EGX system (EGX)
by *Enigx*
Version 6.0

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1   DESCRIPTION

EGX system (EGX) is a complete gaming system created to help Arma 3 clan administrators and mission makers for their activities. It offers a lot of tools useful for MP missions and training servers.

I developed this system, also inspired by the Arma 3 clan community that I frequented, and have had a lot of positive feedbacks with it in my MP missions.

I have personally created many of the scripts for the tools contained in the system. For others I have used scripts shared on Armaholic and BI forum by the Arma 3 community. You can find credits in section below.

Of course it does not want to be pretentious or replace systems already in use and tested, but only my personal contribution to share with the community. No more, no less.

The system is composed by the following main tools:

1. Dynamic adminPanel that gives to mission masters, administrators and specific players a lot of functions to manage and help them in their MP missions and activities
2. MedicMenu that gives to medics an additional tool for their loadout
3. MedevacMenu (integrated within the adminPanel) to manage automatic medevac system
4. TransportMenu (integrated within the adminPanel) to manage players transport for their insertion from respawn point
5. LoadoutPanel system to manage loadouts, radio frequencies and special functions
6. Start & End mission screens and logo system to make unique and customizable the missions

2   HOW TO SET THE SYSTEM

➢ Copy folder EGX_system\ into mission folder. This folder contains the core of the system
➢ Copy folder scriptEGX\ into mission folder. This folder contains external user defined scripts
➢ Copy included description.ext, init.sqf, initPlayerLocal.sqf, stringtable.xml into mission folder.
   If you have already your personal version of these files, add/mix contained strings in yours.
➢ Copy folder images\ into mission folder. This folder contains mission loading screen picture, named intro_screen.sqf.
   If you have your pictures folder use it and substitute correct link in description.ext
➢ Place empty marker for respawn point (usually Blufor Base) and name it as usually "**respawn_west**" (without quotes). This allows the use of LoadoutPanel and MedicMenu

From editor you must run the mission as Multiplayer to activate the panels!

2.1   NEEDED MODS

The EGX system needs the following main mods loaded in your mission:
▪ ACE, for the activation of the different panels
▪ RHS USAF, for the definition of some type vehicles contained in the modules. For some of them, if not loaded, you can use the vanilla vehicles selected in the relevant graphical windows.

Mods list:
➢ ace, http://steamcommunity.com/sharedfiles/filedetails/?id=463939057
➢ CBA_A3, http://steamcommunity.com/sharedfiles/filedetails/?id=450814997
➢ RHSUSAF, http://steamcommunity.com/sharedfiles/filedetails/?id=843577117
➢ ACE Compat - RHS United States Armed Forces,
   http://steamcommunity.com/sharedfiles/filedetails/?id=773125288

For the radio frequencies setting the standard Task Force Radio is needed:
➢ Task Force Arrowhead Radio (BETA!!!),
   http://steamcommunity.com/sharedfiles/filedetails/?id=894678801

For long range radios the mod ILBE Assault Pack – Rewrite,
http://steamcommunity.com/sharedfiles/filedetails/?id=1875281645 is suggested. Anyway classnames of additional radios can be added (see §4).

2.2   MAIN FILES TO BE MANAGED FOR ITS CORRECT USE

- *EGX_system\initEGXsys.sqf*

In this file you need to add the *Steam ID* of the players enabled to use the adminPanel (usually administrators and mission masters) and MedevacMenu (TL/SL or whoever you want).

```
//*** USERS AUTHORIZED TO USE THE ADMINPANEL
// list of admins
adminPanelList= [
            "XXXXXXXX", // <-- ADD HERE THE STEAM ID OF THE PLAYER/S ENABLED TO USE THE AMNINPANEL
            … ,
            "YYYYYYYY"
            ];
// note: number between quotes; last element written without final comma


//*** USERS AUTHORIZED TO USE THE MEDEVAC MENU
// list of players (SL/TL) enabled to use the Medevac call menu (Steam UID of players)
plrListMedevac = [
```

```
                    "XXXXXXXX", // <-- ADD HERE THE STEAM ID OF THE PLAYER/S ENABLED TO USE MEDEVAC
                    … ,
                    "YYYYYYYY",
                     ];
```

- *Description.ext*

If needed, set here the players enabled to use the in game debug console (usually <u>administrators and mission masters</u>), inserting their Steam ID in the following string contained in the file.

```
enableDebugConsole[] = {"XXXXXXX", … , "YYYYYYY"}; // <-- ADD HERE THE STEAM ID OF THE PLAYER/S ENABLED
TO USE GAME DEBUG CONSOLE
// users matching UIDs will access debug console in MP. Additionally, server host will also use
console, as well as any logged in admin on dedicated server
```

Set mission loading screen with your texts

```
// ****** LOADING SCREEN
author = "Name of author";                    // Author
onLoadName = "Name of Operation";             // Mission name
onLoadMission = "Mission description";         // Short description
loadScreen = "images\intro_screen.jpg";       // edit with your image if needed
```

