**Grimes’ Simple Revive Script**

By KC Grimes

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**Latest Stable ArmA III Version**: v1.18

**Description**

Created with user-friendliness and quality assurance in mind, Grimes’ Simple Revive Script sets itself apart from other Revive Scripts due to the fact that it is exceptionally organized and simplified for the ease of use by mission editors of all levels of experience. Although this script contains a variety of features in addition to an original Revive System, all features, in addition to already having default values set, are categorized and organized by relevancy in a simple way that allows editors to control their mission and adapt this script to their mission.

That said, I strongly recommend that anyone interested in this script read not only the Highlights below but the variables in the Configuration of Parameters section to see how vast this script can be, or how minimal it can be, depending on the editor’s preference. My goal is to allow you to seamlessly adapt this script to your missions.

**Overview Video** – [Grimes’ Simple Revive Script Overview on twitch.tv](http://www.twitch.tv/kcgrimes3/c/4237724)

**Highlights**

* Singleplayer (SP), Multiplayer (MP), Dedicated Server, & Join-In-Progress (JIP) Support
  + For SP, simply run your SP mission as an MP Host. This allows for the use of parameters anyway, allowing you to make your mission more diverse!
* Minimal setup required, quick and easy installation
* Integrated value checking system to ensure the script is being utilized effectively
* Revive your teammates, whether they are players or AI
* Drag & Carry players and AI, whether they are your teammates or not
* Load wounded teammates into vehicles, and Unload them at your destination
* Available Limitless Mobile Respawn Vehicle and Squad Leader Respawn systems
* Utilization of BIS functions and dialogs wherever possible to be as stock as possible
* Available “unit tags” that mark friendly players and AI on your HUD
* Available Spectator Mode for use when lives run out
* Pre-placed custom execution lines to run your own scripts within this one
* Loads of other large and small features! Check out the readMe or G\_Revive\_init.sqf

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**Grimes’ Simple Revive Script**

# *How It Works*

When compared to other Revive Scripts, Grimes’ Simple Revive Script is unique in more ways than one. Not only is it exceptionally organized and simplistic, but it provides editors a strong yet extremely flexible entity to diversify their mission and improve their user’s satisfaction. As well, internally it is greatly different than other Revive Scripts.

To start, there are two main points that makes this script unique when it comes to Revive and Respawn. First off, instead of undergoing a complex system of deleting and creating bodies, managing gear, and managing variables across bodies, this script employs an original, homemade system that does not only present as quality, but preforms as such at the same time. When using this script for your Revive needs, you will never run into a problem where you are missing gear upon revival, or are bugged out at respawn. This is because the scripts stop you from “dying” when you normally would, instead rendering your unit Unconscious and activating the Revive System, which incorporates Dragging, Carrying, and Loading wounded into vehicles. To see these actions, simply approach an Unconscious unit. It is not until the defined revive timer runs out or you choose to respawn that your unit will actually “die”, in the game’s sense.

This introduces my second main point of differentiation from other scripts: the respawn system. In this script you will not have to fumble with potentially rough or out-of-date dialogs, but instead will enjoy the stock appearance of a not-so-widely known respawn template that is already in the game, and was just waiting to be implemented somewhere. In addition to this quality menu, there are also the well-managed respawn options of Squad Leader and Mobile Respawn Vehicle respawns, which provide many avenues of diversity at the editor’s discretion.

In addition to the revive/respawn system, there is also an original Unit Tag system implemented into this script. With this system the editor can choose to allow units to have Unit “Name Tags” display above the heads of teammates within a defined distance (which can be shown on the tag if desired). The display methods of this feature include Key Press, which displays the tags within range for a defined amount of time after pressing a defined key. In addition, other display methods include Cursor Target, which displays the tag of the unit that is being pointed at, and an option that has tags always displayed.

The important take away from this information is the constant use of the word “defined”. Another thing that differentiates this script from others is the fact that it is extremely customizable, while still maintaining an organized and simplistic appearance. All variables are pre-defined with defaults, so the editor can choose to edit whatever they please without the fear of missing something. As well, a sophisticated checking system will alert the editor at the start of the mission via text in the event that a variable is incorrectly defined.

Please feel free to read through this readMe along with the G\_Revive\_init.sqf in order to ensure you get the most out of this quality script. As well, feel free to explore the internals of the script in order to see its depth and perhaps cause a creative spark. Enjoy!

