

Helicopter 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 MissionHelicopter.Stratis subdirectory to:

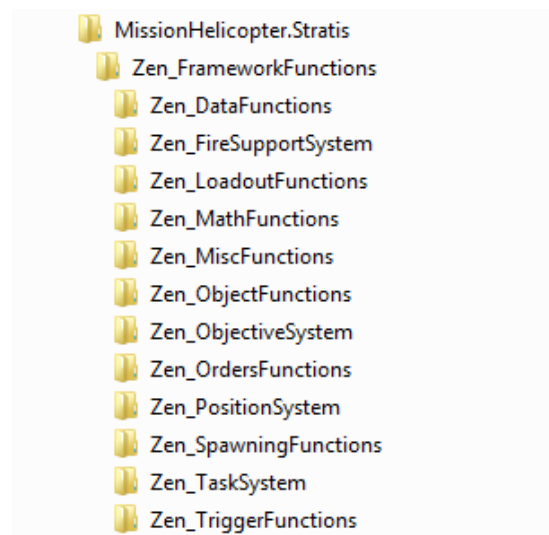
<MyDocuments>\Arma 3 - Other Profiles\<MyProfile>\missions\

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

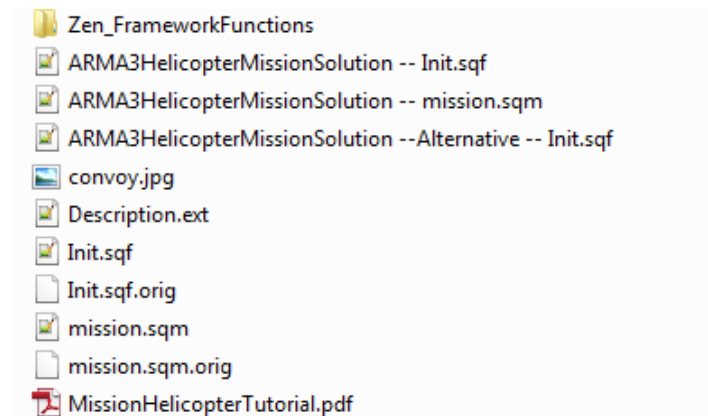
<MyDocuments>\Arma 3 - Other Profiles\<MyProfile>\missions\
MissionHelicopter.Stratis\

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

This is what your \missions\MissionHelicopter.Stratis directory should look like:



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



Updating the Map

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

Choose the load function and select MissionHelicopter.

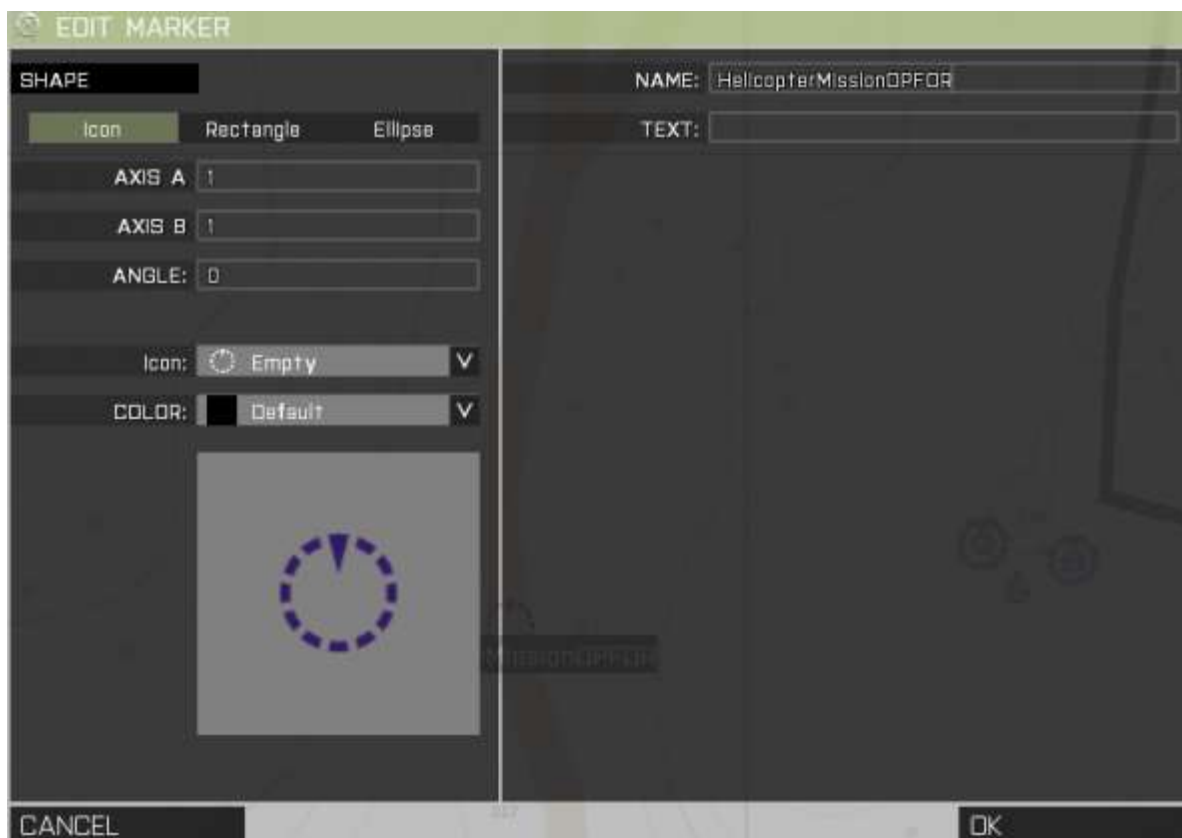
At Air Station Mike-26 there is a three person squad. Two are equipped with AT weapons and one is an explosives expert. This is the squad you will command when you play this mission. The player is the squad leader and the other two characters are 'Playable'.

