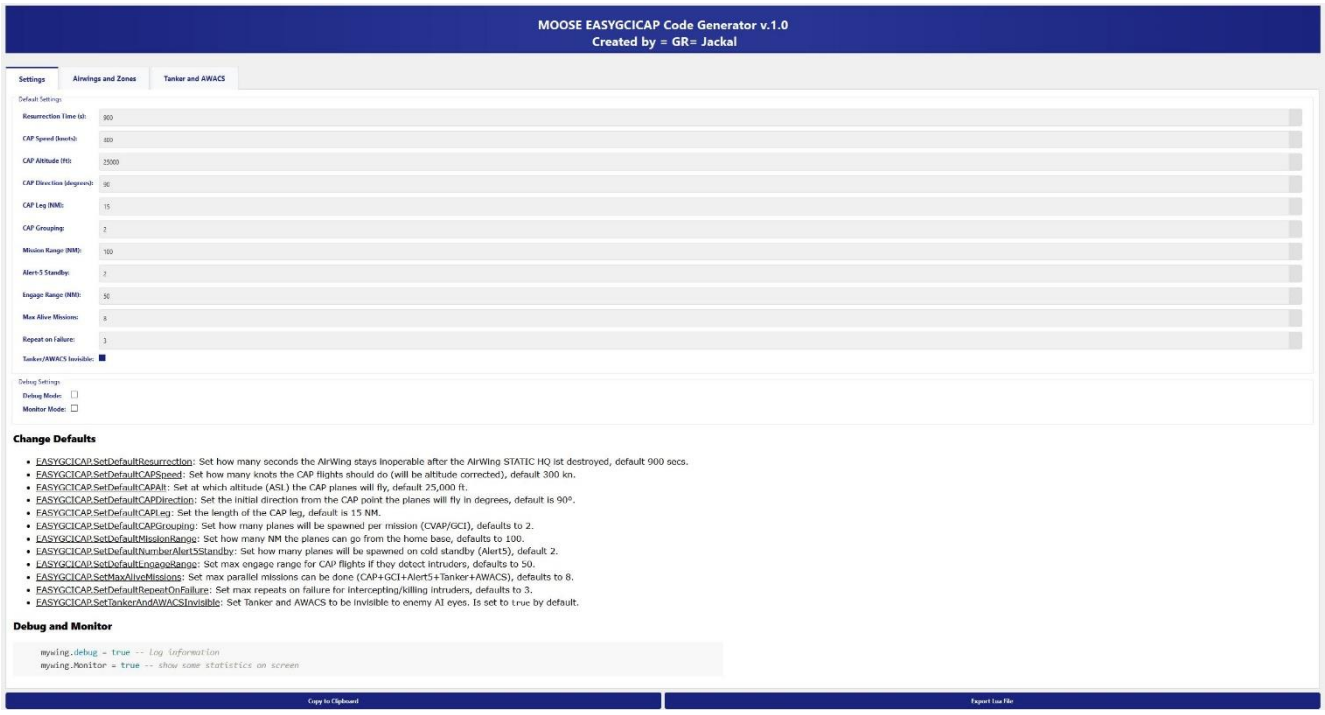
MOOSE EASYGCICAP CODE GENERATOR
Created by =GR= Jackal

Disclaimer: I am by no means associated with the development team of MOOSE. This program was initially made for personal use. Do not redistribute.

Description: This program allows users to setup their MOOSE EASYGCICAP class for their missions without having to code in Lua. The program generates Lua code by itself, based on user's inputs.

