



Mission Control Center Sandbox (MCC Sandbox).

MCC is a dynamic, real time, in-game mission-creation tool. It enables people to build missions on-the-fly whilst in game and change mission parameters to match the reactions of progress of the players.

From inside the mission, you can open a mission making interface that allows you place units on the map, create waypoints and briefing markers, call in CAS missions or artillery, the possibilities are endless.

MCC Sandbox is the main tool for creating mission in MARSOC community.

You can find more info in our webpage at <http://www.going4.com>

Thanks:

1. Monsada, for his UPSMON script.
2. Mandoble, for his heliroute script.
3. Tuskan Raider, for his Arresting gear script.
4. Bon for his Advanced Artillery Request script.
5. DTM2801 for his Convoy Control Script.
6. TiGGA for his ILS Pro II.
7. iOnOs for his RTE.
8. Sickboy, Vking without them there was no MCC.





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Structures & Formations:

When you first start MCC you will be presented with the player slot screen. From here you and your team mates can pick a faction and select a role within that faction.

MCC has a predefined set of Factions as well as roles. This section describes this in more detail.

FACTIONS:

There are 3 factions in each map, this is for a brand variety of Coop missions possibilities and for a PvP missions. The factions are :

- **BLUFOR** – USMC (for OA users US on desert maps).
- **OPFOR** – Russian (for OA users Takistan's army on desert maps).
- **Guerilla** - NAPA (for OA users Takistan's locals on desert maps).

PLATOONS:

Each faction has one platoon. Each platoon contains 3 squads and one platoon lead team. Platoon lead team members are:

- **Platoon leader (PL)**
- **Platoon sergeant (PS)**
- **Platoon medic (PM)**
- **Platoon rifleman (PR)**





SQUADS:

Each platoon has 5 squads. Each squad contains **squad lead** and 3 **fire teams**. Squad lead members are:

- **Squad leader (SL)**
- **Squad medic (SM)**



FIRE TEAMS:

Fire team members are:

- **Fire team leader (FTL)**
- **Automatic rifleman (AR)**
- **Assistance automatic rifleman (AAR)**
- **Rifleman –AT (AT)**





ANTI-AIRCRAFT TEAMS (AA):

An AA team contains a gunner and assistant gunner, Equipped with a man-portable AA missile such as Stinger.



MEDIUM MACHINEGUN TEAMS (MMG):

a MMG team contains a gunner and assistant gunner, Equipped with a medium man-portable machinegun such as M240.





HEAVY MACHINEGUN TEAMS (HMG):

a HMG team contains a gunner, assistant gunner and an ammo man, Equipped with a heavy crew-served machinegun such as M2. The gunner is carrying the gun itself while the assistant is carrying the tripod and the ammo man the ammo.



MEDIUM ANTI-TANK TEAMS (MAT):

a MAT team contains a gunner and assistant gunner, Equipped with a medium man-portable AT missile such as SMAW.





HEAVY ANTI-TANK TEAMS (HAT):

a HAT team contains a gunner, assistant gunner and an ammo man, Equipped with a heavy Man-portable AT missile such as Javelin.



ARTILLERY TEAMS:

An artillery team contains a gunner, assistant gunner and an ammo man. Equipped with crew-served mortars, like the 60mm mortar.



DESIGNATED-MARKSMAN UNIT (DM):

a DM unit is a squad-level unit that equipped with a scoped/special rifle such as DMR.





SNIPER TEAMS:

A sniper team contains a sniper and spotter, Equipped with ghillie suite and a sniper rifle.



ENGINEERS TEAM (EN):

A four-man team. Each engineer has some satchel charges, mines, C4s and wire cutters to get over any obstacle in the battlefield.





SPECIAL FORCES (SF):

The SF are tougher, harder, more trained and more equipped than the standard infantry. While infantry get the mission they are equipped to, The SF are equipped by the mission they are sent to.

In MCC, there are two SF teams. The SF members are:

- **Team leader (TL)** – Equipped with grenade launcher this is the leader of the team.
- **Automatic gunner (AR)** – Equipped with automatic rifle this member role it to support heavy fire to the team and suppress the enemies.
- **Radioman** – Equipped with a long-range radio and a laser designator, this member is the forward observer, spotter and communicator for the team. This member can direct CAS or artillery fire. Radiomen have access to the Bon Artillery script.
- **Marksman** – With a long range, scoped rifle this member is equipped for taking out hostile up to 600 meters and to extend the effective fire range of the SF.
- **Sapper** – Equipped with C4s, Slams, wire cutters and satchel charges. This member is equipped to breach ambush and destroy almost any obstacle/enemy/target.
- **Medic** – This member task is to keep the SF members healthy and combat ready.





