

Ninja_add v0.91

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

1. Required addon

Ninja__LLU <ftp://ftp.ofpr.info/ofpd/unofaddons2/Shinobi.zip>

2. Modifications

- animations synchronized in multiplayer
- decreased action radius
- localization (Polish, French, Finnish, Czech, German)
- supports fwatch

3. Usage

This addon improves the original unit.

Every player who has loaded the modification will see proper animations of every other ninja unit.

Using with Fwatch:

Copy *fwatch_check.sqf* to your mission. Execute code below:

```
fwatch_ninja = call loadFile "fwatch_check.sqf"  
? fwatch_ninja : [] exec "\ninja_add\sqs\key.sqs"; hint localize "STR_NINJA_FWATCH"
```

Press *CTRL*, *ALT* and *F10* to cycle between suspending the script and reconfiguring key for action (you may bind it to any key, for example: to right rat button).

Configuration is saved to „\fwatch\mdb\ninja.db”.

4. Reserved variables

NINJAADD_UNIT – the unit to animate.

fwatch_ninja – indicates if fwatch support is enabled

5. Credits

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

6. Version history

0.1 (18.05.09)

First release.

0.9 (17.07.09)

- action does not appear if unit has leg injury
- added script using fwatch
- used better synchronization method

0.91 (17.02.10)

- improved script for Fwatch
- changed string names in stringtable.csv