

VBS4 24.1.1



Military Road Signs VBS4 24.1.1

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https://sqf.bisimulations.com/display/SQF/VBS+Scripting+Reference

PhysX

VBS4 uses the PhysX physics engine. For more information on PhysX visit the Nvidia site.

https://gameworksdocs.nvidia.com/simulation.html





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1. Military Road Signs Overview

VBS4 includes self-assembly road signs designed for use with convoy scenarios and route marking with the following features:

- · Military road sign parts with assembly functionality.
- Modular sign posts, military road signs, and symbols.
- Crate objects that contain a predefined set of military road signs.
- · Customize military road sign crates and vehicle cargo in the Editor.

Included with this release of VBS4 are a set of military road signs developed for French military use.

- Scenario designers assign military road signs equipment to units in the mission, can predeploy placed signs, add sign crates as objects or vehicle cargo, and also create custom road sign crates and vehicle variants.
 - For more information, see Military Road Signs Scenario Design (on the next page).
- 2. Trainees use road sign parts, contained in ammo crates and carried by vehicles, to place and assemble road signs during a scenario.
 - For more information, see Military Road Signs (on page 11).



2. Military Road Signs - Scenario Design

VBS4 includes temporary military road signs used to guide vehicle convoys. Road sign equipment can be added to a scenario for assembly by player units in-game. Alternatively, pre-assembled road signs can be placed in a scenario by an Administrator / Instructor.



WARNING

Using large numbers of road signs in a scenario may significantly impact graphical performance.

This topic discusses the following:

- Road Sign Equipment (below)
- Road Sign Equipment in Vehicles (on the next page)
- Pre-Assembled Road Signs (on page 8)
- Customize Road Sign Crates (on page 10)

How military road sign equipment is used by Trainees is discussed in Military Road Signs in the VBS4 Trainee Manual.

2.1 Road Sign Equipment

The following road sign equipment is available:

- Road Signs and Signposts (below)
- Road Sign Crates (on the next page)

Road sign equipment can also be placed in vehicles, see Road Sign Equipment in Vehicles (on the next page).

2.1.1 Road Signs and Signposts

Road signs and signposts are usually added to the Equipment Inventory of a unit like any other equipment (see Edit Equipment Loadout in the VBS4 Editor Manual), and are found in the **Ammo** tab of the **Available** window. Click in the window and type **Sign** to search for them.



TIP

Units can carry as many signposts and road signs as their total weight allowance permits.

2.1.2 Road Sign Crates

VBS4 provides crates that contain road signs and signposts that are accessed by player units ingame. They are too heavy for units to carry, so they are usually placed on the ground or in vehicles. For placement in vehicles, see Road Sign Equipment in Vehicles (below). For placement on the ground, you can find them in the Editor Objects List under (F8) Objects > VBS Ammo. The following crate types are available:

Crate Type	Description		
Crate, Basic Signs	Contains 150 arrow signs, and 100 signposts.		
Crate, Basic Signs, Small	Contains 30 arrow signs, and 30 signposts.		
Crate, Signs	Contains a selection of standard and customizable road signs, and 50 signposts.		

If necessary, you can customize your own crates, see Customize Road Sign Crates (on page 10).

2.2 Road Sign Equipment in Vehicles

Road signs, signposts, and crates are added to vehicles by creating a customized version of the vehicle you want to use. For the procedure that explains how to do this, see Customize Vehicle Cargo in the VBS4 Editor Manual.



WARNING

Loadouts configured for new vehicles in Execute Mode (RTE) are not retained. Configure new vehicle loadouts during in Prepare Mode (OME).

Search for road sign equipment in the Available window of the Vehicle Template dialog:

- Objects Pre-configured road sign crates:
 - Crate, Signs
 - Crate, Basic Signs
 - Crate, Basic Signs, Small

- Ammo Individual road signs and signposts:
 - Sign Sign Name
 - Signpost



WARNING

Player units must first transfer signposts and road signs to their own inventories before they can assemble them.

2.3 Pre-Assembled Road Signs

Road sign assembly is normally done by player units in a scenario (see Using Military Road Signs in the VBS4 Trainee Manual), with road signs assembled using the road signs and signposts they have in their inventory.

However, if required, Administrators / Instructors can place pre-assembled road signs on the map in Prepare Mode.

