SCript implementation

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# Introduction

For easier update of new missions, additional to the documentation per script, this file describes how to implement them.

# Implementation

### Logistic

**Init.sqf**// Logistic  
\_logistic = execVM "=BTC=\_Logistic\Logistic\_Init.sqf";  
0 = execVM "=BTC=\_logistic\IgiLoad\IgiLoadInit.sqf";

### BTC-Revive

**Init.sqf**call compile preprocessFile "=BTC=\_revive\=BTC=\_revive\_init.sqf";

**description.ext**Respawn = 3;  
RespawnDelay = 4;  
#include "=BTC=\_revive\=BTC=\_respawn.h"

**mission.sqm**class Item12  
 {  
 side="WEST";  
 class Vehicles  
 {  
 items=1;  
 class Item0  
 {  
 position[]={15167.637,17.859087,17306.883};  
 azimut=134;  
 id=16;  
 side="EMPTY";  
 vehicle="B\_MRAP\_01\_F";  
 lock="UNLOCKED";  
 skill=0.60000002;  
 text="MHQ\_Alpha";  
 };  
 };  
 };