

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.

MOOSE EASYGCICAP Code Generator v.1.0
Created by = GR= Jackal

SettingsAirwings and ZonesTanker and AWACS

Default Settings:

Resurrection Time (s):

300

CAP Speed (knots):

300

CAP Altitude (ft):

25000

CAP Direction (degrees):

90

CAP Leg (NM):

15

CAP Grouping:

2

Mission Range (NM):

100

Alert-5 Standby:

2

Engage Range (NM):

50

Max Alive Missions:

8

Repeat on failure:

3

Tanker/AWACS Invisible:

☒

Debug Settings:

Debug Mode:

☐

Monitor Mode:

☐

Change Defaults

- `EASYGCICAP.SetDefaultResurrection`: Set how many seconds the AirWing stays Inoperable after the AirWing STATIC HQ 1st destroyed, default 900 secs.
- `EASYGCICAP.SetDefaultCAPSpeed`: Set how many knots the CAP flights should do (will be altitude corrected), default 300 kn.
- `EASYGCICAP.SetDefaultCAPAlt`: Set at which altitude (ASL) the CAP planes will fly, default 25,000 ft.
- `EASYGCICAP.SetDefaultCAPDirection`: Set the initial direction from the CAP point the planes will fly in degrees, default is 90°.
- `EASYGCICAP.SetDefaultCAPLeg`: Set the length of the CAP leg, default is 15 NM.
- `EASYGCICAP.SetDefaultCAPGrouping`: Set how many planes will be spawned per mission (CVAP/GCI), defaults to 2.
- `EASYGCICAP.SetDefaultMissionRange`: Set how many NM the planes can go from the home base, defaults to 100.
- `EASYGCICAP.SetDefaultNumberAlert5Standby`: Set how many planes will be spawned on cold standby (Alert5), default 2.
- `EASYGCICAP.SetDefaultEngageRange`: Set max engage range for CAP flights if they detect intruders, defaults to 50.
- `EASYGCICAP.SetMaxAliveMissions`: Set max parallel missions can be done (CAP+GCI+Alert5+Tanker+AWACS), defaults to 8.
- `EASYGCICAP.SetDefaultRepeatOnFailure`: Set max repeats on failure for intercepting/killing intruders, defaults to 3.
- `EASYGCICAP.SetTankerAndAWACSInvisible`: Set Tanker and AWACS to be invisible to enemy AI eyes. Is set to true by default.

Debug and Monitor

`mywing.debug = true -- log information`

`mywing.monitor = true -- show some statistics on screen`

Copy to ClipboardExport Lua File

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).

Setup Airwing

Variable:

Variable Name

Name:

Airwing Name

Base:

AIRBASE.Afghanistan.Bost

EWR Prefix:

EWR Prefix

Side:

blue

Add Airwing

You add Squadrons and CAP points to your Airwings here:

Squadron Settings

Template:

Squadron Template

Name:

Squadron Name

Airbase:

AIRBASE.Afghanistan.Bost

Size:

20

Skill:

AVERAGE

Add Squadron

CAP Settings

Airbase:

AIRBASE.Afghanistan.Bost

Zone:

CAP Zone Name

Altitude:

30000

Speed:

400

Direction:

90

Leg:

20

Add CAP Point

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

Additional Airwings

Airbase:

AIRBASE.Afghanistan.Bost

Name:

Name

Add Additional Airwing

In the middle column you can manage your entries:

Added Items

Airwings

Airwing: Kutaisi OPS (mywing)
L Additional Airwing: Kobuleti OPS (AIRBASE.Caucasus.Kobuleti)
L Additional Airwing: Batumi OPS (AIRBASE.Caucasus.Batumi)

Remove Selected Airwings Item

Squadrons

Squadron: Kutaisi CAP (F-16 Kutaisi) at AIRBASE.Caucasus.Kutaisi
Squadron: Kobuleti CAP (F-18 Kobuleti) at AIRBASE.Caucasus.Kobuleti

Remove Selected Squadrons Item

CAP Points

CAP Point: Blue Zone 1 from AIRBASE.Caucasus.Kutaisi
CAP Point: CAP Zone 2 from AIRBASE.Caucasus.Kobuleti

