



R3F Debug

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Version 1.01

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



PRINCIPLE

This editing tool has been built by team R3F's members, aiming to bring a complete system for editing test and debug.

This script is to be use during the creating and development step of editing process. It has to be set off at in game time.

It is not to be use as a "cheat" tool.

INSTALLATION GUIDE

Follow precisely the next 5 steps :

Step 1. Copy "R3F_DEBUG" directory and contains in the main mission's directory. Do not rename it.

Step 2. Copy the file "**R3F_DEBUG_Configuration.h**" in the main mission's directory.

Step 3. Changing in "**init.sqf**" file.

1. You don't have an "**init.sqf**" file.

With any text editor soft, copy the following text and save these file in the main mission's directory, in .sqf format, naming it "**init.sqf**".

```
//***** R3F_DEBUG Start Implementation *****  
#include "R3F_DEBUG\scripts\R3F_DEBUG_Configuration.h"  
#ifdef __R3F_DEBUG  
    sleep 0.1;  
    execVM "R3F_DEBUG\scripts\functions_R3F_Debug.sqf";  
#endif  
//***** R3F_DEBUG End Implementation *****
```

2. You already have an "**init.sqf**" file.

add this same text to "**init.sqf**" file .



Step 4. Changing in “***description.ext***” file.

1. You don't have an “***description.ext***” file.

With any text editor soft, copy the following text and save these file in the main mission's directory, in .ext format, naming it “***description.ext***”

```
#include "R3F_DEBUG\scripts\R3F_DEBUG_Configuration.h"
class RscTitles {
#ifdef __R3F_DEBUG
    #include "R3F_DEBUG\scripts\main_dlg.h"
#endif
};
class cfgFunctions
{
//***** R3F_DEBUG Start Implementation *****
#ifdef __R3F_DEBUG
    #include "R3F_DEBUG\scripts\cfgR3FInterface.h"
#endif
//***** R3F_DEBUG End Implementation *****
};

#ifdef __R3F_DEBUG
    #include "R3F_DEBUG\scripts\map_dlg.h"
    #include "R3F_DEBUG\scripts\script_dlg.h"
    #include "R3F_DEBUG\scripts\spy_dlg.h"
#endif
```



2. You already have an “**description.ext**” file.

add :

```
#include "R3F_DEBUG\scripts\R3F_DEBUG_Configuration.h"

class RscTitles {
#ifdef __R3F_DEBUG
    #include "R3F_DEBUG\scripts\main_dlg.h"
#endif
};

#ifdef __R3F_DEBUG
    #include "R3F_DEBUG\scripts\map_dlg.h"
    #include "R3F_DEBUG\scripts\script_dlg.h"
    #include "R3F_DEBUG\scripts\spy_dlg.h"
#endif
```

Just note that if you have already a `class RscTitles {}` include :

```
#ifdef __R3F_DEBUG
    #include "R3F_DEBUG\scripts\main_dlg.h"
#endif
```

If your description.ext have already a `class cfgFunctions {}` insert the following code between braces:

```
#ifdef __R3F_DEBUG
    #include "R3F_DEBUG\scripts\cfgR3FInterface.h"
#endif
```

Otherwise just add :

```
class cfgFunctions
{
//***** R3F_DEBUG Start Implementation *****
#ifdef __R3F_DEBUG
    #include "R3F_DEBUG\scripts\cfgR3FInterface.h"
#endif
//***** R3F_DEBUG End Implementation *****
};
```



Step 5. Changing in file "**stringtable.csv**" file.

1. You don't have an "**stringtable.csv**" file.

With any text editor soft, copy the following text and save these file in the main mission's directory, in .csv format, naming it "**stringtable.csv**"

```
LANGUAGE, English, French  
#include "R3F_DEBUG\Scripts\stringtable_R3F_DEBUG.csv"
```

2. You don't have an "**stringtable.csv**" file

add :

```
#include "R3F_DEBUG\Scripts\stringtable_R3F_DEBUG.csv"
```

If you need to add a language, find

"R3F_DEBUG\Scripts\stringtable_R3F_DEBUG.csv"

Match all the différent Columns in order following for example .:

