BushMissionGen

**by f99mlu** @ 2021

The first official mission generator for MSFS 2020!

Requires: Java 8 or newer (64-bit)

Big thanks to Lithilium for the original source files!

The tool generates all the directories and files needed, including default single color images, to compile a bush or landing mission. The input file is one single text file or XLSX file containing waypoint names, coordinates, generic mission data, nav log texts, etc. It can be generated by the tool from an existing flight plan (PLN file)!

BushMissionGen will **never**:

* be a Bing maps screenshot generator for add-on images, loading screens or navlog images.
* generate standard navlog instructions.
* have an extensive GUI for all fields.
* make use of the SimConnect DLL for advanced communication with the sim.
* be a scenery/airport creation tool.

If you require some of those features, check out the excellent Bush Trip Injector by BuffyGC!

https://flightsim.to/file/4131/bushtripinjector

*Known serious issues (both tool and mission related sim bugs)***:**

- SIM: Using subtitles for sound files only works if the bush mission is not exited and resumed.

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# HOW-TO

1. Create an input file for the tool. Have a look at the sample file (sample\_inputfile.txt or the XLSX file) included
2. in the default distribution or generate your own input file from scratch by using the PLN conversion feature in BushMissionGen.
3. Double-click on the BushMissionGenerator.jar file to start the application.
4. Select an input file by pressing the "Select" button.
5. Put WAV files to be used in the same folder as the input file.
6. Click on the "Generate" button.
7. See the output dir for the generated mission files.

An Activity\_Widget.jpg image (816x626), a Loading\_Screen.jpg (3840x2160) and a Thumbnail.jpg (412x170) are also generated.

* The JPG images should be Ultra HD or Full HD images with a top/side-view of the airport.
* The PNG images should be smaller images (1200x800 or in that vincinity) and be "screenshots" from Bing Maps or Google Maps.

You can supply images to the input file folder to add images to any navlog sub leg text.

The name must match the POI number (POI5.png, POI22.png, etc). These images are not auto-generated (since it is optional). If you remove a POI image from the source folder, you must also remove it from the output images folder. After a change to the POI images (adding or removing POIxxx.png files), you must generate the mission again. Then the tool will autodetect the images and add them to the mission.

Youtube tutorial made by Tom Guyatt - bush missions

<https://youtu.be/JCfpbqIP2cQ>

Youtube tutorial by Flying Theston - bush missions

<https://www.youtube.com/watch?v=GSjKZSOlz70>

Youtube tutorial by Flying Theston - landing challenges

<https://www.youtube.com/watch?v=7Jz66u-KNq8>

## Compile **w**ith **t**he MSFS2020 SDK

Install the SDK and compile the generated mission files in Developer Mode inside the flight sim by opening the project file.

Then you get a "package" which can be put in the Community folder and seen in-game.

## Cool features

- Landing challenges can also be generated! Also with failures!!

- You can create input files by converting a PLN file.

- You can compile the generated source files with the SDK (if installed) by triggering the build

from inside the tool (Tools menu).

- Supports multiple coordinate formats. Examples:

8°07'34.4"N 98°55'22.0"E

N8° 07' 34.4",E98° 55' 22.0"

N65° 18.25',E17° 58.51'

64.412136, -78.630752

Little Navmap format

- Validates some input values.

- An input file can be specified on the command line to load it automatically into the application at startup.

- You can customize the weather by editing the weather file (Weather.WPR).

- A number of weather presets can be selected.

- Plane selector (PLN import). There is also a menu option to show ALL planes available on the disk.

- Preview the navlog texts and images before launching the sim.

- Images are never overwritten. This means you can put the final images in the images output directory

then just change values in the input file and generate over and over again without losing them.

Same with Weather.WPR.. it will never be overwritten in any output folder.

- Sounds are never overwritten.

