# BURK RPG addon **readme**

*alpha v0.1.0*

**BURK RPG addon** is designated **only for mission makers**, as it provides nothing more than few features useable by them. **RPG stands not for** *rocket-propelled grenade* **but for** *role-playing game*. That means this addon is **oriented on more role-playing missions** rather than military simulation. In this readme you will find **basic information how to use this addon**.

For **installation**, please read the guide on installing mods for Arma3.

After installing the addon you would probably want to turn it on in **EXTENSIONS in game menu** or simply start **the game with** parameter -mods=@BURK_RPG_addon. Then you should start editor and **begin making your very own mission** which will use BURK RPG addon features.

Good luck!

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## Package content

- `@BURK_RPG_addon` **folder**
- `BURK_RPG_addon_showcase.Stratis` **folder**
- `BURK RPG addon Changelog.txt`
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# Useable items

## Bottle



- 
  - Class name (string):
    ```
    "BURK_itemBottle"
    ```
  - Example of usage (SQF code):
    ```
    player addItem "BURK_itemBottle";
    player assignItem "BURK_itemBottle";
    ```

## Empty bottle



- 
  - Class name (string):
    ```
    "BURK_itemBottleEmpty"
    ```
  - Example of usage (SQF code):
    ```
    player addItem "BURK_itemBottleEmpty";
    player assignItem "BURK_itemBottleEmpty";
    ```

## Canteen



- 
  - Class name (string):
    ```
    "BURK_itemCanteen"
    ```
  - Example of usage (SQF code):
    ```
    player addItem "BURK_itemCanteen";
    player assignItem "BURK_itemCanteen";
    ```

## Empty canteen



- 
  - Class name (string):
    ```
    "BURK_itemCanteenEmpty"
    ```
  - Example of usage (SQF code):
    ```
    player addItem "BURK_itemCanteenEmpty";
    player assignItem "BURK_itemCanteenEmpty";
    ```

## Cellphone



- 
  - Class name (string):
    ```
    "BURK_itemCellphone"
    ```
  - Example of usage (SQF code):
    ```
    player addItem "BURK_itemCellphone";
    player assignItem "BURK_itemCellphone";
    ```

## Smartphone



- 
  - Class name (string):
    ```
    "BURK_itemSmartphone"
    ```
  - Example of usage (SQF code):
    ```
    player addItem "BURK_itemSmartphone";
    player assignItem "BURK_itemSmartphone";
    ```

## Lockpicks



- 
  - Class name (string):
    ```
    "BURK_itemLockpicks"
    ```
  - Example of usage (SQF code):
    ```
    player addItem "BURK_itemLockpicks";
    player assignItem "BURK_itemLockpicks";
    ```

# Addon core

To properly connect the items with actions, I prepared set of functions, which are called by the core of addon. **You can** (and actually have to) **define these functions to fit your needs**. Also check **showcase mission** for inspiration.

## Water source

If you want to properly **use bottles and canteens**, you need water source. The easiest way to achieve that is add any object (I prefer **Empty > Objects (Containers) > Plastic Barell (Water)**) in editor and add following code to its **init field**: `this setVariable ["BURK_waterSource", true];`

## Adding keys to player

For **using locking / unlocking feature**, you have to give player the **key to the building**. It can be done by adding following code to players **init field**: `_housePlayer = [0, 0, 0] nearestObject 144173; this setVariable ["BURK_plrKeys", [_housePlayer]];` where **144173** is the ID of map object. Variable `BURK_plrKeys` has to be array of **buildings** (this is very important).

## Locking / unlocking door via script (no player action)

If you want to lock / unlock door of certain building during any time of your mission, there are following functions available: `BURK_fnc_buildingDoorLock` and `BURK_fnc_buildingDoorUnlock`. **Parameters** are same for both functions:

- 0: Building (Object)
- 1 (Optional): Door index (Interger)
- 2 (Optional): Player performing the action (Object)

Following example will lock door with index 1 of `_housePlayer` building by player: `[_housePlayer, 1, player] call BURK_fnc_buildingDoorLock;` while this will unlock all `_building` door: `[_building , nil, nil] call BURK_fnc_buildingDoorUnlock;`

## Lockpicking

This option is only available to player when he has lockpicks item and the door he is standing in front of is locked.

# Action functions

These are the functions you have to define via SQF in your mission.

**BURK_fnc_actBottleFill = {};**

This is called when player has an option to fill the bottle.

