

ASTI

All Static Template Import

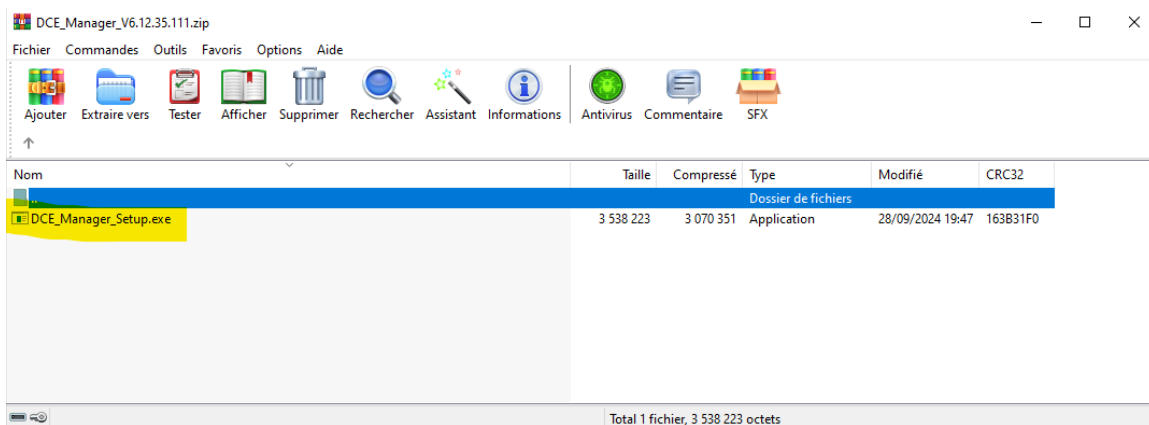
ASTI is a tool to import static templates anywhere on any map of DCS WORLD with any orientation.

Static templates created by users are always anchored to the map and a specific location. It currently seems impossible to move, to reorient all these objects assembled to form scenes that could constitute very practical settings or objectives to populate a mission. With Miguel21 we decided to make a tool to change that.

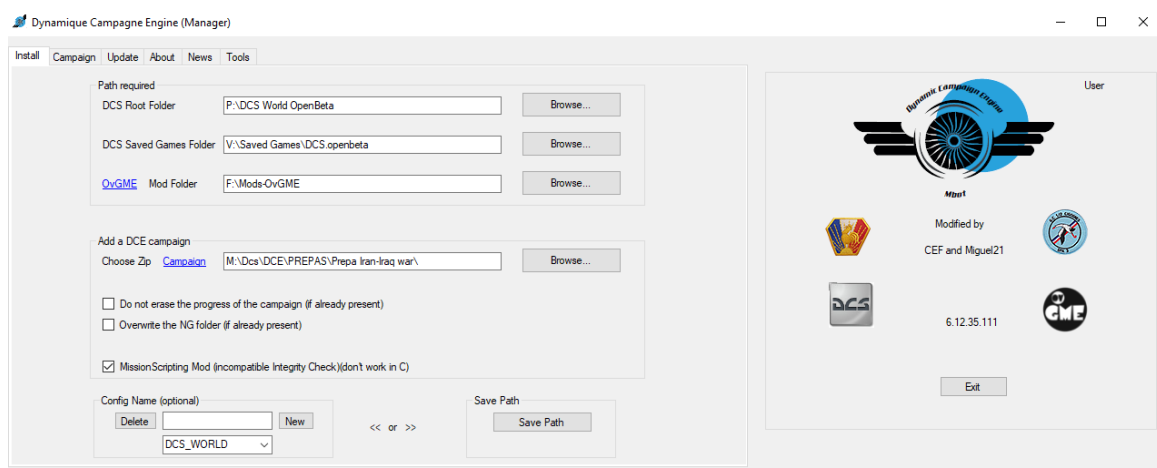
To use it you will need to load and install the DCE_Manager that you will find here :



