

# MortarMate User Guide

## Installation:

-Before you begin please install python 3 or later. Remember to add python to your PATH, see <https://www.thecoderworld.com/how-to-add-python-path-to-environment-variables-on-windows-11/>.

-Unzip the contents of the archive to a folder of your choice.

-Run “install\_prerequisites.bat”. This is to install the python modules required for the application to work.

## Application:

-Run Mortar Mate 1.0.

You should see the following GUI



On the right hand side you will see 18 panes that you can click on to change the map.

### Aiming sequence

The first step is to determine your location in the game. Once you are confident where you are located then you can click on that location on the big map. You will see a yellow point denoting your location with two concentric black circles; the larger being the maximum range and the smaller being the minimum range.

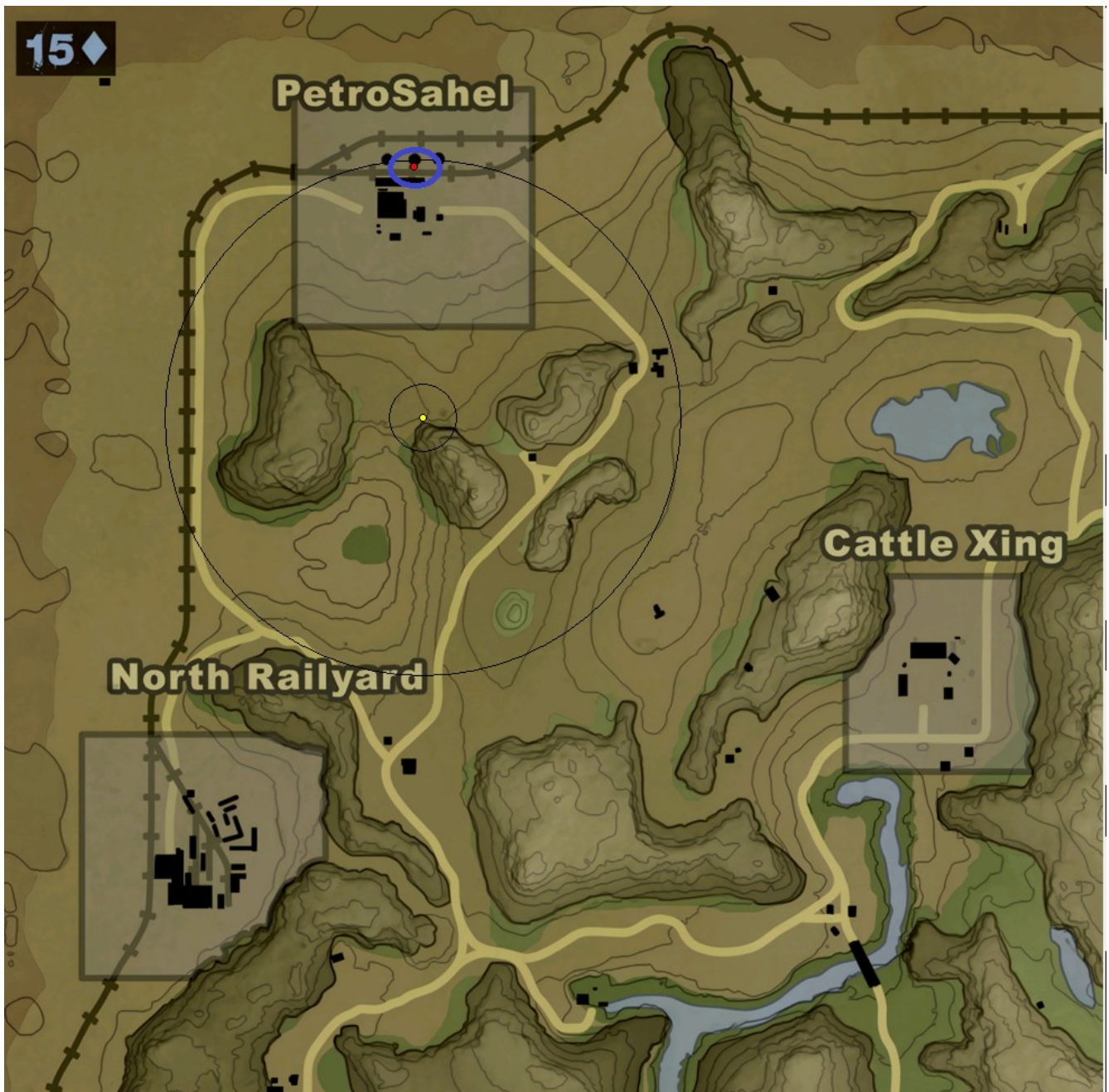


The next point you choose is crucial because it determines your home bearing. Make absolutely sure you are facing this target in game. All subsequent shots will be fired automatically relative to this bearing. For example I will choose the middle fuel reservoir of PetroSahel.





The next step is to pause the game and press Alt + Tab to switch to the application window. Now click on the first target, it will be demarcated with a red point.



Then click on other points you wish to strike within your range. In my case I chose a total of 6 strike locations. If you feel like you want to redo your strike pattern then click on clear points and start over.



Now for the fun to begin! Click on "FIRE!" in the application, Alt + Tab into far cry and then equip the mortar (make sure a smoke round is equipped by default). Make sure you are facing the bearing of your first strike point. Then don't touch your keyboard or your mouse and let the program take over. The firing sequence will commence 10 seconds after you click on the "FIRE!" button.

See the attached video (example.mp4) to see how it is done!