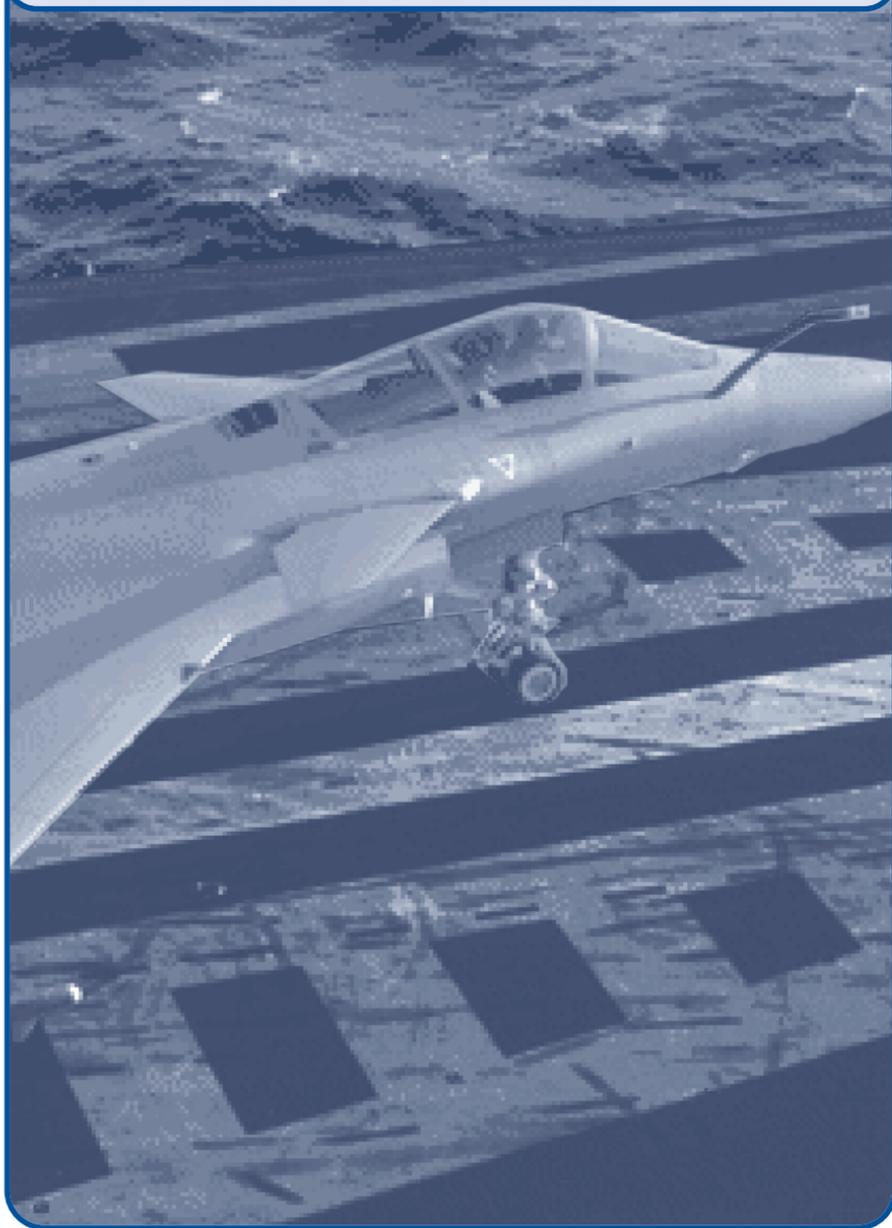




7 – CREATING PRO MISSIONS



IN A HURRY

MULTI-PLAYER

GROUND

COCKPIT

COMBAT

CAMPAIGNS

PRO MISSIONS

TECHNOLOGY

SPECS



7. CREATING PRO MISSIONS

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CREATING PRO MISSIONS

With the Quick Mission Generator, the computer creates a mission from a few general parameters that you set. The Pro Mission Creator allows you to set up more complex missions involving multiple wings, multiple ground targets, and air defenses. You control every aspect of every object in the game — plotting exactly where they go at what time, what their objectives are, and how they react to other objects of different classes.