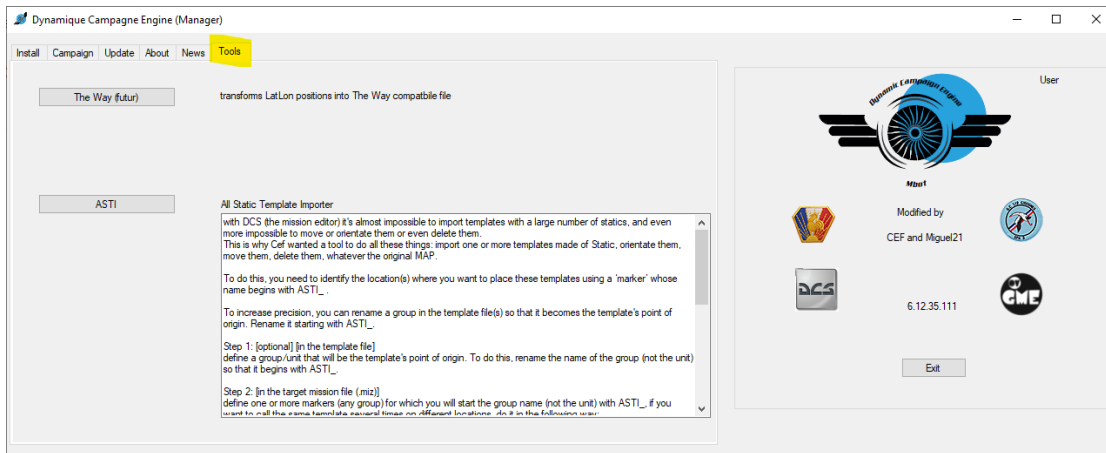
Install it using the DCE_Manager_setup.exe :



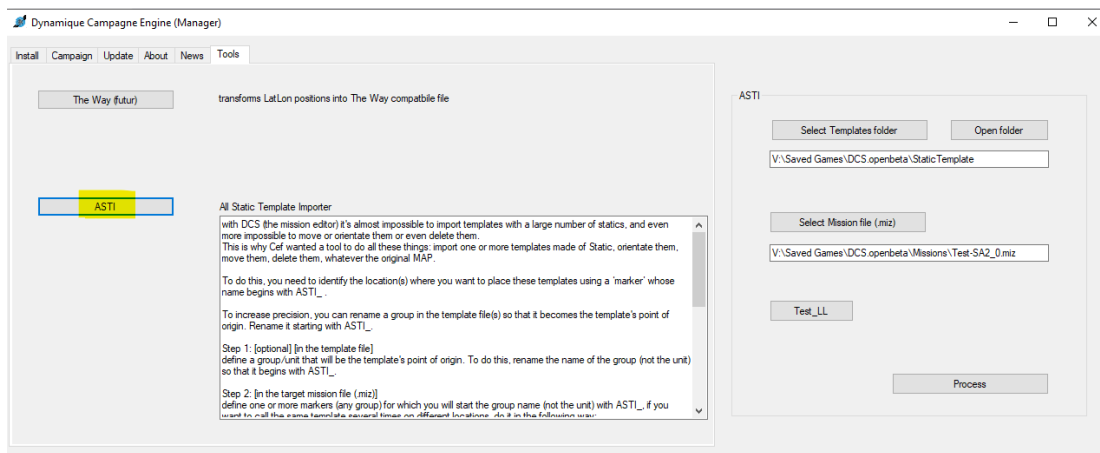
It will open this :



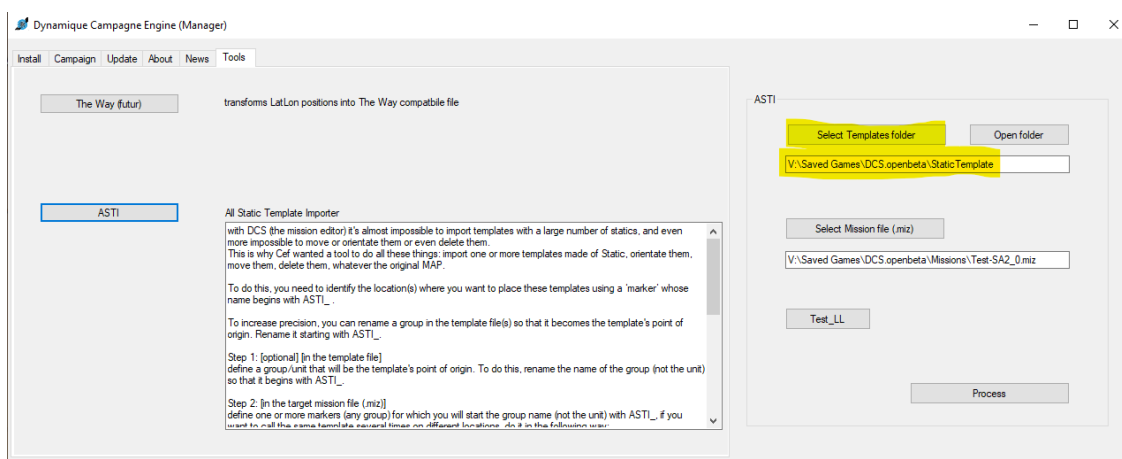
If you don't use DCE campaigns just use the Tools Tab :