Set End mission parameters and texts (end screens)

```
class CfgDebriefing
{
// == MISSION ACCOMPLISHED
class Misscomp
{
   title = "Mission accomplished!";                    // main title
   subtitle = "Mission succesfull, good";              // subtitle (optional)
   description = "Thanks to all.<br/>Gen. G. Patton";    //complete description for debriefing window
   pictureBackground = "EGX_system\Finale_missione\logoQuadro.jpg";
// picture = "b_inf";
   pictureColor[] = {0.0,0.3,0.6,1};
};

// == MISSION FAILED
class Missfall
{
  title = "Mission failed!";                          // main title
  subtitle = "Too bad it didn't go well!";            // subtitle (optional)
  description = "Thanks to all.<br/>Gen. G. Patton";    // complete description for debriefing window
  pictureBackground = "EGX_system\Finale_missione\logoQuadro.jpg";
// picture = "b_inf";
  pictureColor[] = {0.0,0.3,0.6,1};
};
};
```

- *EGX_system\Lists\EnemyList.sqf*

In this file you can define the classnames of the enemy units to be used for the enemy modules in the AdminPanel.

There are a number of 10 factions from different mods already pre-defined and selectable from modules:

➢ CSAT Vanilla
➢ Islamic State Classnames Project OPFOR
➢ Middle Eastern Militia Classnames Project OPFOR
➢ Armed Forces of the Russian Federation RHS-AFR - Infantry (EMR) RUSSIA (VDV) RHS
➢ Armed Forces of the Russian Federation CUP (Modern MSV)
➢ African Militia Classnames Project OPFOR
➢ Vietcong Unsung
➢ CUP Takistan Militia
➢ CUP Takistan Army
➢ Boko Haram Classnames Project OPFOR

Of course, to use one of them you need the relevant mod loaded in your mission.

If needed, depending by the faction you want use for your mission, it is possible to define <u>two additional ones</u> called "USER DEFINED". Add the classnames of units to define these factions for using.
At the bottom of the file there are many defined factions from other mods that can be used simply doing a Copy and Paste in "USER DEFINED" factions.
Details in EGX_system\Lists\EnemyList.sqf

- *EGX_system\Lists\CiviliansList.sqf*

In this file you can define the classnames of the civilian units to be used for the civilian modules in the adminPanel (see §3.2.5).
There are a number of 7 civilian factions from different mods already defined and selectable from modules:

    7 : USER DEFINED <-- ONLY CHANGE THIS FROM TIME TO TIME
    1 : Civils Vanilla
    2 : Takistan Civils Classnames Project OPFOR
    3 : Takistan Civils Classnames CUP
    4 : Vietnam Classnames Unsung
    5 : African Classnames Project OPFOR
    6 : Russian Classnames CUP

Of course, to use one of them you need the relevant mod loaded in your mission.

You can define your user civs adding their classnames in ListCivilian7 array.
Modules will select random civ from defined arrays.

- *Loadouts and radio frequencies*

Loadout for each role can be defined in the folder *EGX_system\loadout*. Here there are some files you can modify to specify your specific loadouts for the mission.
These files are executed from the LoadoutPanel. So <u>DON'T CHANGE NAME TO THESE FILES!</u>
Here you can set also the short and long radio frequencies.

2.3   CUSTOMIZABLE LOGO

During the mission a logo appears in bottom left corner of the screen. By default a standard Arma 3 logo is set.
If you want your personal logo you have to change the picture of EGX_system\logo\logo_screen.paa
Logo must be in square dimension and .paa format.

2.4 CUSTOMIZABLE END MISSION FULL SCREEN

For the end mission full screen, standard Arma 3 pictures are set. If you want your personal pictures you have to change the pictures of EGX_system\Finale_missione\EGX_MissComp.jpg, for mission accomplished, and EGX_system\Finale_missione\EGX_MissFall.jpg for mission failed.

3 EGX ADMINPANEL DESCRIPTION AND SETTINGS

This panel is a tool activable from the self-interaction menu of the ACE that has the main two functions:
 ➢ Run external personal scripts (15) by specific buttons
 ➢ Run a lot of modules (78) with different functions

Only the enabled players in list specified in previous *initEGXsys.sqf* file can open the menu (usually administrators and mission masters).

It can be opened when in game, offering to the player to have a full control of the events that have to take place.

It consists of five scrolling pages using the navigation buttons.

The EGX adminPanel can be opened by **ACE menu** or, alternatively, pressing the **keyboard button "F1"**.

Tip: to avoid conflicts, remove from game any default action linked to the "F1" button.

3.1 EXTERNAL PERSONAL SCRIPTS

A number of 15 external scripts can be ran from the panel pressing the related button identified by the icon *START*

The scripts are contained in folder **scriptEGX** into mission folder and named as *scriptEGX_1.sqf, scriptEGX_2.sqf, … , scriptEGX_15.sqf* .
Each button runs one of the scriptEGX.
This function allows you to launch any personal script you want, when in game, and whenever you want.
Simply open the scriptEGX sqf and insert here your any code you want to run.
In this way you are not necessarily forced to a trigger to be satisfied in editor to run the script and so the event, but you can do it whenever you need diring mission, also more times.
scriptEGX.sqf files are normaly empty and you can fill them with your code, needed for your mission.