## **F**ormat explanation

Using the sample input file as an example. I guess the generic information about the bush trip is obvious.

author=f99mlu

project=scaniabush

version=1.0.0

location=Scania

title=Scania Bush Trip

description=A bush mission around Scania in Sweden

intro=Welcome to the most southern part of Sweden called Scania. Here you will find beautiful coastlines surrounding rich farmland and woods.

plane=Asobo Savage Cub

latitude=N56°11'10.2" ←Important! This is where your plane starts on the first runway.

longitude=E12°34'45.2" ←Important! This is where your plane starts on the first runway.

altitude=+21.00 ←Important! This is where your plane starts on the first runway.

pitch=0

bank=0

heading=240 ←Important! This is where your plane starts on the first runway.

season=Summer

year=2018

day=167

hours=9

minutes=35

seconds=0

## Optional fields with examples

*Altitudes are in AMSL, but can be overriden by useAGL=[True/False] or by appending AGL or ASML after a height)*

sdkPath=C:\MSFS SDK\Tools\bin\fspackagetool.exe ←Full path including the fspackagetool.exe

uniqueApImages=True ←Generate different images if the same airport is used multiple times.

loadingTip=Scania is beautiful! ←Multiple loading tips can be listed by duplicating the loadingTip field! Maximum five right now.

loadingTip=The whole of Sweden is beautiful!!

introSpeech=Here we go! ←A text which is spoken by a male voice when reaching the intro screen of the mission. Or specify a WAV file (44.1 kHz!!). This must be put in a "sound" folder parallel to the images folder.

introSpeech=I hope you enjoy the mission.#10.000 ←As above but delayed 10 seconds after the mission start. Multiple entries are possible.

poiSpeech=true ←Voice announcements when flying close to an airport or POI. Reads the sub legs texts.

poiSpeechBefore=true ←Same as above, but reads one airport/POI in advance (RECOMMENDED instead of the above variant).

dialogEntry=hello#56°08'25.0"N 12°35'15.3"E ← Voice dialog with arbitrary text at a specific coordinate (5000 x 5000 x 10000 meters).

dialogEntry=Here you are!#55°56'03.2"N 12°46'50.1"E#10.000#4000.000#4000.000#8000.000 ← As above, but specified heading, length, width and height in meters of cubic area.

dialogEntry=There you are!#55°56'03.2"N 12°46'50.1"E#10.000#4000.000#4000.000#8000.000,5.000 ← As above but also with a delay before the dialog (seconds).

dialogEntryExit=Leaving Las Vegas#36°05'09.4"N 115°08'45.4"W#0.000#6000.000#6000.000#3000.000

finishedEntry=Welcome to Landskrona Airport. Clap! Clap!#ESML#5.000 ←Landing announcement of a text at an airport with length in seconds.

finishedEntry=clap.wav|Welcome to Landskrona Airport. Clap! Clap!#ESML#5.000 ←As above, but a sound is played and the text is used for subtitles.

finishedEntry=land1.wav|Welcome to Trelleborg Airport.#ESMR#5.000#0.000 ←Three next rows are example of multiple announcements per airport.

finishedEntry=land2.wav|Take a quick break.#ESMR#3.000#6.000

finishedEntry=land3.wav|Wake up! Now go to ESMS.#ESMR#4.000#10.000

altitudeWarning=No higher mate. I am afraid of heights.#5000.000 ←Warning text at a certain altitude (feet). Multiple entries possible!

speedWarning=Now you are fast enough#90.000 ←Warning text at a certain speed (knots). Multiple entries possible!

altitudeAndSpeedWarning=Now you are fast enough and high up enough!#2000.000#90.000 ←Combination of altitude and speed. Multiple entries possible!

formulaWarning=Watch it mister!#(A:GROUND VELOCITY, Knots) 90 &gt;

pilot=Male ←Male or Female pilot

coPilot=Male ←Multiple copilots can be listed by duplicating the coPilot field!

coPilot=Female

simFile=apron.flt ←To start dark & cold. Other values are: runway.FLT, final.flt, approach.flt, taxi.flt, climb.flt, etc.

fuelPercentage=90 ←Set how full the fuel tanks should be at start

parkingBrake=0 ←Parking brake set at start = 100. Else use 0. NOTE!!! DOES NOT WORK AT THE MOMENT!! SIM BUG???

tailNumber=VH-MSF

airlineCallSign=SAS

flightNumber=1234

appendHeavy=False

multiPlayer=True

weather=live ←custom, live (unlocks the weather settings) or an existing weather preset. Leave empty to use the default custom weather file (Few clouds).

