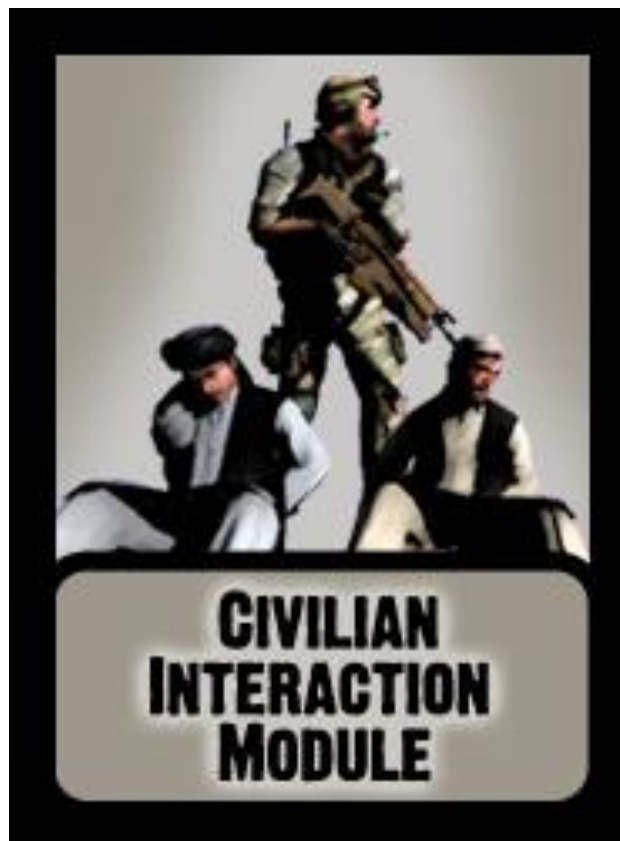


CIVILIAN INTERACTION MODULE

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USER MANUAL

BETA V. 0.1

SHORT DESCRIPTION

This addon adds a module to the editor called the '(CIM) Civilian Interaction Module'. When placed on the map it allows players to order civilians to the ground or out of the area in a second. Players can search and key-cuff civilians or detain them and have them extracted for questioning in a chopper via radio call.

INSTALLATION

As is always recommended use modfolders to separate the custom content from the official game content to prevent problems. For different ways to set up your modfolders and use them please visit the Armaholic.com [FAQ](#).

When you are using the Steam version you can find a Steam mod installation and activation FAQ [here](#).

To use the module in your mission simple make sure you have the mod loaded with Arma. In the editor hit 'F7' and find the '(CIM) Civilian Interaction Module' in the drop down list. Place the module somewhere on the map in a clear spot away from the action (a helicopter will spawn on that location and fly to extract detained civilians when called).

COMPATIBILITY

This mod works SP and MP. I have strived to design it to work with dedicated, but as I have no experience with dedicated servers, there are bound to be some bugs in that regard. That is partly why I am releasing this beta. Also I have not tested it with many players using it a lot. I tend to play small hosted co-op sessions, and in that environment this mod works nicely in my experience. It works well with Reezo's EOD mod and ACE2, and it should be compatible with most other mods as well.

CREDITS

- Reezo: His EOD-mod is what inspired this module (and peaking in his code helped make it possible).
- SHK: This module is using the SHK_Pos script. And SHK is very helpful on the forums.
- JohnnyDust: Has helped test this out and provided suggestions, and he is covering my six.
- ACE2 team: Awesome mod.
- BIS: Awesome games.
- The community: Awesome community, nuff said.

LICENSE

People are pretty much free to do with this as they wish, but I would like to get credit when due.

PREFACE

This mod was inspired by Reezo's EOD mod. I have grown really fond of that mod, and I tend to include it in all my missions. Having civilians suddenly become a threat, I found myself desperate for some control over civilian behavior. Often I was faced with civilians running towards me and the only options of hoping for the best or shooting without asking questions. I wanted an option to command civilians to the ground, and started working on a script to allow just that. Once I achieved that my ambitions naturally grew, and my script kept growing and changing. I wanted to detain civilians at will, and of course I had to be able to ship them off for questioning. Spending way too much time re-implementing my scripts I realized that I had to make it into a module. Now I include it in pretty much all my missions. I use a lot of mods and having made something that I think adds to the gameplay, I figured that it would be bad form not to share it with the community. So here goes. Be aware that I have developed it to suit my preferred gaming experience: small hosted coop games. I'm releasing this as beta and provide no guarantees for the functionality or against adverse effects.

