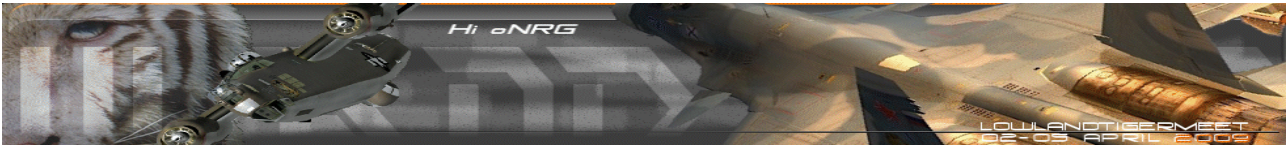


## **LOWLAND TIGER MEET 2009**

# **“Advanced Mission Editor”**

**by Nick Taylor**



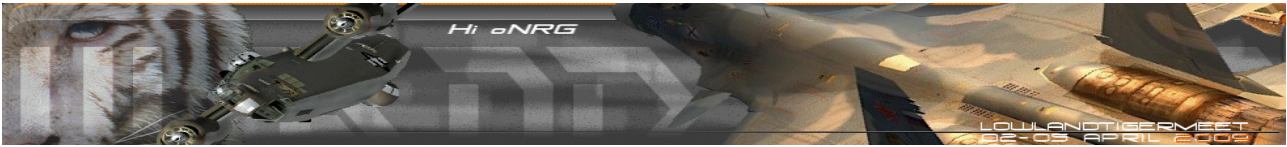
## **INTRODUCTION**

When I asked the guys (Odin, Ice and BigBrother) about one year ago, if I could join the LLTM team, because I had some new ideas about mission design in my head, the reaction was really positive.

In July 2008 I started creating the missions for LLTM 2009 to be held in April 2009. But before I designed the first one, I examined the official mission editor carefully to figure out some functions which were never used before.

Here is the result of one year designing, flying and testing, which I want to share with you. Although I only used "Falcon 4.0 Allied Force", I think most of the functions should also work with "Open Falcon" and "FreeFalcon".

LOWLAND TIGER MEET 2009  
Nick Taylor



## TAKE-OFF FUEL STATE



I am planning missions for years now, but always had the problem that pilots did not had to air refuel on most of the missions. They just cruise high and slow to save fuel or chose to land at an alternate airfield, instead of needing to do a midair refuelling on the way to their target.

I found a way to force pilots to do a midair refuel. And it works excellent and stable in a multiplayer environment. Here's how:

- 1.) Start the Mission Editor (ME)
- 2.) Create the F-16 flight
- 3.) Advance takeoff time, so that the flight is airborne when entering 3D
- 4.) Save and exit the TE
- 5.) Start the TE and take flight lead position
- 6.) Hit FLY to enter the 3D world
- 7.) Use fuel dump (ALT + D) to lower fuel to e.g. 2.200 pounds
- 8.) Exit mission to debriefing screen
- 9.) Go back to mission schedule
- 10.) Save the TE
- 11.) Exit back to main menu
- 12.) Start the saved TE in the mission editor
- 13.) Correct takeoff time to your required setting, do not change mission time
- 14.) Create your scenario
- 15.) Save your scenario
- 16.) Start the mission (Ramp or Taxi) and the fuel state will be 2.200 at take off

## HIDDEN FLIGHTS

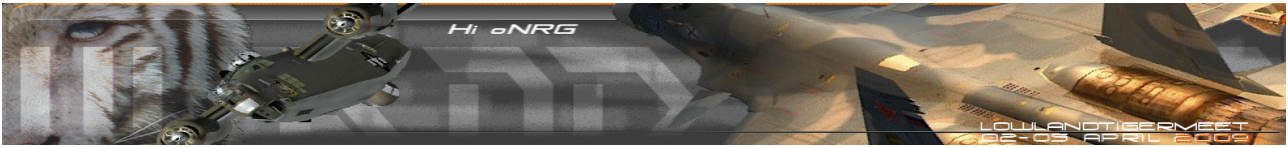


I never liked the fact, that pilots could see all enemy squadrons in the Order of Battle (OoB) page. Due to this Odin and BigBrother added all kind of extra squadrons on various airbases. Thus the participants could not foresee what to expect as the opposing forces.