AIR FORCE SQUADRON:

Each squadron contains 3 flights and a squadron's commander.

Flight: Each flight contains two members:

- **Pilot**
- **Navigator/Gunner**



MECHANIZED/MOTORIZED SQUAD:

Each squad contains 3 mechanized teams and a Squad leader.

Team: Each team contains three members:

- **Commander**
- **Gunner**
- **Driver**





CAMERA OPERATOR:

The camera operator is natural to all. He can be used to make films; he can operate the camera.sqs from his action menu.

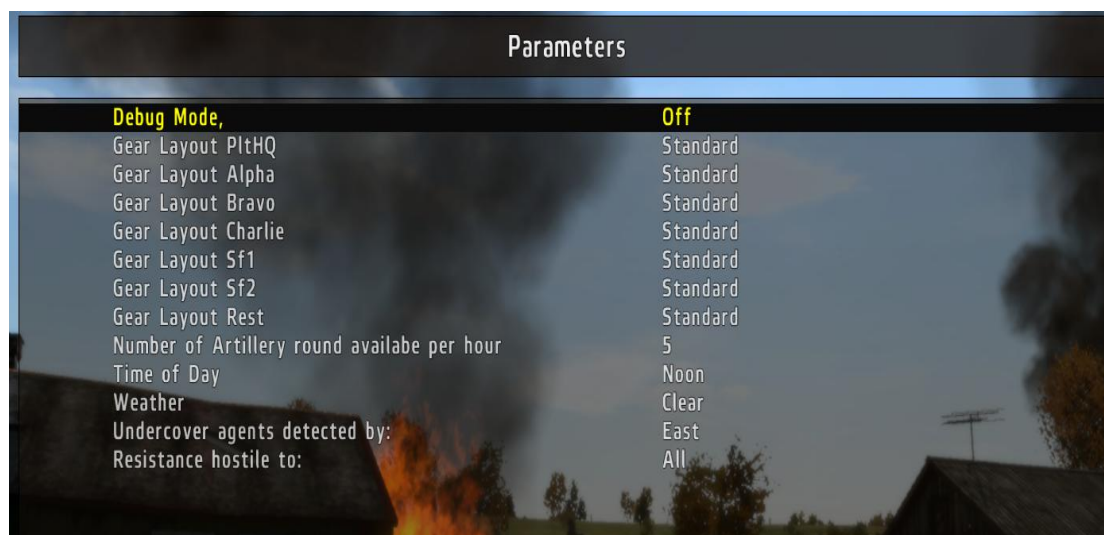




PARAMETERS:

From the MCC Sandbox lobby you can also pre define mission parameters.

Here are the parameters of MCC Sandbox:



Name	Description	Note
Debug Mode	Enable/Disable F2 Framework debug mode.	
Gear Layout	<p>Choose the gear layout of the units from Standards, Paratroopers, CQB and Scoped rifles.</p> <p>Keep in mind that by default each unit will have it unique gear and will carry rucksack and some personal medical supply.</p> <p>You can individually predefine the gear of each platoon and each special forces team,</p>	<p>You can read more about F2 Gear script here:</p> <p>http://www.ferstaberinde.com/f2/en/index.php?title=Main_Page</p>
Number of Artillery rounds	Using Bon advanced artillery request, Any unit that is carrying long range radio can call artillery support. This parameter will determine how many rounds will be available each hour.	You can disable artillery by choosing 0.
Time of Day	The time of day	You can define it also from inside MCC Sandbox. Some FLIR sights need that night will determine before mission start.





Weather	The weather in the mission	
Undercover Agents	Determine which faction will alerted by agent holding a weapon	
Resistance hostile to	Which faction will be hostile toward the independent faction.	The independent faction will be hostile toward that faction too.





MCC Basics:

F2 Framework:

MCC Sandbox is integrated with F2 Framework There are some thing you need to know:

GroupID

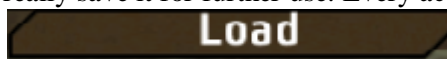
There is custom markers for MCC groups.