It is possible to specify a description text close to each START button, so to identify your specific action.
To do that, open *stringtable.xml* file into mission folder and fill the text of the interested button (see file for details).

SPECIAL NOTE:

By default the button scripts, so the scriptEGXs.sqf, are EXECUTED GLOBALLY, so on every connected player's PC!!

If, for various reasons, you need to run them locally, you MUST CHANGE THE CALL to scriptEGX in the file *EGX_system\gui\adminPanel.hpp* .

To do this, simply open this file, go to the desired "start" button and replace the default global call line with the local executable line.

Example
If you want to change the START 1 button execution as local:
1. Go to the corresponding line by "search" text editor function. For example by searching for "start". You have these strings for SCRIPT 1

```
...
tooltip = "EXECUTE SCRIPT 1";

action = "['Script \ scriptEGX_1.sqf', 'BIS_fnc_execVM', true, true] call BIS_fnc_MP; playsound"
"click" "; _text1 =" "Script 1 started:" "; hint parseText (_text1 + localize" " STR_script_N_1 ""); ";

// *** NOTE: to execute locally, comment (with //) the previous string and uncomment the following

// action = "execVM 'Script \ scriptEGX_1.sqf'; playsound" "click" "; _text1 =" "Script 1 started:" ";
hint parseText (_text1 + localize" "STR_script_N_1" ");";
};
....
```

2. comment the first string "action" and uncomment the second one, so that it will be

```
...
tooltip = "EXECUTE SCRIPT 1";

// action = "['Script \ scriptEGX_1.sqf', 'BIS_fnc_execVM', true, true] call BIS_fnc_MP; playsound"
"click" "; _text1 =" "Script 1 started:" "; hint parseText (_text1 + localize "" STR_script_N_1 ""); ";

// *** NOTE: to execute locally, comment (with //) the previous string and uncomment the following

action = "execVM 'Script \ scriptEGX_1.sqf'; playsound" "click" "; _text1 =" "Script 1 started:" ";
hint parseText (_text1 + localize" "STR_script_N_1" ");";
};
....
```

In this way, the execution of the button will be **LOCAL**.

TIP: MAINTAIN A COPY OF THE ORIGINAL *adminPanel.hpp* (*or better the complete EGX system*) SO TO BE SURE TO HAVE ALWAYS THE DEFAULT SETTING OF THE SYSTEM

Reasons that may make it necessary to run scripts locally rather than globally are related to the possible presence in the script of functions that have a global effect per se.

For example the "createUnit" or "createVehicle" functions for the spawning of units and vehicles, can be launched locally and already have global effect, ie for all players. So running them also globally with the button, that by default is on each pc of the connected players, would generate a number of units and vehicles that are exaggeratedly greater than those desired. This is because the script runs on every pc.

This speech must obviously be evaluated based on the content of your script to be executed.

A "deleteVehicle", to delete an object for example, which already has a global effect, can very well be done globally, so no need to comment/decomment strings.

3.2   MODULES

A number of 78 modules are included in the adminPanel covering a lot of useful functions and utilities to manage your missions.

The modules are distributed on each page of the panel and divided as follows:

- ➢ Page 1: General modules with admin tools and helicopter systems (§3.2.1)
- ➢ Page 2: Tools to manage players and general utilities (§3.2.2)
- ➢ Page 3: Blufor support modules (§3.2.3)
- ➢ Page 4: Enemy support modules (§3.2.4)
- ➢ Page 5: Civilian and objective modules (§3.2.5)

3.2.1   PAGE 1: GENERAL MODULES

MODULE	ICON	DESCRIPTION
Mission Win	WINNER	It terminates the mission and runs the "win" end mission. A confirmation window is displayed to avoid involuntary activation.
Mission Fail	FAILURE	It terminates the mission and runs the "fail" end mission. A confirmation window is displayed to avoid involuntary activation.
Assign adminPanel	EGX	Assign the EGX adminPanel to a connected player selectable from a list
Assign skills		Assign skill (medic, engineer or explosive specialist) to a connected player selectable from a list
Assign loadout		Assign a loadout to a connected player selectable from a list
Call helicopter		Spawn a helicopter and make it lands on a map position. It can be used to call an exfiltration. Copter is called by clicking on the map on the starting point, the intermediate waypoints and the final landing point. It is possible to choose its route clicking on 3 intermediate waypoints. You can force the landing on where you click or let the script chooses a safe position around the selected one (recommended). Once you landed, you can decide whether to keep the engine on or not. Module uses a graphical interface for options selection. It is possible to choose between 3 different helicopter: - Chinock CH-47 RHS (22 seats) - UH-60M RHS (10 seats) - Ghost Hawk UH-80 vanilla (8 seats) If RHS copters selected, you need the RHS mod loaded in your mission.
Order helicopter to go		Order a helicopter **in which you are on board** to go and land at a point on the map. You can use it to call an insertion in operative zone. Module uses a graphical interface for options selection. The helicopter takes off toward the destination using waypoints that can be selected on the map. Copter must have the crew. It is possible to choose its route clicking on 3 intermediate waypoints. You can force the landing on where you click or let the script chooses a safe position around the selected one (recommended). Once landed, you can optionally choose to send it away either to the