**Grimes’ Simple Revive Script**

# *Installation Guide*

The integration of Grimes’ Simple Revive Script into your mission is a simple task that anyone can accomplish by following these steps:

1. Download Grimes’ Simple Revive Script (if you haven’t already) from links provided on the BIS forums
   1. [Grimes’ Simple Revive Script Thread](http://forums.bistudio.com/showthread.php?177595-Grimes-Simple-Revive-Script)
2. Extract the “Grimes’\_Simple\_Revive.stratis” folder and place it somewhere on your computer that is easily accessible, such as Desktop or your MP Missions folder.
3. In the folder that contains your mission.sqm (ie, “my\_mission.stratis”), do the following:
   1. If you haven’t already created a description.ext file, simply copy mine into your mission folder and you are set. If you already have your own description.ext, simply copy and paste the following line into it. Be sure to not have any respawn-related settings in place, as they will conflict with this file (for custom use, just edit the file).

#include "G\_Revive\G\_Desc\_Include.hpp"

* 1. If you haven’t already created an init.sqf file, simply copy mine into your mission folder and you are set. If you already have your own init.sqf, simply copy and paste the following lines into it.

G\_isDedicated = false;

G\_isServer = false;

G\_isClient = false;

G\_isJIP = false;

if (isDedicated) then {

G\_isDedicated = true;

G\_isServer = true;

}

else

{

if (isServer) then {G\_isServer = true};

G\_isClient = true;

if (isNull player) then {G\_isJIP = true};

waitUntil {!isNull player};

};

[] execVM "G\_Revive\_init.sqf";

* 1. Copy and Paste the G\_Revive\_init.sqf file and the G\_Revive folder into your mission folder.

1. That is all that is required for the file implementation! Depending on your settings, you will still need make some edits in the in-game editor.
   1. If using respawn, create markers named “respawn\_west\_0”, “respawn\_west\_1”, etc., for the desired side.
   2. If using the mobile respawn vehicle, be sure to name your vehicle in the Name field when you double-click on the vehicle in the editor.

**Grimes’ Simple Revive Script**

# *Configuration of Parameters (G\_Revive\_init.sqf)*

Below is a comprehensive list of all of the available settings and their corresponding explanations. A more concise listing of the parameters and their explanations, in addition to the location that you set the values at, can be found in the G\_Revive\_init.sqf file.

**Generic**

**G\_PvP** = Declares mission as Player vs. Player or not.

True = PvP mission where there are more than one playable sides (PvP, TvT, etc)

False = Players only on one side (CoOp, SP, etc).

**G\_Enemy\_AI\_Unconscious** = Determines whether enemy AI can be Revived, Dragged, Carried, and otherwise treated as if they were part of the Revive System.

True = Enabled (only recommended for PvP)

False = Disabled (recommended for one-sided Co-Op)

**G\_Friendly\_Side** = Side of friendly units if the above is false

**G\_Briefing** = Whether or not script-specific briefing information will be displayed. Can be used in conjunction with other briefing files executed separately.

True = Editor’s Notes, How To Use, and Credits will be displayed on briefing screen. False = Disabled.

**Revive**

**G\_Revive\_System** = Whether the revive system will be used or not.

True = Enabled

False = Disabled, units go straight to respawn, no Actions

**G\_Revive\_Time\_Limit** = Amount of time (in seconds) before unit is available to be revived, before being forced to respawn.

-1 = No time limit, stays Unconscious until revived.

0 or greater = Time until force respawn unless revived.

**G\_Revive\_Can\_Revive** = Classnames of units that can revive. Wrap in quotes, separate by commas. If the array is empty, all unit classes can revive.

Example: [“B\_class\_O”, “O\_class\_Medic”];

**G\_Revive\_Time\_To** = Time (in seconds) required for reviver to complete the revive process.

**G\_Revive\_Requirement** = Number of First Aid Kits (single use) or Medikit (unlimited use) needed in order to revive a unit. Treatment is unaffected.

0 = Items only needed to treat, not revive (this is stock).

1 or greater = number of FAKs or single Medikit needed to revive (treatment still unaffected).

**G\_Revive\_Black\_Screen** = Determines the use of a Black Screen Layover while Unconscious.

0 = Screen goes black at death then fades back in, with surroundings visible.

1 = While Unconscious/waiting for revive, screen stays black.

**G\_Revive\_Action\_Color** = HTML color code that will be the color of the Revive, Drag, Carry, and Load/Unload action text

**G\_Revive\_Load\_Types** = Add or remove strings in the array of types of vehicles that wounded can be loaded into.

**G\_Revive\_Reward** = Determines number of lives (if any) rewarded upon reviving teammate.

0 = No lives rewarded for revive.

1 or greater = Number of lives rewarded for reviving teammate (CAN be a decimal).

**G\_TK\_Penalty** = Amount of lives a Team Killer loses per team kill. Must be negative value to be negative result (CAN be a decimal).

Example: -2 means upon Team Killing, the killer will lose 2 lives.

**Respawn/Initial Spawn**

**G\_Init\_Start** = Determines starting location for players that join at the start of the game.

0 = Starting position is editor-placed position.

