

Sp00ky  
Sergeant

Firstly I am going to go through mission making my style.  
There will be other ways to do it and scripters dying to add things....but i will teach this thread my way. Therefore so not to confuse or pre-emp me I would appreciate it if other scripters would refrain from adding to this thread (if I miss anything then email pls)  
This is not (only) because I am a GIT but so as not to confuse the issue.

Ok kids gather round.....

Mission making Basics

TIPS \_ Starting

1. Have an idea. ??
2. Don't doubt yourself - with effort you CAN produce your idea.
3. Ask, ask, ask. there is always people who know how here on the boards.

TIPS - Decisions

1. Decide your mission theme - Real-life or fictions.
2. Who will you target mission players, new players, experienced, shoot-em-up, tactical, or all.
3. Do you have time - map making eats time.
4. Make your map (See Quality Map Making)

TIPS - General

1. Make your mission to the standard you would like to play.
  2. The 3 fundamentals of a good mission;  
\*Achievable.  
\*Challenging.  
\*Exciting.
  3. Add your mission to a quality map.
- 

Posts: 679 Preparation..

Quick Tip: Characterise a unit, give him a name - "Bertie the Commando" for instance and group him A1

Allocate Locations(Loc) to geographical Combat areas of the map. Lets call them Command Points(CP) N.B For large missions a spreadsheet is recommended.

Major Locations

CP1

Loc1-9 Player use.

CP10

Loc10-19 First Defence Lines.

CP20

Loc20-29 Town.

CP30

Loc30-39 Town Centre.

CP40

Loc40-49 Industrial Site.

CP50

Loc50-59 Docks.

CP60

Loc60-63 Naval Ops.

Get the idea???

Ok now allocate the minor Loc's to each CP

CP1

Loc1-9 Player use  
Loc1 Jump-off point  
Loc2 Reinforcement muster#1  
Loc3 Reinforcement muster#2  
Loc4 Impact area  
Etc.

CP10  
Loc10-19 First Defence Lines  
Loc10 Minefield  
Loc11 Trench no1  
Loc12 Muster area  
Loc13 Gun pits  
Loc14 Bombing Zone  
Loc15 Impact Area

CP20  
Loc20-29 Town.  
Loc20 Early Warning Trig  
Loc21 Station  
Loc22 School  
Loc23 Muster Area  
Loc24 Jump-off point  
Loc25 1st Counter attack Trigger  
Loc26 Bobby trap  
Loc27 POW's muster

CP30  
Loc30-39 Town Centre  
Etc

CP40  
Loc40 Industrial Site  
Etc

CP50  
Loc50 Docks  
Etc

Now allocate cells to the CP's

CP1  
Loc1-9 Player use  
Cells C\_1 - C\_9

CP10  
Loc10 First Defence Lines  
Cells C\_10 - C\_19

CP20  
Loc20 Town.  
Cells C\_20 - C\_29

CP30  
Loc30 Town Centre  
Cells C\_30 - C\_39

CP40  
Loc40 Industrial Site  
Etc

CP50  
Loc50 Docks  
Etc

Now allocate timers in the same way.

CP1  
Loc1-9 Player use  
Cells C\_1 - C\_9  
Timers1-9

CP10

Loc10 First Defence Lines  
Cells C\_10 - C\_19  
Timers10-19  
Etc

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Posts: 679 Unit Allocations

Allocate the first digit of the groups as Location and align to CP,s  
A CP1 Players Units  
B CP10 Units  
C CP20 Units  
D CP30 Units  
E CP40 Units

Allocate the second digit of the groups as Function and align to CP's  
0 Temp \ static  
1 Gun Crew \ Cannon Units  
2 Bunker Troops  
3 Patrol Troops  
4 Attack Troops  
5 Patrol Tanks  
6 Attack Tanks  
7 Ammo Boxes \*  
8 Transport \ Landing Craft  
9 Supply Trucks  
So consequentially D5 is a Tank that patrols Location-30  
Then pre-set as many groups in the group window as you can.

The reason for this is.... if you want to mount a tank counter-attack with patrolling tanks then it's a lot simpler to script;  
Set New Group D6 for Group D5 in Location 30  
Turn of this Trigger

Than script  
Set Behaviour of Group D5 to Tanks Pursue group  
Set AI-Loc1 for Group D5 to Location 30  
Set AI-Loc2 for Group D5 to Location 30  
Set AI-Grp1 for Group D5 to Location A0  
Set AI-Grp2 for Group D5 to Location A0  
Turn of this Trigger

A is exclusively for Player so use J for AI special units like naval units, generals, special cannon, POW's etc

\*We Group ammo boxes to CP's because..... anyone know?????

First correct answer wins a cookie!!

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Posts: 679 Coming soon..... AI\_Behaviour, Reinforcements,  
Messages.

Stay tuned

04-22-2003 12:01 PM

HGuderian  
Private

Registered: Jan 2003

Location:

Posts: 44 Hi, I'll began with some dummy questions:

- 1) in single pl missions is necessary a first condition like " start mission + define initial forces # player # ..." etc.?
- 2) when must I use "stop this trigger"?