failureEngineFire0=30-60 ←failure{Failing system = see below}{sub index = 0-N}={from time in seconds}-(to time in seconds}

failureOilLeak0=25-300

failureEngine0=0.000#24°59'60.0"N 71°00'00.0"W#10.000#4000.000#4000.000#8000.000 ← failure at a specific coordinate (cube detection). The value before the coordinate is the health percentage.

failureExitCompass0=0.000#24°59'60.0"N 71°00'00.0"W#10.000#4000.000#4000.000#8000.000AGL ← Same as above but fails upon exit of the detection cube.

altitudeFailureEngineFire0=50.000#5000.000 ← failure at a specific altitude (AMSL). The value before the altitude is the health percentage.

speedFailureEngineFire0=50.000#95.000

altitudeAndSpeedFailureEngineFire0=50.000#1234.567#95.000

formulaFailureEngineFire0=50.000#(A:GROUND VELOCITY, Knots) 100 &gt; ←Failure triggered by a formula.

showVfrMap=False ←False = panel is disabled!

showNavLog=True ←False = panel is disabled!

enableRefueling=True

enableAtc=True

enableChecklist=True

enableObjectives=True

requireEnginesOff=True ←These can be used to enable the usage of the same airport twice in a mission.

requireBatteryOff=True ←These can be used to enable the usage of the same airport twice in a mission.

requireAvionicsOff=True ←These can be used to enable the usage of the same airport twice in a mission.

useAGL=True ←Use AGL (Above Ground Level) instead of ASML (Above Mean Sea Level) for detection cubes.

useOneShotTriggers=False ←Voice/sound announcements and warnings/failures can be triggered more than once.

standardAirportExitAreaSideLength=3000.000 ←Override the standard size of the airport trigger areas when leaving the area.

standardEnterAreaSideLength=5000.000 ←Override the standard size of the airport/POI trigger areas when enterring the area.

missionFailureArea=56°11'54.0"N 12°32'51.7"E#0.000#1000.000#1000.000#8000.000AMSL

missionFailureExitArea=56°02'16.7"N 12°36'58.0"E#0.000#1000.000#1000.000#8000.000AGL

missionFailureAltitude=5000.000

missionFailureSpeed=110.000

missionFailureAltitudeAndSpeed=7000.000#90.000

missionFailureTime=600.000 ←Sets this time limit for each leg in the mission.

missionFailureFormula=(A:AUTOPILOT MASTER, Bool) 0 &gt;#Autopilot is not allowed in this mission! ← Reverse polish notation formula!

activateTriggers=de1#mfa1,aw1,aw2 ←Activates a list of triggers (dialogs, failures, mission failures and warnings) when a dialog, warning or failure is triggered. See References below!

deactivateTriggers=de2#mfa1,aw1,aw2 ←Deactivates a list of triggers (dialogs, failures, mission failures and warnings) when a dialog, warning or failure is triggered. See References below!

counterActivateTriggers=de1,de2,aw1#mfarea1,mfa1 ←Activates a list of triggers when all of the dialogs, warnings and failures have been triggered in a list.

counterDeactivateTriggers=de3,de4#mfarea2#play.wav ←Deactivates a list of triggers when all of the dialogs, warnings and failures have been triggered in a list.

Example: Usage of references (reference name::field name=field value)

aw1::altitudeWarning=No higher mate. I am afraid of heights.#5000.000AGL

mfa1::missionFailureAltitude=6000.000AGL

de1::dialogEntry=Ok, somehow my fear of heights has disappeared. Fly as you want!#N29° 57' 7.59",E81° 55' 35.34"#0.000#500.000#15000.000#10000.000#0.000

de2::dialogEntry=Fly like a bird in the sky!#29°57'20.7"N 81°49'34.3"E#0.000#5000.000#5000.000#5000.000#0.000

deactivateTriggers=de1#mfa1,aw1,de2

Example 2:

de1::dialogEntry=Now you are free to land! I promise I won´t shoot.#N29° 57' 7.59",E81° 55' 35.34"#0.000#500.000#15000.000#10000.000#0.000

mfarea1::missionFailureArea=56°11'54.0"N 12°32'51.7"E#0.000#1000.000#1000.000#8000.000AMSL

