

# Itweaswolf\_add v1.0

Modified wolf addon compatible in multiplayer; by Faguss (fgs.er.pl)

## 1. Required addon

itweas\_wolf [ftp://ofpr.info/ofpd/unofaddons2/ITWEAS\\_WOLF.zip](ftp://ofpr.info/ofpd/unofaddons2/ITWEAS_WOLF.zip)

## 2. Name/class reference

Display name	Class name	Mission editor
Grey Wolf	wolfadd_greywolf	East -> wolf
White Wolf	wolfadd_whitewolf	West -> wolf
Enable Wolf AI	wolfadd_logic	Game Logic

## 3. Modifications

- added wolf with new textures to east side
- AI attacks more frequently
- fixed model
- localization (Polish, Finnish, Czech, German, French)
- replaced unit image displayed in leading bar
- unable to lock on vehicles with driver
- units are compatible in multiplayer
- when wolf dies it's 'weapons' disappears

## 4. Wolf AI

There are two methods of activation:

### a) Automatic

Place Game Logic „Enable Wolf AI”

### b) Manual

Place standard Game Logic and name it `server`. In `init.sqs` write:

```
WOLFADD_MANUAL = true
WOLFADD_AI = <array>
? local server : <array> exec "\itweaswolf_add\sqsAI\initM.sqs"
```

Where `<array>` is list of units.

It is important to declare variables before any time interval because scripts in addon are using them. *initM.sqs* can be executed any time.

## 5. Using with fwatch

Use *fwatch\_check.sqf* (see *fwatch* documentation). Execute code below in your mission:

```
fwatch_present = call loadFile "fwatch_check.sqf"  
? fwatch_present : <bool> exec "\itweaswolf_add\sqs\Key.sqs"
```

If argument is `true` player may change his weapon to jump attack.

Key	Effect
TAB	Enable / Disable Targeting
F	Auto / Manual Lock
R	Lock / Unlock Target
Y	Replace „Attack” with „JumpAttack”

## 6. Reserved variables

`WOLFADD_INIT` – indicates if initialization script is active.  
`WOLFADD_UNIT` – the wolf that is kicking. Used to synchronize wolf kick.  
`WOLFADD_TARGET` – kick target. Used to synchronize wolf kick.  
`WOLFADD_AI` – array from which server selects local units.  
`WOLFADD_MANUAL` – prevents filling `WOLFADD_AI` automatically.  
`WOLFADD_ID` – used to assign ID number for each AI wolf unit.

For each Wolf AI unit 7 variables are created:

`WOLFADD_LOCKON_X`                      `WOLFADD_LOCKED_X`                      `WOLFADD_ENABLE_X`  
`WOLFADD_INAIR_X`                      `WOLFADD_ATTACK_X`                      `WOLFADD_ACTION_X`  
`WOLF_AUTO_X`

Where X is ID number.

## 7. Credits

Model fixed by Sanctuary.  
Grey Wolf textures by STGN.

German localization by [CiA]Tony. Polish by Faguss & Kraps. Finnish by Osku. Czech by Kalasnikov471. French by Nikiller.

Thanks to Pulverizer for help.

## 8. Version history

**0.5** (21.04.09)

First release.

**1.0** (09.11.09)

- converted AI scripts to multiplayer
- retextured Grey Wolf (by STGN)
- fixed model (by Sanctuary)