Described below is a way to hide enemy aircraft from being presented in the OoB page:

- 1.) Start the Mission Editor (ME)
- 2.) Create your scenario (Add all flights and ground troops)
- 3.) Save your scenario
- 4.) Exit and start ME again
- 5.) Open your scenario
- 6.) Add flights that you want hidden, but each of them at an airfield you are not using for active/visible units!
- 7.) Activate on the map the "show squadron" option, so you can see all the squadrons
- 8.) Delete the squadrons of the flights you want hidden
- 9.) Save your finished scenario

**Note:** It is required that you do not place active/visible and hidden squadrons at the same airbase. You will get a Crash To Desktop (CTD) when doing so.



## AIRCRAFT AS GROUND TARGETS



AI flights appear 9 minutes before takeoff, taxi to their hold short position and takeoff immediately.

How to force the AI to do a delayed takeoff, thus making them juicy targets for a longer period. Read along:

- 1.) Start ME
- 2.) Add the flight which should have a delayed takeoff
- 3.) Unlock Time Over Steerpoint (TOS) for all waypoints of this flight
- 4.) Set and lock TOS for waypoint 1 (Takeoff)
- 5.) Add another steerpoint between takeoff 1 and pushpoint 2
- 6.) Set "Action" to "Takeoff" for this new waypoint 2
- 7.) Set TOS for this second takeoff waypoint 5 minutes after the first takeoff waypoint
- 8.) Lock TOS for waypoint 2 (Second Takeoff)
- 9.) Place this waypoint directly over the same airbase as waypoint 1
- 10.) Repeat action 5 to 9 as often as needed to delay the takeoff
- 11.) Save the TE
- 12.) Create your scenario
- 13.) Save your scenario

**Note:** The new takeoff waypoints will always be displayed in red colour.

## STEERPOINTS FOR NAVAL FORCES

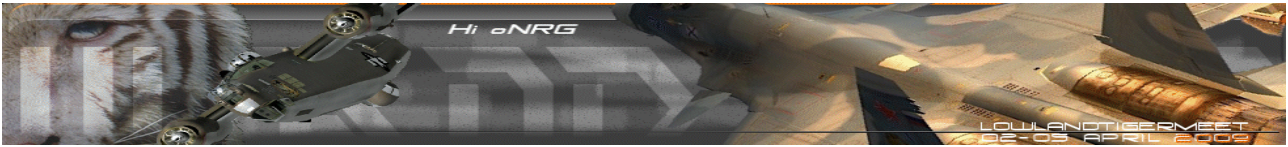


Unfortunately you cannot set waypoints for NAVAL units. Ships will always follow a north-south route and turn around as soon as they reach a coast or an end of the map.

Now I found a way, how to set at least one waypoint for each naval unit.

- 1.) Start ME
- 2.) Add all flights and ground troops
- 3.) Save the TE
- 4.) Add the naval forces at the place you want them to go
- 5.) Save the TE
- 6.) Exit back to main menu
- 7.) Start the TE and save it again as soon as you are in the mission schedule
- 8.) Exit back to main menu
- 9.) Start the saved TE in the mission editor
- 10.) Drag and drop the naval forces (not their waypoint) to the place you want them to begin the mission
- 11.) Save the TE

**Note:** This does not work for aircraft carriers.



## AIR MOBILE WITHIN PLAYER BUBBLE



In Falcon 4.0 Allied Force the AIR MOBILE units do not pick up or drop the ground units when the flight is in the human player bubble. This really nice function could only be used in the 2D world - until now.

I figured out, how to setup an AIR MOBILE unit which works when inside the player bubble. Here's the tutorial:

- 1.) Start ME
- 2.) Create and save your scenario
- 3.) Add the ground unit you want to be picked up by the AIR MOBILE unit
- 4.) Place the cursor above this unit and choose "Add flight"
- 5.) Select "C-130H Hercules" or "An-72 Coaler" as aircraft
- 6.) Select "Air Mobile" as role
- 7.) Add new steerpoints but do not move waypoint 2/pick up
- 8.) Save your scenario
- 9.) Exit back to main menu
- 10.) Start ME again
- 11.) Open the scenario but do not make any changes
- 12.) Open the air tasking order (ATO)
- 13.) Select the "Air Mobile" flight and change the role to "Air Lift" at the ATO screen
- 14.) Save your scenario

**Note:** Only the "C-130H Hercules" and "An-72 Coaler" have both options "Air Lift" and "Air Mobile".

## SUPPORT

To share your thoughts on issue within this document, please feel free to do so. Send an E-mail to the following address: [nick@lowlandtigermeet.com](mailto:nick@lowlandtigermeet.com)

Or you join the LLTM2009 forum thread on this subject:

<http://www.falcon5.nl/forum/phpBB2/viewtopic.php?f=137&t=9401>

With kind regards,

LLTM2009 Falcon 4.0 Allied Force competition leader  
Nick Taylor