Chained Objectives (Random) Tutorial

This tutorial uses the same four objectives as the 'Fixed' Chained Objectives Tutorial but randomizes the placement of the objectives' targets.

Preparing to Create the Mission

Copy the ChainedObjectivesRandom.Altis 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\
> ChainedObjectivesRandom.Altis\

Review the Map

No changes are required to the map. Except for the starting playable group all mission elements will be randomly generated with Framework code.

Northeast of Kavala is a four person squad. The player is the squad leader and the other three characters are 'Playable'. Since the squad will be moved the mission designer can place the group anywhere on map.

Reviewing the Initialization Script

Open the *init.sqf* and *misc.sqf* files. This tutorial is not the 'enter the code' variety. It will just discuss the various sqf statements.

Note that debugging is turned off to speed up the mission.

The weather is set immediately to a randomly generated level of 'overcast' and then trends higher or lower depending on the starting value. The game engine takes 30 minutes to get from start to end point so you won't see much of an effect if you complete this short mission.

The next statements are familiar by now. First generate a grid and filter out all water areas. The function *f_getrandomcityAreaMarker* only looks at the capital and cities. The selected area is removed from the area array so it can't be chosen again.

After completing the eliminate officer objective a change of weather is made. First, the degree of overcast is immediately reduced by 0.2 and then gradually reduced to zero over the next 30 minutes. Simultaneously, the fog is set to a random level and then trends higher or lower over a half hour period.

Two more objectives are then generated in a randomly chosen area.

When these are both completed the weather is immediately changed to overcast and raining.

To make extraction easier, highly urban zones are filtered from the area array and then the helicopter is spawned away from buildings and clutter.

Play the Mission.

To launch this mission from inside the editor select 'Preview'.

Post-Mortem

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

- A briefing
- A 'chained' series of objectives.
- After flying 1000 meters the mission should end.

Technical Corner

To examine in more detail the idea of co-op missions with an 'infinite' series of objectives please review the *Random Objectives* tutorial and the *Zen_InfantryPatrol.Altis* mission.