Dynamic Campaign Engine

Mbot   (CEF & Miguel versions)

DCE campaigns (CEF & Miguel versions)

Quick installation guide v6.0

(ONLY DCS WORLD Open Beta version guaranted)

Table des matières

DCE is a creation of Mbot who made all those campaigns possible, big thanks to him. CEF campaigns are modified versions of his original code made by Miguel21 with Mbot's agreement.
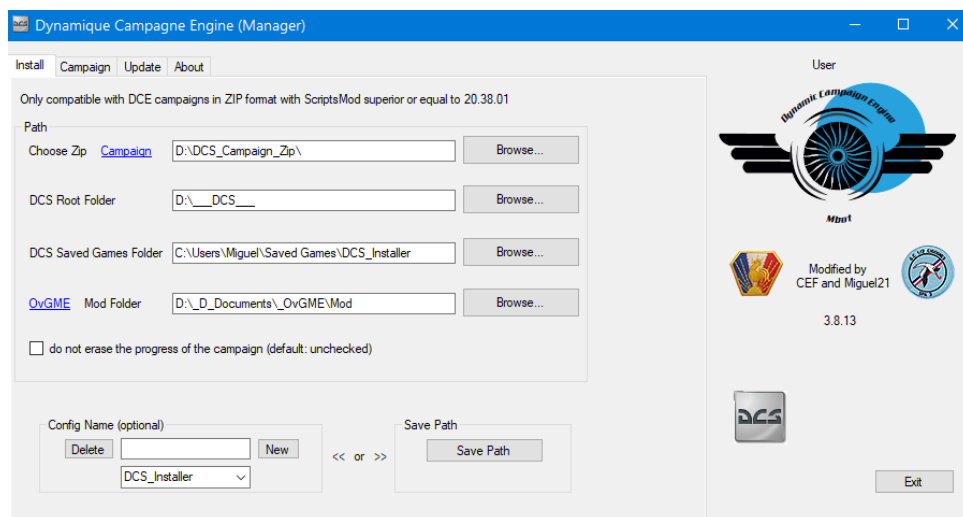
This guide is specifically made for campaigns using ScriptsMod.NG (20.43.00) and above introducing a brand new installer making it very simple to install. ScriptsMod versions will be displayed here :
https://forum.dcs.world/topic/162712-dce-campaigns/

1) Quick installation guide

a) You need OvGME to install a special Mod essential for DCE to work :

- To use OvGME (https://forums.eagle.ru/showpost.php?p=3594613&postcount=29) .
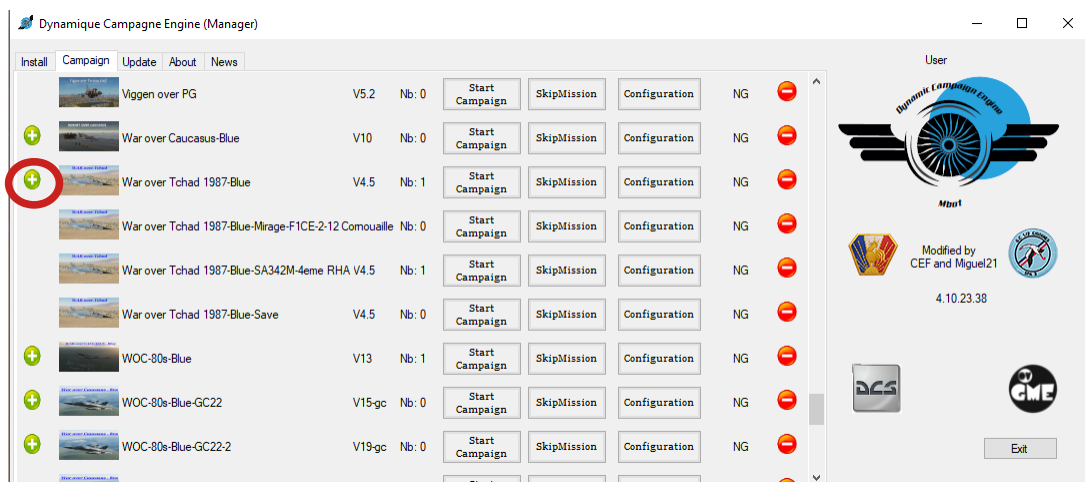- The "DCE_Missionscript_mod" folder provided will modify MissionScripting.lua file in "DCS World Open Beta\Scripts\".
- This modification has to be repeated after each update of DCS, as each update reverts the file back to its original state.

