Missions: Intercept, Combat Air Patrol, Air Strike, Escort, Cargo, Assault

All of these are group action!

Data structure for: GroupMission

Aircrafts participate in the GroupMission shall have a link by label.

Intercept:

Take off when an enemy comes close to X miles.

Need group of aircrafts (Squadron)

X number of airplanes go up at a time.

Stand-by aircraft must be holding short of runway.

Taxiing auto-pilot must be able to hold short of runway.

Stand-by aircraft must monitor flying aircrafts and when one is killed or one is coming back, one stand-by aircraft start taxiing.

An airplane with no ammo or bingo fuel should bug-out. -> Need air route.

と、思ったが、、、、、

空港を、Dead Lock Freeにセットアップして、開始位置はAlert Hangar、離陸になんらかのDelayを入れればそれでなんとかなるんじゃね？終わったら補給して、滑走路手前まで行って待機。

FsTaxiingAutoPilotにHoldShortOfRunwayとLineUpAndWaitの追加が必要。