Follow these steps:

1. In the Editor Objects List, click Road Signs.



WARNING

Adding / deleting this Editor Object in the VBS Editor during a multiplayer scenario may not be reflected on other clients.

2. Double-click the **map** where you want to place the road sign.

The Road Sign icon is placed on the map and a signpost is placed in the ground at the same time.



3. Double-click the **Road Sign** icon to open the Road Signs Editor dialog.



4. Select the **slot** you want to add a road sign to using the tabs (**Top** / **Middle** / **Bottom**). The following Sign Configuration options are available.

Slot	Sign Type	Facing (Front / Back)	Orientation (%)	Text
Top Middle Bottom	Arrow	One-sided, front facing only.	Use the slider to adjust.	Add up to 4 alphanumeric characters.
Top Middle	Direction	Double-sided	Use the slider to adjust.	Add 1 alphanumeric character.
Тор	Sign - Square Shape	One-sided, front facing only.	Cannot be adjusted.	Add up to 15 alphanumeric characters (using the Text sticker). This road sign is customizable, see Stickers on Customizable Road Signs in the VBS4 Trainee Manual.
Тор	Sign - Rectangular Shape	One-sided, front facing only.	Cannot be adjusted.	Add up to 15 alphanumeric characters (using the Text sticker). This road sign is customizable, see Stickers on Customizable Road Signs in the VBS4 Trainee Manual.
Middle	Standard Road Signs (below)	One-sided and double-sided road signs available.	Some can be adjusted, some cannot.	Add up to 1 alphanumeric character to the Direction road sign. Add up to 4 alphanumeric characters to the Deviation Direction, Arrow, and Deviation road signs.
Bottom	Label - Blank sign you can add text to.	One-sided, front facing only.	Cannot be adjusted.	Add up to 10 alphanumeric characters.

5. Once you have configured the slots and road signs, click **OK**.

When the scenario starts, your pre-assembled road sign appears in the scenario where you placed the Road Sign icon.

Standard Road Signs

Include the following: Direction, No Way, Deviation Direction, Narrow Passage, Crossing, Danger, Curve, Bifurcation T / Y, Stop, Arrow, Deviation, Deviation End.

2.4 Customize Road Sign Crates

VBS4 enables you to create customized road sign crates. You can add your own choice of signposts and signs to a crate, and save them for use in other scenarios. Customized road sign crates can be created in Prepare Mode or Execute Mode.

Follow these steps:

- 1. In the Editor Objects List, select (F8) Objects.
- 2. Right-click a position on the map, and select **New Object** in the context menu.
- In the Object Properties dialog, select VBS Ammo > Crate, Signs, and click New Object.
 The Vehicle Template dialog opens (see Customize Vehicle Weapon Loadouts in the VBS4 Editor Manual).
- 4. In the **Available** window of the dialog, click the **Ammo** tab, click in the window and type **Sign** to search for the available road signs and signposts.
- 5. Left-click and drag road signs and signposts from the **Available** window to the **Inventory** window, to add them to the crate. Type an amount in the **How Many?** dialog, and click **OK**.
- 6. When you have placed all the road signs and signposts you want into the crate, click **OK**. The Save Object dialog opens.
- 7. In the Save Object dialog, enter a name for your new crate in the **Object Name** field, and click **OK**

The Save Object dialog closes returning you to the Object Properties dialog, where you can see your new crate in the list, marked by an asterisk (*).



8. In the Object Properties dialog, click **OK**.

Your new crate is placed on the map, and is added to VBS4 as a custom Editor Object for use on the same computer. To transfer the customized crate to another computer, see Export Custom Object Variants in the VBS4 Editor Manual.

3. Military Road Signs

Temporary military road signs are available in VBS4 as a special convoy feature. In a scenario, units ride ahead of a vehicle convoy and erect road signs to inform the convoy of direction changes, or other details about the route the convoy is traveling.

The road signs and their accompanying signposts are either available in your inventory (see Equipment Inventory in the VBS4 Trainee Manual), or are added to a vehicle or crate placed in the scenario by an Administrator / Instructor. For more information, see Military Road Signs - Scenario Design (on page 6).



WARNING

Using large numbers of road signs in a scenario may significantly impact graphical performance.