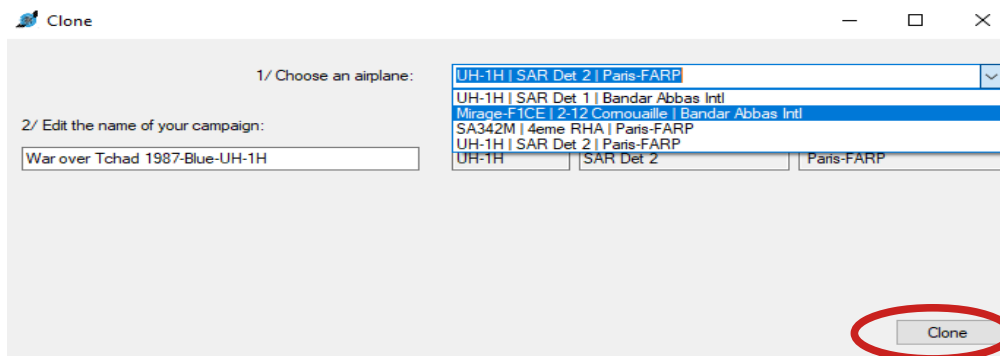## b) Use the DCE_Manager.exe to install the DCE campaigns.

c) Clone a campaign

Select the green cross to the left of the campaign you want to clone
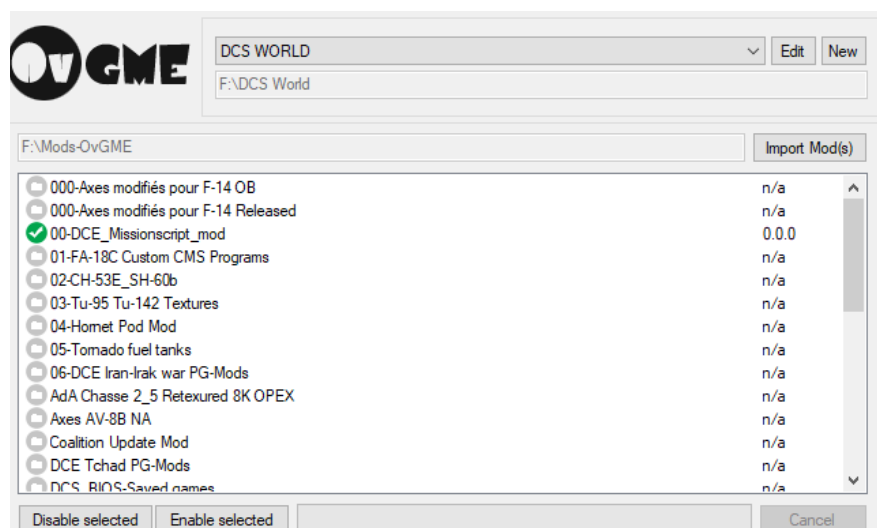
Select the squadron you want to fly :

After that you can change the end of your campaigns name (but keep the beginning)
exemple : "War over Tchad 1987-Blue-Mirage". Then select clone