- **Parameters**
In game lobby there are parameters that you can change such as: gear, time, weather, artillery rounds available exc.
- **Fire team members markers**
Although in RL it's easy to know who are your team members it is hard in game. Members of your teams will have in game markers.
- **Player names**
while pointing on another player his name will popup.

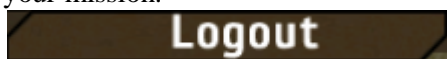
MCC Sandbox buttons:



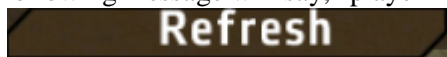
- after making a mission press safe in order to save the mission to the clipboard. It recommended pasting the clipboard to a TXT file and really save it for further use. Every action in MCC Sandbox is Safed.



- Once you safed a mission you can load it by copy it to the clipboard and pressing load. MCC Sandbox will then start automatically loading your mission.



- Press it to give up on mission making, a following message will say, "player name is logged out as mission maker."



- It will refresh your screen.



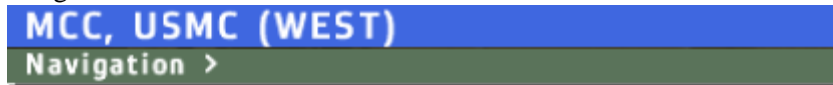
- It will close MCC Sandbox but will keep you the mission maker.



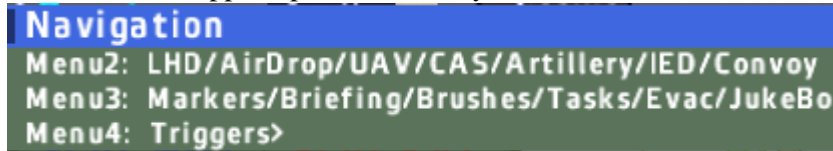


Navigation:

You can navigate through the different menus of MCC Sandbox by clicking on the navigation menu:



a sub menu will appear, press the menu you desire:



TELEPORT TO TEAM (TTT):

This basic function allow JIP or re-spawn players to easily regroup with their leader. If you joined late for a game there is no need for dramatic logistic maneuver to place you into action with the rest of your fire team just press Alt + T and you will automatically teleported at your leader location.

Important! TTT can be used only once.

BECOME THE MISSION MAKER (MM):

In order to become the mission maker, you'll need to open the **Mission Generator** from your action menu and make a zone. The first one to create a zone is the mission maker.

Important! There can be only one mission maker in any given time. In order to let someone else use the MCC, logout from the mission maker by pressing the LOGOUT button.

PLACING ZONES:

MCC is based on placing zones, spawning stuff in them and moving zones around. First open the MCC menu by rolling you mouse wheel and choosing "**mission generator**" option from the action menu.





This window will popup:



- At the bottom part look for the Zones:



Name	Description	Note
Zone	The current zone we are working on	You can work on up to 20 different zones
Size X	The width of the zone	
Size Y	The height of the zone	
Update Zone	By pressing this you'll get a notice to press on the map to create or update the current zone	

Important! Everything you will spawn will spawn on the selected zone. Moreover, the spawns will attached to the zone, so if the zone is moved the spawned on it will move to the new zone.







Spawning:

CHOOSING FACTIONS:

MCC Sandbox will automatically recognize the add-ons you are using so all of the factions you loaded MCC with will be available.

- Go to **Faction**, choose the desire faction to spawn and press **Update**



- MCC will get all the units and vehicles from the selected faction.

SPAWNING GROUPS AND UNITS:

choose from the lists the desire unit/vehicle/group to spawn and press **Spawn**. MCC will automatically place the chosen element and spawn it logically, ships on water, land vehicle on land and so on.



1. Spawning distance:

MCC will automatically find a safe position to spawn. Sometimes it will fail to spawn, look at the MCC feedback on the bottom of the screen and consider moving or making the zone bigger if that happened.

2. Spawn behavior:

After spawning a unit or vehicle UPSMON script will take control on that unit. It's possible to determine how the AI will act from the **Spawn Setting** menu:



Name	Description	Note
Manned	If turned off vehicles will be spawned empty	





Behavior	<p>Aggressive – AI will patrol inside the zone but when they get alerted they will pursuit enemies outside the zone.</p> <p>Defensive – AI will patrol the zone but will not pursuit enemies outside the zone.</p> <p>Passive – AI will stand still and will not patrol the zone. When they will turn alerted, they will pursuit enemies outside the zone.</p> <p>Fortify – AI will automatically get inside building, fortifications and static weapons, and hold there.</p> <p>Ambush – AI will make attempt to make an ambush on the nearest road. They will place mines on the road and lay down on an ambush position on the road.</p>	
Awareness	The level of awareness the spawned unit will have once they spawned.	
Track	If turned on the spawned group will create a visible marker on its next waypoint.	



