



The Phone

Manual
V1.0



Introduction

What is the „Phone“? Basically it is a simple tool for text messaging in ArMA. At least that was the first intention. But like most of those projects it ended up more complex and complicated.

The basic function still remains the same: You are able to send text messages from one player to others. „Why not using the chat function?“, might be the first question. Well, in our community it is stricly forbidden to do that ingame and I think there is no argue about the non-immersion created by the default-chat.

What can this do?

The use of this addon is simple. The variety of use on the other hand is almost unlimited. Every scenario where you want to exchange text-based-messages from peer-to-peer may be possible

What can this NOT do?

You won't be able to make phone-calls. This domain is covered by ACRE/TFAR addons. You won't be able to open facebook, twitter, install apps or make photos of your girlfriend (or boyfriend).



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1. Installation

To install this addon please refer to following link:

[Tutorial on BIS Forums](#)

For mission builders:

Add to inventory: ***this additem „SOL_Phone“***

As a mission builder you are able to change the functionality and behaviour of the Phone on limited basis. Refer to the following table for commands (all have to be included in the mission init.sqf)

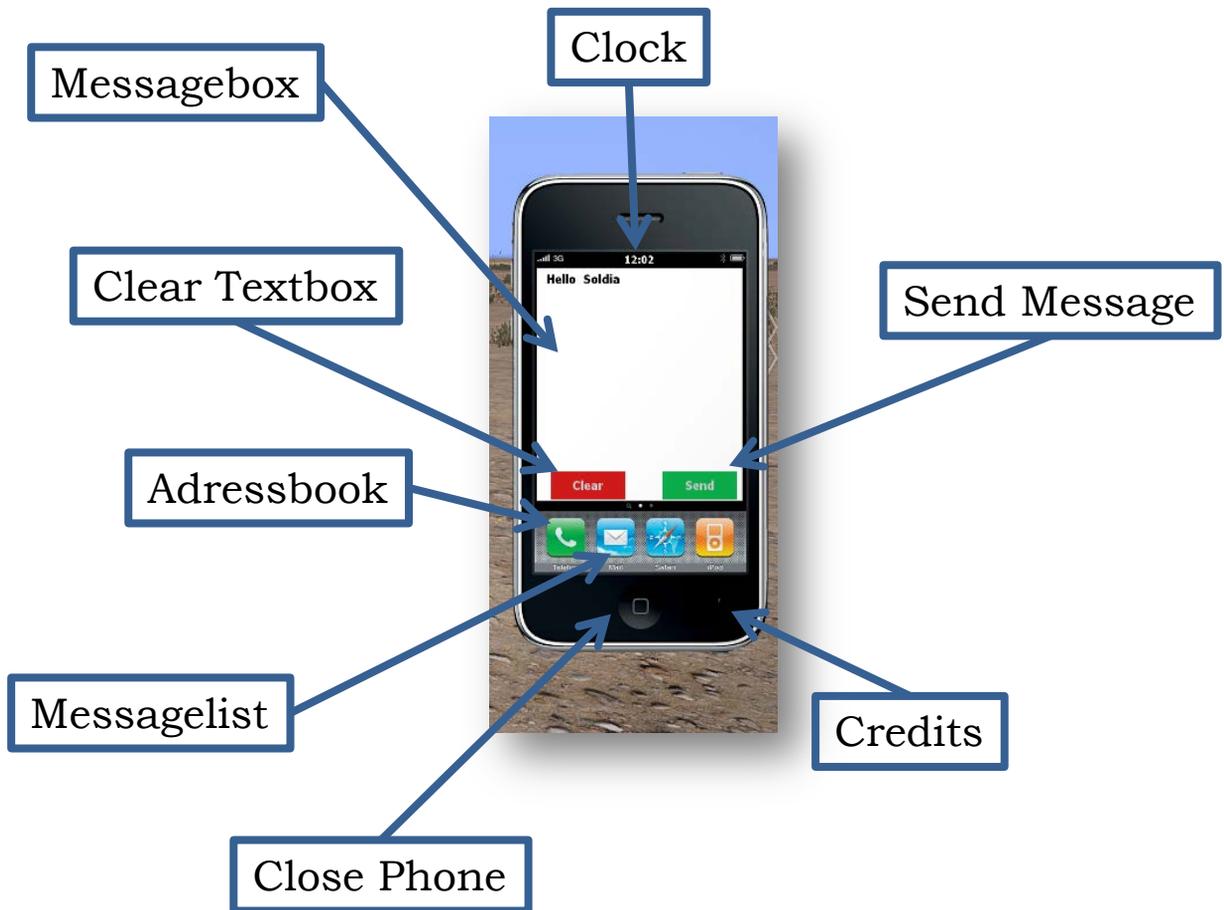
Command	Function
<i>SOL_var_AdressList =</i> (defines which units are in adressbook at mission start / default: 3)	0: No contacts (other than own) in adressbook 1: All playableUnits in adressbook 2: All playableUnits on own side in adressbook 3: All playableUnits in own group in adressbook
<i>SOL_var_allowRequest =</i> (default: true)	True: Units are allowed to request contacts False: Units can't request contacts
<i>SOL_var_LocalContacts =</i> (defines which unit is in which adressbook)	See example .sqf (contacts.sqf)



