VBS Radio Standalone

VBS4 24.1.1

Documentation Legal Notice

Customer Support

The Bohemia Interactive Simulations Support page can be found at:

- http://www.bisimulations.com/support

For any type of assistance with Bohemia Interactive Simulations products, use the following support email and we will respond to your query with urgency.

- support@bisimulations.com

Our website contains a range of media and handouts relating to Bohemia Interactive Simulations products:

- http://www.bisimulations.com/

The BISim Wiki is the primary resource on VBS4 scripting:

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

Contents

1. VBS Radio Standalone

Bohemia Interactive Simulations provides a separate application, VBS Radio Standalone, to enable non-VBS4 users to communicate with VBS4 users participating in a VBS Radio scenario.

> ⭐ **FEATURE NOTICE**
>
> VBS Radio Standalone is a licensed product. For more information, contact sales@bisimulations.com.

This topic describes the specific process to use VBS Radio Standalone connected to VBS4 running a VBS Radio scenario:

1. Deploy VBS Radio Standalone (below)
2. Configure VBS Radio Standalone (on the next page)
3. Using VBS Radio Standalone (on page 9)

> ℹ️ **NOTE**
>
> VBS Radio Standalone also supports use cases that do not require VBS4, and has additional configuration and usage options not described in this topic.
>
> For more information, refer to the Pitch Talk User Guide in the VBS Radio Standalone installation `\docs\` folder.

1.1 Deploy VBS Radio Standalone

Bohemia Interactive Simulations distributes VBS Radio Standalone as a download package available from VBS License Manager or delivered directly by Customer Support.

Use the download package to install VBS Radio Standalone.

Follow these steps:

1. Navigate to the download folder and extract the download package.
2. Run `VBS_Radio_Standalone.Core.InstallerX64.version.exe`.

   The VBS Radio Standalone Installation Wizard opens.
3. Click **Next** to continue.
4. Review the License Agreement, and click **I Agree** to continue.
5. In the Choose Install Location panel, input or **Browse** for the **Destination Folder**.
6. Click **Next** to continue.

7. In the Choose Components panel, select the options to install:

    • Create Start Menu Shortcut

    • VBS Radio Standalone (mandatory)

    • Install Drivers

    • Firewall Exceptions

> ⚠️ **WARNING**
>
> Select **Install Drivers** and **Firewall Exceptions** if you are installing on a computer that does not already have VBS4 installed.

8. Click **Next** to continue.

9. Specify the **Start Menu Folder**, and click **Install**.

10. **Optional:** Select **Do not create shortcuts** to skip this step.

    The installer deploys VBS Radio Standalone to the selected folder and creates the selected shortcuts.

11. Click **Finish** to close the Installation Wizard.

1.2 Configure VBS Radio Standalone

To use VBS Radio Standalone to communicate with VBS Radio users in VBS4, configure its settings to connect to the same Pitch Talk Servers as specified by VBS4.

> ⚠️ **WARNING**
>
> If VBS Radio Standalone users are to be represented as entities in the VBS mission, apply URNs to those entities in VBS Editor Prepare Mode. This can be done for any human entity, including invisible spectators.

On each VBS Radio Standalone client, configure the connection settings.

Follow these steps:

1. Start `VBSRadioStandalone.exe`.

2. Click the **Settings Button** to open the Settings dialog.

3. Select the **HLA Settings** tab, and specify the following settings:

HLA Settings	Description
Federation Name	Specify **VBS Radio**.
Pitch pRTI specific	Select this option and specify the CRC Host and CRC Port.
CRC Host and Port	Specify the same IP Address and Port used as the **Federation Address** (`-pitchprtiserver`) specified when starting VBS4.

> **ⓘ NOTE**
>
> If the VBS4 Host does not specify separate Pitch Servers, use the VBS4 Host IP Address and Port 8992.

For more information, see Starting VBS Radio in the VBS Radio Manual.

4. Select the **User Identification** tab.

   Set the **Client Id:**

> **ⓘ NOTE**
>
> This must be the same as the URN of the user / AI you want to connect to.

> **✓ TIP**
>
> Multiple VBS Radio Standalone clients can use the same Client Id. Use this method for clients that use the same group of units.
>
> For example, if two separate clients are intended to communicate with members of the BLUFOR and Platoon A, they can use the same Client Id.

5. Click **OK**.

If you have not set URNs, enable the clients to connect on the VBS4 Host computer.

Follow these steps:

1. Start VBS4 as the administrator with VBS Radio enabled.

2. In the Battlespace Functions panel, go to **Execute**, and click **Host** to open the Networking Lobby.

3. Open a web browser at `localhost:9600` to open Pitch Talk.

4. Log in with **Name: admin** and **Password: admin**.

    Pitch Talk displays a Project with the name of your mission (only running MP missions are shown).

5. Click the mission name and select the **Users** tab.

6. For each Client Id configured in VBS Radio Standalone, click **New** to create a new user and use the following settings:

Setting	Description
Name	Input the name used as the Client ID
Identification Method	Select **Client Id** and input the name used as the Client Id as the fingerprint.

> ✅ **TIP**
>
> Multiple VBS Radio Standalone clients can use the same Client Id. Use this method for clients that use the same group of units.
>
> For example, if two separate clients are intended to communicate with members of the BLUFOR and Platoon A, they can use the same Client Id.

7. Click **OK**.

    Pitch Talk adds the new user to the Users list.

8. Click the **redeploy project** icon.

VBS Radio Standalone is configured and connects to a VBS Radio scenario when the mission is started from a VBS4 Host using the same Federation Address and VBS Radio Standalone is turned on. Each user can communicate using the Networks and Channels assigned to the units assigned to them in Pitch Talk.

1.3 Using VBS Radio Standalone

When VBS4 hosts a VBS Radio scenario, VBS Radio Standalone connects to the same Federation Address when VBS Radio Standalone is turned on.

Use VBS Radio Standalone to communicate with users in the VBS Radio scenario.

Follow these steps:

1. Start `VBSRadioStandalone.exe` to open the VBS Radio Standalone UI.

2. Turn on the radio using the dial:

    - Select **PTT** to use Push-to-Talk communication with the **PTT** button.

    - Select **VOX** to use Voice Activation.

    VBS Radio Standalone connects to the mission and displays the first channel.

---

3. Select the channel to use by using the **PRE + / -** buttons to cycle through the channels set up for the VBS Radio scenario.

4. To use any available Chat channels, follow these steps:

   a. Expand **Chat**, and select the tab name for the Chat channel to use.

   b. Type your message, and click **Send**.

   For information about VBS Radio Chat, see Communications Panel in the VBS Radio Manual.

> ✅ **TIP**
>
> Hotkeys are available as keyboard shortcuts. Do the following:
>
> 1. Click the **Settings Button** to open the Settings dialog.
>
>   ⚙️
>
> 2. Select the **Hotkeys** tab.
>
> 3. Click **Set** for the applicable option and press the key to use as the keyboard shortcut.
>
> 4. Click **OK**.