

# **Virtual TrainingSpace 2 Step by step**

## **Two missions in real time**

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- I. Pre-mission and real time combined
- II. Complete real time scenario editing

## I. Pre-mission and real timecombined

For this mission, we will choose BLUFOR as the player's ~~players'~~ side. Opponents will be OPFOR.

Here is a video covering this first tutorial :

[http://fr.youtube.com/watch?v=w\\_YuGUY0pVQ](http://fr.youtube.com/watch?v=w_YuGUY0pVQ)

Scenario: A raid on Antigua Island. Main objective: destroy an antenna. Secondary objective: Kill the enemy officer and return to Saharani.

Mission will be set at night, with silenced weapons, and explosives, after insertion at the beach in Zodiacs.

## 1, Set the pre-mission parameters

```
=====PREPARATORY ORDERS=====
Enemy side----- < Opor > ok
AI Mode----- < Mobile > ok
Size of the hostile area----- < 400 > ok
Number of enemy groups----- < 3 > ok
Activate vehicles/weapons----- < Yes > ok
Locate objective----- < Destr. > ok
Insertion----- < Ground > ok

Respawn----- < Yes > ok
Civilians in hostile area----- < No > ok

=====OPTIONAL ORDERS=====
Rain setting----- < 0 > ok
Fog setting----- < 0 > ok
Time setting----- < 16 > ok
Timer----- < No > ok

Artillery----- < Coord. > ok
Satellite----- < Call > ok
```

Main Page



```
Vehicles - Ground
< None > < 0 > ok
< None > < 0 > ok
< None > < 0 > ok
< None > < 0 > ok
< None > < 0 > ok

Vehicles - Air
< None > < 0 > ok
< None > < 0 > ok
< None > < 0 > ok

Personal weapons
< Special > < 6 > ok
< None > < 0 > ok
< None > < 0 > ok

ENEMY CANOPY
Mater. < None > ok
Paras < 60% > ok
Arty. < No > ok
```

Vehicles and weapons

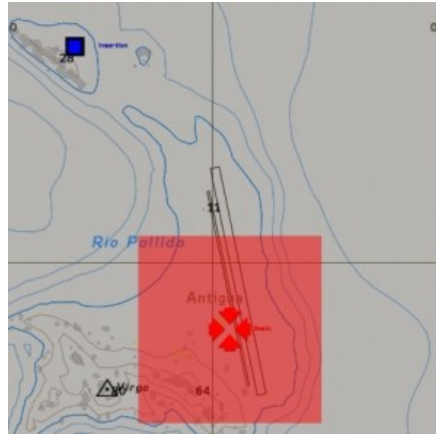
### a. Open the platoon leader's computer.

Do not forget to validate every choice with « ok ».

- Set the size of the enemy area to 400m/side.
- Set the number of enemy groups to 3.
- Activate vehicles / weapons
  - \*Do not add any vehicle, but insert some « special boxes ». We need one box for two players.
  - \*It could be interesting, for this mission, to set some paratroop reinforcements for the enemy. Set the chance of reinforcements to 60%, then validate.

Go back to the main page.

- Locate the objective, « Destr », on Antigua.
- Locate the insertion point on ground, on an Island north to Antigua.



- Set the respawn as you wish.
- Set the time : It's 8 o'clock in the morning, and we need a deep night. So add 16 hours.

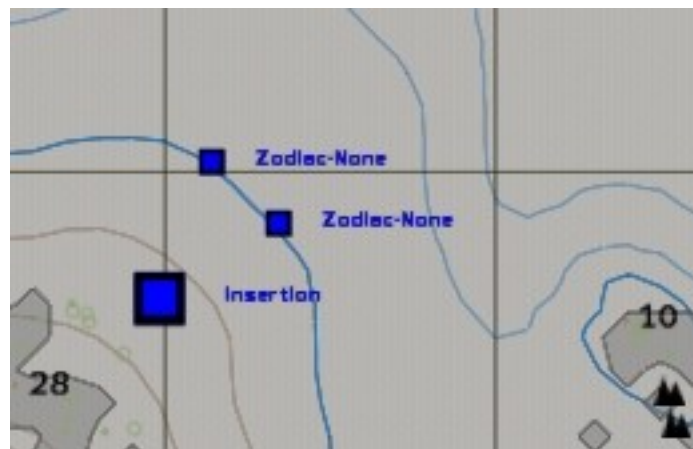
We have now a basic mission : Players must destroy the enemy antenna on Antigua... But we want some more.

Let's go for real time now.

b. Real time parameters

Click the « Real Time » button.

- Let's spawn our transport : spawn Some zodiacs near the insertion point, at sea.



- Let's spawn the enemy officer, which will be called « bibi » near the airport.

```
===== Units | Objects =====  
  
< Opfor > < Man > < Officer >  
< Aware > < Normal > < None >  
Skill----- < 0.5 >  
Direction---- < N >  
Name----- bibi  
Init-----  
valid----- ok
```



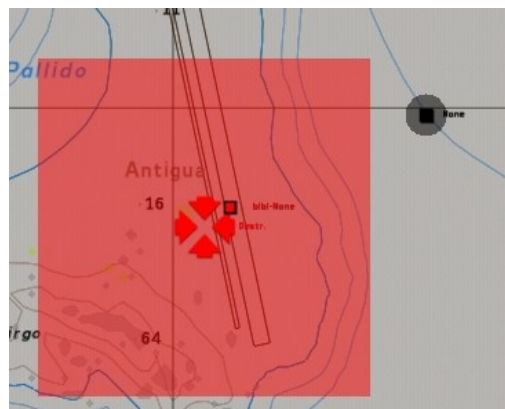
Let's make some triggers.