**BURK_fnc_actBottleDrink= {};**

This is called when player has an option to drink water from bottle.

**BURK_fnc_actCanteenFill= {};**

This is called when player has an option to fill the canteen.

**BURK_fnc_actCanteenDrink= {};**

This is called when player has an option to drink water from canteen.

**BURK_fnc_actUseCellphone= {};**

This is called when player uses cellphone.

**BURK_fnc_actUseSmartphone= {};**

This is called when player uses smartphone.

# Markers

## Home

- 
- Class names (string):
  "BURK_mrk_home"
  "BURK_mrk_home_noShadow"  (version without shadow)
- Example of usage (SQF code):
  ```
  _mrk = createMarker ["Marker", _pos];
  _mrk setMarkerShape "ICON";
  _mrk setMarkerType "BURK_mrkHome";
  _mrk setMarkerColor "ColorRed";
  ```

## Contact

- 
- Class names (string):
  "BURK_mrkContact"
  "BURK_mrkContact_noShadow"  (version without shadow)
- Example of usage (SQF code):
  ```
  _mrk = createMarker ["Marker", _pos];
  _mrk setMarkerShape "ICON";
  _mrk setMarkerType "BURK_mrkContact";
  _mrk setMarkerColor "ColorRed";
  ```

## House

- 
- Class names (string):
  "BURK_mrkHouse"
  "BURK_mrkHouse_noShadow"  (version without shadow)
- Example of usage (SQF code):
  ```
  _mrk = createMarker ["Marker", _pos];
  _mrk setMarkerShape "ICON";
  _mrk setMarkerType "BURK_mrkHouse";
  _mrk setMarkerColor "ColorRed";
  ```

## Military



- 
- Class names (string):
  ```
  "BURK_mrkMilitary"
  ```
  `"BURK_mrkMilitary_noShadow"` (version without shadow)
- Example of usage (SQF code):
  ```
  _mrk = createMarker ["Marker", _pos];
  _mrk setMarkerShape "ICON";
  _mrk setMarkerType "BURK_mrkMilitary";
  _mrk setMarkerColor "ColorRed";
  ```

## Commercial



- 
- Class names (string):
  ```
  "BURK_mrkCommercial"
  ```
  `"BURK_mrkCommercial_noShadow"` (version without shadow)
- Example of usage (SQF code):
  ```
  _mrk = createMarker ["Marker", _pos];
  _mrk setMarkerShape "ICON";
  _mrk setMarkerType "BURK_mrkCommercial";
  _mrk setMarkerColor "ColorRed";
  ```

## Industrial



- 
- Class names (string):
  ```
  "BURK_mrkIndustrial"
  ```
  `"BURK_mrkIndustrial_noShadow"` (version without shadow)
- Example of usage (SQF code):
  ```
  _mrk = createMarker ["Marker", _pos];
  _mrk setMarkerShape "ICON";
  _mrk setMarkerType "BURK_mrkIndustrial";
  _mrk setMarkerColor "ColorRed";
  ```

## Base

- 
- Class names (string):
  "BURK_mrkBase"
  "BURK_mrkBase_noShadow"  (version without shadow)
- Example of usage (SQF code):
  ```
  _mrk = createMarker ["Marker", _pos];
  _mrk setMarkerShape "ICON";
  _mrk setMarkerType "BURK_mrkBase";
  _mrk setMarkerColor "ColorRed";
  ```

## Outpost

- 
- Class names (string):
  "BURK_mrkOutpost"
  "BURK_mrkOutpost_noShadow"  (version without shadow)
- Example of usage (SQF code):
  ```
  _mrk = createMarker ["Marker", _pos];
  _mrk setMarkerShape "ICON";
  _mrk setMarkerType "BURK_mrkOutpost";
  _mrk setMarkerColor "ColorRed";
  ```

## Camp

- 
- Class names (string):
  "BURK_mrkCamp"
  "BURK_mrkCamp_noShadow"  (version without shadow)
- Example of usage (SQF code):
  ```
  _mrk = createMarker ["Marker", _pos];
  _mrk setMarkerShape "ICON";
  _mrk setMarkerType "BURK_mrkCamp";
  _mrk setMarkerColor "ColorRed";
  ```

# Changelog

**alpha v0.1.0 (23-02-15)**

- **Initial release**
- Basic items
- Basic functions
- Basic markers