counterDeactivateTriggers=de1#mfarea1

## Weather presets

.\WeatherPresets\BrokenClouds.WPR

.\WeatherPresets\ClearSky.WPR

.\WeatherPresets\FewClouds.WPR

.\WeatherPresets\HighLevelClouds.WPR

.\WeatherPresets\Overcast.WPR

.\WeatherPresets\Rain.WPR

.\WeatherPresets\ScatteredClouds.WPR

.\WeatherPresets\Snow.WPR

.\WeatherPresets\Storm.WPR

## Failing system when specifying a time interval

*Not all are applicable to every kind of plane!*

EngineSystem

OilLeak

OilSystem

EngineFuelPump

EngineFire

ADFSystem

AirspeedGauge

AltimeterGauge

ApuFire

ApuSystem

AttitudeGauge

AuxGearSystem

BrakeSystemHydraulicSource

CenterGearSystem

ComSystem

CompassGauge

CoolantSystem

Cylinder

DGGauge

ElectricalSystem

ElevatorSystem

FlyByWire\_ELAC

FlyByWire\_FAC

FlyByWire\_SEC

FuelGauge

FuelLeak

GPSSystem

Generator

HoistMotor

HydraulicLeak

HydraulicPumpFailure

LeftAileronSystem

LeftBrakeSystem

LeftFlapSystem

LeftGearSystem

LeftMagneto

LeftWingSystem

LeftWingTipSystem

NavSystem

PitotSystem

RearTailSystem

RightAileronSystem

RightBrakeSystem

RightFlapSystem

RightGearSystem

RightMagneto

RightWingSystem

RightWingTipSystem

RudderSystem

SlingCable

StaticSystem

TransponderSystem

TurbineIgnition

TurncoordGauge

VSIGauge

VacuumSystem

## Failing system when specifying a failure with a coordinate

Engine

EngineFire

Cylinder

Coolant

OilSystem

OilLeak

VacuumSystem

Pitot

Static

ElectricalSystem

Generator

FuelPump

FuelLeak

APU

APUFire

TurbineIgnition

HydraulicPump

HydraulicLeak

LeftMagneto

RightMagneto

Elevator

LeftAileron

RightAileron

Rudder

RearTail

LeftFlap

RightFlap

LeftWing

LeftWingTip

RightWing

RightWingTip

CenterGear

RightGear

LeftGear

AuxGear

LeftBrake

RightBrake

BrakeSystemHydraulicSource

AttitudeIndicator

AirspeedIndicator

Altimeter

DirectionalGyro

Compass

TurnCoordinator

VSI

COMRadios

NavRadios

ADFRadios

Transponder

Why are there two lists??? Ask Asobo/Microsoft!! One list is used for the FLT file and one for the XML file.

## Formula information

http://www.prepar3d.com/SDKv3/LearningCenter/utilities/variables/simulation\_variables.html

## **P**lanes to choose from

### Standard

Airbus A320 Neo Asobo

Asobo Savage Cub

Asobo XCub

Beechcraft King Air 350i Asobo

Boeing 747-8i Asobo

Bonanza G36 Asobo

Cessna 152 Asobo

Cessna 208B Grand Caravan EX

Cessna CJ4 Citation Asobo

Cessna Skyhawk G1000 Asobo

DA40-NG Asobo

DA62 Asobo

DR400 Asobo

Extra 330 Asobo

FlightDesignCT Asobo

Icon A5 Asobo

Mudry Cap 10 C

Pitts Asobo

TBM 930 Asobo

VL3 Asobo

### Deluxe

Asobo Baron G58

Cessna 152 Aero Asobo

Cessna Skyhawk Asobo

DA40 TDI Asobo

DV20 Asobo

### Premium Deluxe

Boeing 787-10 Asobo

Cessna Longitude Asobo

SR22 Asobo

Pipistrel Alpha Electro Asobo

Savage Shock Ultra Asobo

Down here we have the waypoints and navlog text etc. Columns are separated by a | character (pipe).

Column 1=ICAO (Airports only! Leave empty for POIs)

Column 2=Runway number (Airports only! Leave empty for POIs. Must not start with zeros!)