We already have a main objective, set in the pre-mission : Destroy the antenna. Now we must worry about the other abjectives.

Do not mind about the first parameters of the trigger.

- Set the trigger on « 1x »
- Obj-2
- condition : *!alive bibi*

It means that the death of the enemy officer will activate a first secondary objective. Players will have to validate every objective to end the mission successfully.



We're going to set another trigger. This one will detect players' presence once the two first objectives are accomplished.

Create a trigger with the following parameters :

A : 100

B : 2000

Angle : -35

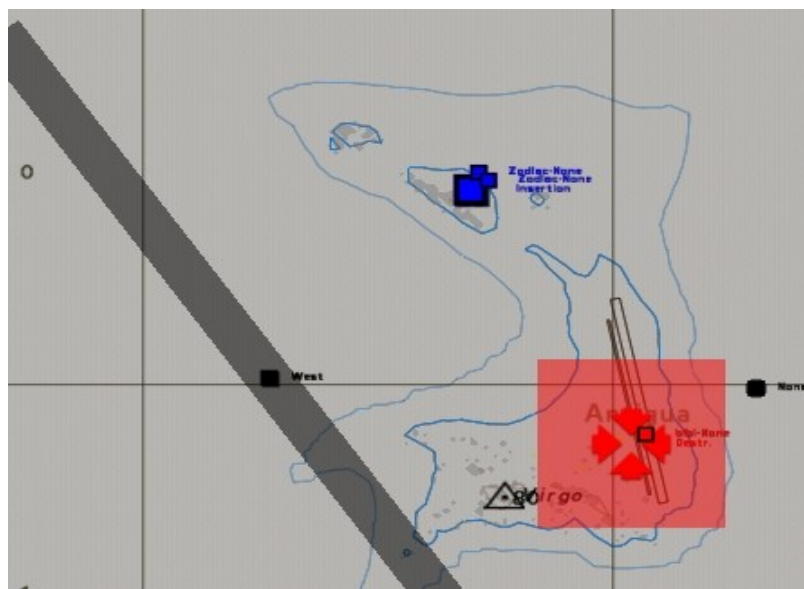
shape : rectangle

Activation : west / Repeat / Present

Type : 2-Obj

We have spawned a « repeat » trigger to avoid validation before the end of the mission, if a BLUFOR unit enters its area before the destruction of the antenna, or the neutralization of the officer. Indeed, if a 2-Objective trigger is set on « repeat », its deactivation will invalidate it.

Spawn this trigger between Saharani and Antigua, on the players way back.



Mission is now completely set. It's your turn!

You have to press the radio shortcut (0,0,1) to activate the pre-mission parameters. You should make some markers on the main map, because actually nobody can see the extraction point!

## II. Mission in complete real time

Here is a video covering this second tutorial :

<http://fr.youtube.com/watch?v=G9rxUvk72e4>

Scenario :

Players are BLUFOR and the enemy is OPFOR.

- Elements that the players must know : it's a very simple recon mission, some enemy infantry has been spotted in Tiberia. You must clean up and secure the town.
- Real story : Once the players will arrive in Tiberia, two T-72 platoons will attack the town. The players will have to retreat to Iguana's lighthouse for Evac.

Global settings :

- Hour of the day : 8 in the morning, clear weather.
- Weapons : normal
- Vehicles : none

Let's go directly to the real time page of the platoon leader's computer.

Let's set first the enemy forces.

- We're going to spawn an enemy group in Tiberia. Behavior set to: Combat.



- Let's spawn the two T72 platoons : beware, do not forget to name them! The first platoon, north of Plato de Cayo, on the road, will be called « kiki ». The second one, north to Terra Acorcha, will be called « koko ».



- Let's spawn some OPFOR units on the future way of retreat. A sniper and two riflemen will be ok.



- Let's spawn an empty H (« Object » category) which will be called « h » on Tiberia.



Let's set the triggers.

The first one will be spawned on Tiberia with the following parameters (other parameters will be default ones) :

- A : 100 / B : 100
- Activation : « W Seized »
- Type : « 2-Obj »
- Activation : attak = true ;kiki move position h; koko move position joueur1



It means that, when players will hold the town, the T72 platoons will move to Tiberia.

The second trigger will give the players a retreat order. It will be activated by the T72 platoons. We're going to spawn it between Cayo and Tiberia.

- A : 2000 / B : 100 / Rect.
- Activation : East / 1x / Present
- Type : None
- Condition : this and attack
- Activation : hint ""Retreat!!! go to the Iguana Lighthouse for Evac!""

*Beware : do not forget that on VTS2 system, you have to double the quotation marks.*

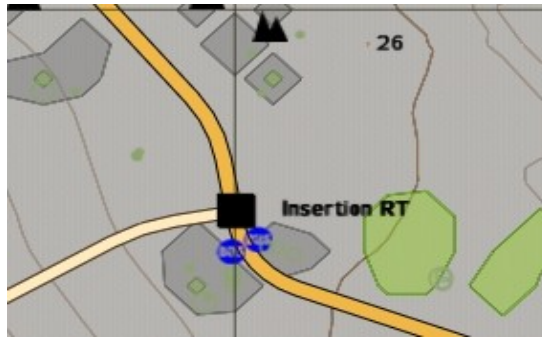


The third trigger will end the mission when the first players arrive next to the lighthouse. So we're going to spawn it on the lighthouse

- A : 50 / B : 50 / Ellipse
- Activation : BLUFOR / 1x / Present
- Type : Victory



Now use the « arm and teleport players » function, and spawn the real time insertion point near the Tiberia bus-stops.



Here we are! You do not have to activate the mission with radio since everything has been spawned in real time. Enemy is already waiting for you.