If necessary switch to traditional view.

Use F6 to enter the editor's Marker Mode. Double click on the road southwest of the squad.

Create an icon marker, choosing any icon symbol or color you wish. An 'empty' icon marker is invisible. This is the destination of the OPFOR Convoy.

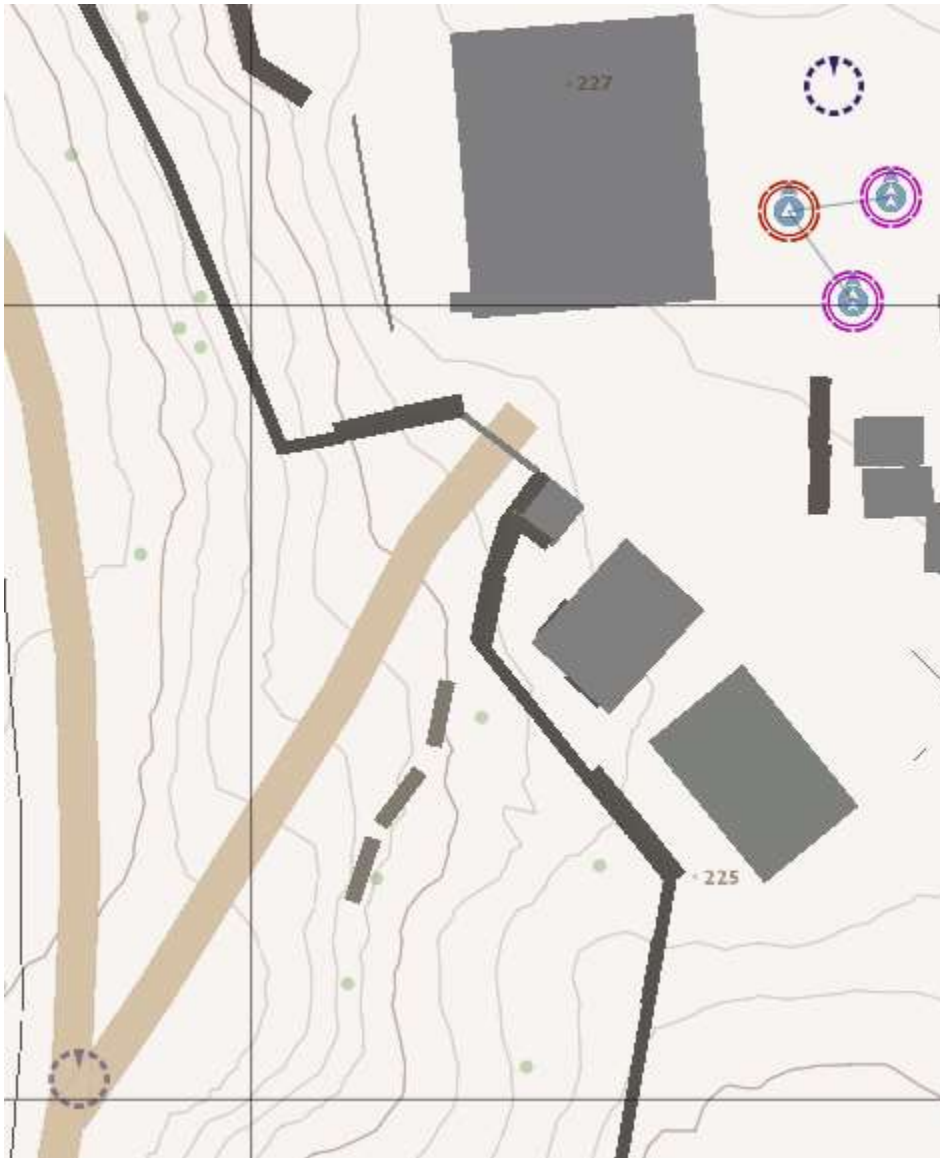
The name of the icon marker is 'HelicopterMissionOPFOR'.



