ZEU SERVERSKILL

VERSION   **10th July 2013**

CONTENTS

Introduction

It is currently not possible for the server admin to redefine the following variables in their .ArmA3profile

- skillFriendly
- skillEnemy
- precisionFriendly
- precisionEnemy

This add-on resolves that issue and also allows greater fine tuning for the skill abilities listed below

- Aimingspeed
- Aimingaccuracy
- Aimingshake
- Spotdistance
- Spottime
- Commanding
- Courage
- Endurance
- Reloadspeed
- General

It is designed to work in both a single player and multiplayer environment.
It overwrites any skill values set by the mission editor or by BIS configs
It also effects playable AI units respawning and units created dynamically by scripting

In an MP session, only the server is allowed to run the add-on, any clients that have it installed will receive a message stating it has been disabled.
There are no .bisigns or bikeys available to help prevent clients attempting to do so, defining verifysignatures=2 in your server,cfg will prevent this.
It will however run if the client is hosting the game, e.g. non dedicated server.

All settings are defined in the userconfig\zeu\zeu_ServerSkills.hpp.
This allows quick editing of the settings without the need to open up and edit the add-on directly.
1. Stop the server
2. Using notepad, edit the zeu_ServerSkills.hpp
3. Save the file
4. Restart the server

Installation

Unpack the zip folder directly into your ArmA3 root.
The directories and files it will create are as follows

- @zeu\addons\zeu_serverskill.pbo
- @zeu\docs\ Readme Zeu ServerSkills.pdf
- @zeu\docs\ Zeus_serverskill_development.pdf
- Userconfig\zeu\zeu-serverskills.hpp
- Mpmissions\Zeu_Serverskill_development.Stratis.pbo
- Mpmissions\Zeu_Serverskill_verification.Stratis.pbo

Typically 3rd party add-ons are placed in a mod folder, e.g. @Zeu\add-ons and loaded using–mod=@Zeu in the command line of your start up, params.

However, if you do that, your green icon that is displayed in the game browser will change to yellow, which may reduce your potential clientele.
As a suggestion, you could place the add-on directly into your ArmA3\add-ons folder. This is not detrimental, but would normally be perceived as bad practice

Should you feel the need to change the settings, please refer to the next section of this readme

Once installed, test the set up using the included Zeu_Serverskill_verification.Stratis.pbo

Userconfig

This file allows you to customise this add-on to your own requirements
It will allow redefining of
1. The base skill values to be used
2. The tolerances or randomisation +/- values from the base value
3. The nodes that will be effected and debug if required

SKILL ARRAY MATRIX

_skill = switch(_option select 0)do
{

       Case *: {[1st ,2nd ,3rd ,4th ,5th ,6th ,7th ,8th ,9th ,10th]};

The array values define the following base skill settings
1_{st} Value   "aimingspeed"
2_{nd} Value   "aimingaccuracy"
3_{rd} Value   "aimingshake"
4_{th} Value   "spotdistance"
5_{th} Value   "spottime","
6_{th} Value   "commanding","
7_{th} Value   "courage","
8_{th} Value   "endurance
9_{th} Value   "reloadSpeed"
10_{th} Value   "general"

RANDOMISATION ARRAY MATRIX

_rnd = switch(_option select 1)do
{

       Case *: {[1st ,2nd ,3rd ,4th ,5th ,6th ,7th ,8th ,9th ,10th]};

This is in the same order as the skill array, but defines the randomisation tolerance.
(Basic value +/- the randomisation value = final value for each skill type per unit

NB>> if you want to disable the randomisation tolerances, set the 2nd value in the _option array to "0"

_OPTION

Example: _option=[2,3];
This will
1. select the base values defined in case 2 of the Skill array matrix
2. select the randomisation tolerances defined in case 3 of the Randomisation array matrix

_MODE

_mode= 0: Add-on is disabled
_mode= 1: Only server-side A.I will be affected
_mode= 2: Both Server and client-side A.I will be affected (Client AI remotely)

DEBUG
If this is enabled, some values will be logged to the servers ".rpt" file

Verification and developer missions

I have included 2 missions in the download

1) Zeu_Serverskill_verification.Stratis.pbo
2) Zeu_Serverskill_development.Stratis.pbo

ZEU_SERVERSKILL_VERIFICATION.STRATIS.PBO

This verification mission should be used to check that Zeu_serverskill is running correctly
Start the mission, select the slot that is marked as "OBSERVER" sit back and watch the hint messages and side chat messages. Total test time is a couple of minutes at most.

ZEU_SERVERSKILL_DEVELOPMENT.STRATIS.PBO

This is the mission I use to test and develop the values. Please feel free to use this and develop your own values. Additional information for this mission is available in the doc's folder.

I hope you find this add-on useful.

Links

Feedback   BI Forums release thread
Email   terox_@hotmail.com
Download   zeu_serverskills.zip

Change log

2/4/2013:	v1.1	Initial release	
13/4/2013:	v1.2	Added support for	
			Spawning AI
			Randomisation tolerances
			Single player
			Code optimisation
?/?/?	v1.3	Now effects AI created via scripts	
		Improvements on default randomisation and skill settings	
		Further code optimisation	
28/6/2013	v1.4	Fixed code error which could sometimes stop the add-on initialising	
10/7/2013	v1.5	Fixed timing issue that caused code to use variables it had not received	
		Changed respawn event handler to, local, to reduce network traffic	
		Updated verification mission for testing installation	
		Included development mission, should others want to help	