NOTA : Some plane's Squadrons can sometimes be inactive (not appearing on the list) but ready to be used : click on the campaign's name in the Manager to open the « Init » folder. Find the « oob_air_init.lua » and edit it to activate the new squadron you want to fly for : change « true » by « false » : then clone the campaign again and select your plane on the list (It should be in the list now)

```
{
    name = "47th FS",
    inactive = true,
    player = false,
    type = "A-10C",
    country = "USA",
    livery = {"47th FS Barksdale AFB, Louisiana (BD)"},
    base = "Sharjah Intl",
    skill = "High",
    tasks = {
        CAP = false,
        Escort = false,
        ["Fighter Sweep"] = false,
        Strike = true,
        ["Anti-ship Strike"] = false,
        },
    tasksCoef = {
        Strike = 3,
        SEAD = 1,
        ["Laser Illumination"] = 1,
        Intercept = 1,
        CAP = 1,
        Escort = 1,
        ["Fighter Sweep"] = 1,
        ["Anti-ship Strike"] = 0.5,
        },
    number = 4,
```

d) Activate DCE_MissionScript_mod

o With OvGME you must then activate **DCE_Missionscript_mod** in DCS World OpenBeta like this after campaign installation :
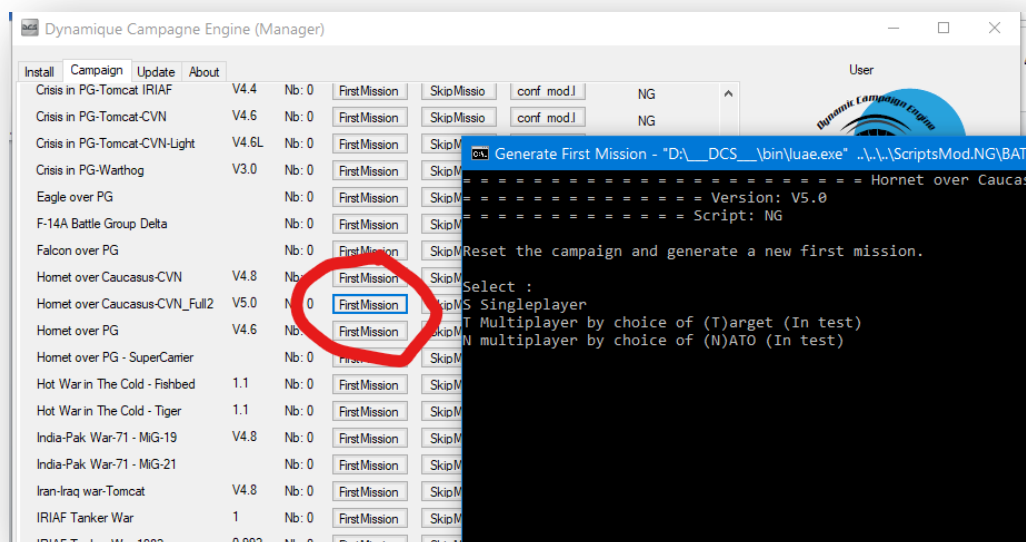
e) modify the options

If necessary, modify the options in camp_init.lua and especially conf_mod.lua


```
mission_ini = {
    PruneScript = true,                  -- reduce a mission by removing units (mod Tomsk M09)
    PruneAggressiveness = 2.0,           -- How aggressive should the pruning be [0 to 2], larger numbers will remove more units, 0 = no p
    PruneStatic = true,                  -- (default : false), true: Should ALL parked (static) aircraft be pruned [MP: recommend: true]
    ForcedPruneSam = false,              -- (default : false), true: PBO-CEF wanted to keep some actives SAMs, this option desactivates t

    AIemergencyLaunch = true,            -- (default : false), Tanks and Bombs emergency In Task Strike: autorise ou non aux AI à larguer

    parking_hotstart = false,            -- (default : false), true: player flights starts with engines running on parking
    intercept_hotstart = true,           -- (default : true), true: player flights with intercept task starts with engines running on par
    startup_time_player = 900,           -- (default : 600), time in seconds allocated for startup, taxi and take off for player flight

    failure = false,                     -- (default : false), true = aircraft failures activated, works in SOLO, bug in MP, M20
    failureProbMax = 10,                 -- (1 to 100) probabilité maximum sur une panne -- Miguel21 modification M20
    failureNbMax = 5 ,                   -- ( 1 to ...57?) Max failures number in one mission --Miguel21 modification M20

    -- ravitoByConvoy = true,            -- [not working] ravitaillement par convoy routier

    Keep_USNdeckCrew = false,            -- (default : false), false = supprime US Navy deck crew dans la génération de mission (Ceci n'i

    OnlyDayMission = false,              -- (default : false), true: Force all missions to be played in daylight (Mod M25)
    HourlyTolerance = 2,                 -- %, When activating OnlyDayMission, allows you to play a little before or a little after the d

    MovedBullseye = true,                -- (default : true), true : Moves the bullseye to each mission

    TriggerStart = true,                 -- (default : true), true: All planes appear at mission start (No freeze), but problems with usi

    CVN_CleanDeck = false,               -- (default : false), true: Remove all static aircraft from the deck. ( M31 )
    CVN_TimeBtwPlane = 75,               -- (default : false), Time between each aircraft for catapulting
    CVN_Vmax = 10,                       -- (default = 15.4333( m/s)==30kts), can have bp with F14, go down to 10 m/s
    CVN_windDeck = 9,                    -- (default = 13.89( m/s)==27kts), can have bp with F14, go down to 9 m/s

    SC_FullPlaneOnDeck = true,           -- (default: true), true: On SuperCarrier:place un maximum d'IA sur le pont, et supprime le desp
    SC_NbPlaneSpawn = 10,                -- (default: 10, all =99 ) , au dessus de ce nb, les avions spawn onAir
    SC_SpawnOn = {
```