LOADING AND SAVING MISSIONS

You can load and save the missions you create with the FILE menu, or by pressing the keys described below. To create a new mission, simply begin making changes to the mission map that appears when the *Mission Creator* screen pops up.

If you wish to make changes to a mission you have already saved, choose LOAD MISSION from the FILE menu, or press **L**.

L **LOAD MISSION** Load a mission you've already saved into the Pro Mission Creator

If you're unhappy with the mission you are working on, select NEW MISSION to start over.

Ctrl N **NEW MISSION** Start over with a new mission map

When you've created a mission you like, choose SAVE MISSION from the FILE menu. Type in a name for the mission, and then click OK or press **Enter**. The file will appear in your *Fighters Anthology* directory with a ".m" extension attached to it. You can load it from the *Pro Mission Creator* screen if you want to modify it, and it will appear as a choice on the *Play Single Mission* selection screen.

S **SAVE MISSION** Save the mission you've created

To fly a mission you've created, select PLAY SINGLE MISSION from the *Choose Activity* screen, and cycle through the missions on the selection panel until the name of your mission appears. See **Play Single Mission**, p. 14.



DESIGNING MISSIONS

Although creating a challenging mission is more of an art than a science, it involves a few basic procedures:

- ◆ Establishing the world in which the mission takes place (p. 198)
- ◆ Setting the historical era (p. 200)
- ◆ Adding friendly and enemy objects to the mission map (p. 204)
- ◆ Defining these objects and assigning them targets (p. 206)
- ◆ Creating wings and groups (p. 208)
- ◆ Grounding aircraft and delaying takeoff (p. 208)
- ◆ Assigning waypoints to objects (p. 209)
- ◆ Setting parameters for multi-player missions (p. 214)

Establishing a World — The World Menu

The **WORLD** menu on the menu bar at the top of the *Mission Creator* screen allows you to set the environment for your mission. This includes choosing a map for your scenario, setting weather conditions and enemy forces, selecting which screens the player will see before he takes off, and setting default skill levels for pilots and ground forces on both sides.

Set Map

The mission map determines the theater in which the mission takes place and the terrain you will fly over. *Fighters Anthology* offers 16 maps: CUBA, EGYPT, FALKLAND ISLANDS, FRANCE, GREECE, IRAQ, KURIL ISLANDS, NORTH VIETNAM, NORTH/SOUTH KOREA, PAKISTAN, PANAMA, PERSIAN GULF, TAIWAN, THE BALTICS, UKRAINE, and VLADIVOSTOK. Choose **SET MAP** from the **WORLD** menu to select a map for your mission.

SET MAP (WORLD menu) Call up a selection panel where you can choose the theater in which your mission takes place.

Set Weather (and Time of Day)

Weather conditions and time of day can help or hinder all sides in air combat. For example, cloud cover and darkness provide visual cover for attacking aircraft but create headaches for the defenders.

SET WEATHER (WORLD menu) Select visibility conditions for the mission. Default is CLEAR. Click a condition on the selection panel and click **OK**.





Set Friendly and Enemy Sides

The red icons on the map denote enemy objects, and blue icons denote friendly. An object's nationality determines whether it is friendly or enemy. You set which nations are friendly and which are hostile by choosing SET FRIENDLY AND ENEMY SIDES from the WORLD menu.

SET FRIENDLY AND ENEMY SIDES (WORLD menu) Choose which nations are your allies and which are your enemies.

An *Assign nationalities to Enemy side* selection panel appears. Buttons that are ON mark hostile nations; buttons that are not ON mark friendly ones. To change a country's alliance, click on its button. When you are satisfied with the lineup, click OK.



Set Screens

This option allows you to control which screens a player sees before he flies the mission — the *Mission Briefing* screen (BRIEFING PAPER), the *Mission Map* screen (BRIEFING MAP), the *Select Aircraft* screen (SELECT PLANE) and/or the *Load Ordnance* screen (ARM PLANE). Options that are ON will be seen by the player.