3) is possible to have a simple legenda of every action & condition contained in the script editor?  
4) how may I rename my mission's units like e.g. 4° Rgt./6 Panzer Div. rather than simple "Panzer grenadier Mauser 98 Kar" so to improving a realistic mission storyboard?  
Stop...thanks a lot.

04-22-2003 12:29 PM

Kongo-Müller  
Herr Oberst

Originally posted by HGuderian

Hi, I'll began with some dummy questions:

- 1) in single pl missions is necessary a first condition like "start mission + define initial forces # player # ..." etc.?
  - 2) when must I use "stop this trigger"?
  - 3) is possible to have a simple legenda of every action & condition contained in the script editor?
  - 4) how may I rename my mission's units like e.g. 4° Rgt./6 Panzer Div. rather than simple "Panzer grenadier Mauser 98 Kar" so to improving a realistic mission storyboard?
- Stop...thanks a lot.

Let me give some dummy answers....

- 1) I don't really get that one.....all you do is place some units on the map or let them enter via script.
- 2) Use it for commands only to be executed once. Otherwise it will be executed over and over again.
- 3) As a programmer I'm sad to see the lack of proper documentation of many features like the editor. But I also know that it's something consuming a lot of time which not everybody is willing to invest.
- 4) If you want to change the string that represents the units name you have to do it by "modding". Unsue the file XY and change it). But then it's only changed on your installation.  
You can't do it in the mission. That's why Spooky made his Paulus of Japanese origin for people to recognize him easier.

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04-22-2003 12:31 PM

Kursk Survivor  
Lance Corporal

Posts: 158 Sweet give me more tips I am taking notes....

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HGuderian  
Private

Posts: 44 thanks Kongo

04-22-2003 01:57 PM

Sp00ky  
Sergeant

Posts: 679 For those who don't know!

Every AI\_Unit must be given orders, if you fail to do this, they stand around like lemons, whistle, take a p\*ss, and shoot at anything the player puts in range.

You can do this two ways, in the groups box for units that never change orders, and scripted for ones that do.

This is not a nursery, i am taking it that the readers have the basic idea, so I'll give you quick outline of common behaviour. If you still don't understand then ask.

Troops  
None - Basically do sod all. Good for trench men.

Reconnaissance - Well this doesn't work in SS2, on SSF it would send the unit wandering around the map until he found

something to kill.

Infantry Guard Location - Guard. stand still until you or one of your mates see something suspicious then go and kill it.

Infantry Pursue - Stand still but if one of your mates sees the specified target group (AO) Then go and hunt them down.

Infantry Crew Howitzer - If you see a Cannon then man it.  
Also applies to MG, Mortar, AT etc.

Sub-Commands

Spread Randomly throughout the location - Used in conjunction with any of the above then the grunt will run around the specified location and perform the orders you have given him.

i.e. he won't stand still.

What he will do though is run to the nearest and most comfortable house and go inside - never to come out again.

This is because the word "Randomly" is Russian for "All pile into the same house lads" Because that's exactly what they do...until it full then they loot next door.

If however you don't want 40 soldiers in the barbers shop, you want them to run around outside - check the "Houses - Don't Occupy / Leave Occupied"

Then they just twiddle around the location very unconvincingly.

Same goes for the AT Guns/Howitzers/etc in the sub orders - if it say "Don't occupy" then the unit won't.

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04-22-2003 02:02 PM

Sp00ky

Sergeant

Posts: 679 Next we'll run through a basic mission.

Called..... "Assault on Kongo-Müller's House"

The objective is to destroy his antique collection of fine wines.

We can do that whilst he's in Stalingrad kick in butt.

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Posts: 679 Kongo-Müllers house is in Location 1 (about 8 squares) and he has a couple of guards wandering outside.

Way out but just in sight of his house, it is ringed with a minefield and a platoon of sentries. This is Location 10.

Just out of eye range of loc10 is our Jump-off point - Loc20

Go to Reinforcement window. Select 5 various tough looking men and Give them;

100-HP (Health not sauce)

50-Morale

100-Ammo

100-Experience

0-Lives (this is for auto reselect Reinforcements)

Make them Group B1

Call them The B1 Commandos

We then go to the map and put gate A down, just outside the borders and put some bushes around it.

Go into group window and Enter <B2> in group boxes and select Behaviour of group B2 as "Infantry Guard Location"

- Spread randomly throughout location

- Houses Don't occupy

- Don't use empty guns.

Type AI\_loc1 to 1

Type AI\_loc2 to 1

Click ok

Then Type B3 in group boxes  
Behaviour of group B3 as "Infantry Pursue"  
- Spread randomly throughout location  
Type AI\_loc1 to 1  
Type AI\_loc2 to 1  
Type AI\_grp1 to A0  
Type AI\_grp2 to A0

SCRIPT: Get Crack Squad

CONDITION:

Mission Start

ACTION:

Send to Player Enemy Reinforcements of type <<The B1 Commandos>> via flag <<A>> to Location 20 with delay 00.00 turn off this trigger

Then out they file in a soldierly fashion and waddle over to location 20

SCRIPT: Disguise Troops

CONDITION:

There are <more than> <<4>> Units of Group <<B1>> in location 20

ACTION:

Transfer Units in group <<B1>> to player<<Neutral>>

Set new group B2 for units of B1 in Location 20 turn off this trigger

Now clear fog "Omniscience" and watch your crack-units negotiate the mine-field and slip past the unsuspecting players sloppy guards.