Force recon team preparing an ambush using MCC Sandbox ambush behavior.





SPAWNING OBJECTS: DYNAMIC OBJECT COMPILATION, AMMO CRATES:

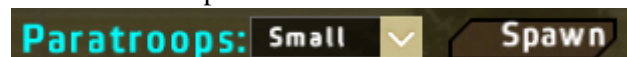
it's possible to spawn D.O.C or ammo crates from MCC by pressing **Spawn** in the D.O.C menu:



PARATROOPS:

It is possible to call paratroops on a zone.

- Choose the size of the drop: **Big** – C-130 with 12 soldiers.
small – A helicopter with 6 soldiers.



- Press **Spawn**.

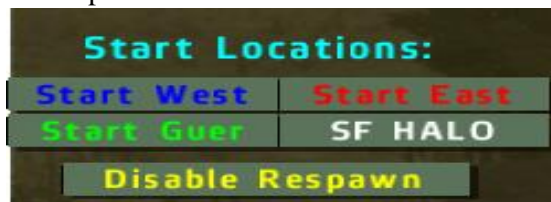
Important! Paratroops will behave according to the spawn settings after they will hit the ground and regroup. So it is possible to make the paratroopers to fortify inside buildings after they touch ground.





Start locations:

Each faction has a spate start location. By pressing the relevant start location and by map clicking the start location placed. Once a start location for the faction placed all the players from that faction will automatically teleported to start location. Furthermore, all the re-spawns will be on the start location.



SF HALO:

The Special Forces High Altitude Low Opening button will make all the Special Forces player to be teleported to a C-130 over the drop zone. When the lights inside the plane turn green and the ramp opened the players have to run outside the plane to start the jump.

The drop zone will be marked on the map and by a red smoke and stick lights.



DISABLE RESPAWN:

Players will automatically respawn after 10 seconds with the gear they had once they died. If **Disable Respawn** is pressed, dead players will be teleported to the edge of the map and the spectator script will start running.





Client side settings:

This setting is available to everyone even if he is not the mission maker. Those settings will affect your game performance.



Name	Description	Note
Grass Density	Control how much grass will be around you. From none to high	
View Distance	Control your view distance	

Environmental settings:

Mission maker can set his environmental settings here:



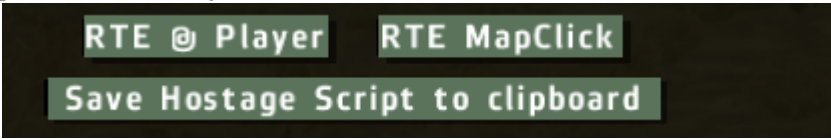
Name	Description	Note
Weather	Choose the weather level	Clear – storm
Fog	Choose the fog level	0 - full
Month	Choose the month	1-12
Day	Choose the day	1-31
Hour	Choose the Hour	0-23
Min	Choose the min	0-59





Real Time Editor (RTE):

[RTE](#) by **i0n0s** is not required but recommended add-on for MCC Sandbox. It will let you place units and objects in real time.



Name	Description	Note
RTE @ Player	Will open RTE at the player position	
RTE MapClick	Will open RTE on a map position	
Save Hostage Script to clipboard	Save the hostage script to the clipboard in order to paste it in the unit's init inside RTE	





MCC Sandbox Landing Helicopter Dock (LHD):

On maps that sea or a large enough body of water is available the MCC Sandbox LHD will be available too.

When placing the start location a flag pole with the MARSOC flag will be used as a teleport to the LHD deck (if such flagpole isn't available there is no LHD on that map).



Approach the flag and use the action menu to teleport to the LHD. You can use the on-deck flag to teleport to sea level (to reach boats) and back.

The MCC Sandbox LHD have arresting gear script (By Tusken Raider) a auto taxi to runway script and the ILS Pro II script (By TiGGa) for fixed wing planes.

It is possible to spawn all kinds of vehicles on and next to the LHD from planes and helicopters to boats and cars.