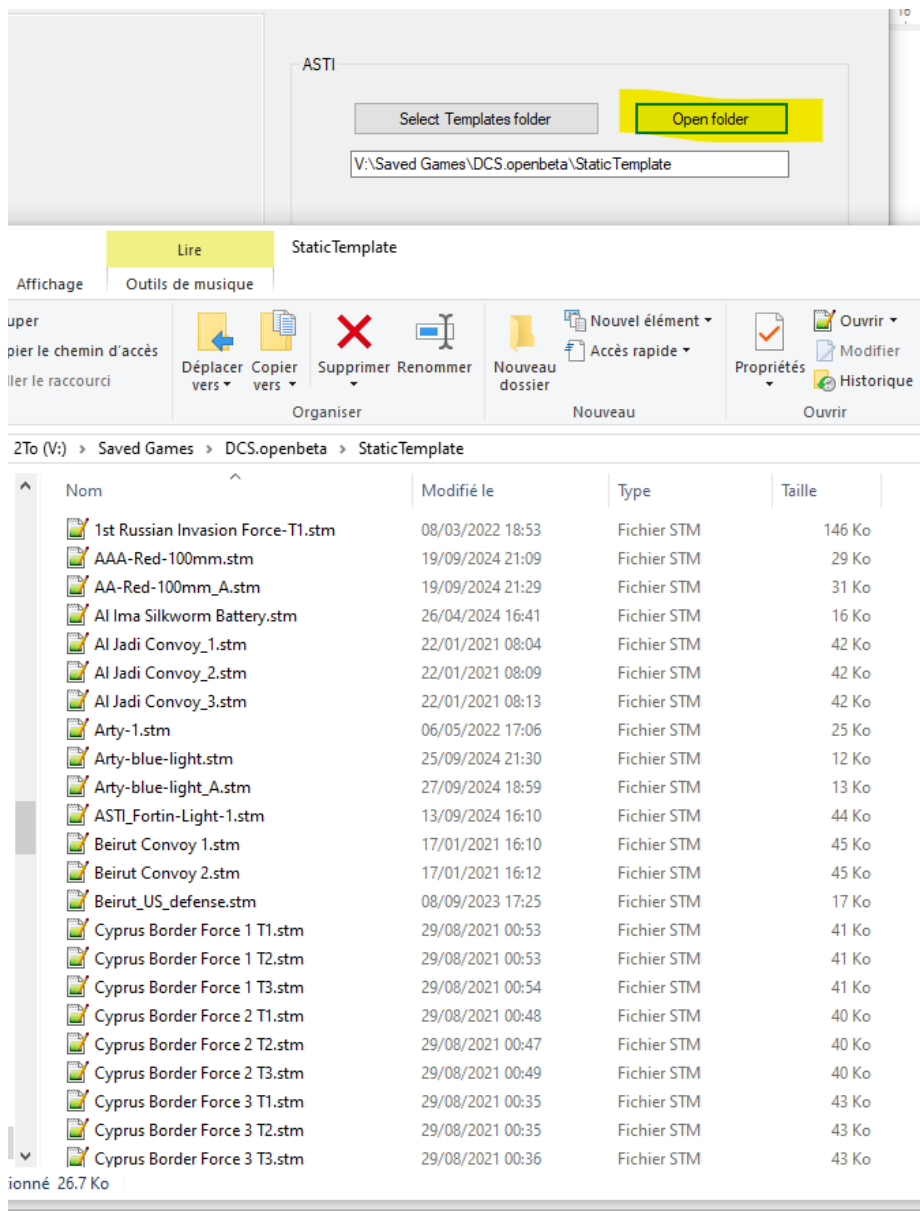
Select ASTI button :