f) FirstMission.bat

Launch the FirstMission.bat program so that the first mission can take into account your options and especially your own path to the DCE folder.

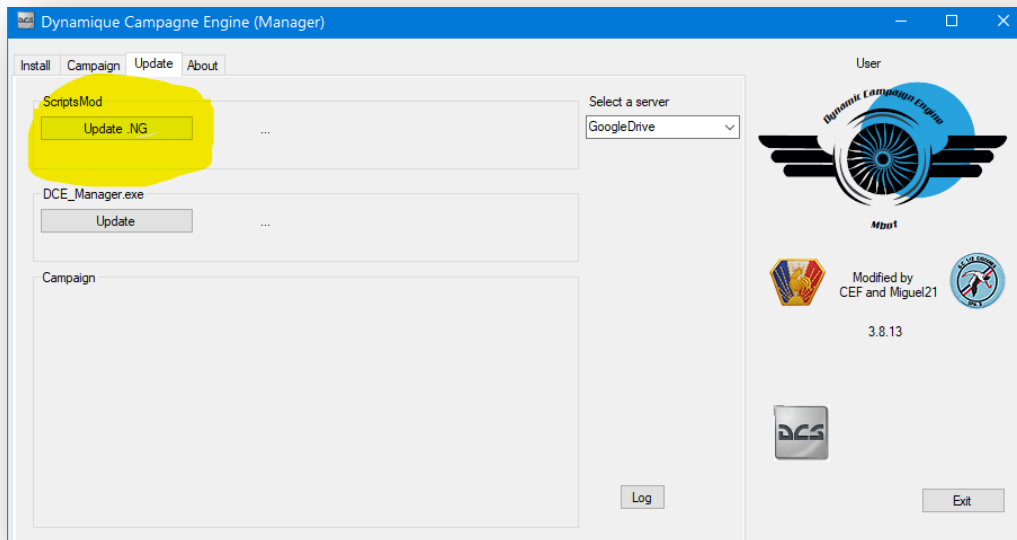## g) In DCS, to start: campaign "inactive" required

The campaign "status" must be inactive for the first mission to be played, if the result of the first mission has failed: in DCS click on RESTART and replay the first mission.