SET SCREENS (WORLD menu) Turn the screens available to the player on and off by clicking beside them.

Note: If SELECT PLANE is ON, players will be able to choose an aircraft other than the one you've designated. If ARM PLANE is ON, players will be able to choose their own weapons load. Otherwise, they must fly with the default plane and/or loadout.

Note: You can create your own briefing and debriefing text for the missions you create. The BRIEFING.TXT file in your *Fighters Anthology* directory explains how to do this in detail — you can open this file in Notepad or a word processing program. (If you cannot find BRIEFING.TXT, you can search for it by clicking the Windows START button, then highlighting FIND, then FILES OR FOLDERS.)



Set Skill Levels

You can set the default skill levels of your enemy's ground and air forces, as well as your own, by selecting any of these options from the **WORLD** menu. These are default levels for the entire group — you can change the skill levels for individual objects once you've added them to the map. Use your mouse to highlight the skill level you want.

- FRIENDLY PILOT SKILLS** Set the default skill level for friendly aircraft and other vehicles
- FRIENDLY SAM SKILLS** Set the default accuracy level for friendly SAMs
- ENEMY PILOT SKILLS** Set the default skill level for enemy aircraft and other vehicles
- ENEMY SAM SKILLS** Set the default accuracy level for enemy SAMs

Setting the Historical Era — The Aircraft Menu

The aircraft menu limits the items you can add to a mission to those that were in use during a particular time period. This affects not only aircraft, but tanks, SAMs, etc., and it limits players to the weapons available in the era as well.

- FLY ALL** Activate this option to set your mission in a historical era
- ERA** Once you've selected **FLY ALL**, use this option to specify *which* historical era — 1956-1976, 1956-1982, 1956-1996 or 1956-FUTURE

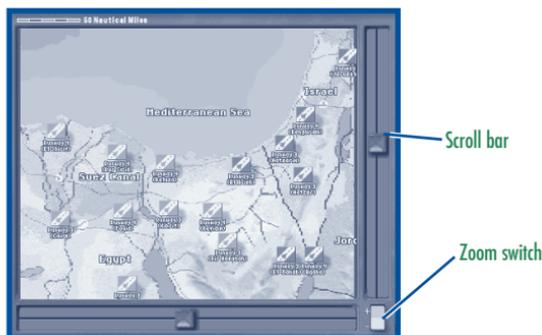
***Note:** If you activate **FLY ALL**, you will be unable to turn the Aircraft Selection screen **ON** (see **Set Screens**, previous page). If you want to allow the player the opportunity to choose his own aircraft, turn the briefing map option **ON**. On the Mission Map screen, the player will then be able to click the aircraft text button in the text to the right of the map and choose an aircraft. His choices will still be limited to aircraft that were available during the historical era you've specified.*



Looking at the Mission Map

Hiding/Displaying Objects — The Show Menu

Even before you add aircraft, ships and ground objects to the world, there are a number of “permanent objects” — runways, bridges, roads, etc. — fixed on the



map. The **SHOW** menu controls what items you see; items with check marks next to them are visible, items without check marks are hidden. In order to see all the permanent runways, select **AIRPORTS**; to see buildings and bridges, choose **OTHER**. Selecting these items again will hide the corresponding objects on the map.

SHOW menu options:

PLANES	Hide/display aircraft
SAM SITES	Hide/display SAM sites
AAA SITES	Hide/display AAA sites
SHIPS	Hide/display ships
AIRPORTS	Hide/display all airports
VEHICLES	Hide/display all ground vehicles (tanks, trucks, etc.)
OTHER	Hide/display all other objects (buildings, bridges, etc.)
MISSION ITEMS ONLY	Display airports and any objects that take part in the mission (buildings that are targets, enemy aircraft, etc.) only
SAM THREAT RANGES	Show the ranges for all SAM and AAA sites. These appear as circles around the sites
DISTANCE GRID	Superimposes a grid over the map, allowing you to determine the distance between objects. Each square is 25nm^2 , 5nm on each side.



