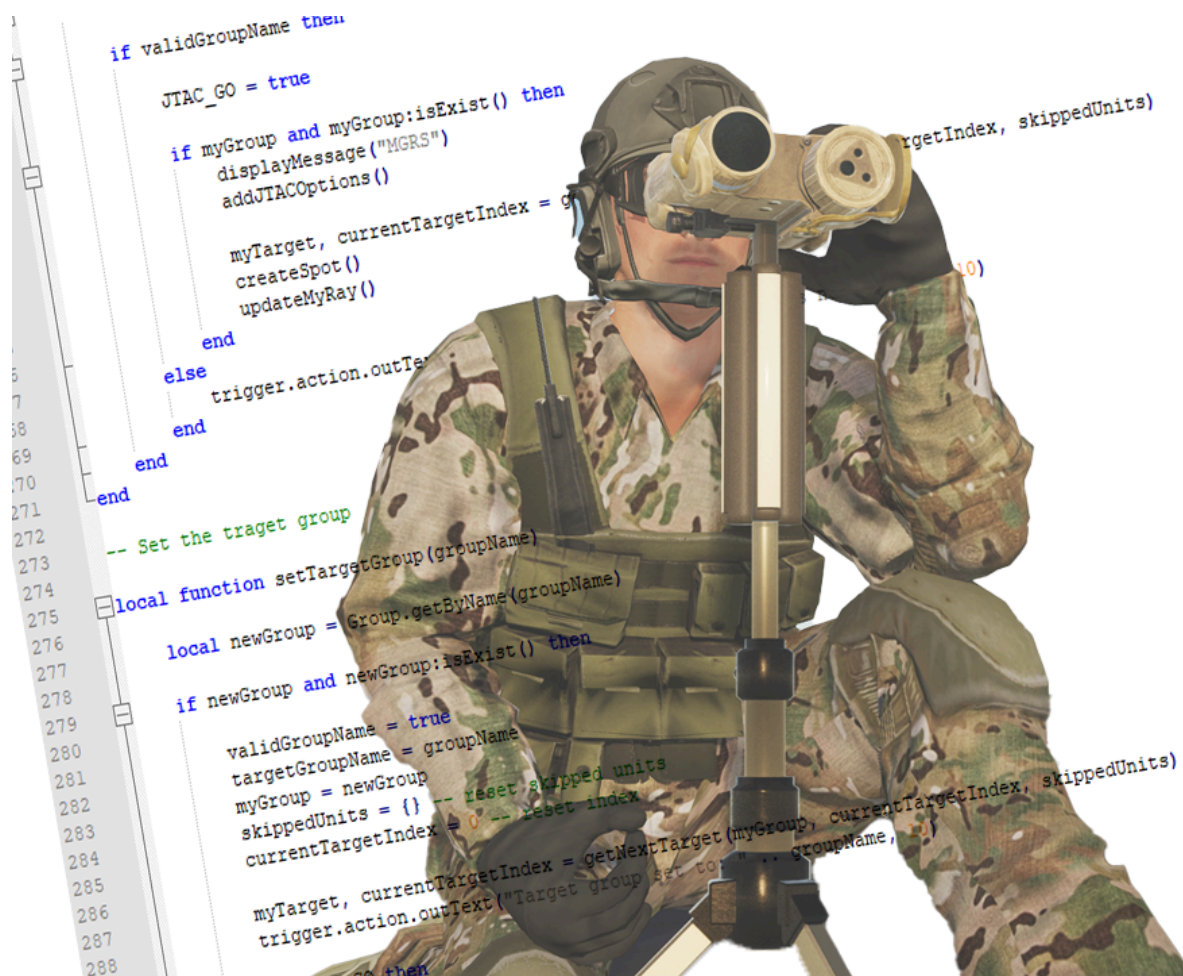


# Don Rudi's



Lase anything script

## Introduction

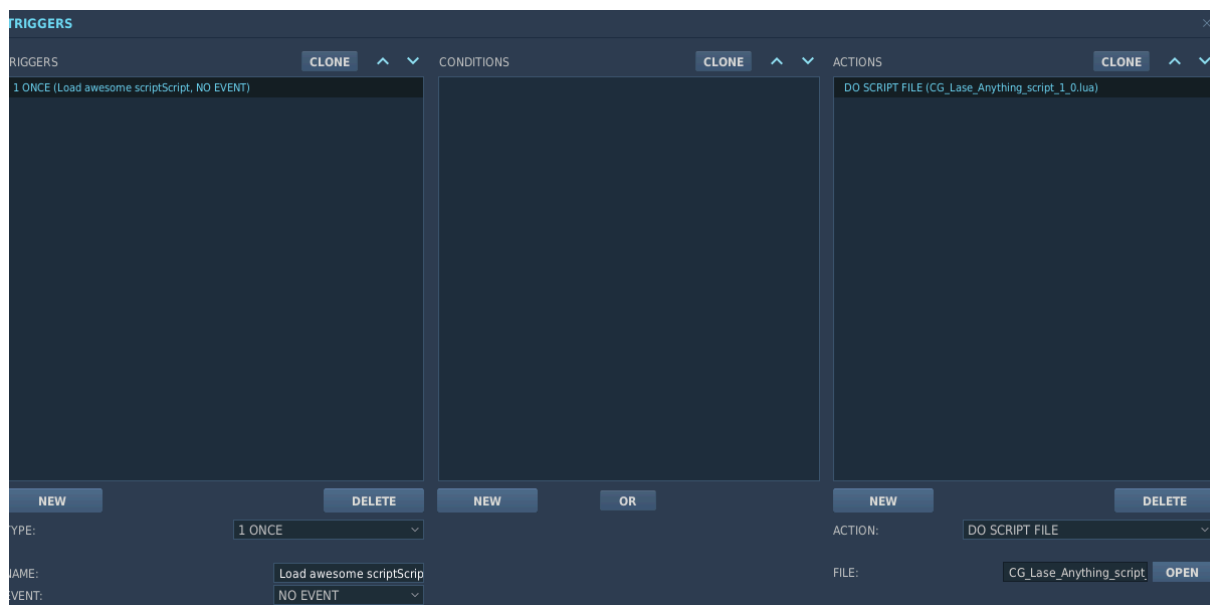
Based on the feedback on my Arty Spotter script, I decided to create an easy to implement, carefree Lase anything script, with maximum user friendliness in mind.

All you will need to do is load the script. It does use default values for the target group name and laser code, but these are not mandatory and can be changed while flying.

The script works without a physical JTAC unit, thus there is no need to fiddle with the editor to ensure line of sight for the laser or to make sure your JTAC and his target don't start to engage each other in a fire fight.

## How to implement the script in a mission

In the mission editor create a new trigger:



TYPE: Once

CONDITION: not required. To your liking, maybe dependent on a zone or after a given time.

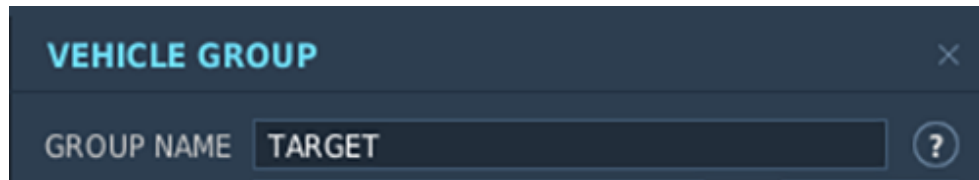
ACTION: DO SCRIPT FILE -> open -> select file *CG\_Lase\_Anything\_script\_1\_3.lua*

## Dynamic assets and static objects

Your virtual JTAC is able to lase both normal AI groups and static objects. The script will automatically determine, if an entered target name is a group or a static object.

- **AI group**

By default, the script will use the group name “TARGET” as the JTAC’s target. You can use this name, but the script will allow you to choose a different group while flying.

A screenshot of a dark-themed dialog box titled "VEHICLE GROUP" in cyan text. It has a close button (X) in the top right corner. Below the title, there is a label "GROUP NAME" followed by a text input field containing the word "TARGET". To the right of the input field is a circular help icon with a question mark.

Else, no preparations are needed. Yes, not even a JTAC unit.

- **Static object**

Static objects can only be assigned via the map marker textfield (see below)

In contrary to AI groups, for static objects you need to use the unit name, in our case “AMMO”. Else the handling is identical.

A screenshot of a dark-themed dialog box titled "STATIC OBJECT" in cyan text. It has a close button (X) in the top right corner. The dialog contains several fields: "NAME" with a text input field containing "Static FARP CONTAINER DESERT-1" and a help icon; "COUNTRY" with a dropdown menu showing "Russia" and a red dot icon, and a "COMBAT" button; "CATEGORY" with a dropdown menu showing "Structures"; "TYPE" with a dropdown menu showing "FARP CONTAINER DESERT"; and "UNIT NAME" with a text input field containing "AMMO".