Column 3=Airport name

Column 4=Waypoint type (A = Airport, U = User-defined (POI)

Column 5=Coordinate (Latitude,Longitude)

Column 6=Altitude in feet

Column 7=Waypoint info (estimated knots, actual knots, height in meters, actual time enroute, estimated time of arrival, fuel remaining when arrived, estimate of fuel required for the leg, actual fuel used for the leg. Some of the values may be unknown and recorded as zero.)

Column 8=Leg description (NOT USED IN THE SIM!)

Column 9=Subleg description

NOTE! Never remote the line below ("#icao rw name ...") from any input file. The tool uses it!

#icao rw name type LL alt WpInfo legtext sublegtext

ESMH|24|Hoganas Airport|A|N56° 11' 05.1",E12° 34' 29.9"|+000028.00|58, 0, 47, 0, 0, 28.0, 0.0, 0.0|ESMH-ESML|-

||Helsingor harbour|U|N56° 02' 37.9",E12° 41' 32.6"|+000000.00|60, 0, 182, 0, 0, 0.0, 0.0, 0.0||Enjoy the coastline! One could call this a smorrebrod trip. Follow the shores down to Helsingborg and do not forget to peek over towards Elsinore. It is the city closest to the Swedish border in this area.

||Ven|U|N55° 55' 05.8",E12° 41' 04.6"|+000000.00|126, 0, 304, 0, 0, 0.0, 0.0, 0.0||Visit the island of Ven where the famous astronomer Tycho Brahe once lived.

ESML||Landskrona Airport|A|N55° 56' 46.9",E12° 52' 09.4"|+001000.00|126, 0, 304, 0, 0, 0.0, 0.0, 0.0|ESML-ESMR|Now fly to the east and head for Enoch Thulins Airport. It lies 3.5 miles from the Oresund between highway 20 and a small river.

||Barseback|U|N55° 44' 38.7",E12° 55' 15.7"|+000000.00|126, 0, 304, 0, 0, 0.0, 0.0, 0.0||Radio activity... beep beep beep! This is the old nuclear plant Barseback and is currently not in operation.

||Limhamn|U|N55° 34' 03.3",E12° 55' 49.2"|+000000.00|126, 0, 304, 0, 0, 0.0, 0.0, 0.0||The limestone quarry in Limhamn is 65 meters deep and 150 years old.

||Falsterbo|U|N55° 24' 20.0",E12° 51' 07.7"|+000000.00|126, 0, 304, 0, 0, 0.0, 0.0, 0.0||Falsterbonaset. This is a peninsula you just cannot miss if you fly over Scania and Oresund.

ESMR||Trelleborg Airport|A|N55° 23' 28.7",E13° 01' 19.6"|+001000.00|126, 0, 304, 0, 0, 0.0, 0.0, 0.0|ESMR-ESMS|Land at Trelleborg/Maglarp airstrip, if you manage to find it! There is a number printed on the runway.

||Trelleborg harbour|U|N55° 22' 15.8",E13° 09' 02.7"|+000000.00|126, 0, 304, 0, 0, 0.0, 0.0, 0.0||Have a look at the harbour in Trelleborg. From here the ferries go to and from Germany and Poland.

||Havgardssjon|U|N55° 28' 59.8",E13° 21' 30.4"|+000000.00|126, 0, 304, 0, 0, 0.0, 0.0, 0.0||A small lake before reaching the airport.

ESMS||Malmo Airport|A|N55° 32' 10.7",E13° 22' 34.3"|+001000.00|126, 0, 304, 0, 0, 0.0, 0.0, 0.0|ESMS-ESTO|Land at Sturup, also known as Malmo Airport. The largest airport in Scania.

||Four lakes|U|N55° 31' 44.2",E13° 44' 01.5"|+000000.00|126, 0, 304, 0, 0, 0.0, 0.0, 0.0||Start at Sturup for a nice trip to the southeastern parts of Scania called Osterlen.