Scrolling and Zooming – The View Menu

You can scroll the map by clicking and dragging the scroll bars along the bottom and right edges of the map. You can zoom in and out by clicking the +/- switch. You can also use the following keyboard commands to control the map, or choose the corresponding option from the VIEW menu.

VIEW menu options:

←	SCROLL LEFT	Move map left
→	SCROLL RIGHT	Move map right
↑	SCROLL UP	Move map up
↓	SCROLL DOWN	Move map down
N	CENTER MAP AT CURSOR	Center the map on the cursor
B	CENTER MAP AT SELECTION	Center map on the selected icon
+	ZOOM IN	Increase magnification of map
-	ZOOM OUT	Decrease magnification of map
	SMART ZOOM	Map remains centered on selected icon as you zoom



3-D Map View

To fine-tune the placement of objects around an airport or base, you can jump into the 3-D map view.

To activate/deactivate the 3-D view:

-  Select an object on the map
-  Activate the 3-D map
-  Pan (slew) the view around the currently selected object
-  Pan (slew) the view around the currently selected object
-  Return to the normal map view

You can move the object you selected while in 3-D view. First, pan the view until you find a perspective that you like. Next, lock the perspective and use the keys below to manipulate the object. (The currently selected object will have a small pink box above it.)

-  Lock perspective
-  Move the object forward and backward
-  Move the object left and right
-  Double the increment of each arrow key movement
-  Halve the increment of each arrow key movement
-  Increase the selected object's altitude
-  Decrease the selected object's altitude
-  Escape locked perspective mode



Putting Objects on the Map – The Object Menu

Determining what fighters, ground targets, air defense sites, etc. a player will encounter, when and where he will encounter them, and how they will react to the player is the heart of designing a challenging and playable mission. Objects fall into two categories, permanent objects and mission objects.

Permanent Objects. When you've chosen your map, you will notice there are already a few objects on it, most notably friendly and enemy airbases. These are permanent objects — they *cannot* be deleted or changed, but they can be assigned as mission objectives. They can be attacked during the mission, and fragile objects like buildings and bridges can be destroyed.

Mission Objects. You can add other objects, such as friendly and enemy planes, SAM sites and ships, to the objects already displayed on the map.

The Choose an Object Panel

To add objects, press **[Ins]** or choose **ADD** from the **OBJECT** menu. The *Choose an Object* selection panel appears.

The selection panel lists all of the objects in *Fighters Anthology* in alphabetical order. Only aircraft followed by asterisks (***) can be flown by players when **FLY ALL** is inactive. If **FLY ALL** is checked, other aircraft can be designated as human-controlled.

For a chart of all of the object names and what they are (i.e., fighter, ship, etc.) see **Appendix E: Add Object List**.

[Ins]

ADD

Add items to the mission map. Brings up *Choose an object* panel.



On the panel:

PREV/NEXT SWITCH

Left-click on this switch to cycle through the panel's "pages."



Scroll through objects.

ANY LETTER

Press a letter to jump to the objects beginning with that letter (e.g., press **[R]** to go to the objects beginning with R).



Click the square next to an object to choose it, then click OK. You may add only one item at a time. The object's icon appears in the center of the map:



Note: If the object doesn't appear on the map, make sure its class (e.g., PLANES, SHIPS) is currently activated in the SHOW menu (see p. 7.5).

Selecting and Moving Objects

Click on any object to select it. To move a selected object to another location, drag it with the mouse. Note that positioning an aircraft icon over a runway puts the aircraft in flight over that runway. To place an airplane in an airport or on a carrier, see **Grounding Aircraft and Delaying Takeoff**, p. 7.12.

Duplicating and Deleting Objects

To delete or duplicate an object on the map, select it and press the appropriate key, or choose the corresponding option from the OBJECT menu.