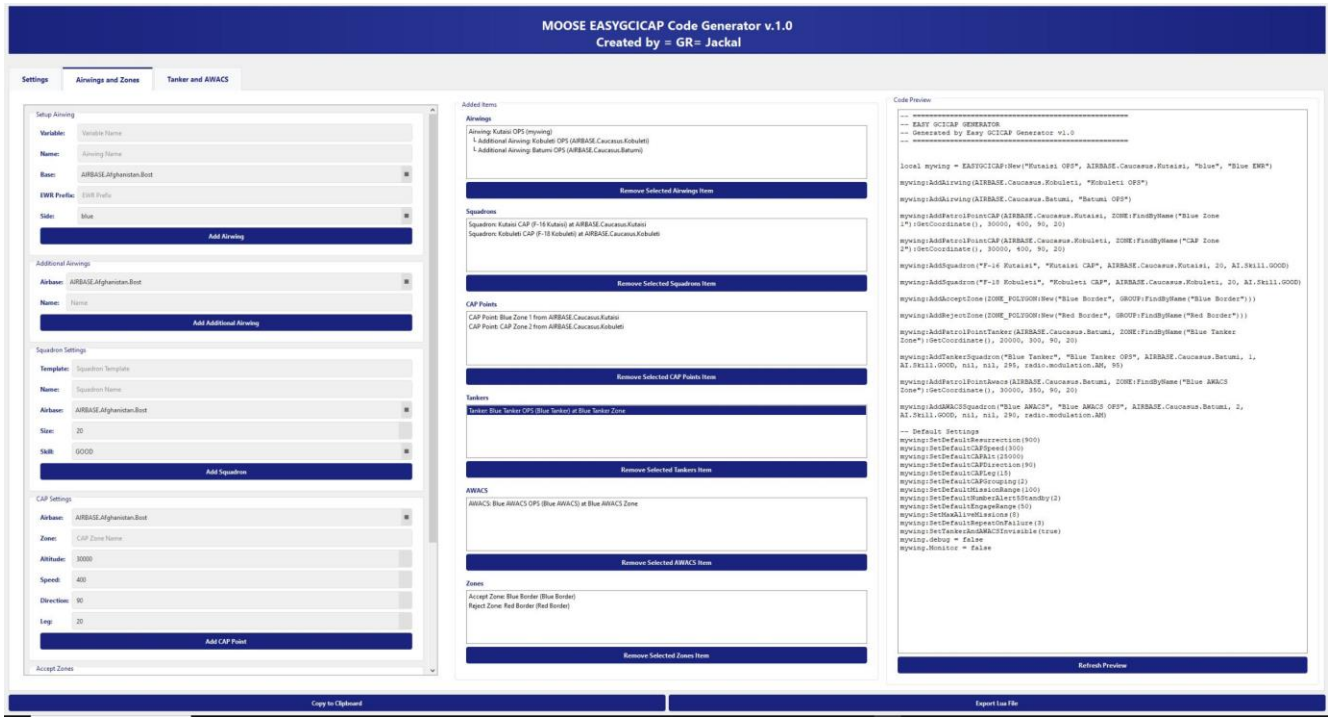
SETTINGS TAB

The values depicted here are the default settings used by the class. Modify them to your liking. At the bottom of the window, you can see what each one of them does.



