

Tutorials for Framework for ARMA Missions

This framework was designed with a few complementary goals in mind. Firstly, enable novice ARMA scripters to create missions in ARMA. Secondly, focus on the generation of random tasks and random enemies that give the missions high replay value. Thirdly, assist the programmer in learning ARMA mission making.

The framework is 'light' on using the editor to build missions and 'heavy' on scripts. Why? The framework's focus is on random generation of tasks. There isn't much need to place units and equipment in the 'game world' when they are put there programmatically. This doesn't mean you won't be placing units on the map but that scripting is your main tool.

Tutorial Progression

The tutorials are grouped into four groups of increasing difficulty. The first group is named 'Fixed'. These are the absolute basic tutorials and it is recommended that all prospective Framework users review them.

The second group is named 'Random'. Using the Fixed series as a baseline, they demonstrate how to randomize the placement of players, AI groups and mission objectives in the game world.

The third series of 'Co-op' tutorials focuses on how the Framework enhances the multi-player experience with support for customized objectives, JIP and headless clients.

The fourth series is the intermediate series of tutorials. They examine some of the topics of the eighteen base tutorials in greater detail and/or demonstrate some unique functions of the Framework.

A schema of the tutorials is found in the document *TutorialSchema.pdf*. Tutorials in shaded boxes are planned but not released.

A suggested course of tutorials is this:

Fixed: Introduction to Scripting and POW Objective
Random: Introduction to Scripting and POW Objective
Co-op: Introduction to Scripting and POW Objective

And then the next Fixed, Random and Co-op tutorial in their order and then the intermediate tutorials.

Fixed Tutorials

- 1 – Introduction to Scripting and POW Objective
In .../MissionPOW.Stratis
- 2 – Mission Briefings, Spawn Infantry, Infantry Orders and Mortar Objective
In .../MissionBriefing.Stratis
- 3 – Spawn Infantry, Infantry Orders, Tracking and Warlord Objective
In .../MissionWarlord.Stratis
- 4 – Infiltration and Convoy Objective
In .../MissionHelicopter.Stratis
- 5 – Loadouts, Infiltration and Extraction
In .../MissionAssassination.Stratis
- 6 – Chained Objectives, Unit Resupply and setting Time and Weather
In .../ChainedObjectives.Altis

Random Tutorials

- 1 – Introduction to Scripting and POW Objective
In .../MissionPOWRandom.Stratis
- 2 – Mission Briefings, Spawn Infantry, Infantry Orders and Mortar Objective
In .../MissionBriefingRandom.Stratis
- 3 – Spawn Infantry, Infantry Orders, Tracking and Warlord Objective
In .../MissionWarlordRandom.Stratis
- 4 – Infiltration and Convoy Objective
In .../MissionHelicopterRandom.Stratis
- 5 – Loadouts, Infiltration and Extraction
In .../MissionAssassinationRandom.Stratis
- 6 – Chained Objectives, Unit Resupply and setting Time and Weather
In .../ChainedObjectivesRandom.Altis

Co-op Tutorials

- 1 – Introduction to Scripting and POW Objective
In .../MissionPOWCoOp.Stratis

Intermediate

7 – Mutli-Squad Co-op, Dynamic Loadouts and Random Custom Objectives
In .../MultiSquadObjectives.Altis

8 – Fire Support, Artillery and other Ordinance, Random Objects, NPC Interaction
In .../MissionFireSupport.Altis

9 – Random Objectives, Enhanced Random Co-op Missions, Re-usable Functions
In .../AltisPatrol.Altis

10 – Player Made Objectives
In .../CustomObjectives.Altis

Contents of Typical Tutorial Directory

init.sqf – The ‘mainline’ of any scripted ARMA mission. Most basic tutorials will direct you to add code to this file. The first fifteen lines are ‘standard’ code required by any mission created using the Framework.

init.sqf.orig – A duplicate of the original tutorial init.sqf file

mission.sqm – The mission entities that have been ‘pre-loaded’ using the ARMA mission editor. The majority of tutorial missions will have pre-loaded entities.

mission.sqm.orig – A duplicate of the original tutorial mission.sqm file.

<MissionName>.pdf – The step-by-step instructions to complete the mission.

description.ext – Overall mission attributes: name of mission, author, etc. Used on mission initial splash screen.

<name>.jpg – Image used on mission initial splash screen.

ARMA3<missionname>Solution – Init.sqf – The completed script of the tutorial. If you just want to read through the tutorial and still preview the mission then re-name this to init.sqf and run from editor.

ARMA3<missionname>Solution – mission.sqm – The completed map component of the tutorial. Re-name to mission.sqm if you run init.sqf solution.

ARMA3<missionname>Solution -- Alternative – Init.sqf – The init script using code samples from the tutorial Technical Corner.