

Dynamic Force Balancer

6/11/2011

Ver 1.1

Creator: P.Denton



Description:

Decrease enemy unit number to balance the mission difficulty.

Features:

Detect BLUFOR and OPFOR units number and calculate its tactical point.

According to the tactical points and ratio you define,

the number of units to be deleted is calculated.

Delete OPFOR units until the condition of what you defined in the set proportion column and tweaked in the OPFOR column.

You can stop units which have name in the editor from deleted by selecting PROTECT button and activating it.

In every mission, including any single player mission, multiplayer mission, or campaigns whatever, you can launch the GUI.

So you can control enemy unit number even in the BIS made missions.

Installation:

Download @DFB.zip and unzip it.

Move the folder in your A2/OA folder and launch it with MOD launcher.

Included files:

dynamic_force_balancer_vxx.pbo

dynamic_force_balancer_vxx.pbo.dynamic_force_balancer.bisignKeys

Required Addons:

No addons required.

Usage:

1 DFB's GUI access limitation

The action menu will be added depending on which environment you play, MP or SP.

In SP, player can have access to the GUI(which means the action menu will be added) though, in MP, only admin can , not every player. So if you want to control unit number in MP, someone needs to log in as admin.



2 Firepower of player

2.1 Detect firepower:

You need to know how many tactical points of player on your side have.

This is especially for MP, for the player number is important and I don't count AI units. In the future version, I consider implementing counting AI or not function. Anyway, select 'Detect firepower' button to get player number in each category and calculate tactical points.



Tactical points are defined following:

Infantry:1

APC:25

Tank:100

Transport Heli:100

Gunship:700

In the future version, I also consider implementing change these values by user. These values are the same as OPFOR.

If all player disembarked from vehicles, all tactical points will be assigned to Infantry only. So if you want to know the actual points, get players in the specified vehicle or edit the text box in each section manually. On your typing number to the text box, the units number and tactical points are automatically recalculated.

2.2 Set proportion:

After you set the player number, you must set firepower ratio between player force and OPFOR. At first the button is not selectable, you need to select an enemy side on the right of your GUI in the OPFOR info box. There is pull down menu available. Click it and select the enemy side. Then you can select set proportion. Left text box is BLUFOR(player) and the right is OPFOR. Default value is BLUFOR : OPFOR = 2:1.



3 Firepower of OPFOR

3.1 Tweak enemy number:

You can change the number displayed in the OPFOR info box, by typing number in the text box manually or move the slider from left to right. The text box next to the slider works together. If you change one, another will respond to it.

3.2 Delete protection

After you satisfied with the enemy number, you can choose whether you want to protect the units which have name in the editor (means the units are important in the mission, such as enemy commander to capture). If yes, then select the black PROTECT button and activate it. The button will turn to red.

4 Apply

When you think you have done all the setting, press apply button.

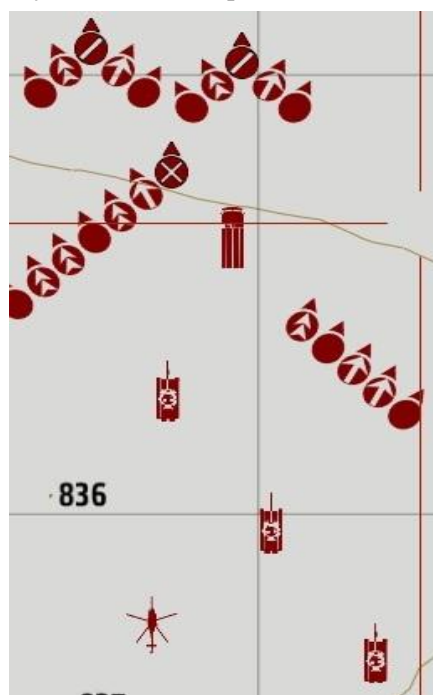
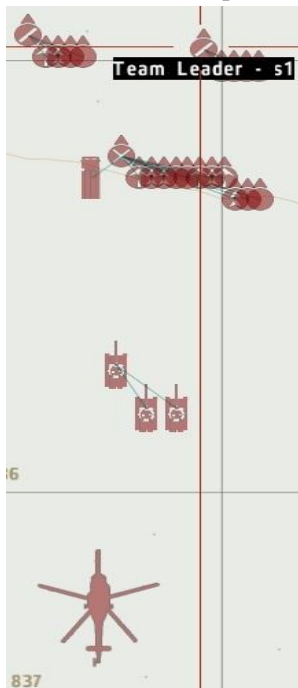
The delete process will start. After the delete done, action will be removed.



Note:

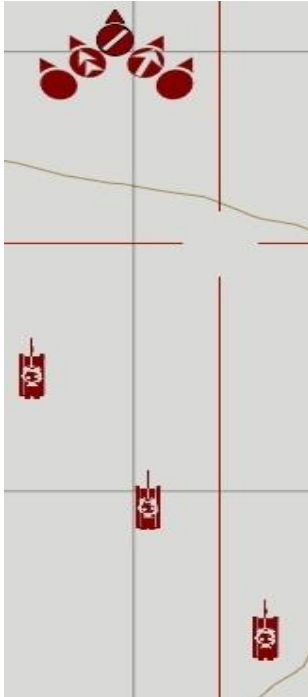
- In MP, only the server itself and admin are enough to have this addon valid, because in MP only server admin can launch the GUI. Not every player needs to have it.
- The enemies are deleted at random.
- About delete prevention system:

This is an example. Think you named 1 squad leader as s1, 1 tank as t1.



Left figure indicate the team leader is named as s1 and T-90 tank leader as t1.

Right figure indicate the actual in-game map before delete.



Activate PROTECT and after the delete in-game map.
The whole group member of s1 and t1 remains.
This time, the number of infantry is set to 0; If you set the infantry number greater than the member of the team, such as 6, or 10, which means over 5, the member + the difference of the setting number will remain. If you set the infantry number to 7, that means all the s1 team member (5) and 2 persons from other teams.

- The DFB module the last version 1.0 has is deleted because of the alternate prevention system that can stop the units who have name in the editor from deleted.

Future version plan:

1.x:

- *Add detection of AI on the player side.
- *The automatic delete prevention of the units and the groups which have name in the mission editor.(Complete)
- *Multiple selectable enemy sides.

2.x

- *AI skill setting.

3.x

- *Work with DAC or UPSMON to generate enemy units which is realtime and dynamic during mission using GUI.
(I have not made any contact with DAC/UPSMON creator though)

Download Link

You can download the addon on Armaholic.

<http://www.armaholic.com/page.php?id=13558>

changelog:

02/27/2011 1.0 release

06/11/2011 1.1 release

- Added new delete prevention system
- Deleted DFB module
- No more CBA required
- Some other minor fix