	DUPLICATE	Duplicate the selected icon
	DELETE	Delete the selected icon

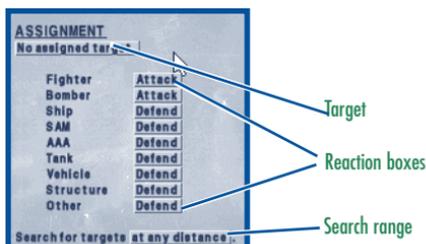
Defining Objects and Assigning Them Targets – Text Buttons

As you select each object, information about it is displayed in the text to the right of the mission map. This text defines the object, its assignment, and its



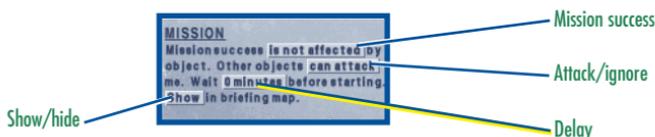
effect on the mission's success or failure. To modify any of these, click on the appropriate text button.

- NATIONALITY** Brings up the *Choose Nationality* selection panel, allowing you to change the object's nationality. An object's nationality determines whether it is an enemy or friendly unit. Enemy objects have red icons, friendly objects have blue ones.
- OBJECT** What type of object is selected (e.g., B-2A Spirit, Barracks). Clicking this box brings up the *Choose an object* selection panel, allowing you to change the object to something else.
- PILOT NAME** Available only if the object is an aircraft. Brings up the *Enter Pilot Name* panel. Type a name for the pilot, and then click OK or press **[Enter]**.
- EXPERIENCE** Choose the experience level for this unit. Experience affects how well a pilot flies and uses countermeasures; how accurately a tank or AAA site aims; etc.
- CONTROL** Designate whether the pilot is controlled by a human or the computer.
- HEADING** Give the object an initial heading.
- ALTITUDE** Available only for airplanes. Establish an initial altitude between 1,000 and 60,000ft. If an aircraft is positioned over an airport or carrier, GROUND LEVEL is also available.





- TARGET** Designate the object's main target or the friendly it is to escort *for the entire mission*. Click the box beneath ASSIGNMENT, then click on the ally to be escorted or enemy target.
- DEFAULT REACTION** The next series of text buttons specifies the object's default reaction to different classes of objects (Fighter, Bomber, etc.):
- **ATTACK** Search for enemy targets of this class and attack them.
 - **DEFEND** Defend if under attack from this class of enemy.
 - **IGNORE** Ignore enemies of this class.
 - **EVADE** Attempt to gain separation from any object of this class.
- SEARCH RANGE** Designate the range at which the object searches for enemies. (Each object is still limited by the range of its detection devices.)

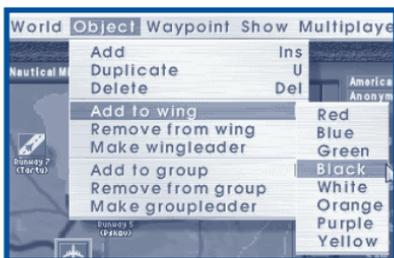


- MISSION SUCCESS** Determine how the object affects the player's success. Choose whether mission success:
- **IS NOT AFFECTED BY OBJECT** The object has no bearing on the player's success or failure.
 - **ONLY IF OBJECT IS DESTROYED** Player must destroy object in order to succeed.
 - **ONLY IF OBJECT SURVIVES** Player must protect object from all aggressors.
 - **ONLY IF OBJECT FINISHES WAYPOINTS** Player must protect object until it reaches its last waypoint.
- ATTACK/IGNORE** Choose whether enemy objects attack the unit or just ignore it. This only affects computer-controlled enemies and in no way limits the player from attacking the object. This option is basically a mission designer's cheat to ensure that computer-controlled objects do not do the player's work by destroying mission objectives.
- DELAY** Set the time the object must wait before beginning its mission. Note that this only applies to objects on the ground. Aircraft at any altitude above ground level are moving and cannot be delayed.
- SHOW/HIDE** Determine whether or not the player will see the object on the briefing map. This allows you to set how current the player's intelligence data is, and install surprise ambushes and hidden SAM sites.