AIRWINGS AND ZONES TAB

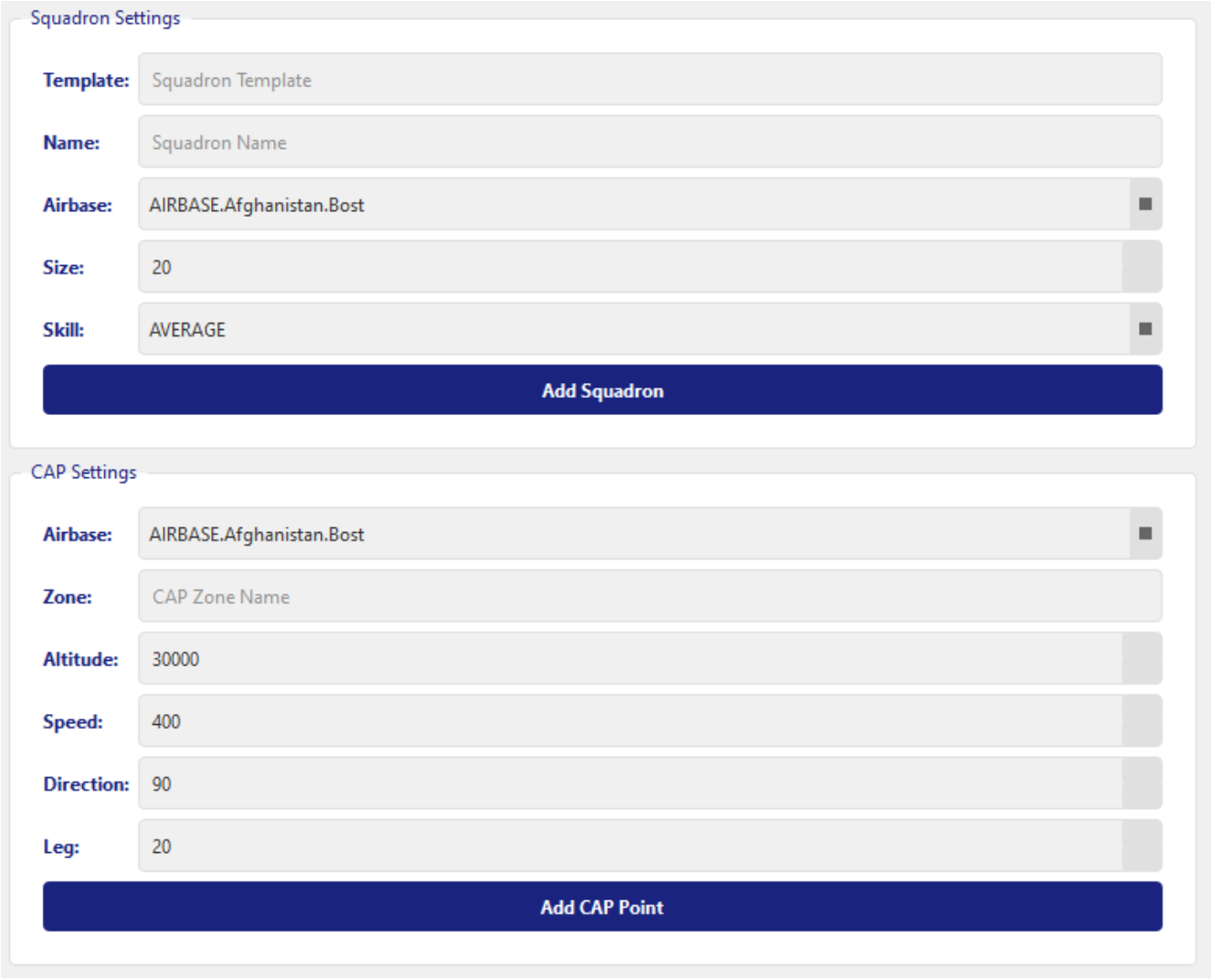
Insert your inputs in order to setup your class. Code is auto-generated. In the middle column you can see your stored entries. On the right is the code preview.



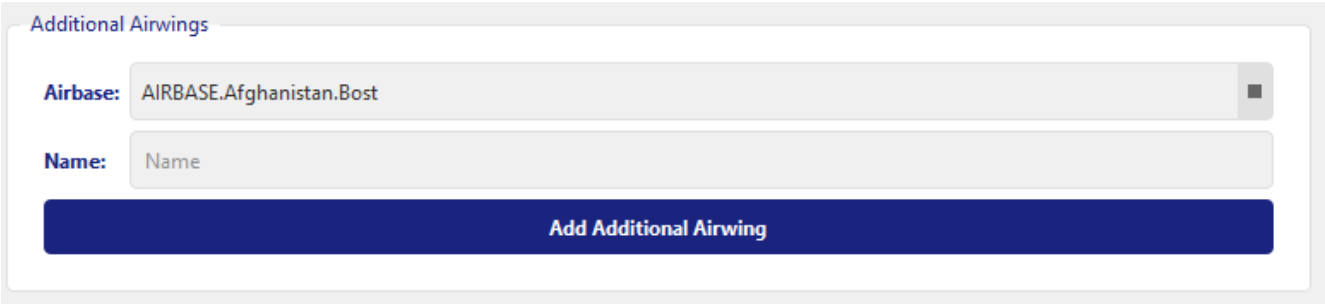
The basics are, **there is one and only one Airwing per airbase. Each Airwing has at least one Squadron**, who will do both CAP and GCI tasks. Squadrons will be randomly chosen for the task at hand. **Each Airwing has at least one CAP Point that it manages**. CAP Points will be covered by the Airwing automatically as long as airframes are available. Detected intruders will be assigned to one Airwing based on proximity (that is, if you have more than one).