FEATURES

The CIM Module lets you interact with more or less any civilian that you encounter in the game. The module consists of some core features that cannot be turned off, and some optional features that can be disabled in the init field of the module. How to disable the features are listed in their description. All core features requires a key on the keyboard to be pressed, this is designated the CIM-Key. This is by default the 'shift' key, but it can be changed by adding the following line to the init field of the module:

this setVariable ["nielsen_cim_key",42];

Replace the '**42**' with the Direct Input Keyboard (DIK) code of the preferred key.

Note: To find the DIK code of keys on your keyboard create a radio trigger in the editor. Add the following line to the 'On activation' field:

0 = findDisplay 46 displayAddEventHandler ["KeyDown", "hint format ['%1',_this select 1];"];

Then preview the game, and call the radio trigger. After that press any key and a hint will appear with the DIK code of the last pressed key.

CORE FEATURES

When holding down the CIM-Key (default: Shift), players will get three red entries in their action menu. The entries are context sensitive to the player target, and are mapped out as follows.

❖ **The verbal command actions:** (always available when holding the CIM-Key)

1. **'Verbal Command: Get down!'**

This command will order civilians to stop and get down on the ground.

2. **'Verbal Command: Get Away!'**

This command will order civilians to move out of the area to positions 100-200m from the player in random directions.

3. **'Verbal Command: Get Inside!'**

This command will order civilians to go to a random position in the house nearest to them. If no suitable location is available, the civilian will remain where they are.

If you target a civilian (i.e. with crosshair/cursor) then the command will only be given to that particular civilian. If you do not target a specific civilian then the command will be given to all civilians within 50m.

If you target a civilian car then you will also get the additional action:

4. **'Verbal Command: Get out of the car!'**

This command will order the driver of the targeted car—and all occupants—to stop and get out of the car. It also prevents them from reentering to car (otherwise ALICE civilians would jump right back in and rock on).

Note: Not all civilians will comply initially. Commands may have to be repeated to achieve full effect.

When targeting any civilian within 2m the actions will change to:

❖ **The physical actions:** (available when holding CIM-Key and targeting civilian within 2m)

1. **'Search individual!'**

This command will open the gear screen of the targeted civilian.

2. **'Key-cuff individual!'**

This command will force the targeted civilian into a looping animation sitting bound on the ground. The command sets the civilian "captive" and disables AI "move" and "animation".

When targeting someone who is already key-cuffed, this action will change to:

▪ **'Uncuff individual'**

This command discontinues the animation loop for the targeted civilian, and re-enables AI.

3. **'Detain individual!'**

This command will set the targeted civilian "captive" and join him/her to the player group.

When targeting a civilian who is already in the players group this action will change to:

▪ **'Release individual'**

This command will unjoin the civilian from the player group, and "setCaptive = false".

ADDITIONAL FEATURES

❖ Chopper extraction for detained civilians (default: enabled-requires radio 'india' and 'juliet' available)

This feature adds a Blackhawk that can be called in to extract the detained civilians and take them back to base (players can come along for the ride if they please). The chopper will spawn at mission start on the position of the module (or on the position of a placed marker, see below). Players (group leaders) will get a "Request POW extraction" radio entry. (It uses radio 'India', accessed by pushing '0-0-9'). When 'India' is called the Blackhawk will take off and fly to the player position and land. A new radio entry "Give all clear" is created (radio 'juliet', 0-0-0). When the "all clear" is given, all civilians that have boarded the chopper (and are in the calling players group) will be ungrouped from the player and joined to the chopper. The chopper then takes off and returns to the spawn point, standing by for another round. When called again any civilians on the chopper will be deleted before takeoff.

