

Bypass HALO setup Instructions v1.6

Using this bypass will allow you to setup HALO insertions for missions without having to use the HALO setup dialog. Currently this can only be applied to one aircraft per mission.

1. Double on your aircraft to bring up the *Edit unit* screen. Then click on the Name: And enter a name for your aircraft.
2. Copy and paste the following into the aircraft's **initialization**:

- `this setVariable ["jtk_halo_aircraft",true]; JTK_HALO_Capture = true;`

Edit unit

Side:

Faction:

Class:

Control:

Info age:

Vehicle lock:

Rank:

Unit:

Special:

Name:

Skill:

Initialization:

Description:

Health/armor

Fuel

Ammunition

Azimuth:

Probability of presence:

Condition of presence:

Placement radius:

3. Preview the mission. When you are within 1000m of your selected aircraft you will get the following add action "--- HALO Capture---". Select it to bring up the HALO Capture screen.
4. Set up a HALO insertion as you normally would. Once set, click the *Capture* button in the bottom right corner. This will copy the required data to your clipboard.
5. Press esc and exit the mission. Double click again on your aircraft to bring up the *Edit unit* screen. Click on the **Initialization**: Then set **JTK_HALO_Capture = false** OR delete it entirely, either will suffice. (The following example deleted the JTK_HALO_Capture variable). Once you've taken care of the capture variable hit "ctrl + v" to paste the collected data. Example:
 - `this setVariable ["jtk_halo_aircraft",true]; JTK_HALO_ByPass = true; JTK_HALO_CAPTURE_DATA = [WEST,JTK_HALO_Aircraft,[5405.59,11113.5,0],[4405.59,11113.5,4000],90,270]`
6. Bypass setup is complete.