In order to spawn vehicles to MCC Sandbox LHD:

1. Open menu number 2.
2. In the LHD menu press a spawning point from 1 to 10:





3. Choose the spawned vehicle from the lists and press the Spawn button next to it.
4. If the spawn point is already occupied a hint message will appear.





Support Elements:

HOSTAGES:

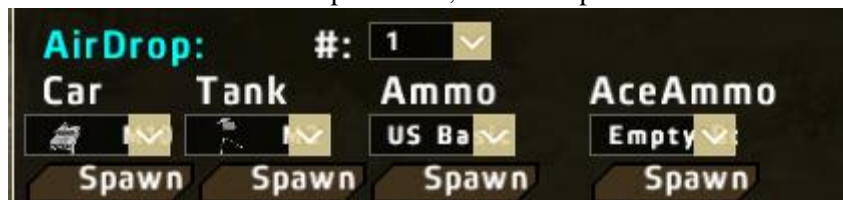


All the units from the current selected faction will be shown at the hostage list. Choose the unit you want to perform as hostage and press Spawn, map click on the location to spawn it. The unit will automatically remove from his weapons and will stand with his hands on his head. The unit will be natural to all and when approached there will be an option to "Secure Hostage" in order to make the unit follow her rescuer.



AIR DROP:

You can call a C-130 to drop vehicles, static weapons or ammo crates.



Name	Description	Note
#	Amount of items to drop per run.	1- 6
Car	Choose the type of cars to drop	
Tank	Choose the type of Tanks or static weapon to drop	
Ammo	Choose the type of ammo to drop	
ACE Ammo	Choose the type of ACE ammo to drop	





UAV/ULB:

It is possible to mapclick a UAV or ULB with MCC Sandbox.

- Choose the type of UAV/ULB from:
 - Static:** static object as UAV building. The operator have to stay next to it in order to use the controls.
 - Mobile:** A car or a truck with mobile UAV. The operator has to sit inside the car in order to use the controls.
 - Backpack:** A backpack control. The operator can carry the controls.
- Choose the type of UAV from West UAV, East UAV (Bugged), ULB.
- Mapclick to spawn the controller.





CLOSE AIR SUPPORT (CAS):

You can call CAS to aid or to harm the players.

CAS:

#:

1

Approach:

Nort

Plane:

A10

Type:

JDAM

Spawn

Name	Description	Note
#	Amount of bombs to drop per run.	1- 6
Approach	Choose the CAS plane approach to the zone	
Plane	The type of plane that make the CAS	For the CBU don't use the predator
Type	Choose 1 from the 16 types of CAS available	
Spawn	Press and map click to mark the targets	





ARTILLERY:

You can call artillery to aid or to harm the players.



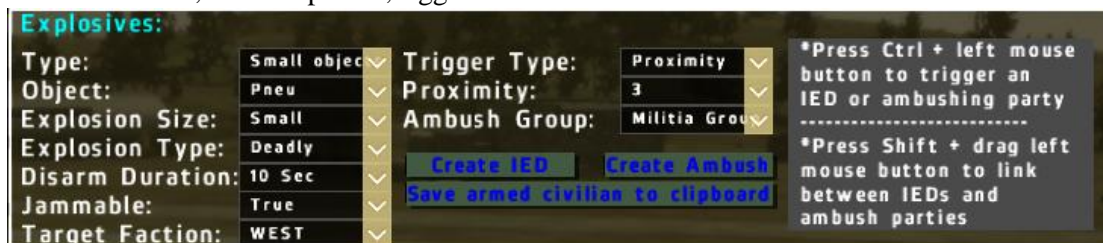
Name	Description	Note
Type	Choose 1 from the 16 types of artillery available	
Spread	Choose the spread of the barrage from precise to wide	
Number	Choose the number of shells to drop	1-30
Spawn	Press and map click to mark the targets	





Traps and explosives:

With this menu, you can spawn all kinds of explosives, IED, mines, hostile civilians, suicide bombers, ambush parties, rigged cars and more:



Name	Description	Note
Type:	Choose what type of trap you want to spawn.	
Object:	Which object from the type we choose earlier we are spawning.	
Explosion Size:	<u>Small</u> : 5-15 damage radius. <u>Medium</u> : 10-25 damage radius. <u>Large</u> : 15-40 damage radius.	
Explosion Type:	<u>Deadly</u> : a real bomb will explode depends on the explosion size. <u>Fake</u> : only explosion effects will appear no actual damage to vehicles or infantry. <u>Disabling</u> : All vehicles within the explosion radius will be disabled, glass will be smashed, tiers will be damaged and the vehicle will catch fire. Infantry within the range of the explosion, will get unconscious, no casualties will accrue.	
Disarm Duration:	How long will it take to disarm this IED	
Jammable:	Will CREW vehicles can jam this IED?	
Target Faction:	The faction that will trigger the IED once a unit of that faction will move close enough for it.	
Trigger Type:	<u>Proximity</u> : The IED will trigger if a unit from the target faction is moving at the proximity radius faster then a slow prone. <u>Mission maker only</u> : The IED will trigger only by the mission maker Ctrl+ left mouse	





	click on the IED's marker in the MCC Sandbox mini-map.	
Ambush Group:	Choose the type of ambush group you'll like to spawn	



THE TYPES OF TRAPS:

IEDs:

Small objects, medium objects, large objects, rigged cars, rigged ammo boxes, BAF and PMC IEDs and more. **How to use it:** Press **Create IED**. Place the object by left clicking on the MCC Sandbox mini map. An "IED_#" marker will appear. Depends on its presets the IED will go off.

Road Charges:

Choose the type of road charge you want to place from Claymores and Pomz. Press **Create IED** Press left mouse button where you want to place the ordnance, click and drag the cursor at the direction you want the ordnance to face. The ordnance will explode toward the direction it facing when a unit will move in front of it. Keep in mind; you cannot control which units will activate the road charge, the explosion will always be the deadly/real type.

Armed Civilians:

Choose the faction, associated with the armed civilian you want to spawn. Choose the target faction. Press **Create IED** and left click on the MCC Sandbox mini map. An armed civilian will spawn there. Once a unit of the targeted faction will get near it, there is a random chance in each second that the civilian will draw a random small arm and open fire on the target faction's unit.





Suicide Bombers:

Just like the armed civilians, the suicide bombers will spawn on the map waiting until a unit from the target faction will be near. Then he will start running toward that unit shouting, and explode himself once near enough. Keep in mind that you can choose what kind of explosive it will be (Fake, Disabling or Deadly).

Disarming IED:

Every soldier can try his luck disarming an IED but it will be best to leave IEDs for the expert. Engineers and saboteurs have less critical fail chance and higher success chance when disarming an IED.

How to disarm an IED:

1. Slow prone to the suspected IED. Any fast move around it will trigger it.
2. When you get close enough a "Disarm IED" action will appear in the action menu. Press it.
3. Wait a few seconds a hint message and the player will say the result.
4. "Success" means the IED is off.
5. "Fail" means the IED is on you can try disarm it again.
6. "Critical Fail" means the IED is set start running like hell.



SECURING HOSTILE CIVILIANS:





Every soldier can secure a hostile civilian. If you noticed a civilian that is acting strange, advance toward him rolling you action menu, if a "secure civilian" action is appearing around 15 meters away from him, then this is a hostile civilian. Press the action menu. There is a random chance that the civilian will give up, after a while he will draw a random handgun and open fire.





Convoys:

There is a build in convoy generator using DTM2801 Convoy control script.



Name	Description	Note
Car1	Choose the car you want from the list. Depends on the faction select.	First car is a must in order to create a convoy
Car2	Choose the car you want from the list. Depends on the faction select	Choose None for no car spawning.
Car3	Choose the car you want from the list. Depends on the faction select. Choose None for no car spawning.	This car will be replaced by the HVT car if the HVT is on.
Car4	Choose the car you want from the list. Depends on the faction select.	Choose None for no car spawning.
Car5	Choose the car you want from the list. Depends on the faction select.	Choose None for no car spawning.
HVT	Choose the type of High Value Target you want to be in the convoy. The HVT will run the hostage script and he can be captured.	Choose None for no HVT.
HVT Car	Choose the type of car the HVT will drive in. This car will automatically fill with special bodyguards.	
Place Convoy	Create 5 waypoints for the convoy including start and end; the convoy will be placed at start WP facing WP 1.	
Start Convoy	The convoy will start driving according to its WP. When the convoy start it will automatically and randomly filled with soldiers from the same faction.	
Reset	Will add 5 new waypoints to the convoy. Old waypoints will be deleted. A new Start Convoy press	





Waypoints	is needed to make the convoy use the new WP.	
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Generators

Briefing generator:

You can create briefings using MCC Sandbox:



Enter your text in the black text box, then press the part of the briefing that text refers too (Enemy forces, Friendly forces, missions exc.) The text will appear at the note sections in the map. The briefing will be synced with all players including JIP and will be safed as the rest of the mission when Safe will be pressed.





