

Briefing Mission Tutorial

To complete this tutorial you will modify the Stratis Island map and modify a mission script.

Preparing to Create the Mission

Copy the MissionBriefing.Stratis subdirectory to:

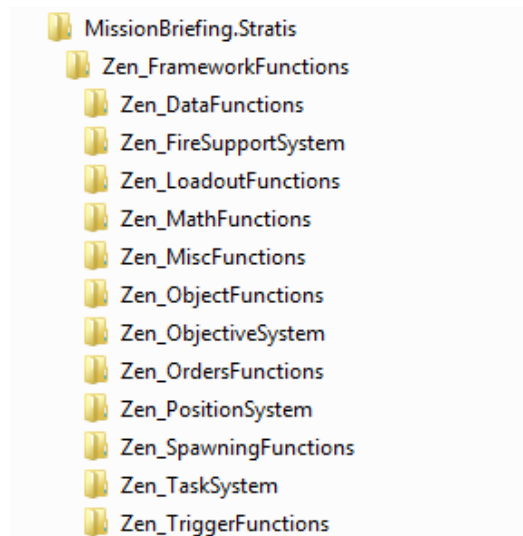
<MyDocuments>\Arma 3 - Other Profiles\<MyProfile>\missions\

Copy the Zen_FrameworkFunctions directory from the Shell.Stratis directory to:

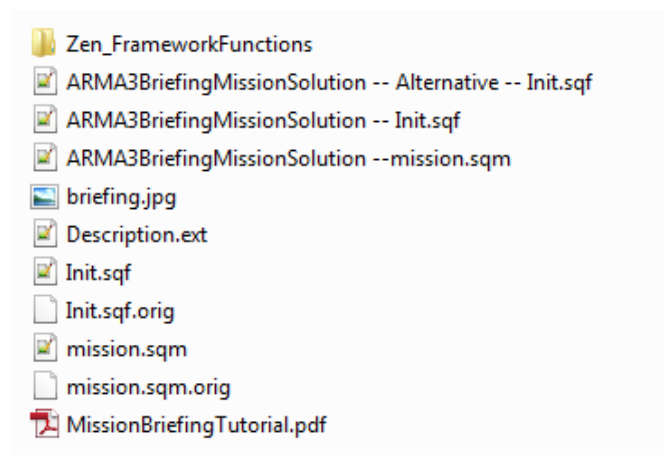
<MyDocuments>\Arma 3 - Other Profiles\<MyProfile>\missions\ MissionBriefing.Stratis\

This directory (and its sub-directories) contain all the code for the Co-op Framework.

This is what your \missions directory should look like:




These are the contents of the \MissionBriefing.Stratis directory:



Updating the Map

Open Arma and then the Editor. Select Stratis Island and Continue.

Choose the load function  and select MissionBriefing.

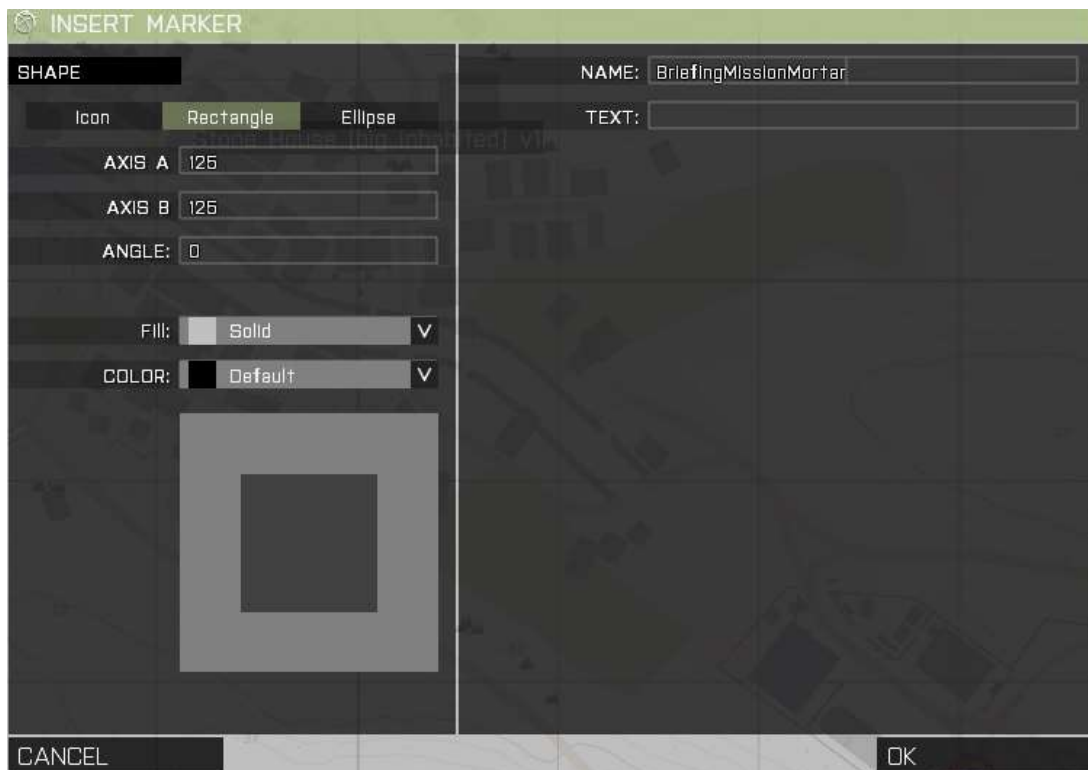
To the Southeast of Agia Marina is a BLUFOR rifle unit. The Player is the Team Leader and all members of the squad are 'Playable'. Hence, this is the squad you will command when you test this mission. The name of the Team Leader is X11. You will use this name when you create you mission script.