Creating Wings and Groups— The Object Menu

Aircraft operate together in groups called wings. A wing allows you to assign a single mission objective for up to 10 aircraft. Commands governing wings are available from the OBJECT menu.



To create a wing, add up to 10 aircraft to the map. Click on one of the aircraft to select it, and highlight ADD TO WING on the OBJECT menu. A submenu appears listing six wing colors. Highlight the color of the new wing and release the mouse button. Add the rest of the aircraft to the wing in the same manner.

ADD TO WING Add selected object to a wing. Choose the wing from the submenu that appears.

A wing appears on the map as one icon, and when you give orders to one aircraft in the wing, the other aircraft receive those orders, too. When a wing is selected, information about its wingleader appears in the text to the right. You can cycle through the individual airplanes that form a wing by clicking the wing color and number at the top of the information panel to the right. You can remove an airplane from a wing or designate it as the wingleader by choosing options from the OBJECT menu:

REMOVE FROM WING Remove selected aircraft from the wing

MAKE WINGLEADER Make selected aircraft wingleader

You can create groups of tanks or truck in the same way using the following menu commands:

ADD TO GROUP Add selected object to a group

REMOVE FROM GROUP Remove selected group from the group

MAKE GROUP LEADER Make selected object the leader of the group. All other objects in the group will follow the group leader's waypoints and objectives.

Grounding Aircraft and Delaying Takeoff

You can stagger your aircraft by grounding them at airports or on carriers and giving them different take-off times, so that the player experiences several waves of fighters throughout the mission.

To place an airplane or wing on the runway or on a carrier, position its icon over a runway or carrier icon and release. Next, right-click on the ALTITUDE text



button until the altitude reads **GROUND LEVEL**. (See **Defining Objects**, p. 206.) Grounded aircraft do not appear on enemy radar until they take to the air.

Unless directed to wait, grounded aircraft will immediately take off from their base when the mission begins. You can, however, direct any aircraft to wait before beginning their mission. As a mission designer, this gives you the option of keeping enemy air units completely hidden until the you want them to begin their mission.

To delay takeoff, click on the grounded unit to select it. Look at the bottom of the text to the right for *Wait __ minutes before starting* and click the text box until the appropriate delay time appears. A wing of grounded aircraft takes off one at a time, beginning with the wingleader.

Assigning Waypoints – The Waypoint Menu

Giving a unit waypoints specifies a series of actions for that object, determining where it goes and its response to the enemy objects it encounters. You can assign waypoints to any object that can normally move — aircraft, ships and ground units.

Select the unit to which you wish to assign waypoints, and select **ADD** from the **WAYPOINT** menu or press **[A]**. A waypoint marker, labeled “A,” appears on the map.



Add up to ten waypoints for the selected object, then re-position the waypoints on the map by selecting them and dragging them with the mouse. A white line connects all of the waypoints in a series; the object will travel to the waypoints in alphabetical order (from A to B to C, etc.).

- | | | |
|------------|-----------------------------|---|
| [A] | ADD | Give the selected unit a waypoint |
| [D] | DELETE | Delete the selected waypoint |
| [I] | SELECT PREV WAYPOINT | Cycle through waypoints in reverse order |
| [J] | SELECT NEXT WAYPOINT | Cycle through waypoints in alphabetical order |

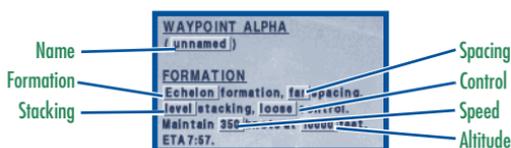
You can create a loop for objects with waypoints by selecting an ending waypoint, pressing **[C]** (or choosing **CREATE LOOP** from the **WAYPOINT** menu), and selecting a previous waypoint. The object will travel from its first waypoint, along any intermediary waypoints to the final waypoint, and then back to the first, repeating the cycle until the mission ends. To delete a loop, click on the final waypoint and select **DELETE LOOP** from the **WAYPOINT** menu or press **[E]**.

