USER'S MANUAL

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Introduction

Squad leader: use of the computer

Virtual TrainingSpace 2: The concept

VTS2 allows the creation of cooperative online missions in real-time. The players choose their side, the environment, the equipment, the canopy, the place of the objective… everything can be customized.

It's composed of 2 modules that can work separately or together:

–The pre-mission module lets you choose, from a canvas, all the environment settings for your mission.
–The real-time module lets you create a mission from A to Z.

Both modules can be complementary: i.e, nothing prevents adding objectives or resources, i.e., vehicles, munitions, weapons, special crates, scripts and/or triggers to a parametered mission while it's running.

Quick Start

That's easy, starting with the pre-mission module.

To start a quick game, you have to be platoon leader.

- Select « computer » in your action menu
- The computer's main page appears. It offers you all the options of the pre-mission module.
- Click « ok », at the end of the « locate objective » line
- Left click on the map to set the objective (hold right click to move the map)
- Click ok at the end of the "insertion" line
- Left click on the map to set the insertion spot (hold right click to move the map)
- Press Esc to leave the computer, or click "Close" at the bottom
- Take your radio, and select "Start exercise" (shortcut 0,0,1)

You can add numerous mission parameters. **See Description of the mission parameters** for further details.

BEWARE! The default respawn makes the dead respawn next to their squad leader, the squad leader respawning at the insertion spot. You can cancel the respawn in the mission configuration.

Platoon leader: the use of the computer

Basic operations

You can subdivide the computer settings in 2 parts:

–A first part must be set up before running the mission via radio : the "preparatory orders", on the main page or mission module. Once the mission is run, those parameters will be unchangeable.

For instance, you can respawn in real-time. But if you set an objective via the preparatory orders, and cancel the respawn, you will have, to activate the enemy area and the objective set up in pre-mission to run the mission via radio. Once it's running, you won't be able to modify the respawn option anymore, or change the main objective.

–The second part that relates to "optional orders" and the "real time module", includes parameters that you can modify at any time, before or after the mission starts.

For instance, you can make night fall, call artillery support, or spawn new units and objectives in real-time.

Description of the mission parameters

Preparatory orders

Once each option is set, don't forget to validate it by clicking the « ok » button at the end of the parameter line. After all, you're leading your squad and clicking "ok" is your way of giving the order.

- Enemy base

Depending on the side you chose, you can select one of two enemy sides. For instance, playing BLUFOR will let you choose your enemy among OPFOR, RACS, or the Independent Resistance.

Beware : if you play against the RACS, their units/vehicles will show up as Green/Friendly in your HUD, not Red which is clearly what you expect the enemy to show up as. So if you choose RACS as your enemy, you will be fighting similar BLUFOR equipment.

Note : for example, if in this case you have chosen to fight OPFOR, you may still spawn any unit from any side in real-time. By default, all sides are enemies to each other.

- AI mode

You can select an inert AI, that will remain stationary or will move very little and usually won't attack you.

You can also select a mobile AI that patrols, retreats if it's endangered, and will call in reinforcements (this may include paratroopers if that parameter was so ordered or okayed).

Or you can select an aggressive AI that will tend to hunt you in the hostile area.

- Size of the hostile area

That value represents the length of the side of the square limiting the hostile area. If you set that figure on 400, the zone will measure 160000 square meters (400x400).

- Number of enemy groups

That options sets the number of AI randomly sparsed in the hostile zone. The minimum is 2, knowing that the group guarding the objective is composed of 3 units and that a standard group has 5 men.

- Activate vehicles/weapons

This parameters of this option determines what will be at your base that will appear at the insertion spot, also known as your Canopy. By clicking « ok », you'll reach a new page to set it up. Select the kind that you want, the vehicles of that kind, and click "ok".

On that page you'll select the enemy equipment too, and whether the enemy can ask for

reinforcements, artillery, or paratroopers. These latter are set by percentage: For instance, 60% will mean that in case of alert, you have 60% chances to face paratroopers. Red smokes will alert players for enemy artillery fire… In this case, they will have a few seconds to evacuate the area.

- Locating the objective

There are 4 kinds of objectives :
–Take : Reach a flag in the enemy area
–Target : Kill an enemy officer
–Destr : Destroy the enemy atenna
–Hostage : Free a hostage and bring him back to insertion

Once the objective is selected, click « ok », then click on the map to place it.

BEWARE: choosing "Hostage" means that the hostage will join the squad leader's group once he's been called. He then must survive to succeed.

- Insertion

Choose the insertion method, by ground or parachute, then click « ok » and on the map to place the marker. When Para is chosen, you'll start the mission flying, and the dispersion of the unit will depend on the weather conditions. Head where you want with the mouse, and open your parachute by pressing "Esc".

- Respawn

Select it on or off. With respawn on, the players will be back after 15 seconds next to the squad leader if they are killed. With respawn off, the dead will leave the battlefield but will see their companions fighting. Respawn must be chosen before setting pre-mission insertion point, or real time insertion point.