Remove Selected CAP Points Item

Tankers

Tanker: Blue Tanker OPS (Blue Tanker) at Blue Tanker Zone

Remove Selected Tankers Item

AWACS

AWACS: Blue AWACS OPS (Blue AWACS) at Blue AWACS Zone

Remove Selected AWACS Item

Zones

Accept Zone: Blue Border (Blue Border)
Reject Zone: Red Border (Red Border)

Remove Selected Zones Item

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 screenshot displays the 'MOOSE EASYGCICAP Code Generator v1.0' interface, created by GR= Jackal. It features three tabs: 'Settings', 'Airwings and Zones', and 'Tanker and AWACS'. The 'Tanker and AWACS' tab is active, showing two sections: 'Tanker Settings' and 'AWACS Settings'. Each section contains a form with fields for Zone, Template, Name, Airbase, Altitude, Speed, Direction, Leg, Size, Skill, Radius, and TACAN. Below each form is an 'Add Tanker' or 'Add AWACS' button. At the bottom of the interface are buttons for 'Copy to Clipboard' and 'Export Lua File'.

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

```
1  |-- EASY GCICAP GENERATOR
2  |-- Generated by Easy GCICAP Generator v1.0
3  |--
4  |--
5  |--
6  local mywing = EASYGCICAP.New("Kutaisi OPS", AIRBASE.Caucasus.Kutaisi, "blue", "Blue EWR")
7
8  mywing:AddAirwing(AIRBASE.Caucasus.Kobuleti, "Kobuleti OPS")
9
10 mywing:AddAirwing(AIRBASE.Caucasus.Batumi, "Batumi OPS")
11
12 mywing:AddPatrolPointCAP(AIRBASE.Caucasus.Kutaisi, ZONE:FindByName("Blue Zone 1"):GetCoordinate(), 30000, 400, 90, 20)
13
14 mywing:AddPatrolPointCAP(AIRBASE.Caucasus.Kobuleti, ZONE:FindByName("CAP Zone 2"):GetCoordinate(), 30000, 400, 90, 20)
15
16 mywing:AddSquadron("F-16 Kutaisi", "Kutaisi CAP", AIRBASE.Caucasus.Kutaisi, 20, AI.Skill.GOOD)
17
18 mywing:AddSquadron("F-18 Kobuleti", "Kobuleti CAP", AIRBASE.Caucasus.Kobuleti, 20, AI.Skill.GOOD)
19
20 mywing:AddAcceptZone(ZONE_POLYGON.New("Blue Border", GROUP:FindByName("Blue Border")))
21
22 mywing:AddRejectZone(ZONE_POLYGON.New("Red Border", GROUP:FindByName("Red Border")))
23
24 mywing:AddPatrolPointTanker(AIRBASE.Caucasus.Batumi, ZONE:FindByName("Blue Tanker Zone"):GetCoordinate(), 20000, 300, 90, 20)
25
26 mywing:AddTankerSquadron("Blue Tanker", "Blue Tanker OPS", AIRBASE.Caucasus.Batumi, 1, AI.Skill.GOOD, nil, nil, 295, radio.modulation.AM, 95)
27
28 mywing:AddPatrolPointAwacs(AIRBASE.Caucasus.Batumi, ZONE:FindByName("Blue AWACS Zone"):GetCoordinate(), 30000, 350, 90, 20)
29
30 mywing:AddAWACSSquadron("Blue AWACS", "Blue AWACS OPS", AIRBASE.Caucasus.Batumi, 2, AI.Skill.GOOD, nil, nil, 290, radio.modulation.AM)
31
32
33 -- Default Settings
34 mywing:SetDefaultResurrection(900)
35 mywing:SetDefaultCAPSpeed(300)
36 mywing:SetDefaultCAPAlt(25000)
37 mywing:SetDefaultCAPDirection(90)
38 mywing:SetDefaultCAPLeg(15)
39 mywing:SetDefaultCAPGrouping(2)
40 mywing:SetDefaultMissionRange(100)
41 mywing:SetDefaultNumberAlertStandby(2)
42 mywing:SetDefaultEngageRange(50)
43 mywing:SetMaxAliveMissions(0)
44 mywing:SetDefaultRepeatOnFailure(3)
45 mywing:SetTankerAndAWACSInvisible(true)
46 mywing.debug = false
47 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