1 = Starting position is random spawn marker.

2 = On start, player is presented with menu to select spawn position.

If “2” is used, G\_JIP\_Start must also be “2”. As well, you must go into G\_Revive\G\_Desc\_Include.hpp and find respawnOnStart and change it to equal 1.

**G\_JIP\_Start** = Determines starting location for players that join while the game is in progress (JIP).

0 = JIP starting position is editor-placed position.

1 = JIP starting position is random spawn marker.

2 = On start for JIP, player is presented with menu to select spawn position.

If “2” is used, G\_JIP\_Start must also be “2”. As well, you must go into G\_Revive\G\_Desc\_Include.hpp and find respawnOnStart and change it to equal 1.

**G\_Respawn\_Button** = Determines whether or not the Respawn Button is useable.

True = Respawn Button enabled.

False = Respawn button disabled.

**G\_Respawn\_Time** = Amount of time (in seconds) that a dead unit must wait before being able to respawn (overrides description.ext setting).

**G\_Num\_Respawns** = Number of respawns available to players (must be integer).

-1 = Unlimited Respawns

0 or greater = Limiting value for number of respawns (0 is no respawns).

**G\_Spectator** = Upon expending all lives, the player will be put into a spectator camera.

True = Enabled.

False = Disabled, mission ends like normal but only for that specific player.

**G\_Squad\_Leader\_Spawn** = Allows spawning on squad leader when at respawn menu. If you spawn on the squad leader, you will spawn in their stance.

True = Enabled.

False = Disabled.

**G\_Squad\_Leader\_Marker** = Displays marker on map indicating squad leader's position.

True = Enabled.

False = Disabled.

**G\_Squad\_Leader\_Mkr\_Type** = Shape of marker.

**G\_Squad\_Leader\_Mkr\_Color** = Color of marker.

**G\_Squad\_Leader\_Mkr\_Text** = Text beside marker.

**G\_Squad\_Leader\_Mkr\_Refresh** = Time (in seconds) between refreshing of marker location. Must be a number greater than 0.

**G\_AI\_Fixed\_Spawn** = Upon respawn, the AI will spawn at the marker defined in the following line that correlate with the side of that AI.

**G\_AI\_Fixed\_Spawn\_WEST**

**G\_AI\_Fixed\_Spawn\_EAST**

**G\_AI\_Fixed\_Spawn\_GUER**

**G\_AI\_Fixed\_Spawn\_CIV**

**Mobile Respawn Vehicle**

To enable the use of MRVs, simply add the editor-placed vehicle's name into the correct array. It will not be wrapped in quotes (Ex: vehname and not "vehname"). If using multiple vehicles per side, separate by commas (Ex: [vehname, vename2]). The side that can use the specific MRV is determined by which array the MRV is put in below.

**G\_Mobile\_Respawn\_WEST**

**G\_Mobile\_Respawn\_EAST**

**G\_Mobile\_Respawn\_GUER**

**G\_Mobile\_Respawn\_CIV**

**G\_Mobile\_Respawn\_Moveable** = Determines mobility of deployed MRV.

True = Deployed MRV can be moved while remaining deployed (must be stopped to deploy and undeploy).

False = Deployed MRV is immobile while deployed.

**G\_Mobile\_Respawn\_Wreck** = Time (in seconds) after MRV is destroyed before the wreck is deleted. Must be greater than 0.

**G\_Mobile\_Respawn\_RespTimer** = Time (in seconds) for MRV to respawn at its starting position and facing its starting direction. Must be greater than 0.

**G\_Mobile\_Respawn\_Marker** = Displays marker on map indicating MRV's position

True = Enabled

False = Disabled.

**G\_Mobile\_Respawn\_Mkr\_Type** = Shape of marker.

**G\_Mobile\_Respawn\_Mkr\_Color** = Color of marker.

**G\_Mobile\_Respawn\_Mkr\_Text** = Text beside marker.

**G\_Mobile\_Respawn\_Mkr\_Refresh** = Time (in seconds) between refreshes of marker location. Must be a number greater than 0.

**G\_Mobile\_Respawn\_Mkr\_Display** = Whether or not marker is always visible depending on Deployed status of MRV.

True = Marker always visible.

False = Marker only visible when MRV is deployed.

**Unit "Tags"**

**G\_Unit\_Tag** = Refers to unit "name tags" that display over unit's head on HUD. Only friendlies visible.

True = Enabled.

False = Disabled.

**G\_Unit\_Tag\_Display** = Refers to display method of unit tags.

0 = Press defined key to have names visible for defined time.

1 = Cursor over unit to have name displayed.

2 = Names always displayed.

**G\_Unit\_Tag\_Display\_Key** = Only used if Display 0 is that value above. Represents key number. See key codes for more options.