MODULE	ICON	DESCRIPTION
		point where it took off or to any point, where it will be canceled (3km over). If this option has been selected, players disembarking from the helicopter occurs automatically.
Spawn and heli transport vehicle:		Open the menu for spawing or transport of vehicles by a helicopter
- *Little bird*		Spawn a little bird on clickable position on map
- Chinock CH-47		Spawn a Chinock CH-47 RHS (with or without crew) on clickable position on map.
- Ghost Hawk RHS UH-M60		Spawn a Ghost Hawk RHS (with or without crew) on clickable position on map.
- MRap RHS M1220		Spawn a MRap M1220 M2 RHS on clickable position on map.
- MRap RHS M1230		Spawn a MRap M1230 M2 RHS on clickable position on map.
-RHS Hunvey M1043		Spawn a RHS Hunvey M1043 on clickable position on map.
- Landing dinghy		Spawn a dinghy on clickable position on map (**on water of course!**).
- Armed boat		Spawn an armed boat on clickable position on map (**on water of course!**).
- Vehicle transport by heli		Order the transport of a ground vehicle by means of a RHS Chinock helicopter. Module uses a graphical interface for options selection. You can click on map the spawning position, the intermediate waypoints for the route and the fly away direction. Heli releases the vehicle and it is cancelled 3km up to the fly away direction marker.

3.2.2 PAGE 2: PLAYER AND UTILITY MODULES

MODULE	ICON	DESCRIPTION
Heal player		Heal a single player, me (the module caller) or a player selectable from a list
Heal players		Instantly heals all players
Single player teleport		Teleport a single player to a point on the map. You can choose to: - teleport me (the module caller) to a clickable point - teleport player from a list to a clickable point - teleport player from a list to my (the module caller) position
Players teleport		Teleport group of players to a point on the map. You can choose to: - teleport all players to a clickable point - teleport all players of my group to a clickable point - teleport all players to my position
Mark player position		Mark (only to you) the static position on map of a player from a list for few seconds (20sec)
Mark players position		Mark (only to you) the dynamic position on map of all players for few seconds (20sec)
Add items to backpack		Add items to a player's backpack. You can choose one player from a list or all players, and between 50 different common objects (vanilla and RHS).
Send message		Send a message on screen to all players. It is possible to select specific icons to show with message and insert sender name (module caller)
Teleport flags		Dynamically creates teleport flags on map (from 2 to 4 flags) with text. Multiple flags can be added.
Shift time		Move the game time forward or backward, showing or not a screen message
ILBE backpack		Replace a player's backpack with an ILBE backpack. The following backpacks are included from "LBE Assault Pack – Rewrite" mod: • Long range hilbe (alpine) - "tfw_ilbe_blade_alpine" • Long range hilbe (black) - "tfw_ilbe_blade_black" • Long range hilbe (sand) - "tfw_ilbe_blade_arid" • Long range hilbe (brown) - "tfw_ilbe_blade_gr" • Long range hilbe (ocp) - "tfw_ilbe_blade_ocp" If you want other backpack modify them in file *ChangeBackpack.sqf*
Repair vehicles		Repair, rearm and refuel any vehicle within a clickable area on map or close to your position (area with radius of 25m)

3.2.3   PAGE 3: BLUFOR SUPPORT MODULES

MODULE	ICON	DESCRIPTION
Respawed players transport:		Open the players transport management panel in the operational area from respawn point. It orders the players transport from a Base Point to a clickable point on the map by means of an air or ground vehicles. Can be used for a re-insertion after respawn. Air or ground vehicles can be selected. Place a marker on the map from the editor for the Base Point (pad for vehicle) from where the transport vehicle must spawn and start (in general it will be close to the respawn point). **** IMPORTANT: NAME THE MARKER AS "**BasePoint**" (without quotes)!!

- Players transport by _clicks_ on map	CALL
	
	+
	
	GO
		Call a vehicle on a clickable position on the map for the transport of players
		- Open the graphical IF with options. Choose the type of transport (air or ground vehicle)
		- Put the check in "Create new Base point" box, if needed, to establish a new Base point, otherwise the pre-defined one in the editor is used. If it doesn't exist the script exits.
		- The map will be opened and you have to click:
		    - on any new Base point if selected
		    - on the intermediate waypoints of the route
		    - on the final destination point
		- The vehicle is then created at the Base point and waits until the starting order is given by the following command "Order Transport GO". This allows players to get into the vehicle.
		- So vehicle moves, goes to the final point following the path, disembarks the players and then moves again to the Base point where it is canceled