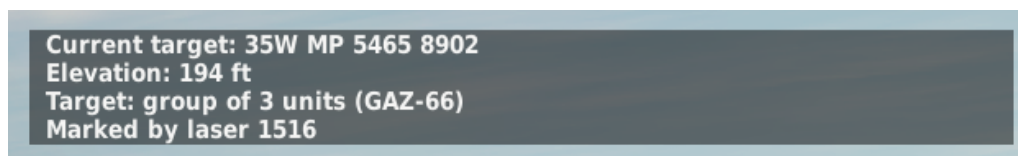
*Note: not all static objects have damage models, so the JTAC might call a target destroyed, even though it still looks intact.*

## JTAC Menu

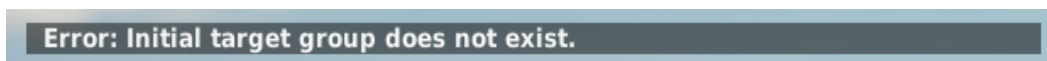
After the script is loaded with the do script file trigger, you will find a new F10 radio option called ***JTAC Menu***.



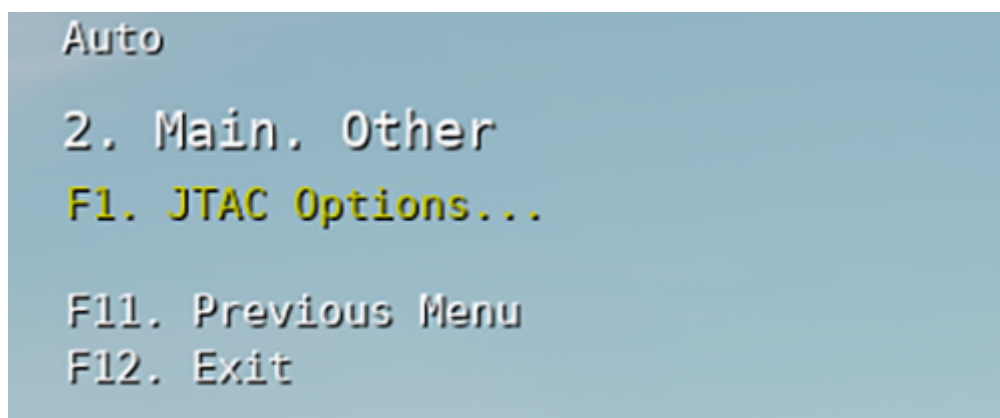
By clicking this option, the JTAC will report the position of the target in MGRS format, the number of units, the type of the initially lased unit and the used laser code (1516 by default).



If the default group “TARGET” is not found, an error message will be displayed. You can enter a new group name on the F10 map.



Once the initial call was made, the entry JTAC Menu will be replaced with a new sub menu ***JTAC Options***.



This menu consists of:

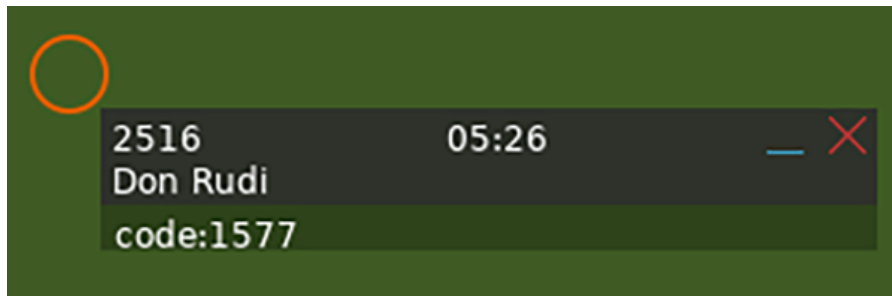
3. Main. Other. JTAC Options  
F1. Repeat message (MGRS)  
F2. Repeat message (LAT/LONG)  
F3. Repeat message (LAT/LONG decimal)  
F4. Mark with smoke  
F5. Mark with IR  
F6. Skip target  
F7. Terminate service  
F11. Previous Menu  
F12. Exit

|  |  |
|--|--|
| <i>Repeat message (MGRS)</i>             | repeats the initial message in MGRS format   |
| <i>Repeat message (LAT/LONG)</i>         | repeats the initial message in standard Lat/Lon format (degrees minutes seconds)             |
| <i>Repeat message (LAT/LONG decimal)</i> | repeats the initial message in decimal Lat/Lon format (degrees decimal minutes)              |
| <i>Mark with smoke</i>                   | the target group will be marked with white smoke   |
| <i>Mark with IR</i>                      | the target group will be marked with an IR beam  |
| <i>Skip target</i>                       | Skips the current target. JTAC will loop through the group, as long as there are units left. |
| <i>Terminate service</i>                 | Quits the JTAC service.<br>You can renew the JTAC service by requesting a new group.         |