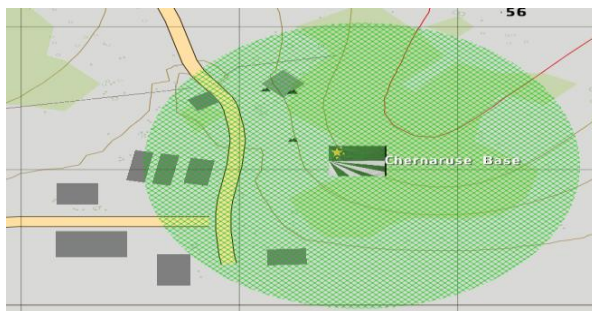
Markers and brushes generator

You can create markers using MCC Sandbox:

Markers Generator:
 Color: **Black** Type: **Empty**
 Text: **Create** **Delete**

Brushes Generator:
 Shape: **RECTANG** Brush: **Solid**
 SizeX/Y: **10** **10** Color: **Black**
 Text: **Create** **Delete**

Name you marker or brush. Choose size, shape, color and type press Create and mapclick. You can always delete unwanted markers. These markers will be saved and synced with all players including JIPS.



Tasks generator:

You can create tasks and control them with MCC Sandbox.

Tasks Generator: End Mission: **Succeeded** **Failed**
 Name: Description: **Create**
 WP **Succeeded** **Failed** **Canceled**

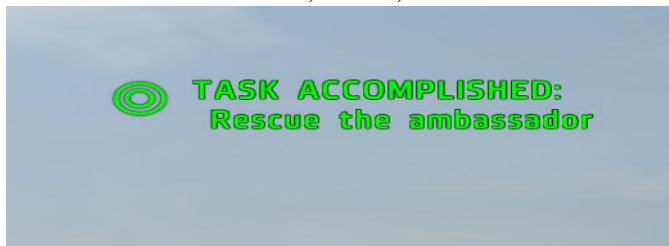
1. Name you task.
2. Enter task description.
3. Press Create.
4. The tasks will appear at the list box.
5. Choose the task from the list box and press WP.
6. Mapclick in order to place the task on the map.





You can control the tasks by:

1. Choose the task from the list box
2. Press either: Succeeded, Failed, Canceled.



You can end the mission by pressing on:





Evac Helicopter:

You can call an AI evac chopper (Heliroute script by mandobale). The AI will do precise landing even on rooftops.



Name	Description	Note
Fastrope	Choose on for fast roping. The helicopter will not land but hover 25 meters above the LZ. 2 36 meters rope will automatically added to the helicopter cargo.	Keep it off if you want the helicopter to land.
Heli	Choose the helicopter you want to perform as the evac heli.	Depends on the MCC Sandbox faction choice.
Spawn	Spawn the helicopter on the LHD.	If no LHD on the map will be spawned at the edge of the map
Relocate	Move the on station helicopter to another location.	
Del.Heli	Delete the helicopter and the pilot.	
F.Hight	Determine the flight height for the helicopter.	
Del.pilot	The pilot will eject and deleted.	Useful if you want one of the player to fly.
Res.Pilot	Respawn the AI pilot.	If you did let a player do the insertion but you want the helicopter to get back.
Move 3	Make a 3 waypoints route to the LZ for the helicopter.	





WP		
Move 1 WP	Make the helicopter move straight to the LZ.	
Return to LHD	Command the AI helicopter to move straight and land on the LHD.	





Jukebox:

Use the Jukebox to add some atmosphere to your mission.

You can play sounds or music, even trigger them, and link them to zone.



Name	Description	Note
Music	Switch to music library. All in game and add-ons music tracks will be shown.	
Sound	Switch to sound library. All in game and add-ons sound tracks will be shown.	
Track	Choose the track you want. Either music or sound depends on you previous choice.	
Volume	Determine the in-game volume (client side)	
<<	Previous track	Will work only on music tracks
>	Play track	Will work only on music tracks
>>	Next track	Will work only on music tracks
+	Stop track	Will work only on music tracks
Activate	First trigger condition	
Cond	Second trigger condition	
Zone	Which zone to link the conditions + track	
Link	Link the conditions + track to the zone	





Triggers:

Every action in MCC Sandbox can be postponed to later use by the uses of triggers. Let say, you want the convoy to start moving once the players getting close to the target, or you want artillery barrage once the reinforcement is here. You can do it easily with in-game triggers.