2)   Note on the versions of scriptsMod

we will change the way we handle versions. To make it transparent to the players, the name of
the folder will be ScriptsMod.NG

You will be able to upgrade the scriptsMod via the "upgrade" button in DCE_Manager

This will only be compatible with new campaigns based on the latest DCS 2.7.0 (new cloud)

For the experts (and only them ^^), you can make an old campaign compatible if and only if
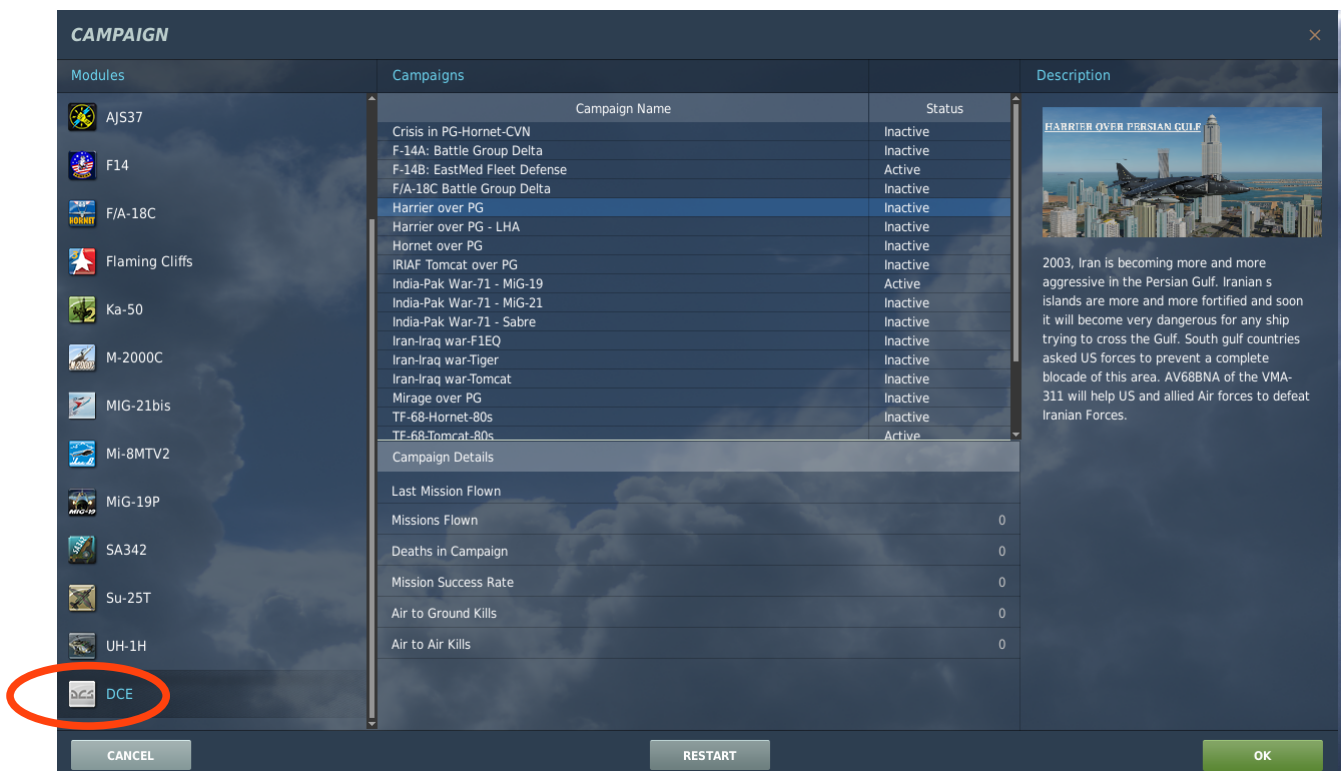- the old campaign is based on a version of scriptsMod 20.43.00 (possibly 20.38.00 but...)
- re-save the base_mission.miz file with the DCS mission editor
- have a ScriptsMod.NG folder (provided for example with the first test campaign "Hornet
over Caucasus-CVN")
- change the path.bat line this way:
set "versionPackageICM=NG"

3)   How to play a DCE campaign ?