ESTO||Tomelilla Airport|A|N55° 32' 32.7",E13° 59' 56.2"|+001000.00|126, 0, 304, 0, 0, 0.0, 0.0, 0.0|ESTO-ESMK|We pass over the four lakes Krageholm, Ellestad, Snogeholm and Sovde before landing in Tomelilla. The airstrip runs parallel to road 11 east of the village and is quite close to a go-kart track.

||Djupadal|U|N55° 36' 43.2",E14° 16' 45.1"|+000000.00|126, 0, 304, 0, 0, 0.0, 0.0, 0.0||Djupadal is known for the golf course and the surrounding apple orchards. Nearby lies another golf court called Lilla Vik.

||Stenshuvud|U|N55° 39' 43.9",E14° 16' 30.7"|+000000.00|126, 0, 304, 0, 0, 0.0, 0.0, 0.0||Stenshuvud is a national park with a 97 m peak. Some say it looks like the head of a dolphin. What do you think?

||Gropahalet|U|N55° 51' 30.0",E14° 14' 02.3"|+000000.00|126, 0, 304, 0, 0, 0.0, 0.0, 0.0||Gropahalet, another national park, where Helge river flows into the Baltic Sea. This is where you should leave the coast and look for the airport surrounded by trees and farmland.

ESMK||Kristianstad-Everod Airport|A|N55° 55' 20.3",E14° 05' 08.3"|+001000.00|126, 0, 304, 0, 0, 0.0, 0.0, 0.0|ESMK-ESFI|Land at Kristianstad-Everod Airport. Road 19 runs parallel to the airport.

||Hammarsjon|U|N55° 59' 51.4",E14° 11' 22.3"|+000000.00|126, 0, 304, 0, 0, 0.0, 0.0, 0.0||Here you will notice a change of scenery with more woods and lakes. Fly over the lake and pass west of the city of Kristianstad.

||Araslovsjon|U|N56° 03' 35.2",E14° 07' 07.0"|+000000.00|126, 0, 304, 0, 0, 0.0, 0.0, 0.0||Lake Araslov is the next thing to look out for.

ESFI||Knislinge Airport|A|N56° 11' 38.0",E14° 07' 41.6"|+001000.00|126, 0, 304, 0, 0, 0.0, 0.0, 0.0|ESFI-ESMF|Follow the small river until it makes a longer turn to the west. Land at Knislinge Airport.

||Vittsjon|U|N56° 20' 51.8",E13° 40' 22.6"|+000000.00|126, 0, 304, 0, 0, 0.0, 0.0, 0.0||Vittsjon, one of the hundreds of lakes up here. Keep looking at all those lakes to find the right one to aim for.

ESMF||Fagerhult Airport|A|N56° 23' 17.7",E13° 28' 15.5"|+001000.00|126, 0, 304, 0, 0, 0.0, 0.0, 0.0|ESMF-ESTL|Land at Fagerhult Airport on the west side of the small lake Fedlingsjon.

||Finjasjon|U|N56° 08' 06.6",E13° 41' 59.8"|+000000.00|126, 0, 304, 0, 0, 0.0, 0.0, 0.0||Lake Finja! Navigate by recognizing the shape of the small seas below you. The rivers are also quite useful to not get completely lost.

ESTL||Ljungbyhed Airport|A|N56° 05' 00.4",E13° 11' 36.8"|+001000.00|126, 0, 304, 0, 0, 0.0, 0.0, 0.0|ESTL-ESTA|Land at the military airport of Ljungbyhed. This has several runways so choose the one you feel comfortable with. I recommend the largest one.

||Kvidinge|U|N56° 08' 06.0",E13° 02' 44.8"|+000000.00|126, 0, 304, 0, 0, 0.0, 0.0, 0.0||Follow the rivers north west until you see the beautiful shoreline again.

ESTA||Angelholm Airport|A|N56° 17' 28.7",E12° 51' 19.4"|+000062.00|54, 0, 0, 0, 0, 0.0, 0.5, 0.0|-|Land at Angelholm-Helsingborg Airport. Thank you for flying around Scania! I hope you enjoyed the flight.

You can use HTML tags like <i> and <br> to highlight words and create paragraphs etc in leg texts. & and " will be escaped to &amp; and &quot;.