		Order the vehicle to leave and transport the players to the insertion point. Also use it for resetting the call variable. One transport per time can be called. Anyway if more transports needed at the same time, you can do it resetting the call by runnig the "Order Transport GO" command again. In this way a second vehicle can be activated when the first one is stil on mission. Note: take care that the first trasnport is not waiting GO command before to call the second one, otherwise the first moves when pressing the reset button!
- Players transport by _markers_ on map	CALL + GO	Call a vehicle to transport the players in the operational area from respawn point following pre-set markers on the map for the routes placed from editor. Same functions of the previous module. *** MARKERS TO BE DEFINED IN EDITOR: - Base Point: starting point of the vehicle. it must be called as "**Basepoint**" - End Point: final point of arrival of the vehicle. it must be called as "endpoint" - Intermediate waypoints (optional): intermediate route points. They <u>must be named</u> as "wpt_1", "wpt_2", "wpt_3", ... Up to 20 markers can be placed
		Order the vehicle to leave and transport the players to the insertion point. Also use it for resetting the call variable. Same functions of the previous module.

MODULE	ICON	DESCRIPTION
Call artillery		Open the panel to order artillery shots on a map position.
- Artillery bombs		Order a bombing raid via artillery on map position. Options window appears to choose shoots and rating. Then click on map to select position.
- Artillery smoke		Order a smokescreen on map position via artillery. Options window appears to choose shoots and rating. Then click on map to select position.
- Artilley flares		Order a flares lighting on map position via artillery. Options window appears to choose shoots and rating. Then click on map to select position.
Order copter attack		Order a CAS helicopter attack. You select copter, route and time on target duration. After that map opens for route selection. Note: copter tends to stay on target area in cicular flight. Sometimes it tends to stay far from area and it doesn't shoot enemy. <u>Take this module as it is!</u> Use your or other module for this function if needed.
Order CAS		Order an attack with CAS plane. Map opens, you select target and flight direction.
FAT bomb (Jdam bomb)		Drop a FAT BOY bomb on a position on the map. It uses the Jdam script. After options selection, a plane arrives and drops the bomb. Radio communication sounds are included for a more realistic effect.
Madevac Panel	MedEvac	Open the Medevac management panel. The system orders the arrival, in a clickable point on the map, of a Medevac for the transport of the injured players to the medical point and their subsequent insertion once automatically healed. Once activated, the medevac will be spawned, goes to extraction point, waits for take-off command, goes to medical point for players healing, goes back to extraction for players landing and flies away to medical point again for cancellation. The medical point must be pre-defined in the editor during mission editing. <u>You must</u> place a marker on the map from the editor for the medical point (hospital) from where the Medevac must spawn and start (in general it will be in the Blufor Base) **** IMPORTANT: NAME THE MARKER AS "**MedicPoint**" As option a new medic point can be defined also when in game.
- Call Medevac		Run the system for medevag calling. - Choose the vehicle type - specify if new medicPoint must be defined - specify the route (4 intermediate points) It opens the map for the map clicks. - The medevac is spawned at the medical point, follows the assigned route and lands at the extraction point to allow injured players on board - It waits until the take-off order is given by the following ***Order Medevac GO*** module - The medevac takes off, goes to the medical point, heals the wounded, returns to the extraction point and lands the healed players - It starts again towards the medical point where it is canceled

MODULE	ICON	DESCRIPTION
- Order Medevac GO		1. Order the medevac to take off once players are on board. 2. Reset the medevac call if needed. One medevac per time can be called. Anyway if more medevacs needed at the same time, you can do it resetting the call by runnig the "Order Medevac GO" command again. In this way a second Medevac can be activated when the first one is stil on mission. Note: take care that the first medevac is not landed before the call the second one, otherwise the first takes off when pressing the "Order Medevac GO" reset button!
Jdam explosion on point		Create a Jdam explosion at a point on the map. You can select the dimension of the explosion area, the crater effect, the sound and if the explosion must cause damage or not. Map opens and you simply click on point for the explosion after few seconds
Supply Drop		Drop parachute supplies at a given location. If need you can modify objects in file SupplyDrop.sqf with your personal items
Supply Drop VA		Drop parachute Virtual Arsenal box at a given location on map
Supply Box		Create a supply box at a given location. If need you can modify objects in file Spawn_SupplyBox.sqf with your personal items
Supply Box VA		Create a Virtual Arsenal box at a given location on map

3.2.4   PAGE 4: ENEMY MODULES

3.2.4.1   ENEMY UNITS

Many modules of this section use the enemy definition in file *EnemyList.sqf* in §2.1 (see also that paragraph).
Open this file to define user faction or use the faction already available in it.
For each faction some arrays are defined:

- EnUnitList(x)_1:   1 Fire team composed by one unit
- EnUnitList(x)_2:   1 Fire team composed by 2 units
- EnUnitList(x)_3:   1 Fire team composed by 3 units
- EnUnitList(x)_4:   1 Fire team composed by 4 units
- EnCar(x):   Not armed vehicle (car/jeep)
- EnCarArmed(x):   Armed car - preferably armed technic (used in Spawn Armed Car module)
- EnCarHeavy(x):   Armored Vehicle (used in Spawn Armed Car module)

How to compile arrays for the user defined factions

Insert in arrays the classnames of units and vehicle.

