

Briefing Mission (CO-9) Tutorial

This tutorial has multiple squads. It will demonstrate assigning the same tasks to multiple groups and how to put in a very simple 'dynamic' restart system. The base of this tutorial's code is the corresponding 'random' version with some small changes to increase reusability.

Preparing to Create the Mission

Copy the MissionBriefingCoOp.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\  
MissionBriefingCoOp.Stratis\
```

Review the Map

Three squads are on the map; one unit is 'player' and the others are playable.

The map was modified from the random version to include a BLUFOR (West) respawn area.

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.

External Functions

There is greater use of external functions in this tutorial mission. A 'lighter' init helps the mission maker focus on the essential elements of the mission. Like the 'Random' series of tutorial missions the external functions are found in the *misc.sqf* file.

Generate Secondary Mission

The mission starts off by testing for server type and calling *Zen_ConvertToGroupArray* to create an array of groups that are being played. In single player all the groups are 'played'.

Call the mission housekeeping function, *f_housekeeping*. It will perform all the initializing functions needed for the average co-op mission.

Get the location of the primary objective of this mission. Then use that location to create the array of secondary markers.

Finally, create the secondary objectives and then move the played squads. Also, set some default behavior for AI controlled groups and move the re-spawn marker to the player position.

This mission requires that all secondary missions be completed before the primary objective is created. Note that the location of the primary objective is generated at mission start and used as a focus for placing secondary objectives.

This mission design assumes that it will be played primarily multi-player co-op and the AI will be disabled. The tutorial logic makes a concession to reality: someone might want to play this in single player mode or to play multiplayer with some AI enabled. So the code instructs the AI controlled squads to patrol. These squads can be identified because the group leader is not a player.

Generate Final Objective

When the secondary objectives are complete then generate the final objective and move the respawn maker.

Review the Description File

This tutorial use 'Base' respawn.

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.
- Two tasks to inspect wrecked vehicle.
- An eliminate mortar task created when both vehicles inspected.
- Two guarded mortars.
- Ammo cache near the mortars with explosives.
- After destroying the mortars and the ammo cache, the mission will complete.
- Each time you start the mission a random city will 'host' the objective.

Technical Corner

Not really any deep technical issues in this tutorial mission.

Its scope could be expanded by adding more secondary missions. Or adding tertiary missions that precede the secondary missions.