



GCI - DCS v.5.06



The Lua script GCI - DCS v.5.06 simulates the operation of a GCI (Ground-Controlled Intercept) controller or an AWACS (Airborne Warning And Control System).

1. Purpose and Philosophy

The main purpose of the program is to provide players (clients) with automatic and realistic reports of enemy air contacts (Bandits) and friendly air picture (Friendly Picture), based on data collected by friendly sensors (AWACS, ground radar, ships).

2. Key Features

Feature	Explanation
Real Detection	The contact is only detected if it is within range of a friendly sensor (radar/AWACS) and there is visual contact (Line of Sight - LOS). Mountains and terrain block ground-based radars.
BRAA / BULLSEYE references	Both basic reporting formats are supported. The player can switch between them via the F10 menu.
Enemy Awareness (Type ID)	If there is an active AWACS on your side, the report gives the actual enemy type (eg "F-16", "MIG-29"). If based on ground radar only (no AWACS), the reference is generally "BANDITS" (for realism and "fog of war").
Nearby Cues	When the enemy approaches within 5 NM, O'clock indications (eg "10 O'CLOCK") and relative altitude ("HIGH", "LOW", "LEVEL") are automatically added.
Height Formatting	Altitude is reported in FL (Flight Level) for flights above 10,000 feet (eg FL150) or in FT (Feet) for lower altitudes (eg 080FT).

Instructions for Use (In-Cockpit)

To use and configure the GCI, you must access the Radio Menu (F10 Other) in flight.

1. Access to the Menu

- Select the RADIO MENU.
- Select Other.
- Select the GCI submenu.

2. GCI Menu Structure

Menu	Description
CONTROL	Function check (Enable/Disable/Reset).
SETTINGS	Report settings (Format, Frequency, Filters).

3. Settings

This submenu includes the most important options:

Setting	Option	What is he doing?	Default
MAX CONTACTS		Defines how many (closest) enemy contacts will be reported at a time.	2 CONTACTS
SCAN INTERVAL		Sets the frequency at which the report is refreshed (in seconds). (15, 30, 60 SECONDS)	15 SECONDS
HELICOPTERS		Specifies whether helicopters will be included or excluded from reports.	EXCLUDE
FRIENDLY PICTURE		Requests an instant report on friendly air units around you.	-
SET BRAA		Sets the reference format to BRAA (Bearing/Range from your position).	BRAA
SET BULLSEYE		Sets the reference format to BULLSEYE (Bearing/Distance from the mission's Bullseye point).	-
HEADER VIEW		Shows or hides the column headings in the report.	SHOW HEADER

4. Control

Selection	Operation
ENABLE / DISABLE	Enables/Disables fully automatic GCI reports.
CLEAR CACHE	Clears data of active radars and damaged units (useful for troubleshooting).
RESET ALL	Resets all GCI settings to their original defaults (Default Settings).

Explanation of Report Format

The final report appears on the screen as a text message (trigger message) and has the following structure:

A. BRAA format (Bearing, Range, Altitude, Aspect)

Field	Explanation	Example
TYPE	Enemy type (or "BANDITS").	F-16C / BANDITS
BRG	Bearing from your position to the enemy (magnetic).	045°
DIST	Distance from your position to the enemy (in NM).	050NM
ALT	Altitude of the enemy in flight level (FL) or feet (FT).	FL120 / 090FT
ASPECT	HOT (approaching), COLD (moving away), FLANKING (sideways).	HOT
CUES	0'CLOCK, VERTICAL (Only within 5 NM).	(12 0'CLOCK, LOW)

BRAA Report Example:

GCI REPORT – ENEMY CONTACTS

FORMAT: BRAA | INTERVAL: 15 SEC | MAX CONTACTS: 4

TYPE	BRG	DIST	ALT	ASPECT	
MIG-29	090°	005NM	1500FT	HOT	(11 0'CLOCK, LOW)
SU-33	310°	012NM	500FT	FLANKING	(10 0'CLOCK, LEVEL)
F-16C	090°	045NM	FL150	HOT	
FA-18C	310°	124NM	FL350	FLANKING	(10 0'CLOCK, LEVEL)

B. BULLSEYE format

The BULLSEYE format replaces BRG and DIST with the enemy's reference relative to the mission's BULLSEYE reference point.

Field	Explanation	Example
BRG / DIST	Bearing and Distance from Bullseye to enemy (in degrees° and NM).	185° / 075NM

BULLSEYE Reference Example:

GCI REPORT – ENEMY CONTACTS

FORMAT: BULLSEYE | INTERVAL: 15 SEC | MAX CONTACTS: 2

TYPE	BRG / DIST	ALT	ASPECT	
F-16C	185° / 075NM	FL300	COLD	
SU-25T	240° / 020NM	050FT	HOT	(11 0'CLOCK, LOW)

[!] WARNING: Use of this lua script is at your own risk.