Airwings must have at least one Squadron but **you can add more than one**. You have to place Squadrons **in the same airbase with the Airwing they belong to**. The first Airwing you create here initializes the class:

You add Squadrons and CAP points to your Airwings here:



If you want to have more than one Airwings, you add the additional ones here:

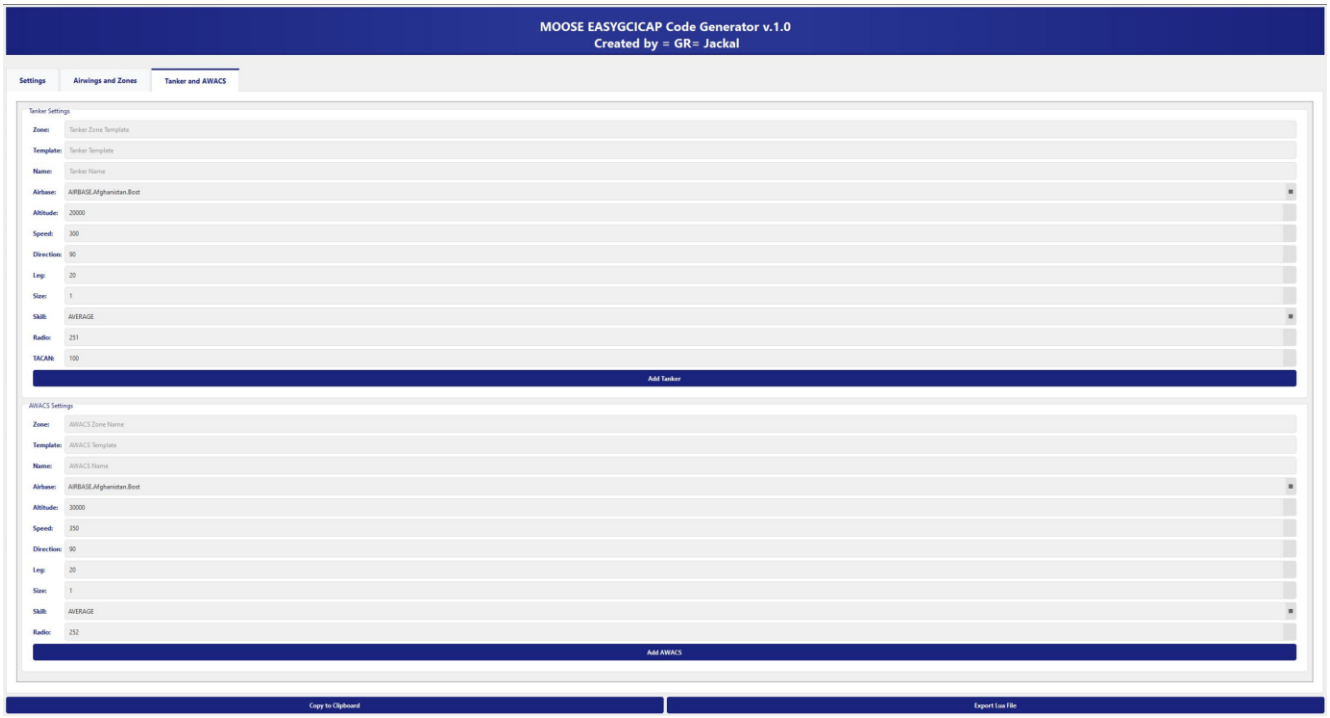


In the middle column you can manage your entries:

Every input you make is added in this column. If you want to remove an entry, click on it and click the Remove button. Entry will be removed and the code will be auto-updated. **IMPORTANT:** Since the first Airwing initializes class (EWR Prefix, coalition etc) **if you remove it then all your inputs will be removed.**

TANKER & AWACS TAB

Insert your inputs here to setup your Tanker and AWACS



The Modex and Skin options are not included in this version of the app and will be autogenerated as *nil* in the code.