In this topic various aspects of road sign assembly are discussed, including:

- Road Sign Crates and Vehicles (below)
- Placing Signposts (on the next page)
- Adding Road Signs to Signposts (on page 13)
- Stickers on Customizable Road Signs (on page 16)

3.1 Road Sign Crates and Vehicles

Crates or vehicles containing signposts and road signs are placed in the scenario by the your Administrator / Instructor, see Military Road Signs - Scenario Design (on page 6). To assemble road signs, you must first retrieve the components you require from a crate or vehicle, and add them to your inventory.



NOTE

Road signs can only be assembled by you from your inventory. Therefore, road signs and signposts in crates or vehicles must be added to your inventory first before assembly is possible.

Follow these steps:

- 1. Walk up to the crate / vehicle.
- 2. Press **Inventory** (I) to open your Equipment Inventory.
- 3. In the **Containers** window, left-click the **Crate / Vehicle**.

The contents of the crate / vehicle appear in the Available window.

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4. Click and drag road signs and signposts from the **Available** window to the **Inventory** window to add them to your inventory. Select an amount in the **How Many?** dialog, and click **OK**.

5. Click **Close**, to close your inventory.

You can now follow the procedures in Placing Signposts (below) and Adding Road Signs to Signposts (on the next page) to assemble the signs.

Image-1: Adding road signs to your inventory



3.2 Placing Signposts

If signposts are available in your inventory, you can place them at the desired location.

Follow these steps:

- 1. Walk to the location where you want to place the road sign.
- 2. Press **Inventory** (**I**) to open your Equipment Inventory.
- 3. Right-click Signpost, 35mm, and click Assemble Signpost.

The inventory closes and you are switched to Signpost Placement Mode. The signpost is colored green, and the following informational text appears at the top-right of your screen.

```
Use "Space" or "XBox Y" or "Prim.

Mouse Btn." or "XBox Right Trigger" to
confirm placment and "Escape" to
cancel.
```

4. Move the mouse from left to right until you find the position where you want to place the signpost.



B NOTE

If the signpost turns red, the location is unsuitable, so you must move to a more suitable location.

5. When you have found a suitable location for the signpost, press Fire (LMB) or Toggle Weapons (Spacebar).

The signpost is assembled (placed in the ground) and returns to its normal color.



To abort the placing operation, press **Esc**. The signpost is automatically returned to your inventory.

To disassemble the signpost, select Disassemble Signpost using the 3D World Actions. The signpost disappears and is automatically placed in your inventory.

3.3 Adding Road Signs to Signposts

When your signpost is in position, you can add road signs to it. The road signs that are available to you depends on the road signs that you have in your inventory, see Road Sign Crates and Vehicles (on page 11).



The actual number of each road sign that you are carrying is shown in the **Inventory** window of your Equipment Inventory dialog, if you have more than one (2 x, 3 x, 4 x and so on), and in brackets after the road sign name in the **Sign Type** drop-down list of the Road Signs Editor dialog.



WARNING

Road signs cannot be added to a signpost until the signpost is assembled and in position (see Placing Signposts (on the previous page)).

Multiple users cannot place the same road sign at the same time.

Follow these steps:

1. Using the 3D World Actions, click **Edit Signpost** to open the Road Signs Editor dialog.



2. Signposts have three slots for road sign attachment, each represented by a tab in the dialog (Top / Middle / Bottom). Click a **tab** to attach a road sign to the corresponding slot.

Slot	Description	
Тор	Accepts Arrow , Direction , and Rectangular Shape / Square Shape customizable road signs.	
Middle	Accepts Direction , and all of the Standard road signs.	
Bottom	Accepts Arrow and Label road signs.	



NOTE

Direction road signs are attached to the Top or Middle slot tabs, but they occupy the Top and Middle slots and the Middle and Bottom slots, respectively.

The **Square Shape** road sign is attached to the Top slot tab, but occupies the Top and Middle slots.

The **Rectangular Shape** road sign is attached to the Top slot tab, but occupies all three slots.

This means that if you attach any of these road sign combinations, the tabs of the occupied slots become grayed-out, preventing you from attaching road signs to them.

3. Click the **Sign Type** drop-down to select the road sign you want to attach to a slot.



B NOTE

If you selected either the Square Shape or the Rectangular Shape road sign, see Stickers on Customizable Road Signs (on page 16) for information about how to configure them.

4. If the road sign you want to attach is double-sided, use the **Facing** radio buttons to select the Front or Back face of the road sign. If a road sign is one-sided only, the Back radio button is grayed-out.