[https://community.bistudio.com/wiki/ListOfKeyCodes](9https:/community.bistudio.com/wiki/ListOfKeyCodes)

**G\_Unit\_Tag\_Display\_Time** = Only used if Display 0 is that value above. Time (in seconds) that names are displayed when define key is pressed.

**G\_Unit\_Tag\_Distance** = Distance from player that marker will begin to appear.

**G\_Unit\_Tag\_ShowDistance** = Determines if distance is displayed next to player's name on unit tag.

True = Enabled.

False = Disabled.

**G\_Unit\_Tag\_Color** = RGB settings for the tag color of non-squad members. Alpha is normally the 4th number, but that is handled in the script via a formula.

**G\_Unit\_Tag\_SquadColor** = RGB settings for the tag color of squad members. Alpha is normally the 4th number, but that is handled in the script via a formula.

**Custom Executions**

By default these references for custom executions will execute on AI as well. Read comment to the side for information on where/when the execution occurs.

**G\_Custom\_Exec\_1** = File executed when unit is set Unconscious (NOT "killed")

**G\_Custom\_Exec\_2** = File executed when unit is killed (not revivable; unit is officially killed)

**G\_Custom\_Exec\_3** = File executed when unit respawns after being killed

**G\_Custom\_Exec\_4** = File executed when MRV respawns after being destroyed. The newly spawned MRV = \_this select 0.

**Grimes’ Simple Revive Script**

# *Changelog*

Below are all official versions of this script and their respective links to the Project Page which contains most if not all changes, fixes, and new features that have been implemented for that version, ranging up to the current version. I will do my best to ensure this listing is as specific as possible.

**v0.5 – Release**

* Initial release of Grimes’ Simple Revive Script

**v0.6**

* [v0.6 Changelog](http://dev.withsix.com/versions/1607)

**Grimes’ Simple Revive Script**

# *Known Issues & Future Roadmap*

**Known Issues**

* Drag Action – Inconsistent inability to move upon use of Drag due to game’s “Walk” mechanic. I am looking into ways to bypass this.
  + Temp. Fix – While holding S, hit Q, W, or E.
* Drag/Carry Action – Awkward animations
  + No functional deficit, just looks odd
* Ragdoll Management if killed by vehicle – Difficult to “manipulate” unit after it has ensued ragdoll, usually due to vehicle impact
  + Temp. Fix – Detects if killed by vehicle, spends 5 to 20 seconds waiting for unit to be switched to the correct animation.

**Future Roadmap**

* See [the tracker](http://dev.withsix.com/projects/grimesrevive/issues) for an active listing of upcoming features and their extensive details.

**Grimes’ Simple Revive Script**

# *Contact Information, Licensing, & Credits*

**Contact Information**

To contact the editor of this script, KC Grimes, directly, please find “Grimes [3rd ID]” on the Bohemia Interactive Forums and send me a Private Message there. To provide feedback you can always post a Reply in the Grimes’ Simple Revive Script thread. To report a bug or make a specific suggestion, please use the Grimes’ Projects withSix/DevHeaven page or post a Reply in the thread. I am always seeking positive and negative feedback along with suggestions to improve the community’s experience with this script!

**KC Grimes’ BIS Profile –** [Grimes [3rd ID]](http://forums.bistudio.com/member.php?57850-Grimes-3rd-ID)

**Grimes’ Simple Revive Script BIS Thread –** [Grimes’ Simple Revive Script Thread](http://forums.bistudio.com/showthread.php?177595-Grimes-Simple-Revive-Script)

**Grimes’ Projects withSix/DevHeaven Page –** [Grimes’ Revive](http://dev.withsix.com/projects/grimesrevive)

**Licensing**

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**Credits**

I would like to extend a big thanks to the following individuals and groups, in no particular order, for their direct or indirect assistance and contribution to this project. Thank you for choosing Grimes’ Simple Revive Script!

* [Bohemia Interactive Studio](https://www.bistudio.com/) – For providing an amazing game and location for a fan base, in addition to provided assistance.
* BIS Forum Users – For providing an active location for anyone to receive assistance and education about ArmA.
  + Honorable Mention: norrin, brians200, Das Attorney, PtPau, Imperator\_Pete, csk222, maximumvmo, and any whom I have failed to mention.
* [3rd Infantry Division](http://www.3rd-infantry-division.org/) – For providing everything that is indescribable in a single mention, but specifically for testing assistance.
  + Honorable Mention: Taylor, Ski, Foondle, Robertson, Townsend, and any whom I have failed to mention.
* [Armaholic.com](http://www.armaholic.com/) – For their logistical support in the past, present, and future.
  + Honorable Mention: Foxhound, Big, and any behind the scenes folks I’ve yet met.

Many Artificial Intelligence units were harmed in the making of this script.