

POW Mission [CO-4] Tutorial

The Framework is optimized for Co-operative and Multi-Player missions – from its underlying client-server synchronization to the functions supplied in the public API.

Mission Setup

Copy the MissionPOWCoOp.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\
MissionPOWCoOp.Stratis\

Preparing the Map for Co-operative Play

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

Choose the Load function and select MissionPOWCoOp.

To the South of Agia Marina is a BLUFOR rifle unit. This is the squad you will command when you play this mission.

The name of the Team Leader is “X11” and the control value is ‘Player’.

The other players have names X12, X13 and X14 and have control value of ‘Playable’.

In the jargon of the ARMA community this is a Co-Operative 4 [CO-4] mission.

A respawn area marker has been placed north of the starting position.

Review the Initialization Script

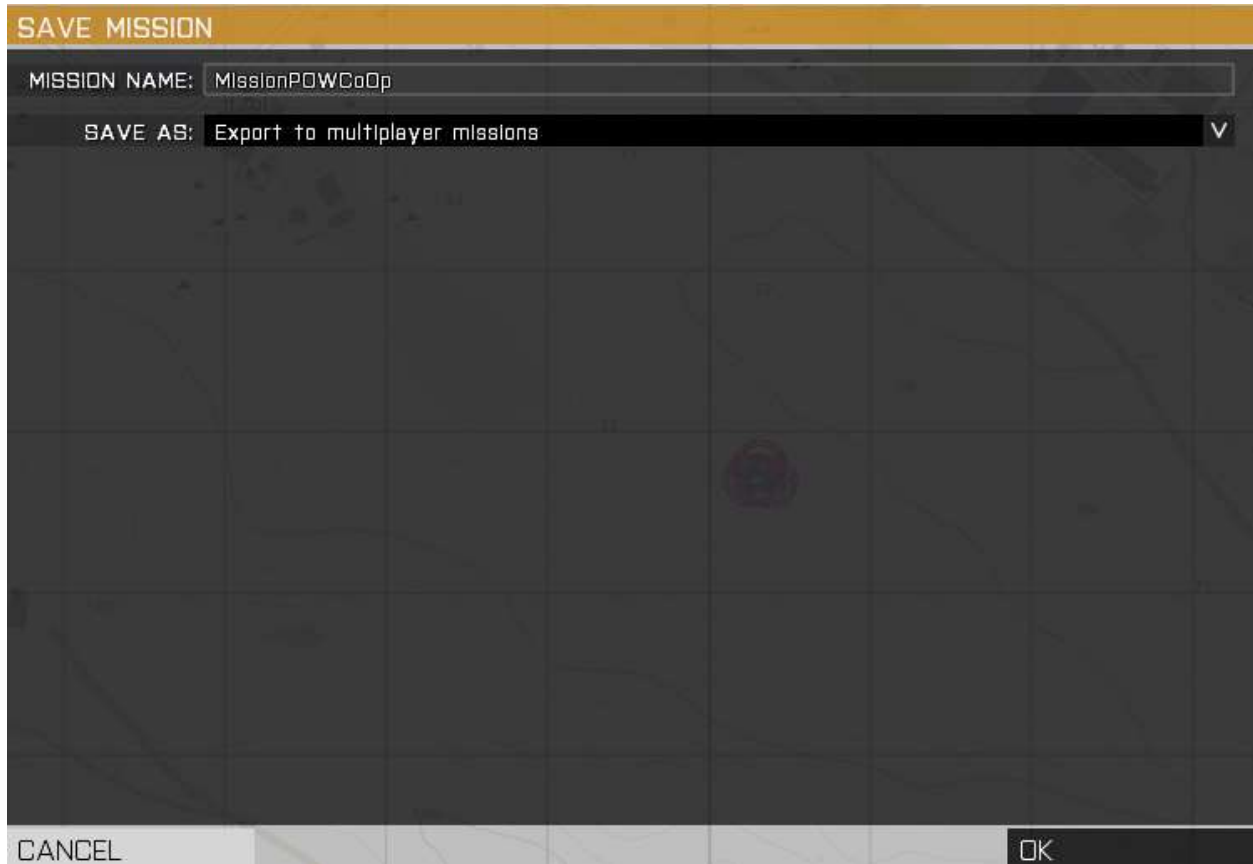
This tutorial uses the ‘alternative’ version of original POW Mission. There will be one squad guarding the POW and one nearby. No changes are required to init.sqf.

Review the Description File

This tutorial use ‘Base’ respawn.

Export the Mission as Multi-Player

To play this mission cooperatively choose Save As from menu and choose Export to Multiplayer



Choose OK

The multi-player .pbo files are saved to your \Arma 3\MPMissions directory.

If you launch from Steam they will be found in \Steam\steamapps\common\Arma 3\MPMissions.

Exit the Editor (red X in upper right)

Play Mission as Multiplayer (LAN)

On the main ARMA panel, choose Play, then Multiplayer.



Choose New in the bottom left:



On SETUP SERVER panel, choose LAN, and then OK in bottom right:



Choose a difficulty level, Stratis and the MissionPOWCoOp.Stratis mission. Choose Play in the bottom right.

On the ROLE ASSIGNMENT panel choose the character you want to play and if you want disable all or some of the AI. Then click OK in the bottom right.

Play Mission as Multiplayer (INTERNET)

Same actions as Multiplayer LAN but choose Internet on SETUP SERVER panel.



A screenshot of a dark-themed 'SETUP SERVER' panel. It contains four settings: 'HOST:' with a dropdown menu showing '< Internet >', 'PORT:' with a text box containing '2302', 'MAX. PLAYERS:' with a text box containing '16', and 'PASSWORD:' with an empty text box.

Post-Mortem

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

- A task for the "Rescue PoW" objective.
- The marker area shows on the map as a grey square.
- A dot that shows approximately the location of the PoW.
- A single prisoner of war guarded by 2 to 4 hostile guards.
- A second squad at a specific position
- After rescuing the PoW, the task should have shown completed and the PoW should have joined your squad. (Just walk up to PoW to rescue him.)

Technical Corner

There's nothing too technical to discuss; just a quick review of multiplayer modes. The Framework supports single player and co-op without any additional coding. You'll see in other tutorials and demonstration missions how it easily handles Join-in-Progress (JIP) missions.

Note that 'Base' respawn only works in multi-player mode. If you preview mission in editor and die then default is 'Group'.