Revive Documentation

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# Introduction

The Revive system is a slightly modified version of =BTC=\_Revive.

# How it works

It includes, next to the revive function, a dragging / carrying system for dead players. Also there can be a variable amount of MHQs. They are an additional spawn to the Base. We normally use 1 MHQ, which needs to be placed in the mission.sqm file and must have the name “MHQ\_Alpha”.

Basically every player can revive. It just uses one First Aid Kit. It can be helpful to have a medic with a bunch of them in a squad. Also he can be useful because a player has only 30 Seconds till he’s dead.

Currently there’s no use for the First Aid Box, maybe I will add it in the future.

# Changes on the basic script

### =BTC=\_revive\=BTC=\_revive\_init.sqf

**Properties (10 – 45)**Change the properties or look them up on an existing version.

# Changes for DUWS

### Spawn of the MHQ

**=BTC=\_revive\=BTC=\_functions.sqf 850**  
Normally the respawn position is where the MHQ was placed (in mission.sqm). With this line the position gets changed to somewhat behind the HQ.

**=BTC=\_revive\=BTC=\_functions.sqf 864 – 869**Function for deleting the MHQ. I need to delete it during the initialization of BTC-Revive, so it respawns on the new Base (as set by DUWS). It first spawns on the point specified in mission.sqm.

**=BTC=\_revive\=BTC=\_revive\_init.sqf 56**  
In this line the respawn function for the mhq is started. Added the function to delete it.

# Script Links

**BTC Revive A3:**

<http://forums.bistudio.com/showthread.php?148085-BTC-Revive>