"English, German, French", includ a "german" colum between "english" and "french" for each line of **R3F_DEBUG\Scripts\stringtable_R3F_DEBUG.csv** " file :

STR_R3F_DEBUG_xxx, "english", "german", "french"

FUNCTIONS



Move in command Windows by key's Arrows : ↓ or ↑

Switch on by : →

Switch off by : ←

Some commands have more than 2 levels, use several time →

- **Show AI** : On >> markers on map for all AI (even if in sight).
 - The arrow indicate direction and number the number of AI in the group.
 - one color for each camp (blue = civilain, red = enemie, green = friend).
 - Different type of marker for different unit type.
- **AI's skill** : On >> change AI's skill level :
 - level 1 >> Poor (*setSkill 0.1*)
 - level 2 >> Normal (*setSkill 0.5*)
 - level 3 >> Good (*setSkill 1*)
- **God sight** : On >> destroy AI by sight .
 - level 1 >> destroy only units
 - level 2 >> destroy all units and objects
- **Disable AI** : On >> No move for all AI.
- **Neutral Player** : On >> the player is civilian, no AI will engage him even if fired at.

- **Invulnerability** : On >> the player is immortal
- **Velocity** : Set player velocity by → from x2 à x32.
- **Infinite Ammo** : On>> infinite ammo
- **Kill them all** : Proceed >> Éliminate all AI and vehicles
- **Create vehicle** : Proceed >> Create a HMWVV near to the player
- **Teleportation** : Proceed >> Open a "map" windows to point the teleport location by a map-click. confirm by OK button .
- **Caméra** : Proceed >> Open a "map" windows to point the camera location by a map-click. confirm by OK button . You will be in camera mod. To exit, press right mouse click.
- **Script Command** : Proceed >> Open a windows for scripts.
 - write there all script line you want..
 - Run to call the script executed as *Spawn*.
 - error will be noticed in usual arma2.rpt file.



- **Variables watcher** : Proceed >> allows to check variable in game.
 - Variables will appear in a right windows, refreshed every seconds.
 - Notice than you can cal ArmaA functions like *position player* for live position of the player or like *Allunits* for AI numbers on map.
 - notice that watched variables can not be local ones.