- Civilians in hostile area

This option adds civilians in the enemy area. If they are killed, the mission will fail. There will be 2 civilians by enemy group. So 5 enemy groups will spawn 10 civilians that will randomly wander in the enemy zone.

Optional orders

- Rain setting : 0 (good weather) to 10 (storm).

- Fog setting : 0 (no fog) to 10 (no visibility).

- Time setting : add x hours to the actual time

- Timer : the time in minutes to finish the mission. When it's up, the mission finishes, though you can stop it before the end of the countdown.

• Artillery : there are 3 commands : 1. the targeting ("Coord"). 2. The adjustment fire ("Fire1") is a test fire to check that the targeting is correct. 3. The Fire for Effect, ("Eff") will start 4 salvos of 4 shots each. Once fire for effect is done, the artillery will be unavailable for three minutes.

• Satellite : Select « Call » to point the satellite on a spot on the map then « confirm » to shoot a picture. Satellite shows real-time video of the spot; the view can be zoomed in or zoomed out, with the slider on the right of the screen; on the left is a data box which will list coordinates of any vehicles in it – by clicking on a vehicle in the list, the satellite video will now center on the selected vehicle each time you click on another vehicle; at the bottom left is the Night Vision toggle; the bottom right has the Close button to stop video feed.

Real-Time editing

For further info on the real-time module features, look at « real time mission step by step » available in PDF with VTS2.

Click on « Real-time » at the bottom of the main page to access that module.

The real-time module allows the creation of all the units, all the vehicles, and many tactical objects (fortifications) and game logics, to build new objectives.

There are 2 versions: « Player », allows only the creation of units or objects, and to teleport players, and « Editor » that gives you all the real-time options. You can jump from one version to the other by clicking the "player" button at the upper left corner of the real-time page.

The « Editor » version (the most complete version) has 4 parts :

–Units/objects : you can spawn anything anywhere. Set it up then validate with « ok » and click on the map to place it. A marker will indicate the initial position of the new object and the name you gave it, or by default, its type. You can give the unit different moves set by default: insertion (will move to insertion point), objective (will move to objective point), player (will move to player's position) and guard, circle, patrolling, for random moves. You can allow your own scripts to your real time units (see the PDF document "Modding and scripting with VTS2").

–Players: interact with the players. You can teleport the group, weapons will be attributed depending on their class, teleport a particular player, activate the GPS (for the squad leader only) or create a free-view camera on the battlefield.

The free-view camera: move it with the usual keys, pivot it with the numpad, press "L" key to remove the crosshair, + and – (numpad) for zoom in and out, and "V" to leave.

–Command line: encode in real-time, and start your own scripts by clicking « script » (see PDF file « Modding and scripting with VTS2 » for further info).

–Triggers: create some triggers in real-time, and insert new objectives or events. The triggers work as those in the editor (if you let the activation field empty, it will be filled with "this" by default) with ONE exception :

●*Indeed, selecting victory will add an objective validated if the asked for conditions are fulfilled. Once it's validated, the mission ends.*

●*Selecting « 2-obj » starts an interesting and unique option of VTS2 : you create a secondary objective that won't end the mission if it's validated! The mission will only end IF all the secondary objectives AND the primary objective are validated. You may create as many secondary objectives as desired. Don't forget to create a primary objective (in pre-mission or in "victory").*

●*Syntax is the same as in the BIS Editor, but you have **to double** quotes: by example, instead of writing hint "hello world" you must write hint ""hello world"".*

Real time coding

It's very easy. You just have to write your code line in the « Command line » field. Do not forget to switch the real time page in « Editor » mode (the Player's mode is set by default; you have to press the button, left on the bottom of the page, to change it).

Take the habit to name new created units so you will be able to command them in real time.

Example:

We are BLUFOR platoon leader (our code name is « joueur1 » ; « joueure1 » for OPFOR, « joueuri1 » for Resistance). Our group is « gw » (« gpe » for Opfor, « gpi » for Resistance).

Let's spawn some BLUFOR riflemen around us. We call them *blue1*, *blue2*, *blue3*, *blue4*, *blue5*...

In the Command Line field, let's write the following code, then validate with « ok » :
[*blue1*, *blue2*, *blue3*, *blue4*, *blue5] join gw ;*

Here we are, five riflemen have join our group.

Let's have fun by removing the weapons of one of them :
removeallweapons blue1;

Let's hurt one other:
blue2 setdamage 1;

Then let's heal him :
blue2 setdamage 0;

If we spawn a vehicle, let's call him *bibi*, we can set its fuel to 0:
bibi setfuel 0;

Refueling it :

bibi setfuel 1;

There are numerous commands. Read the wiki for further information:
http://community.bistudio.com/wiki/Main_Page

This is good to know: in the real time page of VTS2, in the « players » part, gives you the list of all the human players in game with the « teleport » function. Near the names of your comrades, you have their code names. By example, if I'm the Blufor platoon leader, my code name will be « joueur1 ».

So if I write in the command line field:
removeallweapons joueur1
... I will lose all my equipment.