## What **a**bout **l**anding **c**hallenges?

# Landing challenge extras

missionType=landing ← "landing" for landing challenges.. empty or "bush" for bush missions.

challengeType=Epic ← Epic, Famous or StrongWind

velocity=100 ← the velocity of the plane in the air when the mission starts

flapsHandle=050.00 ← Optional! Default = 050.00

leftFlap=050.00 ← Optional! Default = 050.00

rightFlap=050.00 ← Optional! Default = 050.00

elevatorTrim=050.00 ← Optional! Default = 050.00

noGear=True ← Optional! Possible to ignore the state of the landing gear. Default = False

#icao rw name type LL alt

||CUST0|U|N55° 23' 45.6",E13° 03' 57.5"|+000500.00

||CUST1|U|N55° 23' 45.6",E13° 03' 57.5"|+000500.00

ESMR|21|Trelleborg Airport|A|N55° 23' 28.7",E13° 01' 19.6"|+000000.00

Some important things. Don´t forget to set the "heading=" field manually.

Also, do not start too far away from the landing point, or you will get an error when you load the mission.

Create at least one custom waypoint and one airport waypoint.

## Translations / multi-language

These rows must be put AFTER the declaration of the route. I.e. after the last airport. Last in the file, so to say :).

Please observe! The main langauage in the sim is English. So, the all the texts above the translations should be in English.

Then you add other languages than English to the input file as translations:

meta|zh-CN||location|translated location

meta|zh-CN||title|translated title

meta|zh-CN||description|translated description

meta|zh-CN||loadingTip|translated loading tip #1 ←All multiple loading tips must be translated too.

meta|zh-CN||loadingTip|translated loading tip #2 ←All multiple loading tips must be translated too.

meta|zh-CN||intro|translated intro

ESMH|zh-CN|translated airport name|ESMH-ESML|-

POI|zh-CN|translated POI name||translated subleg text

POI|zh-CN|translated POI name||translated subleg text

ESML|zh-CN|translated airport name|ESML-ESMR|translated subleg text

POI|zh-CN|translated POI name||translated subleg text

POI|zh-CN|translated POI name||translated subleg text

POI|zh-CN|translated POI name||translated subleg text

ESMR|zh-CN|translated airport name|ESMR-ESMS|translated subleg text

POI|zh-CN|translated POI name||translated subleg text

POI|zh-CN|translated POI name||translated subleg text

ESMS|zh-CN|translated airport name|ESMS-ESTO|translated subleg text

POI|zh-CN|translated POI name||translated subleg text

ESTO|zh-CN|translated airport name|ESTO-ESMK|translated subleg text

POI|zh-CN|translated POI name||translated subleg text

POI|zh-CN|translated POI name||translated subleg text

POI|zh-CN|translated POI name||translated subleg text

ESMK|zh-CN|translated airport name|ESMK-ESFI|translated subleg text

POI|zh-CN|translated POI name||translated subleg text

POI|zh-CN|translated POI name||translated subleg text

ESFI|zh-CN|translated airport name|ESFI-ESMF|translated subleg text

POI|zh-CN|translated POI name||translated subleg text

ESMF|zh-CN|translated airport name|ESMF-ESTL|translated subleg text

POI|zh-CN|translated POI name||translated subleg text

ESTL|zh-CN|translated airport name|ESTL-ESTA|translated subleg text

POI|zh-CN|translated POI name||translated subleg text

ESTA|zh-CN|translated airport name|-|translated subleg text

# TROUBLESHOOTING

- If the mission does not appear in the FS2020, there is a big chance you have selected a plane that isn´t there.. or misspelled it!

- Make sure you delete the SAVE folder before starting up the simulator to test your compiled mission. The path looks something like this: c:\Users\{USER]\AppData\Local\Packages\Microsoft.FlightSimulator\_8wekyb3d8bbwe\LocalState\MISSIONS\ACTIVITIES\YOUR-MISSION\_SAVE.

- Do you get strange TTS/WAV triggers at the wrong time or place? Make sure you press "HTML preview" when generating and open the LINK at the top to see your trip on a map to find overlapping trigger areas etc.