NOTE: ALWAYS FILL IN ALL THE FIELDS FOR THE SHOWN UNITS

Example:

```
// Fire team with one unit
EnUnitList1_1 =    ["O_Soldier_F"];
// Fire team with 2 units
EnUnitList1_2 =    ["O_Soldier_F","O_Soldier_TL_F"];
// Fire team with 3 units
EnUnitList1_3 =    ["O_Soldier_F","O_Soldier_AR_F","O_Soldier_TL_F"];
// Fire team with 4 units
EnUnitList1_4 =    ["O_Soldier_F","O_Soldier_AR_F","O_Soldier_AT_F","O_Soldier_TL_F"];
// Car (*** IT MUST BE ALWAYS SPECIFIED EVEN IF NOT USED!! ****)
EnCar1 = "RHS_UAZ_MSV_01";            // specify A NOT ARMED CAR
// Armed cars for "Spawn Armed Car" module
EnCarArmed1 = "rhs_tigr_sts_msv"; // specify here a armed car
EnCarHeavy1 = "rhs_btr70_vdv";    // specify here a armored (ex BTR or other)
```

At the bottom of the EnemyList.sqf file there are other factions from other common mods that can be used simply doing a Copy and Paste of the classes in User defined faction.

Note: by default the factions used in these modules are defined as "east" side.
If you want they "independent", you will need to check the corresponding box, available in modules option windows, otherwise spawned unitis are east side.

TIP : if in your mission you are using a faction belonging to the independents, it is always convenient to define it as *enemy* from the editor and, in the enemy modules below, check "independent" box (do not leave them as "east" as by default). In this way they will have a more natural behavior.
This is due to a peculiarity of Arma, where "independent" units defined as "east" however will have a behavior that is always alert and therefore unnatural.

3.2.4.2   MODULES

MODULE	ICON	DESCRIPTION
Static Turret		Create a static 50 caliber on clickable map position
Spawn Armed Car		Create an enemy armed vehicle with MG that moves over waypoints clickable on map. Vehicle is defined in EnemyList.sqf in §2.1
Enemy Attack		Open the panel to spawn an enemy attack on selected waypoints on map. You can select the faction from a list as inserted in EnemyList.sqf in §2.1
- One unit		Create ONE ENEMY UNIT and order him to move through waypoints
- Two units		Create TWO ENEMY UNITS and order them to move through waypoints
- Three units		Create THREE ENEMY UNITS and order them to move through waypoints
- Four units		Create FOUR ENEMY UNITS and order them to move through waypoints
- One unit on car		Create ONE ENEMY UNIT ON VEHICLE and order him to move through waypoints
- Two units on car		Create TWO ENEMY UNITS ON VEHICLE and order them to move through waypoints
- Three units on car		Create THREE ENEMY UNITS ON VEHICLE and order them to move through waypoints
- Four units on car		Create FOUR ENEMY UNITS ON VEHICLE and order them to move through waypoints
Patrolling Units		Open the panel to spawn patrolling enemy units on selected waypoints on map. You can select the faction from a list as inserted in EnemyList.sqf in §2.1
- One unit		Create ONE PATROLLING ENEMY UNIT and order him to move through waypoints
- Two units		Create TWO PATROLLING ENEMY UNITS and order them to move through waypoints

MODULE	ICON	DESCRIPTION
- Three units		Create THREE PATROLLING ENEMY UNITS and order them to move through waypoints
- Four units		Create FOUR PATROLLING ENEMY UNITS and order them to move through waypoints
Enemy Spawning System (ESS)		Enemy Spawning System (ESS) spawns enemy units on an area. From graphical window you can select the dimension of the spawing area, the number of patrolling fire teams, the fire teams on building and max units number per team. Map opens and you can click on position to create the ESS zone. Units will be created. To activate a new ESS zone wait the spawning end of previous one (area marker, visible only to you, dissapears once spawning finished). You can select the faction from a list as inserted in EnemyList.sqf in §2.1
Suicide Bomber		Create a suicide bomber, selected from a list of factions, anywhere on the map by clicking on the relevant position
Enemy Boat		Create a boat attack on waypoints. Waypoints must be placed on SEA
AI Landing by Heli		Create helicopter landing of units on a map location. The script orders the landing of AI units via a helicopter on markers placed on the map from editor. After selecting the available options (faction, copter, ..) map opens and you have to click on heli route waypoints, on units destination once landed and on direction of heli escape (it will be deleted 3km after the selected direction. You can also decide if the heli must stay on landing position or not. You can use it also to call blufor reinforcements by choose the "west" side option, just define the units in EnemyList.sqf in §2.1
Minefield		Create a minefield on a clickable area on the map. Area, type and number of mines can be choosen by options window.
IED Spawn		Place random defuse IEDs on a map area (SELECTED AREA MUST CONTAIN ROADS)
Mark Enemy Position		Mark (only to you) the dynamic position of enemies, allies and civilians on the map for few seconds (20 sec)
Area Defending System (ADS)		Area Defending System (ADS) creates an area to defend against enemy attacks. The system generates a cycle of random infantry attacks on a clickable area on map. You can specify the faction, the area dimension, the number of attacks, the units number per team and the time between each attack. Two concentric areas must be defined. Dimension of the external one must be greater than the first! The enemies will be created between the two areas (visible only to you) in such way that the internal one is free from enemies and used as

MODULE	ICON	DESCRIPTION
		defending zone from attacks. Enemy spawning position is random. They will attack the center of the internal area.
AI Mass Paradrop		Create an enemy parachute drop on map. Choose enemy factions, number of units and click on waypoints route of the plane. TIP: choose a route as straight as possible!