5. Use the **Orientation** slider to rotate the road sign. If necessary, small increment adjustments can be made using the arrow keys next to your number keypad. The orientation is shown in degrees, and an arrow icon provides a visual guide as to how the road sign is positioned.





WARNING

The prohibited icon indicates that the orientation of the road sign cannot be adjusted.



6. Use the **Text** field to add text to the road sign. The maximum number of alphanumeric characters that can be used is displayed next to the Text field.



B NOTE

Not all road signs accept text. If Max Length is 0 is displayed, text cannot be added to the road sign.

- 7. **Optional:** Click **Clear Slot** to clear the settings / road sign from the active slot.
- 8. Click OK.

The road signs are attached to the signpost. To disassemble the road sign, select **Disassemble** Signpost using the 3D World Actions. The road signs and the signpost are automatically placed back in your inventory.



1 NOTE

If a road sign has stickers applied (see Stickers on Customizable Road Signs (on the next page)), they are removed when the road sign is disassembled.

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Image-2: Assembled military road sign

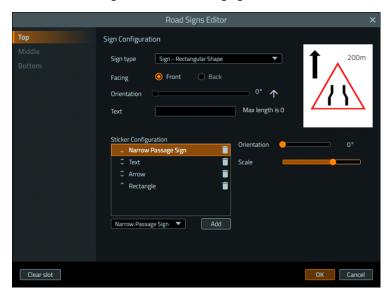


3.4 Stickers on Customizable Road Signs

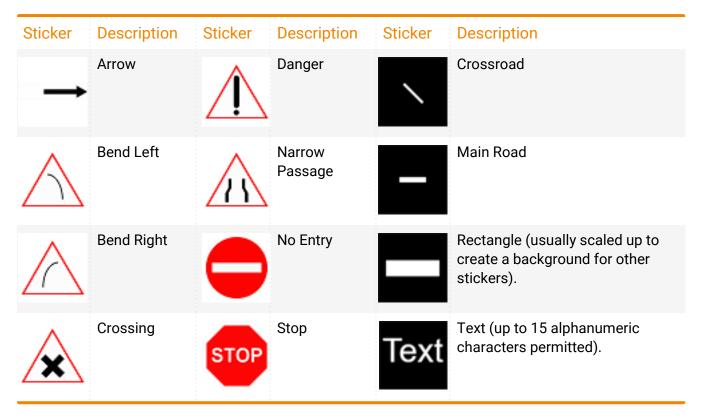
The **Rectangular Shape** and **Square Shape** road signs are blank, and are customizable using stickers.

Follow these steps:

1. In the Road Signs Editor dialog, go to the **Sticker Configuration** section.



2. Click the **drop-down** below the Sticker Configuration box, and select a sticker from the list. The available stickers are:



3. Click Add.

The sticker is added to the Sticker Configuration box. An image of the road sign, with the sticker attached, is shown at the top-right of the dialog.



NOTE

Stickers are placed on the road sign in the order that they are added to the list in the Sticker Configuration box. So the first sticker appears on the road sign, and at the bottom of the list. The second sticker appears on top of the first sticker on the road sign, and above the first sticker in the list, and so on.

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4. Adjust the dimensions and position of the sticker.

Follow these steps:

- a. Select the sticker entry in the Sticker Configuration box, so that it is highlighted.
- b. Adjust the settings that may appear, depending on the selected sticker:

Setting	Description		
Orientation	Slide from left to right to adjust the orientation of the sticker (degrees of orientation are also shown).		
Scale	Appears for stickers that look like standard road signs only. Slide from left to right to increase / decrease the overall size of the sticker.		
Length	Slide from left to right to adjust the length of the sticker.		
Width	Slide from left to right to adjust the width of the sticker.		
Color	Click the radio buttons to change the color of the sticker to Black or White.		

- c. On the road sign image, click and drag the sticker to reposition it.
- d. Use the up / down arrows next to the sticker names to reorder stickers, which can be applied on top of one another.



- 5. To add further stickers to the road sign, repeat steps 2 to 5.
- 6. When you have configured all the stickers you want, click **OK**.

The completed road sign appears on the signpost. To make changes to the road sign, open the dialog again, adjust the stickers, and click **OK** to save your changes.

Image-3: Customized Rectangular Shape sign