Create an icon marker near the starting location of X11's squad. This is the landing zone of the BLUFOR helicopter.

The name of the icon marker is 'BLUFORLandingZone'.

The map should look something like this:



Choose Save 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 in

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

Immediately above the lines

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

Add a mission briefing statement:

```
Player creatediaryRecord["Diary", ["Helicopter Tutorial", "Intercept  
and destroy a convoy resupplying the radar site.<br/>The radar site  
may be guarded by one squad.<br/>"]];
```

Okay, briefings aren't always accurate.

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

Spawn a helicopter at a range of 1000 to 1200 meters that will carry your squad and instruct it to land at your original position on the map:

```
_heliSpawnPos = ["BLUFORLandingZone", [1000,1200]] call  
Zen_FindGroundPosition;  
_helicopter = [_heliSpawnPos, "b_heli_light_01_f", 80] call  
Zen_SpawnHelicopter;  
0 = [_helicopter, ["BLUFORLandingZone", _heliSpawnPos], (group  
player), "normal", 80] spawn Zen_OrderInsertion;
```

Load your group into the helicopter:

```
0 = [(group player), _helicopter] call Zen_MoveInVehicle;
```

Sleep for two minutes:

```
sleep 120;
```

Establish the starting location for the convoy and then generate the convoy task. The objective logic instructs the OPFOR trucks to start on a road, travel to the icon marker and stop:

```
_convoySpawnPos = ["HelicopterMissionOPFOR", [1000,1500],[],1,[2,0]]  
call Zen_FindGroundPosition;  
_yourObjective = ["HelicopterMissionOPFOR", (group X11), east,  
"Convoy", "eliminate", _convoySpawnPos] call Zen_CreateObjective;
```

Wait until this task is complete and then 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.

To play this mission solo you will launch the mission from inside the editor by selecting 'Preview'.

It takes the convoy 5-8 minutes to reach the marker. If the vehicles reach the destination marker closely packed, a demolition charge plus two claymore mines could destroy them. Before you place your mines check from which direction the convoy is traveling since the starting position is determined randomly.

Post-Mortem

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

- A briefing
- Infiltration by helicopter
- A task for the "Destroy the Convoy" objective.
- A dot showing the starting position of the convoy
- After destroying the convoy the task should have shown completed.

Technical Corner

Insertion

This mission highlights the insertion of a playable squad using a helicopter.

There are five parameters:

- A reference to the vehicle
- Two locations (formed in an array)
- Passengers – An array of units or a reference to a group
- Speed
- Height

The helicopter insertion function gives no consideration as to the starting point of the helicopter unit (in this case it is `_heliSpawnPos`). The helicopter will move to the first location in the second parameter, wait for all the passengers to exit and then travel to the second location. In this mission the helicopter returns to its spawning position and attempts to land and to shut down its engine.

Moving Squads

The mission also illustrates a common Framework design element: moving squads at the start of a mission. In this tutorial the playable characters (as placed in editor) were moved from Station Mike 26 into a helicopter (spawned by Framework). The player squad could have been placed anywhere on the map.

You'll see more examples of 'moving' in other tutorials and demonstration missions. The function `Zen_MoveAsSet` is the general purpose move function.

Timing

To the give the player time to prepare, the generated mission is delayed two minutes.

The mission designer can control more exactly the timing of events by waiting until the helicopter touches down before generating the objective conditions.

Replace the sleep command with:

```
waitUntil {sleep 2; isTouchingGround _helicopter;};
```