SCRIPT: Attack the house, and loot the wine

CONDITION:

There are <more than> <<0>> Units of Player <<Neutral>> of Group <<B2>> in location 1

ACTION:

Set new group B3 for units of B2 in Location 1 Transfer B3 to Player Enemy

NOTE Turn off trigger NOT Added - just in case a man stood on a mine. They each attack as they enter area, kill the guards and storm the house.

Sorry Congo mate you're house is looted. You Shouldn't use Iraqi guards!!!

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04-22-2003 06:30 PM

unknown soldier  
\*\*\*\* \*\*

Registered: Jan 2003

Location: belgium

Posts: 333

Last edited by unknown soldier on 04-22-2003 at 07:23 PM

Report this post to a moderator | IP: Logged

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04-22-2003 07:00 PM

Sp00ky  
Sergeant

Registered: Oct 2002

Location: Brighton, UK

Posts: 679 Which one???

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Conventional weapons cannot Kill Me.

Report this post to a moderator | IP: Logged

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04-22-2003 09:54 PM

Sp00ky  
Sergeant

Registered: Oct 2002

Location: Brighton, UK

Posts: 679 When you have an idea of your mission you can start to write the scripts. You don't have to start from the beginning - If you get an idea for just one procedure then script it.

I normally start at the end and script the several ways to fail the mission first. Then i just start working through, I may do the scripts for a certain area in the middle of the mission long before i have thought of mission start scripts.

Using the system mentioned earlier (CP's) will allow for sections of mission or Loc bound procedures to be inserted with ease.

This is particularly important when making a huge mission - it doesn't take much to get lost in a few hundred scripts.

Script names in this case must be at a glance recognisable or debugging will be a nightmare.

I name my scripts as follows;

(~Trig) How was it triggered - Player, Unit, time, cell, value, etc.

(@) Where it was triggered - Location

(>) Action taken -

So my script names look like this;

PlayerTrig@Loc30 >Msg >SET-C30=1

or this;

CellTrig@C1=2 >D4=AIguard >Timer2=10sec

Works for me.

SCRIPT: PlayerTrigx10@Loc30 >Msg >SET-C30=1

CONDITION:

there are more than 9 units of player Player in location #30

or

there are less than 35 units of player Enemy in location #30

ACTION:

say phrase "[Counter-Attack]"

Let C\_30 contain number 1

turn off this trigger

SCRIPT: CellTrig@C30=1 >RusTroopD4-GatE-Loc30

CONDITION:

Value of Cell C30 is exactly number 1

ACTION:

send to player Enemy reinforcement of type [RusTroop] via flag E to location #30 with delay 00:00:00

turn off this trigger

SCRIPT: CellTrig@C30=1 >Timer30=2min

CONDITION:

Value of Cell C30 is exactly number 1

ACTION:

Set Timer 30 = 00:2:00

turn off this trigger

SCRIPT: TimeTrig@Timer30 >RusTankD6-GatE-Loc30

CONDITION:

Timer Elapsed 30

ACTION:

send to player Enemy reinforcement of type [RusTank] via flag E to location #30 with delay 00:00:00

turn off this trigger

Note how easy it would be to insert this between CP-Loc20 and CP-Loc40 procedures without risk of doubling-up timers etc.

A partition between procedures helps debugging in large missions. I.E

SCRIPT: \*\*\*\*LOCATION 30 SCRIPTS\*\*\*\*\*

CONDITION:

Mission Start

ACTION:

turn off this trigger

Or This

SCRIPT: >>>>RED SQUARE COUNTER ATTACK PROC<<<<<<

CONDITION:

Mission Start

ACTION:

turn off this trigger

Or even This

SCRIPT: -----

CONDITION:

Mission Start

ACTION:

turn off this trigger

Of course you will only see this in the menu;

-----  
\*\*\*\*LOCATION 30 SCRIPTS\*\*\*\*\*

PlayerTrig@Loc30 >Msg >SET-C30=1

CellTrig@C30=1 >Do something

CellTrig@C30=1 >Do something else  
-----

>>>>RED SQUARE COUNTER ATTACK PROC<<<<<<

CellTrig@C30=1 >RusTroopD4-GatE-Loc30

CellTrig@C30=1 >Timer30=2min

TimeTrig@Timer30 >>RusTankD6-GatE-Loc30  
-----

Once the game is properly debugged you simply delete the partitions.

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Las

Sergeant

Registered: Oct 2002

Location: Norway

Posts: 610 What a wonderful world!

With people like SpOOky!

This thread is fantastic!

So fantastic I just had to let it go back to 1. place.