## Map Marker dialogue

You can interact with the JTAC through the text field of a marker on the F10 map. All you need to do is place a marker anywhere on the map. You have three options:

- **Change laser code**



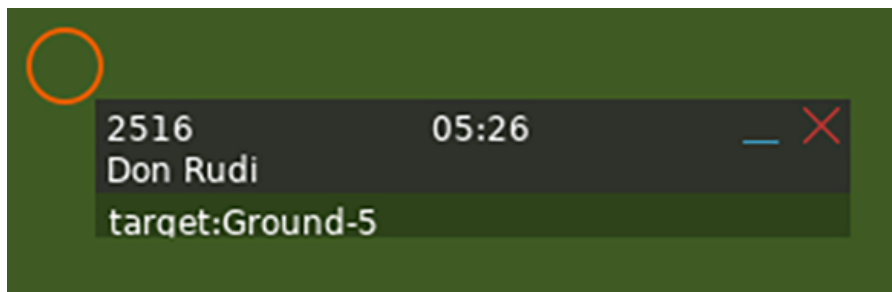
In the marker's text field enter:

***code:xxxx***

"code:" is the prefix. The "xxxx" part will be evaluated, if it is a valid laser code (between 1111 and 1788, no 0 or 9) and be used as the new laser code. The JTAC will confirm the new code. This entry is not case sensitive (so Code:, code: CODE: are all valid)

- **Change target group**

If you do not use the default group name "TARGET" or you want to attack a new group, you can tell the JTAC to move to a different group.



In the marker's text field enter:

***target:abcdef***

"target:" is the prefix and not case sensitive. The "abcdef" part (anything after the :) will be evaluated as a group <sup>1</sup>name. If the group is present, it will be used as the target group.

If you do this, before contacting the JTAC, only the group name will be confirmed. You need to call the JTAC via the F10 radio menu to initiate the service.

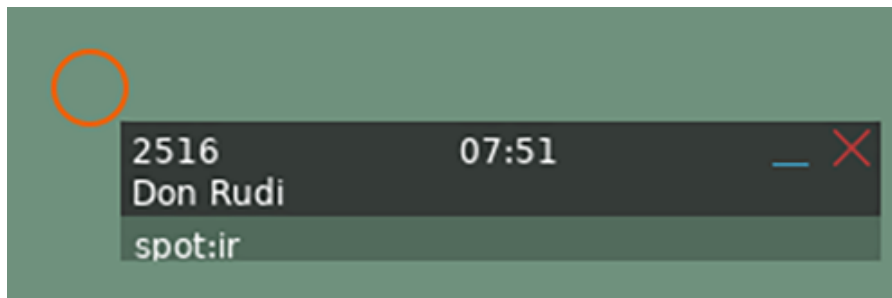
If you do this while the JTAC is active already (i.e. lasing a different group), he will report the initial position of the new group and shift the laser to the new group.

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<sup>1</sup> "group" is used synonymous for both an AI group and a static object.

- ***Change spot type***

You can switch between target designation by laser or by an IR pointer.



In the marker's text field enter:

***spot:abcde***

“target:” is the prefix and not case sensitive. The “abcde” part will be interpreted as the spot method (not case sensitive). The options are:

“laser” - the target will be marked by laser.

“IR” - the target will be marked by an IR pointer (visible in night vision goggles).

## **Imprint**

|                                   |        |  |
|-----------------------------------|--------|--|
| cg_Lase_Anything_script_1_0.lua   | v1.0   | initial release  |
| cg_Lase_Anything_script_1_0_1.lua | v1.0.1 | fixed target group name not recognized if it contained a blank; corrected terminate logic. |
| cg_Lase_Anything_script_1_2.lua   | v1.2   | added ability to lase static objects   |
| cg_Lase_Anything_script_1_3.lua   | v1.3   | added ability IR spot  |

09/2024

*By Don Rudi*

Also checkout my other scripts:

*Arty Spotter script (SP version):*

<https://www.digitalcombatsimulator.com/en/files/3338671/>

*Arty Spotter script (MP version):*

<https://www.digitalcombatsimulator.com/en/files/3339128/>

*FAC script:*

<https://www.digitalcombatsimulator.com/en/files/3325979/>

***Enjoy!***