This feature is enabled by default. To disable it add the following line to the init field of the module:

this setVariable ["nielsen_cim_AllowExtraction", false];

To make the chopper spawn on another location than the module, place a marker in the editor, and add the following line to the init field of the module, changing the 'markername' accordingly.

this setVariable ["nielsen_cim_marker", "MARKERNAME"];

Note: Marker names are written as strings i.e. in quotation marks "".

❖ Mark LZ with smoke (enabled by default)

This feature will add an eventhandler that checks if the CIM-Key is pressed while players throw a designated color smoke (default: red smoke). If the right color smoke is thrown while holding the CIM-Key, the module will place an invisible helipad on the location of the smoke forcing the extraction chopper to land at that exact spot, instead of finding a "more suitable" location to land. This allows for much more controlled extractions (no more chasing the chopper downfield).

This feature is enabled by default. To disable it add the following line to the init field of the module:

this setVariable ["nielsen_cim_disableSmoke", true];

To change the color of smoke that is used, add the line below to the init field of the module. Make sure to change "SmokeShellRed" to your preferred smoke classname (e.g.: "SmokeShellGreen").

this setVariable ["nielsen_cim_SmokeType", "SmokeShellRed"];

Note: This also works well with the SOM-Modules chopper transport.

❖ Custom sounds (enabled by default)

The Civilian Interaction Module features custom sounds for verbal commands (and chopper extraction) in an attempt to create immersion and make actions more obvious to teammates.

This feature is enabled by default. To disable it add the following line to the init field of the module:

this setVariable [nielsen_cim_disableAUDIO, true];

❖ Variable effectiveness

It is possible to set the probability of civilians complying with verbal commands. This is done by adding the following line to the init field of the module, and changing the 0.9 value to suit the needs:

this setVariable ["nielsen_cim_authority", 0.9];

0.9 means that any civilian will have a 90% chance of complying with a given verbal command.

❖ Works with ACE2 key cuffs (disabled by default)

If you use ACE2 you can add the following line to the init field of the module:

```
this setVariable ["nielsen_cim_enableACE", true];
```

If "Nielsen_cim_enableACE" is set to TRUE, then the "Key-Cuff individual" action will only show up if the player has ACE_Keycuffs in his inventory. (Key-cuffs will not be spent).

❖ Customizable key-shortcuts for all actions (no default shortcuts assigned)

All the available actions can be assigned a shortcut and thus activated without accessing the action menu. The shortcuts are not defined by DIK-code but rather entries from CfgDefaultKeysMapping. A list of valid entries is available here:

http://community.bistudio.com/wiki/Arma_2:_CfgDefaultKeysMapping.

When the action is available, pushing the key-combo assigned to the relevant config entry will execute that action.

Example: You want to quickly be able to order civilians down, so you want to assign a key. Playing alone you do not use the VON options in Arma, so you decide to use the "PushToTalkGroup" entry. You add the following line to the init field of the module:

```
this setVariable ["nielsen_cim_key_getDown", "PushToTalkGroup"];
```

In Arma control options (under infantry controls) you edit the 'Talk On Group Channel' and assign it to shift+"Other key". That way when you hold down the 'shift-key' (default CIM-Key) and hit the "Other key" you will order civilians down.

Possible variables are: (Exchange "xxx" with a string entry from the CfgDefaultKeysMapping).

```
this setVariable ["nielsen_cim_key_getDown", "xxx"];  
this setVariable ["nielsen_cim_key_getAway", "xxx"];  
this setVariable ["nielsen_cim_key_getInside", "xxx"];  
this setVariable ["nielsen_cim_key_stopCar", "xxx"];  
this setVariable ["nielsen_cim_key_Arrest", "xxx"];  
this setVariable ["nielsen_cim_key_Pacify", "xxx"];  
this setVariable ["nielsen_cim_key_search", "xxx"];  
this setVariable ["nielsen_cim_key_release", "xxx"];
```

❖ Global variables for mission maker convenience

The module includes three global arrays that provide mission makers with valuable information.

- **CIM_List_KeyCuff:** will return an array with the names of all civilians currently key-cuffed.
- **CIM_List_Arrested:** Will return an array with the names of all civilians currently detained (i.e. that have been joined to the player group).
- **CIM_List_Extracted:** Will return an array with the names of all civilians who have been extracted with the helicopter.