3.2.5   PAGE 5: CIVILIAN AND OBJECTIVE MODULES

See §2.1 to define user defined civilians faction.

MODULE	ICON	DESCRIPTION
Add Intel Doc		Place an intel on the map, on a table as option. You can choose to create the task to find it with a personal message to be shown once completed
Add Objects On Map		Place objects on the map that can eventually be used as objectives. A number of 21 vanilla objects can be selected
Add Vip On Map		Create a VIP on the map and eventually assign on him an objective. Select the vip and choose if handcuffed or not. You can choose if to be killed or not (task will be created with a personal message to be shown once completed)
Enemy Spawning System (ESS) - Civilians		Spawn civilians on an area using the Enemy Spawning System (ESS). From graphical window you can select the dimension of the spawing area, the number of patrolling civs and civs on building. Map opens and you can click on position to create the spawning area. To activate a new zone wait the spawning end of previous one (area marker, visible only to you, dissapears once spawning finished). You can select the civilians type from a list or define your own faction including it in file EGX_system\Lists\EnemyList.sqf (see §2.1)
CivPatrol		Create a civilian moving on a cyclic path by clickable waypoints on the map. You can select the civilians type from a list or define your own faction including it in file EGX_system\Lists\EnemyList.sqf (see §2.1)

4 LOADOUT PANEL

This panel appears as option in ACE interaction self menu when in respawn position named "**respawn_west**" (without quotes). The Blufor Base for example.

It is activable up to a maximum distance of 50m from respawn marker.

It gives the possibility to select loadouts and set radio frequencies using a dedicated panel instead of the classical box placed on map from editor.

It is always available and you don't need to include it in editor during mission editing.

Loadout for each role can be defined in the folder *EGX_system\loadout*. Here there are some files you can modify to specify your specific loadouts for the mission (see §4.1).

These files are executed from the LoadoutPanel. So **DON'T CHANGE NAME TO FILES!**

Here you can set also the short and long range radio frequencies.

NOTE: Radio frequencies setting needs the Task Force Radio MOD loaded in your mission.
For Long range frequency the radio classname must be included in array in Loadout\Radio_Long_Range.sqf.
The script checks if your backpack is in the radio list. ILBE radios (Mod "ILBE Assault Pack – Rewrite") and main radios are already included. Check them and __add others__ if you are using specific mod.

The panel is composed by three screens in which you can navigate to select loadouts and frequencies.
Two icons are present that allow the player to request:

- Special skills (medic, engineer or explosive specialist). Medics will activate automatically also the medic menu in §4.1.
  To avoid all players select skills without permission, a keycode shall be inserted to acces the panel. The code is *1856*
- Use of AdminPanel in §3. The panel will be added in player ACE menu.
  As previous one, it is needed to insert an access code that isin this case *1845*

4.1   LOADOUT FILES

The loadouts are contained in pre-set files in *EGX_system\loadout* that are loaded by the LodoutPanel system.

Loadouts file to create:
- ✓   squadleader.sqf
- ✓   teamleader.sqf
- ✓   machineGunner.sqf
- ✓   granadier.sqf
- ✓   rifleman.sqf
- ✓   rifleman AT.sqf
- ✓   marksman.sqf
- ✓   spec_explosives.sqf
- ✓   medic.sqf
- ✓   ammoCarrier.sqf
- ✓   sniper.sqf
- ✓   Additional_Loadout.sqf (see below)

MAINTAIN THESE NAMES AS OTHERWISE THEY WILL NOT BE LOADED FROM THE PANEL !!

Operative procedure to create the .sqf FOR EVERY ROLE for your mission
The easiest way is to use the editor and copy the loadout from the arsenal loadout screen.
1.   Put down a blufor unit from the editor (with the mods installed)
2.   Right click on the unit and select "change equipment"
3.   The arsenal opens from where you can then create the desired loadout (for example the rifleman)
4.   From this arsenal click **EXPORT** button. This will copy the loadout to the pc clipboard
5.   Open the *EGX_system\loadout\rifleman.sqf* file
6.   **Paste** (CTRL + V) the exported rifleman loadout into the rifleman.sqf file
7.   Modify it by deleting the instructions at the beginning and end to make it look like this