2. Overview

The Phone is available through action menu (mouse wheel). A Phone must be present in your gear in order to show the action.

The first screen visible is the main menu. Most sub-menus are called from this screen if the respective button is pressed (click with mouse).





The following table gives detailed information on specific functions of buttons and boxes

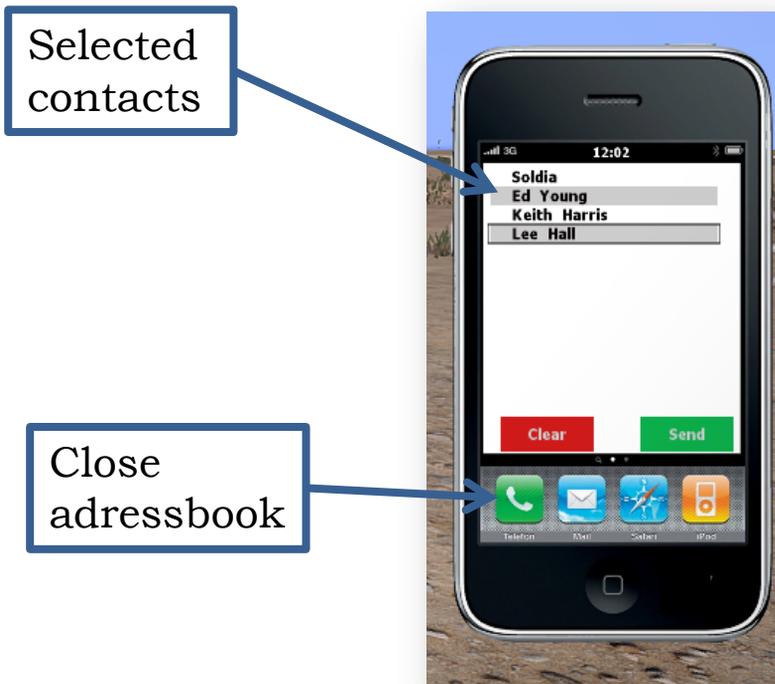
Knopf/Feld	Funktion
Credits	Shows credits
Adressbook	Opens a list containing all available contacts (for your own unit and at this time). Units will be shown by their names.
Messagebox	You are able to type (by keyboard) new messages in this field. If you receive a new message, this will be shown here as well. Further old messages and contact information are displayed here.
MessageList	Opens a list containing all old messages you ever received in the current mission
Send Message	Send the message which is currently shown in the messagebox. <i>Caution: At least one receiver must be selected!</i>
Clear Textbox	Deletes everything currently shown in messagebox
Time	Current time
Close Phone	Closes the Phone



3. Adressbook

After clicking the button „Adressbook“  a list with all contacts is shown. Contacts are either defined through mission parameters or added later by requesting from person or adding per number. In order to send a message to one or more contacts, you have to select them from the list (Shift and Ctrl-Modifiers are working). Double-clicking one contact will show its specific telephone-number in the messagebox (will close the adressbook automatically). A second click on  will close the adressbook.

Important: To send a message you have to select the desired contacts and then close the adressbook via . Otherwise you will get an errormessage.





4. Messages

If you receive a message from another player, a new action will be available in the action menu. Selecting this action the new message will be shown in the messagebox (Phone will open automatically).

Caution: This will stop your current movement!)



New Message from „Tester2“

New Message





All received messages will be stored in your Phone. If you want to read a message again, click on the messagelist  Here all messages are listed and a single message can be read by double-clicking on it.

Alle received messages (chronologically)





Credits

Idea, design, scripting and realization – **Soldia**

Inspired by a lot of addon scripts for ArmAII/III

This addon was developed for use at my clan ([GruppeW](#)).
Feel free to use this addon on your own. I will not guarantee full compatibility to any other addon available (any way: no problems experienced so far).

*This addon was created using games from Bohemia Interactive.
ArmA 3 is a registered trademark of Bohemia Interactive a.s.
See www.bistudio.com for more information.*