At all time you can hide R3F DEBUG menu by pressing **ALT + F**

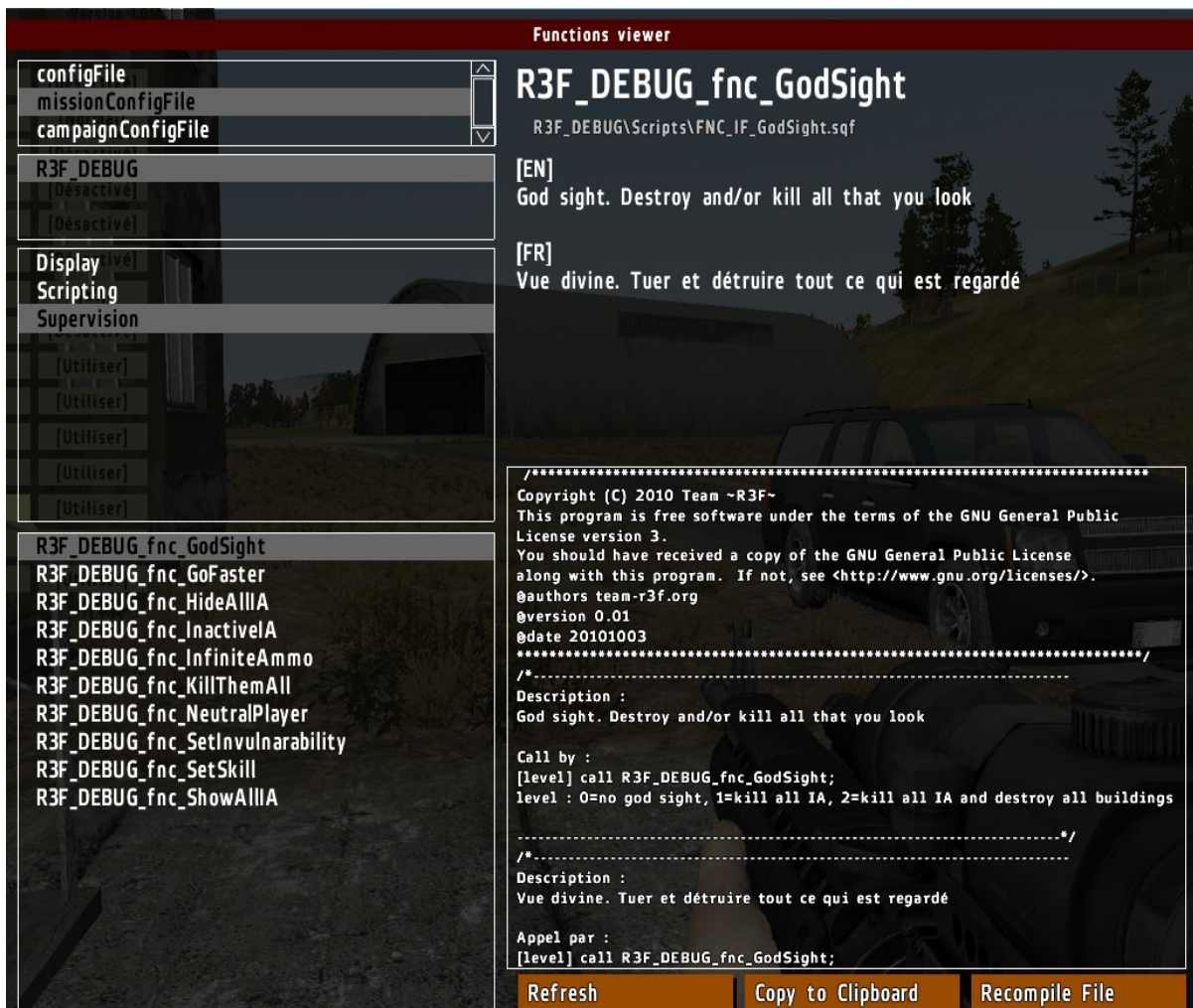
At all time you can hide Variables windows menu by pressing **ALT + L**

Use in scripts

You can use the functions R3F DEBUG directly in your missions.

Simply call the function in your init scripts or during the mission to use them.

The functions are classified into 3 categories



You can use the BIS Fnc Help menu to view and have a helper on their use.

Example of direct appeal in a script :

Insert 2 variables or function Arma in the list of variables to monitor.

```
["var"] call R3F_DEBUG_fnc_VarSpyAdd;  
["count allunits"] call R3F_DEBUG_fnc_VarSpyAdd;
```

Automatically switch to neutral

```
[1] call R3F_DEBUG_fnc_SetNeutralPlayer;
```

Show all IA on the map

```
[] call R3F_DEBUG_fnc_ShowAllIA;
```

Temporary Set Off

To temporary set off the R3F DEBUG script just comment the following line in file
“**R3F_DEBUG_Configuration.h**” and launch your mission again.

```
// Comment this line to disable R3F_DEBUG  
#define __R3F_DEBUG
```



UNINSTALL

When your mission is finished R3F DEBUG has to be uninstalled.

- Delete "**R3F DEBUG**" repertory
- Delete file "**R3F_DEBUG_Configuration.h**"
- In file "**description.ext**", erase these lines :

```
#include "R3F_DEBUG_Configuration.h"
#ifdef __R3F_DEBUG
    #include "R3F_DEBUG\scripts\main_dlg.h"
#endif

#ifdef __R3F_DEBUG
    #include "R3F_DEBUG\scripts\map_dlg.h"
    #include "R3F_DEBUG\scripts\script_dlg.h"
    #include "R3F_DEBUG\scripts\spy_dlg.h"
#endif
```

- In file "**init.sqf**", erase these lines :

```
//***** R3F_DEBUG Start Implementation *****
#include "R3F_DEBUG_Configuration.h"
#ifdef __R3F_DEBUG
    sleep 0.1;
    execVM "R3F_DEBUG\scripts\functions_R3F_Debug.sqf";
#endif
//***** R3F_DEBUG End Implementation *****
```

- In file "**stringtable.csvf**", erase these lines :

```
#include "R3F_DEBUG\Scripts\stringtable_R3F_DEBUG.csv"
```



INFORMATION



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