Use F6 to enter the editor's Marker Mode. This is the only mode in which you can see the markers.

Double click in the northern portion of Agia Marina (NW of squad).

Enter these values and choose OK. You have created an Area Marker.

Arma 3 Note: If you not familiar with the editor, then switch to Traditional by choosing this icon:



Place a second area marker south of the town with these values:

EDIT MARKER

SHAPE

Icon **Rectangle** Ellipse

AXIS A 150

AXIS B 100

ANGLE: 0

Fill: Solid

COLOR: Default

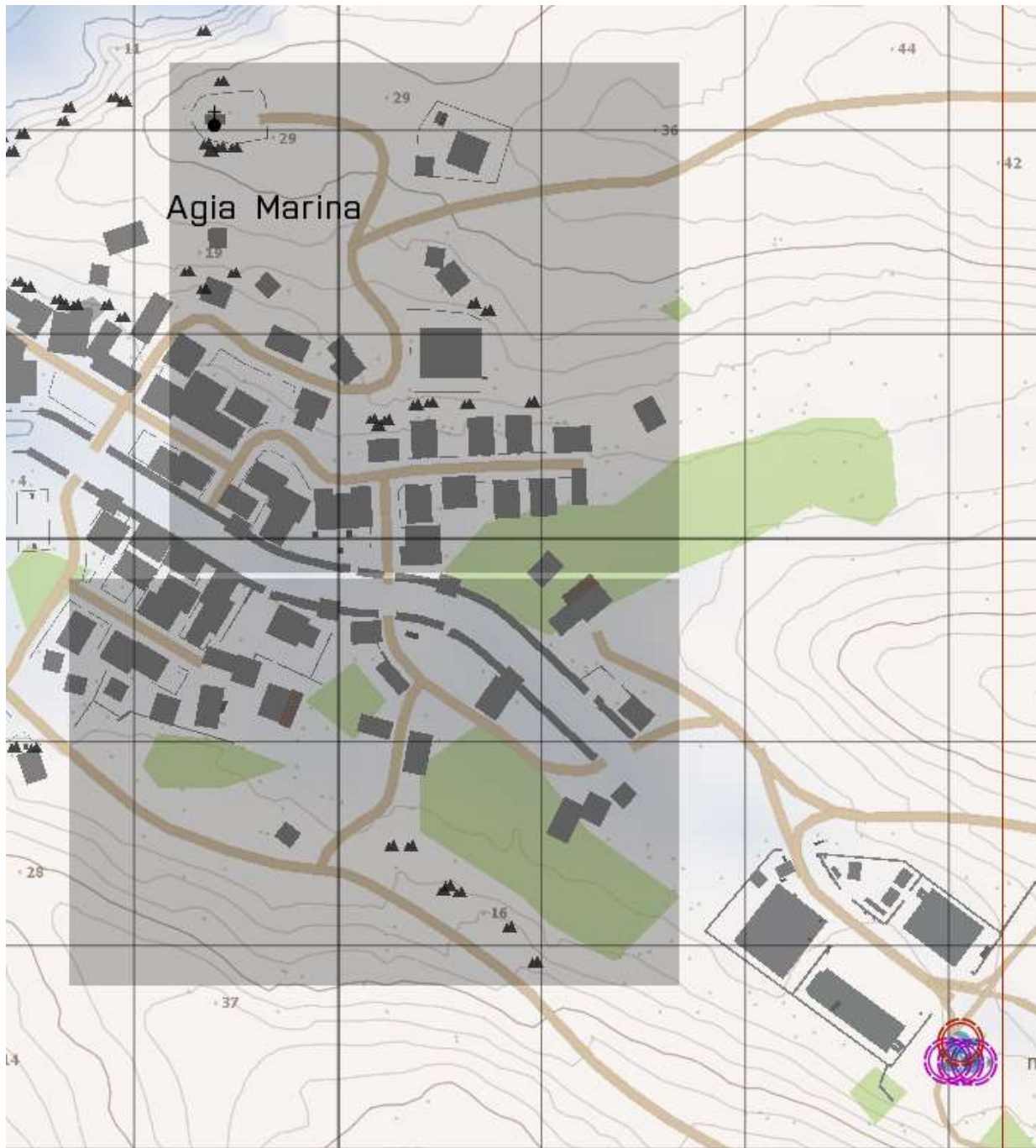
NAME: BriefingMissionOPFOR

TEXT:

CANCEL OK

Move the area markers around so they cover the northern and southern portions of town.