Ex: rifleman.sqf

```
this = player; // <- don't remove this string !!

// ######## Copy the loadout from the editor in the following section ########################

comment "Remove existing items";
removeAllWeapons this;
removeAllItems this;
removeAllAssignedItems this;
```

```
removeUniform this;
removeVest this;
removeBackpack this;
removeHeadgear this;
removeGoggles this;

comment "Add weapons";
this addWeapon "rhs_weap_m4a1";
this addPrimaryWeaponItem "rhsusf_acc_nt4_black";
this addPrimaryWeaponItem "rhsusf_acc_ACOG_RMR";
this addPrimaryWeaponItem "rhs_mag_30Rnd_556x45_M855A1_Stanag";

comment "Add containers";
this forceAddUniform "rhs_uniform_acu_ucp";
this addVest "rhsusf_spcs_ucp_rifleman";
this addBackpack "rhsusf_assault_eagleaiii_ucp";

comment "Add binoculars";
this addWeapon "ACE_VectorDay";

comment "Add items to containers";
for "_i" from 1 to 2 do {this addItemToUniform "ACE_epinephrine";};
for "_i" from 1 to 2 do {this addItemToUniform "ACE_morphine";};
for "_i" from 1 to 20 do {this addItemToUniform "ACE_packingBandage";};
for "_i" from 1 to 2 do {this addItemToUniform "ACE_CableTie";};
for "_i" from 1 to 4 do {this addItemToUniform "ACE_tourniquet";};
for "_i" from 1 to 2 do {this addItemToUniform "ACE_salineIV_250";};
this addItemToUniform "ACE_EarPlugs";
this addItemToUniform "ACE_MapTools";
for "_i" from 1 to 12 do {this addItemToVest "rhs_mag_30Rnd_556x45_M855A1_Stanag";};
this addItemToBackpack "ACE_EntrenchingTool";
for "_i" from 1 to 4 do {this addItemToBackpack "rhs_mag_an_m8hc";};
for "_i" from 1 to 4 do {this addItemToBackpack "rhs_mag_m67";};
this addItemToBackpack "SmokeShellGreen";
this addItemToBackpack "SmokeShellPurple";
this addHeadgear "rhsusf_ach_helmet_ESS_ucp";
this addItemToBackpack "ACE_SpraypaintGreen";
this addItemToBackpack "ACE_SpraypaintRed";
this addItemToBackpack "ACE_SpraypaintBlue";
this addItemToBackpack "ACE_SpraypaintBlack";

comment "Add items";
this linkItem "ItemMap";
this linkItem "ItemCompass";
this linkItem "ItemWatch";
this linkItem "TFAR_anprc152";
this linkItem "rhsusf_ANPVS_14";

// #################################################################################

this = nil;  // <- don't remove this string !!
```

The operation must be repeated for each role

Specialization assignment for doctor, explosives specialist / engineer
To assign these abilities the following strings need to be present to the loadout files:
- ✓ medic.sqf
- ✓ spec_explosives.sqf

Be careful to not remove them !

medic.sqf
```
this = player;

// ######### Copy the loadout from the editor in the following section #######################

comment "Remove existing items";
removeAllWeapons this;
removeAllItems this;
```

```
removeAllAssignedItems this;
removeUniform this;

… … … … …

comment "Add items";
this linkItem "ItemMap";
this linkItem "ItemCompass";
this linkItem "ItemWatch";
this linkItem "TFAR_anprc152";
this linkItem "rhsusf_ANPVS_14";

// ####SKILL ASSIGNMENT#######################################################################

this setVariable ["ACE_IsEngineer", 0, true];
this setVariable ["ace_medical_medicClass", 0, true];
sleep 1;
this setVariable ["ace_medical_medicClass", 1, true];

// ###########################################################################################

this = nil;
```

spec_explosives.sqf

```
this = player;

// ######### Copy the loadout from the editor in the following section ##########################

comment "Remove existing items";
removeAllWeapons this;
removeAllItems this;
removeAllAssignedItems this;
removeUniform this;

… … … … …

comment "Add items";
this linkItem "ItemMap";
this linkItem "ItemCompass";
this linkItem "ItemWatch";
this linkItem "TFAR_anprc152";
this linkItem "rhsusf_ANPVS_14";

// ####SKILL ASSIGNMENT#######################################################################

this setVariable ["ace_medical_medicClass", 0, true];
this setVariable ["ACE_IsEngineer", 0, true];
sleep 1;
this setVariable ["ACE_IsEngineer", 1, true];

// ###########################################################################################

this = nil;
```

NOTE: the engineering skill must be assigned to the explosives specialist! The assignment instructions are the same

Additional_Loadout.sqf
This file is available for your need to specify additional loadout. It is normally decativated.
To use it from LoadoutPanel, open *EGX_system\graIF\LoadoutPanel.hpp*, go to "additional loadout" section (search for it using your textpad tool), remove comments and change texts, if needed.

5   MEDIC MENU PANEL

For medics an useful panel is available, activable from the ACE menu command. It works only when in Base in an area of 50m from the respawning position.

It is automatically added when player select the medic loadout.

The panel allows medic to add many medical items in their loadout. You can select to add items in uniform, tactical vest or backpack, simply pressing the related button. Some items are added in number greater than 1. You can choose between 10 different medical common objects taken from ACE system.

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