UAMT Documentation

Content

# Feature Overview

## Features for Players

### The Base Menu

One of the main features for Players is the Base Menu. It is attached to an object with the class name “base” (in the template an invisible helipad). The radius in which the base-menu is available around the “base” object is customizable in the config.cpp (baseRadius).

The base-menu offers the following features:

* Armory: An ACE Arsenal tailored to the role the player has
* Reset Loadout: You messed up in the armory, no problem, you can reset your loadout to the mission default with this
* Loadouts: Choose another role from a list of all available roles in the mission
* Teleport: JIP and lost, you can Teleport to any player group. The teleport works with vehicles.

Features for mission makers:  
If you use the mission started feature, Players will be teleported onto the Base objects position (that’s why its smart to still use an invisible helipad, even though other objects work too). Even when the Players started somewhere else, you can always establish a small camp for JIP players. All base-menu features are available after missionstarted was set to true when you are in range of the base object. So JIP can teleport to the other groups after customizing their loadouts.

### Roles, Loadouts and Equipment

Every player has a role assigned. This determines their ACE qualification (like doctor, engineer, EOD) as well as the equipment they have available in their armory in the base-menu.

This adds a real role system, where no one can play the Sniper-Diver-Pilot-Supersoldier but has a real limitation to his role.

Even though they are limited to their role equipment, the mission maker can still provide alternatives players can choose in the armory to customize their loadout and release their inner tactical barbie.

Further, mission makers can set in the config which loadout will be used. If you created more loadout templates for your clan, you can easily switch them to your liking. More about this in the detailed documentation of factions and loadouts.

### Supply Points

As addition to the Roles system, there is a supply point feature that lets you spawn crates with resupplies at designated objects. The feature can be fully customized in the config and in the faction\_equipment.sqf in the loadout folder.

Supply Points are accessible via ACE-Interaction menu and have no limitation. They are therefore very powerful in terms of balance. So use with care.

This system was developed with large coop clans in mind, to give a way of establishing logistic squads to resupply troops on the battlefield.

### Load Cargo Feature

In addition to the supply points, the UAMT has a load cargo feature that adds a “Load in Vehicle” option to most objects that are available in Eden Editor under the tag “Supplies”. Even though a few things fall out of that, nearly all supply crates and containers (Huron Containers, Vehicle Ammo) can be loaded into a vehicle that has ViV ability (HEMTT Cargo, HEMTT Flatbed).

This works also for crates spawned at the Supply Point. These two features combined give the ability to create complex logistic situations in missions and give a full gameplay element for logistic squads in clans.

### Supply Drop

A feature that is especially useful for smaller groups that operate far away from supplies. It spawns a helicopter that flies to the position given by the caller and drops a Supply Crate that has the same options to spawn supply crates as a supply point.

If you are playing without logistic groups, this gives all players an option to resupply after intensive firefights.

### Radio Code Feature

The radio code feature adds a simple way to use radio codes in your coop mission. Via ACE-Selfinteract menu, players can send radio codes to all other players. This gives options to communicate even when long range radios are lost or if you are playing in a larger clan where the Comms with the leadership are very busy.  
In the config you can set which roles are able to send radio codes. There is an option for other players to listen to the code channel even when they cannot send messages.

### Insertion Feature

The insertion feature adds the ability for players to choose how they want to get into their AO. Ground Vehicles, Helicopter fly in and HALO are the available options.

Additionally a feature to choose the time when you want to conduct the mission is also included and can be switched on/off by the mission maker in the config.

The Insertion feature has a lot more gimmicks, like intro sequences and full support of the missionstarted feature. Everything is also fully voiced, including HALO and Helo insertion pilot guidance.

### Civilian Killed Feature

This is a blame feature, that gives warning messages if civilians are killed by players. There are warning messages as well as Markers of the killed civilian with their killers name on it.

There is also an option that the mission is aborted when to many civilians are killed to give some extra spice to the mission.

### End Mission on all Players dead

Does what it says. When all players are dead or unconscious the mission is ended. If Zeus wants more control over it, this should be deactivated. Switching this on could be frustrating in longer missions.

### Transport by Helicopter

Assigned players can call in a helicopter that picks them up and brings them to a designated position. Pickup and destination can be picked by map.

After the helicopter has landed at the pickup location, the caller can give the command to start (so it is not required for every player to be in the helicopter).

### Artillery Fire Support

Assigned players can call in artillery fire. The mission maker can place loads of artillery units and configure them in the config.cpp to be available. There are cooldown and ammo limits to balance the feature for the mission.

The caller gets a GUI Interface to configure the artillery call. He can choose the pre-configured artillery options and ammo, as well as target position via map and fired rounds and area of distribution.

### Fixed Wing CAS

Assigned players can call in a CAS by fixed wing. The caller has to designate the target position as well as an approach angle for the CAS.

As artillery support, fixed wing CAS can be balanced by the amount it is available as well as cooldowns. The mission maker can also set penalty delays if the aircraft gets destroyed in the flight.

### Rotary CAS

Assigned players can call in Helicopter onto a designated position. The helicopters will fly in and stay on the position attacking targets they find.