You must first select campaign in the right menu at DCS World Open Beta start :

Then look for the DCE Module to the left side and select it then select the campaign you want to play :
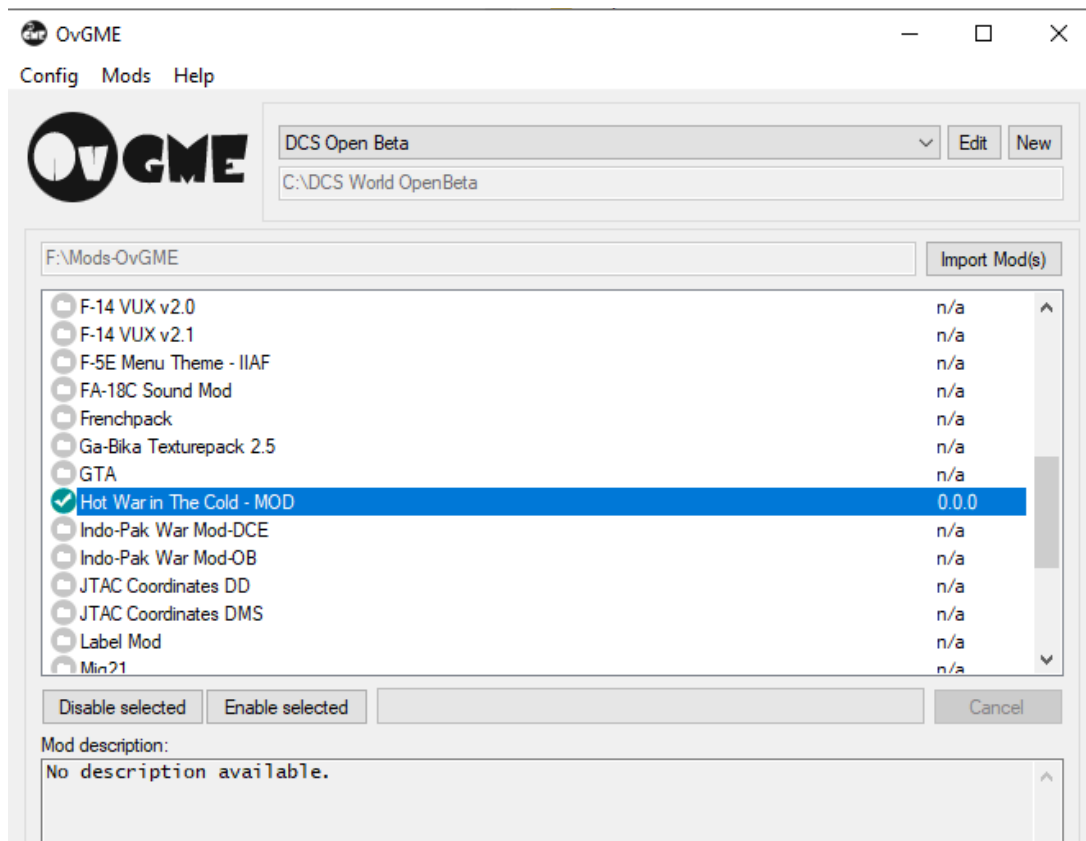

Read the briefing and be ready to fly your mission !
Good luck and have fun :)

4)   Special notes for Roll's Campaigns

Hot War In The Cold or special campaigns :

For special campaign you should have to activate one more MOD with OvGME:

(It will be the same with India-Pak War Mod for example)

5)   More tips about DCE Campaigns

Mbot DCE is not really like other traditional campaigns. Your goal **will not be** to reach a special goal in each mission to be able to play the next one. Not any mission will be the same like the one you played previously.

Your main goal is to survive ! You second one is to help your wingmen and other flights package to survive too !

If possible you will have to destroy targets and/or help other flights to destroy thoses targets and/or prevent enemy to destroy their targets. Targets of opportunity can be destroyed too because all target destroyed will stay destroyed for the whole campaign (see exceptions below with reparations). But if in the first missions you think that the mission is impossible you have the option to go back to your base and avoid losses. The next mission may be easier !

In TF-74 and TF-71 you will start from a carrier and you will have to land to a carrier too. No land bases are available … Be sure to be able to land on a carrier to avoid heavy losses ;)

You don't have to finish a mission landed but it's really better for immersion no ?

