



ConfigExplorer

(@HJ_CfgExplorer)

An Arma2 add-on
by HeliJunkie

Change log

Document version	Date	Description
1.0	20/08/2010	Initial version

Description

ConfigExplorer is an ingame tool which assists you in exploring the three different config namespaces of ArmA. It can also assist you debugging your add-on configuration or add-on development.

How to install this add-on

Copy/extract the add-on folder “@HJ_CfgExplorer” to your main ArmA2 directory.

Add the add-on to your “-mod=” startup parameter or since ArmA2 CO/OA use the ingame expansion menu.

There are some detailed descriptions in the web. One can be found on:

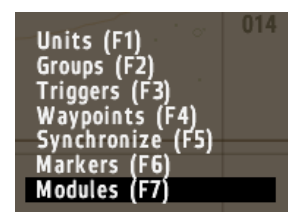
- <http://www.armaholic.com/plugin.php?e=faq&q=18> (How to install and launch add-ons)

How to add ConfigExplorer to your mission


ConfigExplorer is implemented as a module. This allows you to easily add/remove this function from your mission. You can add it for mission development and testing and remove it, if you are done. So no one who else but you needs the add-on files.

You need at least one unit in your mission, the player. So if you start from scratch, add the unit now. You should know how to do it.

To add “ConfigExplorer” select “Modules (F7)” in the editor.

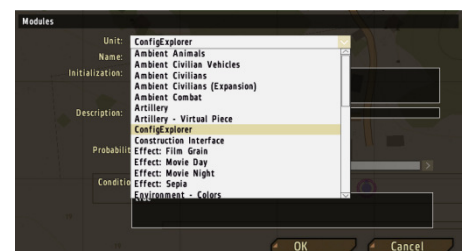


Picture 1: Object type selection list

Double click on a free place on your map. Select “ConfigExplorer” from the unit drop down menu. Don’t change any other field. Press  button.




Now the module is implemented in your mission. You can see the “ConfigExplorer” icon on your map.



Picture 2: Module dialog

How to start ConfigExplorer

ConfigExplorer adds an action menu entry to all playable units on the map. This includes the player. So start your map with a click on the  **Preview** button.

In the mission you simply scroll your mouse wheel to select **Open Config Explorer**. Press the middle mouse button (or <Return>) to open the interface.

Using ConfigExplorer

Here is an overview of the interface:



First you should select your config namespace. Arma has 3 of them:

- Game (config data from the game, which are mainly from the config.cpp files of the add-ons)
- Mission (config data from the description.ext in the mission directory)
- Campaign (config data from the description.ext in the campaign directory)

You can select the namespace by clicking on the entry in dropdown box in the upper right corner. In the overview I selected the game config.



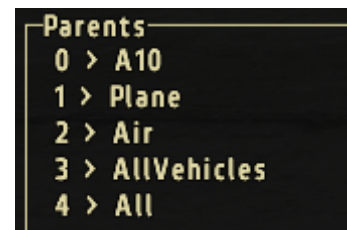
Picture 3: Config selection dropdown

All available subclasses are shown in the **Classes** list box (middle left). You can navigate into a class by double click its name in the list box. For example: first I opened the class “CfgVehicles” from the root and then I opened the class “A10”.

If you want to navigate a level up just click the button **up**.

If you want to know where you are, just look to the **Current Config Path** text box. There you can see the complete class path. “bin\config.bin” is the root of the game config.

At the bottom left you can find the **Parents** list box. Classes can inherit parent classes (I hope you know this stuff). But you want to know which classes are inherited. So take a look at this list and you will see the inheritance path. In the example overview we have 4 parents (the first entry always the current class name).



Picture 4: Parents list box

You can see that the current class “A10” inherits the “Plane” class, and the “Plane” class inherits the “Air” class... and so on. The class “All” doesn’t inherit any other class.

In the **Values** list box, you can see all values for this class path. Also you can see in which class the value was defined. Every entry has a leading number. This number is the entry number of the **Parents** list box. “0” says, the value was defined in the current class (here class “A10”). A “2” will show us, that the value was defined in the class “Air”.

At the bottom right is a code window. The config explorer generates the class code for you. You can copy paste the whole generated code with a click on the **Clipboard** button.

If you only want to use partial code, you can mark it and copy it with “Ctrl+C”.

You only can scroll the code if you click in the code windows and use the cursor keys to navigate. The edit control of the game doesn’t give you another way.

Last but not least, the **dump** button. If you press the button, ConfigExplorer generates a list with all entries of the Class list box. This can be handy if you need some reference list, for example of all vehicles. Navigate to the “CfgVehicles” class and press **dump** you will get all class names in the code windows. Press **Clipboard** and you got the list to the clipboard.

Known issues

Inherited subclasses are not displayed, if no entry was added or changed within the current class. I hope I can find a solution for this issue in the future.

Example:

```
Class father {  
    Age = 36;  
    Class hair {  
        Color = "red";  
    };  
};  
Class son : father {  
    Age = 8;  
};
```

The class son has a subclass hair (inherited from father). But in the son class no value is added or changed to the embedded class hair. So config explorer will not display this subclass.

Suggestions and Feedback

Please leave suggestions and feedback in the ConfigExplorer thread of the BI Forums.

<http://forums.bistudio.com/showthread.php?t=102152>