- | | | |
|------------|--------------------|---|
| [C] | CREATE LOOP | Create a loop, beginning at the selected icon |
| [E] | DELETE LOOP | Delete a loop (must have final waypoint of loop selected) |

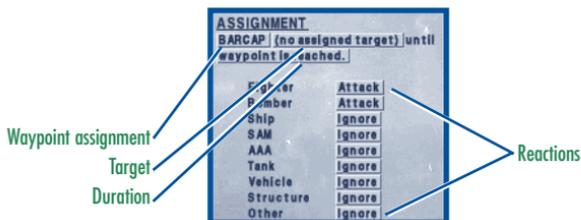
Waypoint Formation and Objectives

Information about the waypoint appears in the text to the right of the map. You can specify a name for each waypoint and give the object an assignment to carry out there. If the waypoint is for a wing, you can also determine the default formation in which the airplanes fly to the waypoint.

Select a waypoint by clicking on it, then use the text boxes to alter the following parameters in the text to the right of the map.



- NAME** Bring up a selection panel that lets you name the waypoint (Ingress, Home Free, etc.).
- FORMATION** Choose a formation type for a computer-controlled wing (default formation for wing under human control). See diagram, p. 212.
- SPACING** Choose spacing for wing. See diagram, p. 212.
- STACKING** Choose stacking for wing. See diagram, p. 213.
- CONTROL** Govern how strictly the aircraft maintain their formation. **TIGHT** (wingmen maintain formation no matter what happens), **MEDIUM** (wingmen maintain formation until the wingleader directs them to attack, but break to avoid missiles) or **LOOSE** (wingmen break when an enemy or incoming missile is detected, and once broken, they will continue to search and attack until their wingleader signals to disengage).
- SPEED** Set how fast an object travels to its waypoint. Note that as you change the speed, the ETA (Estimated Time of Arrival) changes accordingly. Setting a speed does not guarantee the object is capable of attaining that speed.
- ALTITUDE** Set the altitude at which an aircraft approaches this waypoint. (*Note: if you set an altitude higher than the aircraft is capable of flying, it approaches at its maximum altitude.*)





WAYPOINT ASSIGNMENT Give object an assignment to carry out at this waypoint:

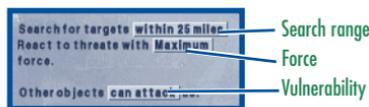
- **NORMAL FLIGHT** Defend against enemy fighters; ignore all other objects.
- **MIGCAP** MiG Combat Air Patrol — seek out and destroy enemy aircraft near specified waypoint.
- **BARCAP** Barrier Combat Air Patrol — engage any aircraft attempting to cross the patrol zone.
- **WILD WEASEL** Attack enemy air defenses (SAM sites, AAA, etc.).
- **CAS** Provide Close Air Support for infantry and artillery by engaging enemy ground targets.
- **ANTI-SHIP** Seek and destroy enemy naval craft.
- **HI/LO SWEEP** Come in at high altitude and sweep low to engage enemy target.

TARGET Assign the object a specific enemy target to destroy or a friendly object to protect *at this waypoint*. Click on the text button, then click on an enemy target or friendly object.

REACTION Specify the object's reaction to different classes of objects *on its way to the waypoint*. These supersede the object's default reactions (see p. 207), but only until the waypoint is reached. Possible reactions are as follows:

- **ATTACK** Search for enemy targets of this class and attack them
- **DEFEND** Defend if under attack from this class of enemy
- **IGNORE** Ignore enemies of this class
- **EVADE** Attempt to gain separation between you and any object of this class

DURATION Specify whether the unit continues its waypoint assignment until the WAYPOINT IS REACHED; the TARGET IS ATTACKED; or the TARGET IS DESTROYED.