Here you will need to select your templates folder. By default it should be x:\Saved Games\DCS.openbeta\StaticTemplate but you can put any folder you want :



Of course using Open folder button will open it :



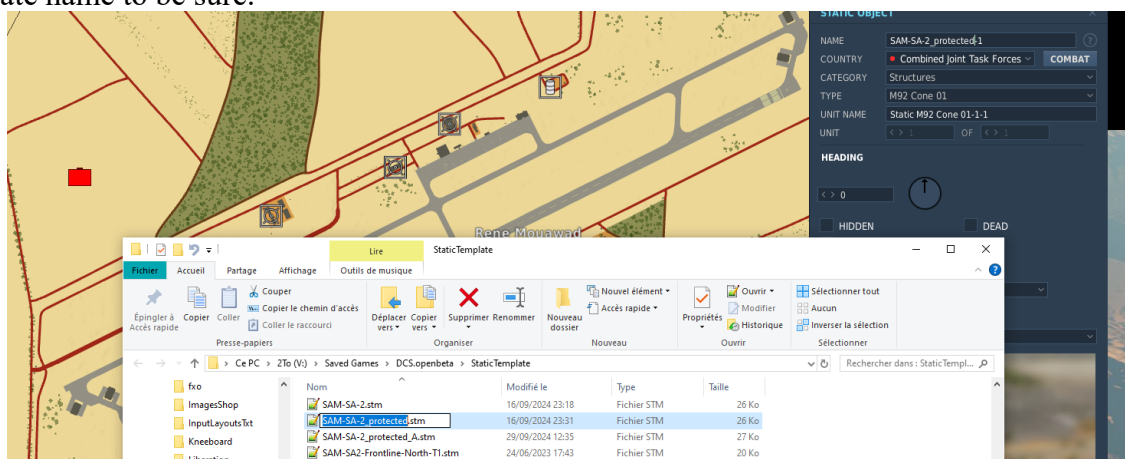
You are ready to use ASTI with DCS WORLD mission editor !

Open it and select the mission in which you want to add one or any number and any kind of static templates (with or without live units included) you need.

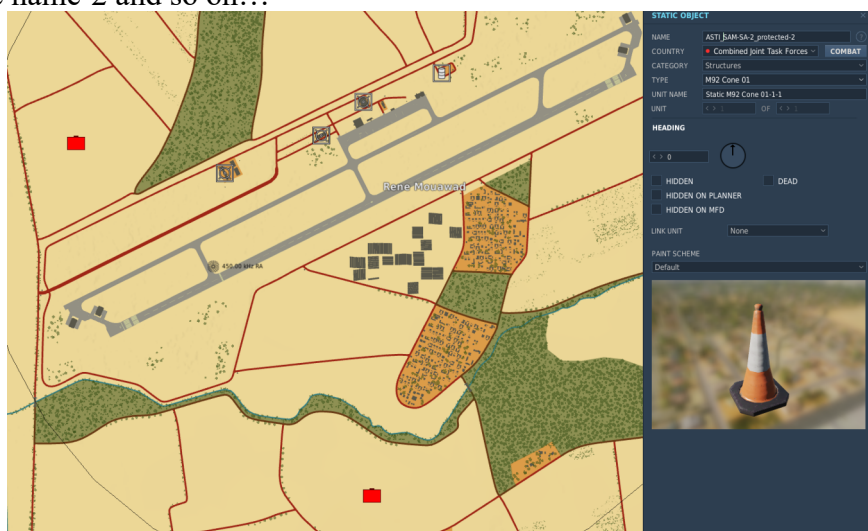
To import a template in this mission use any object (static) and put it on the map where you want the template to be placed. Use a small or adapted object because it will stay on the map as long as you want the template to stay in this mission. I often use a M92 cone 01 object because it's really small.



