Modding and scripting with Virtual TrainingSpace 2

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1. Inserting your own mods and addons
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Introduction

VTS2 has been built as an open architecture, which allows the player to mod easily a large amount of data.

For example, you will admit that the Resistance side isn't very interesting for now, as a large part of their weapons and vehicles are the same as those used by BLUFOR.

So, it might be interesting to replace existing Resistance units and vehicles by your favorite addons.

Also, you will notice that in original VTS2, in the real time page, some units scripts are titled « empty ». This is for a good reason: it's up to you to create your own material. We're going to see together how to mod VTS2 to fit your gaming goals.

If you have modded VTS2, do not forget to name it as follows:
Co25_VTS2_*name of the island_your name_*Modded_EN

Example :

CO25_VTS2_Sara_Grimm_Modded_FR

(FR or EN : language used).

You can change everything you want in this mission, but you mustn't forget any credit.

1. Inserting your mods and addons

A. Installing VTS2_Source

Download VTS2_Source here, or unpbo the original VTS2 with a tool (Winpbo, for example), then put the given folder in:

C:\Documents and Settings\User\My documents\ArmA Other Profiles\your_profile\missions

B. Playing with your chosen units

Launch ArmA with your mod or addon. Then open VTS2_Source in the editor. You should notice on South Sahrani 3 groups of units : BLUFOR (North), OPFOR (East) and Resistance (South). In the following example, let's assume you want to modify the Resistance units.

Put on the map, next to Resistance units, your units. Link them in groups and name them absolutely like the Resistance groups. Do not forget the Platoon Leader and team leaders' inits! To replace Resistance, your units must be names « joueuri1, joueuri2, joueuri3..., joueuri25 », joueuri1 being the platoon leader, and joueuri3 being medic. If you want to replace OPFOR units, it will be « joueure1,... » and to replace BLUFOR units « joueur1,... ».

Now, you have passed the most difficult part (!). Save your mission (in the « mission » category) and go to the next step.

C. How to get the unit's references.

In case of the addon-maker not being kind enough to give his unit's references in the ReadMe.txt, you will have to create a very simple mission, where you will put every unit you want to play with in VTS2. Save this mission in the editor, then go in :

C:\Documents and Settings\User\My documents\ArmA Other Profiles\your_profile\missions

Open the folder of your new saved mission, and open *mission.sqm* with notepad. You should find theses lines :

class Item8
```
        {
                position[]={9596.666992,139.994995,10045.828125};
                id=9;
                side="EMPTY";
                vehicle="FlagCarrierNorth";
                skill=0.600000;
        };
```

Here, the object reference (OPFOR Flag) is : *FlagCarrierNorth*

Write all the references you are interested in.

D. Modding the config files of VTS2

Be patient, it will be finished soon!

Open the VTS2_Source folder :

C:\Documents and Settings\User\Mes documents\ArmA Other Profiles\your_profile\missions

Open the mods folder :

VTS2_source.Sara\mods\config

You will find 5 config files for BLUFOR, OPFOR, Resistance, Civilians, Objects, and general configuration. In the purpose of our example, we want to edit the *00_guerilla_config.sqf*.

First, there is a list of all the player's equipment. Do not hesistate to modify this to fit your needs, but remember that ammo magazines must be inserted before weapons.

For now, the most interesting part follows: you will see the references list of all units and vehicles of Resistance side. For example :

vts2_SoldierGB = "SoldierGB";
nomvts2_SoldierGB = "Fusilier";

In the first line between inverted quotes, you have the reference. In the second line, between inverted commas, the name given to the unit / vehicle in VTS2.

Let's assume that the reference of the unit i want to insert is *black_op_soldier03*. It should be written like this:

vts2_SoldierGB = "black_op_soldier03";
nomvts2_SoldierGB = "FS black Op;

Once you have modified the lines, save the config file, then launch again VTS2 in the editor. Then save it in MP folder. Next step: test it!

Explanation might have seemed very long, but with a little training, you will discover that all those things can be done very quickly!

2. Insert your scripts in VTS2

There are two scripts categories in VTS2. 1: Scripts for units in real time editor are executed only by the server. 2: Scripts under the command line, by default are executed on every computer.

Read the 1,a. Part of this user manual to install VTS2_Source in the user's mission folder.

When it's done, let's talk seriously.

Go in this folder:

C:\Documents and Settings\User\My documents\ArmA Other Profiles\your_profile\missions\VTS2_source.Sara\mods\RT

You can now see two folders : *code* and *units_init*

Those folders contain the command line scripts (*code*) and the units scripts (*units_init*).

A. Units scripts

First example: we will create a unit script, which we call « go ». It will order the unit to go to platoon leader's position.

Open in notepad the script called *script2.sqf*. As you can see, it's empty, except a few lines giving you local variables of the unit position and name.

Let's write the three following lines :

```
// -------------------------------- Script2

// Il s'agit d'un script vide. Mettez-y ce que vous voulez, en gardant l'entête! * This script is empty.
Write whatever you want, but keep the first strings!

// ===========================================
// Ne pas enlever! *DO NOT remove!*
// Nom de l'unité *Name of the unit*
_unite = _this select 0;
// Position x de l'unité *Position x of the unit*
_positX = _this select 1;
// Position y de l'unité *Position y of the unit*
_positY = _this select 2;
// ===========================================

// Voilà, c'est à vous!!! * It is now up to you!!!*
if (blufor_vts) then {_unite move position joueur1};
if (opfor_vts) then {_unite move position joueure1};
if (inde_vts) then {_unite move position joueuri1};
If (true) ExitWith {}
```

It means :

- if players are playing VTS2 on BLUFOR side, then the unit goes to joueur1 (BLUFOR Platoon leader).
- if players are playing VTS2 on OPFOR side, then the unit goes to joueure1 (OPFOR Platoon leader).
- if players are playing VTS2 on Resistance side, then the unit goes to joueur1 (Resistance Platoon leader).

Once it's done, save your script in the *unit_inits* folder with the name go.*sqf*

Now open the config file *03_global_config.sqf* located in this folder:

C:\Documents and Settings\User\My documents\ArmA Other Profiles\your_profile\missions\CTR04_VTS2b_FR_00.Sara\mods\config

Go to the part « *Scripts unitées de la console TR* » and modify the following line :

// ------------ Scripts unitées de la console TR

// Script 1
script1 = "Garde";
script1Sqf = "garde.sqf";

// Script 2
script2 = "Ronde";
script2Sqf = "ronde.sqf";

// Script 3
script3 = "Patr.";
script3Sqf = "patrouille.sqf";

// Script 2
script4 = "go";
script4Sqf = "go.sqf";

// Script 3
script5 = "Vide5";
script5Sqf = "script2.sqf";

// Script 3
script6 = "Vide6";
script6Sqf = "script3.sqf";

Save the modified file. Then go in the editor, load the mission VTS2_Source and save it under the MP mission folder.

Create a multiplayer game, and select the Platoon Leader position, then open Computer, then go to the real time page. In the units scripts, you can see « go ». Select it pressing « ok », then click on the map to spawn the unit. It will head towards you.

A. Scripts of the command line

They work exactly the same way as the units scripts. Except two things:

– They are located in this folder:

C:\Documents and Settings\User\My documents\ArmA Other Profiles\Your_profile\missions\VTS2_source.Sara\mods\RT\code

– By default, they are launched on every computer of the network. Use the logic « serveur » to launch them on the server, or on client side.

Example : if (local serveur) then {xxx_your code_xxx};