When you finish setting up your class, either copy your code your code and add it to your mission as a DO SCRIPT trigger or export the code to Lua file and add it as a DO SCRIPT file.

Generated Code Preview

```lua
-- ====================================================
-- EASY GCICAP GENERATOR
-- Generated by Easy GCICAP Generator v1.0
-- ====================================================

local mywing = EASYGCICAP:New("Kutaisi OPS", AIRBASE.Caucasus.Kutaisi, "blue", "Blue EWR")

mywing:AddAirwing(AIRBASE.Caucasus.Kobuleti, "Kobuleti OPS")

mywing:AddAirwing(AIRBASE.Caucasus.Batumi, "Batumi OPS")

mywing:AddPatrolPointCAP(AIRBASE.Caucasus.Kutaisi, ZONE:FindByName("Blue Zone 1"):GetCoordinate(), 30000, 400, 90, 20)

mywing:AddPatrolPointCAP(AIRBASE.Caucasus.Kobuleti, ZONE:FindByName("CAP Zone 2"):GetCoordinate(), 30000, 400, 90, 20)

mywing:AddSquadron("F-16 Kutaisi", "Kutaisi CAP", AIRBASE.Caucasus.Kutaisi, 20, AI.Skill.GOOD)

mywing:AddSquadron("F-18 Kobuleti", "Kobuleti CAP", AIRBASE.Caucasus.Kobuleti, 20, AI.Skill.GOOD)

mywing:AddAcceptZone(ZONE_POLYGON:New("Blue Border", GROUP:FindByName("Blue Border")))

mywing:AddRejectZone(ZONE_POLYGON:New("Red Border", GROUP:FindByName("Red Border")))

mywing:AddPatrolPointTanker(AIRBASE.Caucasus.Batumi, ZONE:FindByName("Blue Tanker Zone"):GetCoordinate(), 20000, 300, 90, 20)

mywing:AddTankerSquadron("Blue Tanker", "Blue Tanker OPS", AIRBASE.Caucasus.Batumi, 1, AI.Skill.GOOD, nil, nil, 295, radio.modulation.AM, 95)

mywing:AddPatrolPointAwacs(AIRBASE.Caucasus.Batumi, ZONE:FindByName("Blue AWACS Zone"):GetCoordinate(), 30000, 350, 90, 20)

mywing:AddAWACSSquadron("Blue AWACS", "Blue AWACS OPS", AIRBASE.Caucasus.Batumi, 2, AI.Skill.GOOD, nil, nil, 290, radio.modulation.AM)

-- Default Settings
mywing:SetDefaultResurrection(900)
mywing:SetDefaultCAPSpeed(300)
mywing:SetDefaultCAPAlt(25000)
mywing:SetDefaultCAPDirection(90)
mywing:SetDefaultCAPLeg(15)
mywing:SetDefaultCAPGrouping(2)
mywing:SetDefaultMissionRange(100)
mywing:SetDefaultNumberAlert5Standby(2)
mywing:SetDefaultEngageRange(50)
mywing:SetMaxAliveMissions(8)
mywing:SetDefaultRepeatOnFailure(3)
mywing:SetTankerAndAWACSInvisible(true)
mywing.debug = false
mywing.Monitor = false
```

For more information and details about the EASYGCICAP Class visit this page:

https://flightcontrol-master.github.io/MOOSE_DOCS_DEVELOP/Documentation/Ops.EasyGCICAP.html