By default the template will appear using the marker as the medium center of this template.
You will need to use the exact template name so I often open the template folder and copy/past the template name to be sure.



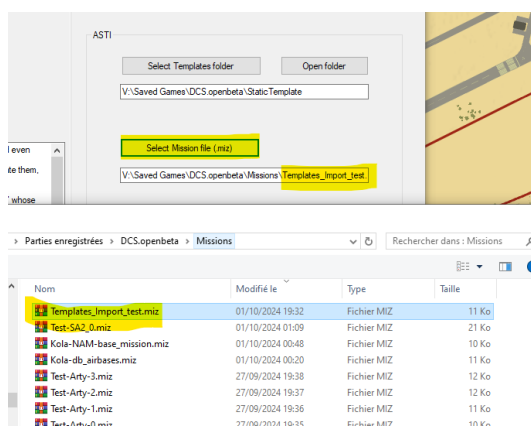
Then you will need to add ASTI_ before and -1 after the template name ASTI_template name-1
To place the same template somewhere else in the mission simply put an other marker named ASTI_template name-2 and so on...



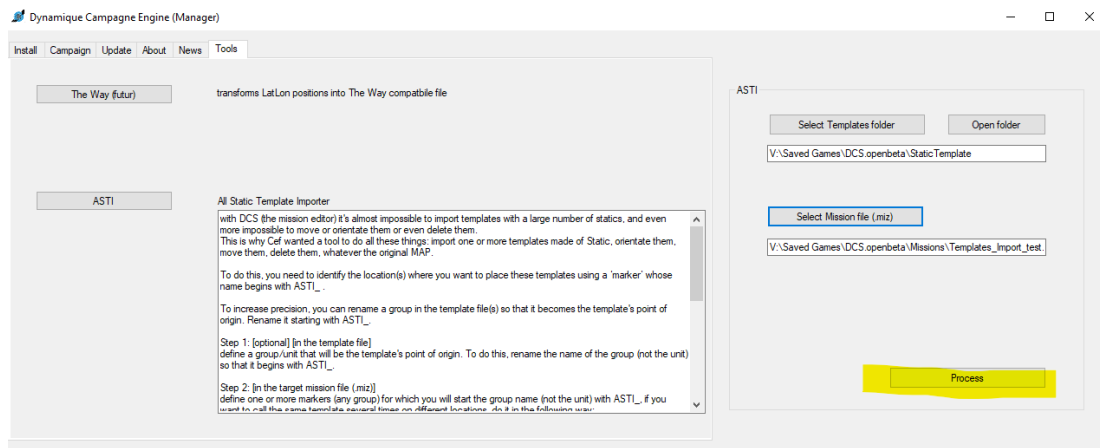
- The marker orientation will define the template orientation
- The marker camp (red or blue) will define the template camp : all the object will be transform to CTJF Blue or Red to avoid complex nationalities conflicts
- The marker hidden or not will define if the template is hidden or not.

After putting all your markers (different templates or the same templates with numbers) save your mission and come back to the Manager (ALT TAB works fine for me without closing the saved mission)

