How to set up PIP screens using the „arp_sc_mode“ variable:

The PIP screens are set up in a way that they will respond to how you set that variable. This allows you to determine the number of pictures the screen shows (1-4), the vision mode each one of them is in (normal, NV, IR), the resolution of the PIP rendering and if it's a normal camera feed or a fake UAV feed.

The main script will reconize how many cameras you feed it (1-4) and will react accodringly. This means it will go full screen if fed with only one camera and 4-split if fed with 2-4 cameras.

This example sets up the screen to show only one feed if you put it in the init line of the screen object.

this setvariable ["arp_sc_mode", ["4split_on", [[car1,1,[]]],"128"], true];

To make it more clear let's only look at the variable itself:

["4split_on", [[car1,1,[]]],"128"]

The variable is an array consisting of the following parameters:

Screen mode: ["4split_on", [[car1,1,[]]],"128"]

This will determine if the scrren will show a random screen texture from the addons library or a video feed. There are the following screen modes to choose from.

4split_on:

This is the main video feed mode. The screen will be on at mission start.

„4split_off“:

Same as before but the screen will be off at mission start.

„ran_tex_on“:

This will apply a random screen texture and the screen will be turned on at mission start.

„ran_tex_off“:

Same as „ran_tex_on“ but the screen will be turned off at mission start.

Attention:
For the „rantex“ modes the variable is much simpler. Here is an example...

this setvariable ["arp_sc_mode", ["rantex_on"], true]

So it basically only contains the mode since no further information is needed.

Target array: ["4split_on", [[car1,1,[]]],"128"]

This is an array consisting of up to 4 arrays one for each camera. In this example it contains only one which means that the screen will only show one camera feed on the full screen.

An array for a camera is set up like this.

[unit,visionMode,[x,z,y]]

Unit:

The unit the camera feed is showing. The script will recognize which typ of unit it is and react accordingly. So far the following are supported. Humans, wheeled, air, ships and survaillance cameras.

For humans it will be a simple helmet cam.

For wheeled vehicles a position close to the driver.

For air vehicles it will be infront of the vehicle.

Ships are the same as air vehicles.

There's a survaillance camera in the arp_objects2 addon that can be used. It is animated by default and will pan from left to right constantly. The camera feed will follow the camera's animation. So it behaves basically like a real survaillance camera.

Vision mode:

This will determine which vision mode the camera feed will be in. The following are available.

0 - normal
1 – night vision
2 – thermal vision

The UAV offset array [x,z,y]:

This array will determine if this will be a fake UAV camera feed. If you leave it empty like so [] the camera will be set up like described before. If you put in values it will automatically be a fake UAV.

For example: this [30,30,100] will create a fake UAV flying 30 meters away from its target with 100 meters altitude.

PIP Resolution: ["4split_on", [[car1,1,[]]],"128"]

This will determine the resolution in which the camera feed is shown. So far the following worked fine when i tested. 128, 256 and 512. But try it yourself. The rule seems to be power of 64.

Now for some useable examples....

Demo mission 1:

This setvariable ["arp_sc_mode", ["4split_on", [[c1,0,[]],[p1,0,[]],[h1,0,[]],[b1,0,[]]],"256"], true];

This example basically showcases all the main modes that are possible.

The first one is a car.

The second one is a soldier.

The third one is a helicopter.

The fourth one is a boat.

This is an easy set up that shows you how the script will set up the camera for different unit types.

Demo mission 2:

This setvariable ["arp_sc_mode", ["4split_on", [[c1,0,[20,20,80]]],"256"], true];

This example shows you how to set up a UAV camera for one single unit. Of course you can do that for up to four units on one screen.

The first one is a car.

The second one is a soldier.

The third one is a helicopter.

The fourth one is a boat.

This is an easy set up that shows you how the script will set up the camera for different unit types.

Demo mission 3:

this setvariable ["arp_sc_mode", ["4split_on", [[c1,**2**,[30,30,30]],[p1,**0**,[]],[h1,**1**,[]],[b1,**0**,[]]],"128"], true];

This example shows you the different vision modes in action.

Rules and limitations:

- the camera targets have to be named in the editor otherwise this won't work
- if you want to use the portable UAV toughbook or the snake cam you need to name your unit
- an object can only be used for one cam feed at a time...that means you can show a feed of a unit several times but it will always have the same settings (UAV or not, vision mode)
- the number of PIP renders that can be generated seems to be limited by the engine for obvious reasons, remember: each PIP is the game being rendered an additional time
- if you use helmet cams or any other in MP the camera will not update to the new unit of a player after he dies and respawns...this might be added in later versions
- currently only the screens and the personal UAV toughbook work properly in MP