        };
        class New_weapon
        {
            weight = 3.5;
        };
    };
};
```

For Ammo, in the same way, using class Magazines.

Notice that weight is in Kg and will be converted later by R3F weight script.



R3F Tired' s Configuration

To easier the setting , just set on EASY, NORMAL, or HARD. EASY is the default setting.

Predefined models for an easy setting, uncomment only one setting

```
#define R3F_TIRED_SET_MODE_EASY
//#define R3F_TIRED_SET_MODE_NORMAL
//#define R3F_TIRED_SET_MODE_HARD
```

All settings for this module is in the file :

R3F_Realism\R3F_Tired\R3F_TIRED_Configuration.cfg

<i>R3F_TIRED_CVS_EXPORT</i>	
Export in <i>Arma.rpt</i> data in .Csv for settings	
<i>R3F_TIRED_DEBUG</i>	
show tiredness parameters in game	
<i>R3F_TIRED_WEIGHT_PLAYER_EMPTY</i>	Défault : 90
Indicate player weight without weapon or ammo.	
<i>R3F_TIRED_WEIGHT_SPEED_RATIO</i>	Défault : 1
Indicate ratio between speed and weight;	
<i>R3F_TIRED_WEIGHT_CLIMB_RATIO</i>	Défault : 5
Indicate tiredness ratio to apply when player is climbing uphill;	
<i>R3F_TIRED_WEIGHT_BLACKOUT_LEVEL</i>	Défault : 50000
<i>L</i>	
Indicate tiredness value to put the player into complete unconsciousness	
<i>R3F_TIRED_DOW_LEVEL</i>	Défault : 6
Increased tiredness factor when crawling	
<i>R3F_TIRED_KNEE_LEVEL</i>	Défault : 1.5
Increased tiredness factor when walking half standing	
<i>R3F_TIRED_UP_LEVEL</i>	Défault : 1
Increased tiredness factor when walking normally	



<i>R3F_TIRED_WEIGHT_LEVEL1</i>	Défault : 15
Weight's level increases more tiredness ratio. Aiming to set on easier use of light weapons compared to heavy weapons.	
<i>R3F_TIRED_WEIGHT_LEVEL2</i>	Défault : 20
(see above)	
<i>R3F_TIRED_WEIGHT_LEVEL3</i>	Défault : 30
(see above)	
<i>R3F_TIRED_WEIGHT_RATIO1</i>	Défault : 0.6
Tiredness increasing Level	
<i>R3F_TIRED_WEIGHT_RATIO2</i>	Défault : 0.8
Tiredness increasing Level	
<i>R3F_TIRED_WEIGHT_RATIO3</i>	Défault : 1.3
Tiredness increasing Level	
<i>R3F_TIRED_WEIGHT_RATIO4</i>	Défault : 1.4
Tiredness increasing Level	
<i>R3F_TIRED_GLOBAL_TIRING</i>	Défault : true
Enable or disable resting effects	
<i>R3F_TIRED_TIME_RECOVERY</i>	Défault : 100
Setting resting delay	
<i>R3F_TIRED_RATIO_RECOVERING</i>	Défault : 180
Setting resting delay	
<i>R3F_TIRED_SHORTNESS_TRESHOLD</i>	Défault : 0.6
Setting shortness treshold	
<i>R3F_TIRED_UNCONSCIOUSNESS_DURATION</i>	Défault : 30
Setting unconsciousness duration	





Contact : <http://www.team-r3f.org/>