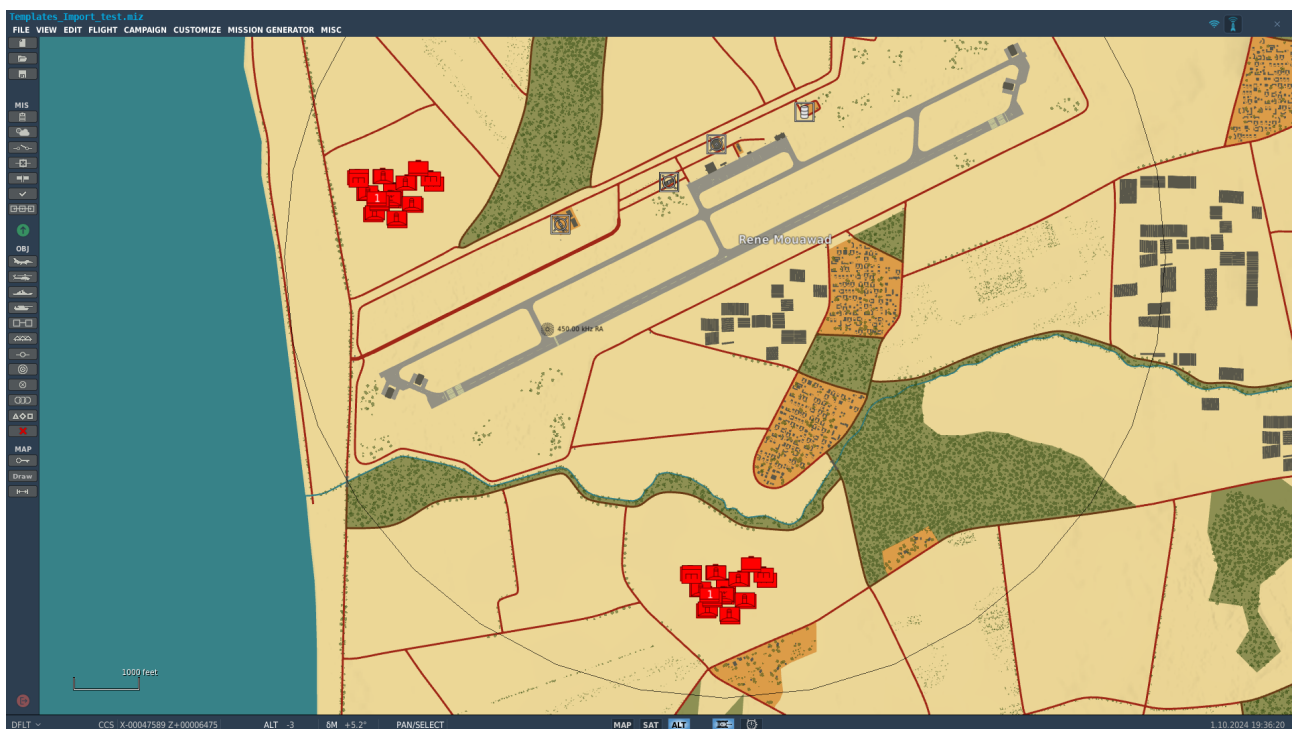
With the Select Mission file button select you modified mission :



Select the Process button to import the templates : few windows qill show you what kind of import, modifications were made :



Go back to DCS WORD mission editor and open again you mission : all the templates should be placed in the mission where the markers were placed :



If you want to change template orientation : change the marker orientation (it should be in the center of your template)



If you want to change template location : change the ASTI_ marker location
If you want to delete a template just delete the marker of this template.
Then save the mission and use the Manager Process button again.

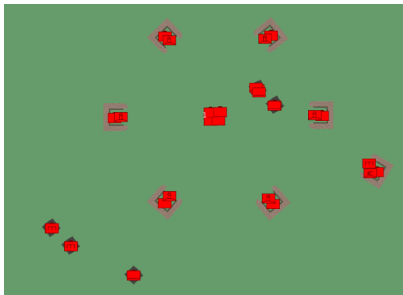
You can use it any time you want just don't forget to save the mission after each marker change !

You can edit a template to place a reference object in it which can be usefull to place more precisely this template.

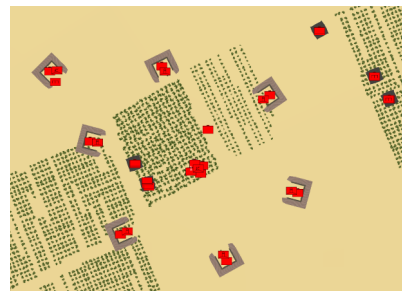
This object must be renamed with REF_ at the beginning.

After using ASTI for the first time with default templates they will often have a different orientation from the original one which is difficult to predict.

Original template orientation



Template orientation after using ASTI



So I often import a template with ASTI on an empty map and save this new template adding the REF_ point and renaming it to be sure to know how it will be oriented with an insertion marker oriented to the North :



You can place your REF_ object everywhere you want : The template will appear with this REF_ point at the same place than your ASTI_ insertion marker.

Personally I use the mission editor DRAW tool to find the template size and place the REF_ object always on the bottom left of the rectangle. I made a little document to save those informations to be able to place every template with any orientation using the DRAW tool again ...