Triggers Generator:

Activate: **NONE** Cond: **PRESEN**

SizeX: **10** SizeY: **10**

Angle: **0** Shape: **RECTAN**

Text:

Trigger:

Generate **Move**

Name	Description	Note
Activate	First trigger condition	
Cond	Second trigger condition	
SizeX	The width of the trigger area	
SizeY	The height of the trigger area	
Angle	The angle of the trigger area	
Shape	The shape of the trigger area	Rectangle, ellipse
Text	The name of the trigger	
Generate	Press to create a trigger, mapclick the "Stop capture" button will be enabled. Make the action you want to do using MCC. Press " Stop Capturing " to make the trigger,	
Trigger	List box containing all the triggers	
Move	Move a trigger selected from the list box	



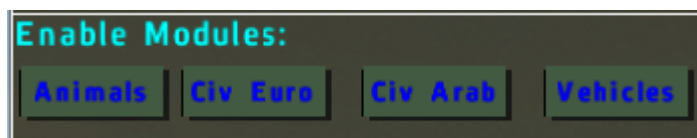


It is important to understand that once a trigger is on capturing state, the actions you perform on MCC Sandbox will not execute until the trigger is set. To stop the capture press "Stop Capturing".



ENABLE MODULES:

From MCC Sandbox menu number 4 you can enable the BIS ambient modules.



Animals: Spawns random domestic animals when near settlements or wild animals in wild areas.

Civ Euro: Spawns random European civilians in settlements. In addition, this module will make some random civilian vehicles drive the roads. Keep in mind that this will not work in OA map or in user's map if the location hasn't been defined correctly by the map maker.

Civ Arab: Same as Civ Euro but will spawn OA civilians in OA or other desert maps.

Vehicles: Spawns empty vehicles in settlements.





TOWN GENERATOR:

It is possible to spawn random generated town using the BIS GITA module from inside MCC Sandbox.



Name	Description	Note
Radius	Town radius (in meters). No houses will be crated behind this border. By the town radius, MCC Sandbox will determine how many buildings will spawn.	If there is not enough space for placing all buildings, try using a longer radius.
Damage	Amount of houses destroyed when city created. 0 means no building destroyed. 10 means all the buildings in town destroyed.	
Town Name:	Choose a name for your town.	Town name will show on the map
Style	European: means only European houses will be spawned. Takistany: Means only Takistany houses will spawn.	

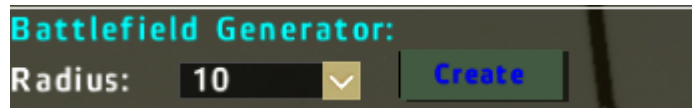




BATTLEFIELD GENERATOR:

With this option, you can instantly create a scenario that will resemble a battlefield.

In the given radius, the script will: destroy building, spawn wrecks, spawn debris, spawn random fires and smoke.



MOBILE SPAWN:

With this option, you can create a mobile spawn vehicle for any given faction.

You will have to spawn a start location first, for the given faction before you can spawn a mobile spawn.



Choose the side you want to spawn the mobile spawn for.

Choose the type and class of the mobile spawn vehicle and press Spawn.

Keep in mind: There can only be one mobile spawn for each faction in any given time. If more than one is spawned, the last one will be the active one. If the mobile spawn vehicle is destroyed then the units from that faction will get spawn on the start location.





CLEAR AREA:

You can delete previous spawned object with this option.



Name	Description	Note
Radius	The radius of the deleting brush	
Class	The type of objects that will be deleted. Men, Car, Tank, Helicopter, Airplane, Ammo Boxes or All.	Players cannot be deleted, but player vehicles can.

UNDERCOVER AGENTS:

You can choose the undercover agents from the Independent menu. These units are neutral for all. However, if they will draw a weapon they will become hostile and shoot on sight to the targeted faction (Decided by the lobby parameters).

The agents are equipped with a handgun, two frag grenades and one smoke grenade. They can withdraw or holster their handgun from the action menu. They can pick up other weapons but they won't be able to holster them.