The helicopters will stay on target for a limited time set by the mission maker in the config.cpp. Further balancing options: Limited use and cooldown with optional additional delay when one of the helicopters gets destroyed.

It’s never guaranteed that the helicopter limit their fire to their battle zone and depending on what helicopter type you give, this can be very overpowered. There can also be several helicopters as CAS at once, depending on how the mission maker configures it.

It’s maybe one of the most difficult fire support to control, but it is also a sight to behold when you are pinned down in the night and an Apache swoops in, all barrels blazing.

### Custom Voice Lines

All Support features have custom voice lines that guide you through the process and give you status updates. For now, the voice lines are only in English and there is honestly no plan to change that.

### Additional information for mission makers

Not every player can call the supports in. You are able to limit it to roles, groups or even player variables.

Also, every Fire-Support feature has a “No-Fire-Zone” feature. You can place areas markers on the map and give their variable names in the config as no-fire-zone. If you have mission critical objects you should place these no fire zones. Also, they can be visible for the players or invisible.

In addition to the no fire zones: You can set no fire zones individually for every fire support and per artillery ammo. This is useful for smoke or flare rounds.

Little hint: If you have a mission critical object with which the players should interact, don’t only make the object invulnerable but also the building they are in 😉

## Features for Mission Makers

### Config.cpp

Every feature is fully customizable in the config.cpp. There are detailed explanations of the features and values you can set there.

The config.cpp is your access to the UAMT and all its options. The usual suspects like init, initServer or initPlayerLocal can stay untouched. They are loaded with code.

### Mission Specifics

If you want to add additions to the arma init files, there is a folder called MissionSpecifics. In this folder are extension of the init files that can be updated by the mission maker.

You now might think: “What the hell, I am an experienced arma mission maker, I don’t need to be babysitted”.

Well I hope that and you are right. This is a feature. Because everytime the UAMT gets updated, you can copy/paste the new version into your missionfolder without the mission specifics without losing anything that was mission specific.

The only files that need backup and changed manually are the description.ext and the config.cpp. That can’t be helped by now. But everything else you can easily update.

### Mission Control Center

The Mission Control Center gives you access to options in the Zeus menu. You can start and end the mission (two endings available: END and TO BE CONTINUED). Also there is a full Heal option ingame available if you have to “rescue” some badly damaged players.

### Intro and Outro Generator

In the config you can configure intros and outros. You can choose music tracks as well as a few text lines that are shown during the sequences.

These intros can be triggered via the Mission Control Center or via script. For scripting options, look into “scripts\UAMT-Scripts\MissionControlCenter” into the “generator.sqf” files.

### Startup Screen

You can configure a short startup screen with music when players load into the mission.

### Ambient Fly By

Creates aircrafts as ambient vehicles that fly over or near player positions. They are civilian and don’t engage but can make a lot of atmosphere.

### Ambience Features

Ambience features that are available:

* Ground Fog: Small cloud fogs that hover over the ground around the players. Have an additional intensity option (the effect changes drastically depending on the day light 🡪 the more light, the stronger the effect).
* Foggy Breath: Makes players emit small fog clouds in front of their mouths. For cold environments
* Sandstorm: Sounds big, but isn’t. Just a few dustclouds near the ground. Nice addition for desert environments
* Colorgrading: There are some colorgrading options. Just light enhancements for different environments. Also a special night colorgrading for missions without NVGs.

### Difficulty Setup

Not the arma difficulty setup, just concentrated on the players. You can adjust stamina, camouflage and audio detection for all of your players. There are several presets (default, improved,spec-ops) but you can also adjust them manually.

### Intro Messages

Messages that are shown when player loads in. You can give hints on the different options in the base menu or something else or just leave them out.

### Mod Check

The UAMT has a mod check option. It is basically a whitelist for user mods. Designed especially for large clans that allow user mods, but don’t want battlestate or anything else running in the background.

The Mod Check has two modes: Just log what mods are loaded by the players (logged with all mods not on the whitelist and playername) or full on block the player. For that, there exists the Blacklist cage. If you want to use this feature, you have load this into your mission. Its literally a cage that player cannot destroy or escape. Also, their screens are turned completely black with an error message why he was blocked.

We had this system in a large clan (up to sixty players) and it did us a great service. Filtering out all the user mods that have impact on server performance or throw errors for other players was a performance boost.

The Whitelist is prefilled with the most common mods for mission makers and players but can of course be updated by you.

It can make some work, but can also do a lot of good. If switched off it has no impact on anything.

### UAMT Functions

The UAMT comes with a lot of functions and scripts that can make things easier for you.

There are different functions for Hold Actions to collect intel or talk to civilians/inspect objects as well as functions to send messages with or without audio to all players.

A lot of the Support Features have scripted counterparts that can be used by the mission maker without activating the features for the players.

In time I will refill a list here, but for now I would advise you to explore the folder under “scripts\UAMT-Scripts\” and see what you find.

### Manual

A small manual about what features are available for the Players with the UAMT is in the briefing on the map screen.