# APPENDIX

## Fields summary

sdkPath={full path including fspackagetool.exe}

uniqueApImages=[True/False]

loadingTip=text \*\*\* MULTI \*\*\*

introSpeech=text/wav[|subtitles]

introSpeech=text/wav[|subtitles]#delay from mission start in seconds \*\*\* MULTI \*\*\*

poiSpeech=[True/False]

poiSpeechBefore=[True/False]

dialogEntry=text/wav[|subtitles]#coordinate \*\*\* MULTI \*\*\*

dialogEntry=text/wav[|subtitles]#coordinate#heading#length#width#height (length/width/height in meters) \*\*\* MULTI \*\*\*

dialogEntry=text/wav[|subtitles]#coordinate#heading#length#width#height#delay (length/width/height in meters) \*\*\* MULTI \*\*\*

dialogEntryExit=text/wav[|subtitles]#coordinate \*\*\* MULTI \*\*\*

dialogEntryExit=text/wav[|subtitles]#coordinate#heading#length#width#height (length/width/height in meters) \*\*\* MULTI \*\*\*

dialogEntryExit=text/wav[|subtitles]#coordinate#heading#length#width#height#delay (length/width/height in meters) \*\*\* MULTI \*\*\*

finishedEntry=text/wav[|subtitles]#icao#announcement length in seconds \*\*\* MULTI \*\*\*

finishedEntry=text/wav[|subtitles]#icao#announcement length in seconds#delay after landing \*\*\* MULTI \*\*\*

altitudeWarning=text/wav[|subtitles]#altitude in feet \*\*\* MULTI \*\*\*

speedWarning=text/wav[|subtitles]#speed in knots \*\*\* MULTI \*\*\*

altitudeAndSpeedWarning=text/wav[|subtitles]#altitude in feet#speed in knots \*\*\* MULTI \*\*\*

formulaWarning=text/wav[|subtitles]#HTML escaped RPN formula \*\*\* MULTI \*\*\*

pilot=[Male/Female]

coPilot=[Male/Female]

simFile=[file]

fuelPercentage=[0-100]

parkingBrake=[0-100]

tailNumber=text

airlineCallSign=text

flightNumber=text

appendHeavy=[True/False]

multiPlayer=[True/False]

weather=[custom, live or a preset]

failure{System}{Index}=[{from time in seconds}-{to time in seconds}] \*\*\* MULTI \*\*\*

failure{System}{Index}=health#coordinate#heading#length#width#height (length/width/height in meters) \*\*\* MULTI \*\*\*

altitudeFailure{System}{Index}=health#altitude in feet \*\*\* MULTI \*\*\*

speedFailure{System}{Index}=health#speed in knots \*\*\* MULTI \*\*\*

altitudeAndSpeedFailure{System}{Index}=health#altitude in feet#speed in knots \*\*\* MULTI \*\*\*

formulaFailure{System}{Index}=health#HTML escaped RPN formula \*\*\* MULTI \*\*\*

showVfrMap=[True/False]

showNavLog=[True/False]

enableRefueling=[True/False]

enableAtc=[True/False]

enableChecklist=[True/False]

enableObjectives=[True/False]

requireEnginesOff=[True/False]

requireBatteryOff=[True/False]

requireAvionicsOff=[True/False]

useAGL=[True/False]

useOneShotTriggers=[True/False]

standardAirportExitAreaSideLength=length in meters

standardEnterAreaSideLength=length in meters

missionFailureArea=coordinate#heading#length#width#height (length/width/height in meters) \*\*\* MULTI \*\*\*

missionFailureExitArea=coordinate#heading#length#width#height (length/width/height in meters) \*\*\* MULTI \*\*\*

missionFailureAltitude=altitude in feet \*\*\* MULTI \*\*\*

missionFailureSpeed=speed in knots \*\*\* MULTI \*\*\*

missionFailureAltitudeAndSpeed=altitude in feet#speed in knots \*\*\* MULTI \*\*\*

missionFailureTime=time in seconds

missionFailureFormula=HTML escaped RPN formula#text \*\*\* MULTI \*\*\*

## Reference fields summary

activateTriggers=reference name#comma-separated list of reference names \*\*\* MULTI \*\*\*

deactivateTriggers=reference name#comma-separated list of reference names \*\*\* MULTI \*\*\*

counterActivateTriggers=comma-separated list of reference names#comma-separated list of reference names \*\*\* MULTI \*\*\*

counterActivateTriggers=comma-separated list of reference names#comma-separated list of reference names#text/wav[|subtitles] \*\*\* MULTI \*\*\*

counterDeactivateTriggers=comma-separated list of reference names#comma-separated list of reference names \*\*\* MULTI \*\*\*

counterDeactivateTriggers=comma-separated list of reference names#comma-separated list of reference names#text/wav[|subtitles] \*\*\* MULTI \*\*\*