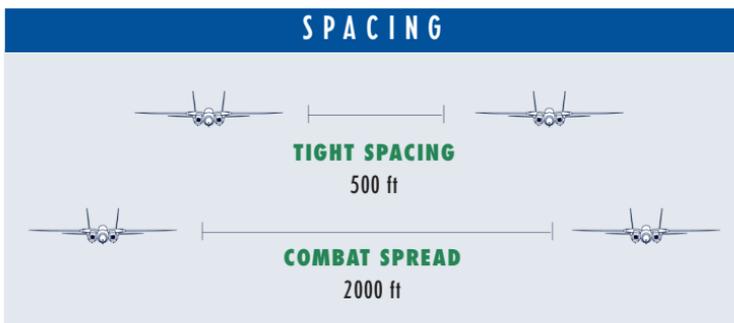
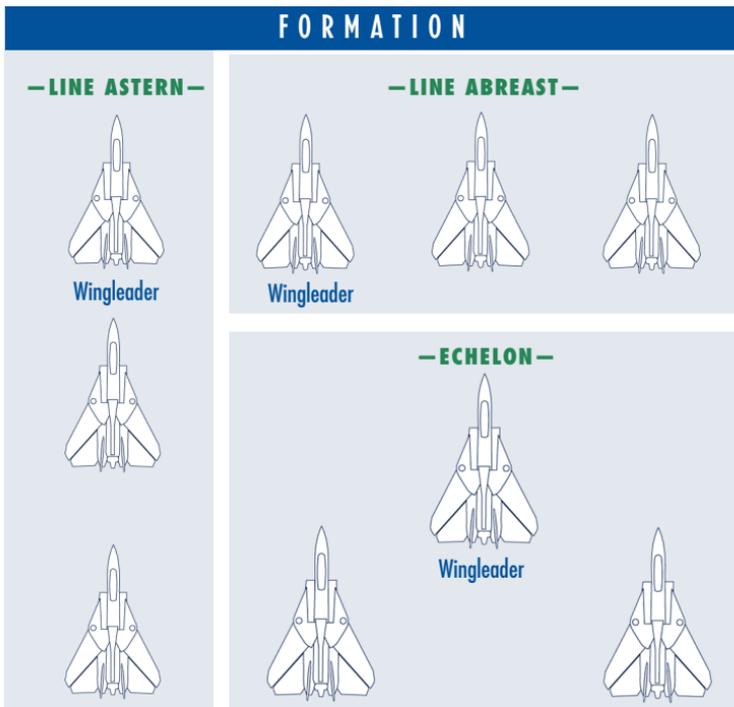


FORCE DOUBLE/EQUAL/MAXIMUM. Specify the level of force with which the object attacks its enemies.

SEARCH RANGE Establish how far from the waypoint the object searches for its target. (Note: an object is still limited by the range of its detection device.)

VULNERABILITY Establish whether the object can be attacked or will be ignored at this waypoint.

Formation, Spacing and Stacking Diagrams





STACKING



Right wingman

— HIGH STACKING —



Wingleader



Left wingman

— LOW STACKING —



Right wingman



Wingleader



Left wingman

— LEVEL STACKING —





Setting Multi-Player Parameters

Options on the multi-player menu you allow you to impose limits on the number of lives players get and set a time limit and/or a kill total limit that ends the game.

TIME LIMIT	Set the multi-player mission time to UNLIMITED, 1, 2, 5, 10, 20 or 30 minutes.
NUMBER OF KILLS	Set the number of kills needed to win the game to UNLIMITED, 1, 2, 3, 5, 10 or 20.
END SCENARIO CONDITIONS	Set who must make the specified number of kills (TOTAL, BY ONE SIDE, BY ENEMY SIDE, or BY ONE PLAYER).
NUMBER OF REVIVES	Set how many lives each player gets to UNLIMITED, 0, 1, 2, 3, 5 or 10.
REVIVE TIME DELAY	Set time delay between death/revival (no delay, 10 seconds, 30 seconds; or 1, 2 or 5 minutes).
REVIVE DISTANCE	Set how far away from the battle a rejoining player is revived, to AT STARTING POINT, 5, 10, 20 or 40 miles.