The editor window will look something like this:



Choose  or CTRL-S to save the mission.

You're finished with the updates that you will make to the map. But leave the editor open.

Updating the Initialization Script

Open the *init.sqf* file.

Immediately above the lines

```
// All clients stop executing here, do not delete this line  
if (!isServer) exitWith {};
```

Add a mission briefing statement (note the inverted order):

```
Player creatediaryRecord["Diary", ["Briefing Tutorial Part Two", "If  
necessary engage the single squad that patrols the southern part of  
the town.<br/>"]];  
Player creatediaryRecord["Diary", ["Briefing Tutorial Part One",  
"Destroy the Mortar Emplacement<br/>An OPFOR mortar is emplaced in  
northern part of town and must be destroyed. <br/>"]];
```

At the point labeled 'Enter the mission code here' enter these statements:

First generate a random position within the BriefingMissionMortar marker area:

```
_ObjectivePos = ["BriefingMissionMortar"] call Zen_FindGroundPosition;
```

Then place a mortar task objective at this random point.

```
_YourObjective = [_ObjectivePos, (group X11), east, "Mortar",  
"eliminate"] call Zen_CreateObjective;
```

Place a guard on the mortar:

```
_MortarGuard = [_ObjectivePos, east, "militia", [2,3]] call  
Zen_SpawnInfantry;
```

Create a squad to guard the Southern part of town:

```
_PatrolPosition = ["BriefingMissionOPFOR"] call  
Zen_FindGroundPosition;  
_TownGuard = [_PatrolPosition, east, "infantry", [1,3]] call  
Zen_SpawnInfantry;  
0 = [_TownGuard, "BriefingMissionOPFOR"] spawn  
Zen_OrderInfantryPatrol;
```

Wait until the objective is complete and end the mission:

```
waituntil { sleep 5; [(_yourObjective select 1)] call  
Zen_AreTasksComplete };  
endMission "endl"
```

Save the *init.sqf* file and return to the Arma editor.

Play the Mission.

Launch the mission from inside the editor by selecting 'Preview'.

Post-Mortem

If you played the mission here's what you should have seen:

- A two part briefing.
- A task for the "Destroy the mortar" objective.
- The marker areas shown on the map as grey squares.
- A dot that shows approximately the location of the mortar.
- A single squad patrolling the southern part of town.
- Two guarded mortars.
- Ammo cache near the mortars with explosives.
- After destroying the mortars and the ammo cache, the task should have shown completed.

Technical Corner

Infantry Orders

The *Zen_OrderInfantryPatrol* function orders squads to move within an area marker or around a position.

The first parameter is an array of groups that are to patrol. The squads may be on the same side or on different sides.

For example, to order another OPFOR squad to patrol the southern part of city, you would add these commands to the mission tutorial immediately beneath the commands to create *_TownGuard*:

```
_PatrolPosition = ["BriefingMissionOPFOR"] call  
Zen_FindGroundPosition;  
_SecondTownGuard = [_PatrolPosition, east, "militia", [1,3]] call  
Zen_SpawnInfantry;
```

And then modify the call to the Infantry Patrol function:

```
0 = [_TownGuard, _SecondTownGuard], "BriefingMissionOPFOR" spawn  
Zen_OrderInfantryPatrol;
```

The second parameter can be an area marker, a game entity, an icon marker, a position variable or an [x,y,z] array (positional array). These last four types represent single points on the map.

If the second parameter is of the 'point' type then a useful third parameter can be used: a two element array that indicates the minimum and maximum patrol region.

For example, add these lines to order a squad to patrol in a circle around the mortar:

```
_PatrollingGuard = [_ObjectivePos, east, "militia", [2,3]] call  
Zen_SpawnInfantry;  
0 = [_PatrollingGuard, _ObjectivePos, [80,150]] spawn  
Zen_OrderInfantryPatrol;
```

Infantry Skill Levels

The *Zen_SpawnInfantry* skill parameter (the third parameter) can be 'preset' to a realistic bundle of skills using string labels. When a number is used (as in the Framework PoW tutorial) all the possible skills are set to the same skill value. This results in some skills that are either unrealistically high or low. The 'mix' of skills was determined after hours of testing the Framework.

For any specific of unit, simply assign the skill level to match the degree of ability you want that squad to display. The three most used skill types, in order of decreasing difficulty are: 'SOF' (Special Operation Forces), 'infantry' and 'militia'.

Design Considerations

One interesting side effect of separating the spawning of squads from their behavior is the ability to create squads in one area marker but have them patrol another. For example, a mission could have an area marker in the northern part of Stratis and one in south. Spawn squads in the northern area but order them to patrol in the southern. They will move across the island to the southern area maker and patrol there.