The first mission will start with all forces at 100 % You can see in briefing the squadrons strenghts and all the targets you should destroy to win the war ! All thoses targets ? No I'm kidding ;)

In fact you can win the war if you destroy a certain amount of them. DCE will decide which target will be attacked first. It should be a logical choice : EWR, SAMs and maybe airbases are priorities.

DCE should build a mission with logical waypoints and flights to avoid heavy losses : SEAD if SAMs are present and Escort to fight enemy interceptors and CAPS.

Russians are using mainly Interceptors guidance by EWR stations. When you are detected and entering their zones, Interceptors will take off to attack you. If all EWR are destroyed only CAP will be available.

In TF-71 you will have the state of the art of USA weapons with the best AMRAM , Sidewinders and Air to Ground weapons…

Very efficient B-52 flights will attack important targets at the beginning of the campaign. If you see them on the map just after landing it can be a good idea to wait for them to attack their targets…

In TF-71 80s it will be different : enemy planes are less efficient but your weapons too. You will have to dive on targets to launch iron bombs. Beware of IR SAMs and radar guided guns !

You can change you flight weapons but remember that only authorized modern weapons are laser guided ones and AI don't like weapons style changes ! (you can change Iron bombs for other Iron bombs but Guided bombs instead of Iron Bombs may prevent them to attack the target).

In 1986 Hornet has no GPS so you will need to align with the old method :

https://forums.eagle.ru/showpost.php?p=4116515&postcount=2

1. In the case the plane didn't move since start of the mission (works on CVN): coordinates of the first waypoint can be used to set own coordinates after INS align completed
a) on HSI page choose wpt 0 using PB12 "up" or PB13 "dn", then press PB14 "WPDSG"
b) on HSI page press PB7 "UPDT", press PB7 "DSG", press PB6 "ACPT"
2. In the case the plane has moved since start of the mission: you can use TCN position update after INS align completed
a) TACAN beacon data must be saved in MC
b) turn on the TACAN and set channel and band of the beacon, set T/R mode; you must receive bearing and range
c) on HSI page press PB7 "UPDT", press PB6 "TCN", press PB6 "ACPT"

If you are used to Mbot campaigns you should find some few differences in TFs :

- At the end of a mission you will be asked if you want to accept this mission result. If you accept you can choose between Solo or MP mission. MP is still in beta but should allow you to play some coop missions with logical flights : Tomcat escort Hornets for example. You can try a Pvp mission if other players can fly on Su-27 or Mig-29 (in TF-74) or Mig-21 (in TF-68).

- You will have some kind of mission choices (not always) Intercept, Strike, CAP etc. (thanks to Zarbas code ;))

- You will know if it will be a night, day night-day or day-night missions

- you will have the opportunity to generate a new mission or let DCE choose between the different missions for you.

In missions you will be able using F10 menu to :

- Ask your CVN or LHA to turn into the wind for take off or recovery… be careful it can take time and final bearing will not be good if you ask for inbound too soon.
- Call for an emergency refuel if a tanker is available (No new tanker will take off just for you). This tanker will then try to fly at your altitude and speed (when you called for it) and come to you.
- Call for near CAP help if a CAP is available (No new planer will take off just for you). This CAP fly near your call position (2/3 of the way) and look for enemies to engage them.
- Call all the other flights of your package to RTB if you think that the mission is compromised. For example if you are a striker but you had to jettison your weapons before reaching the target you can ask Escort and SEADs to RTB. It's not a good idea to approach targets for nothing !
- Remove stuck planes on the deck to avoid aborting mission : select aircraft number to remove it !

Wingmen will now tell you when they are Bingo fuel (the real one) so you will be able to send them back home without loosing them.

Enemy targets will be considered definitly destroyed if more than 80 % destroyed : I think stupid to launch a full mission to destroy a lone surviving truck in a SAM site !

Enemy targets will have chances to be be repaired each day if not enough destroyed. It will occur over a certain amount of destruction (of course over 20%)

We are using Tomsk's Prune script adapted by Miguel21 : Map objects far from mission targets are « pruned » erased to avoid a too heavy mission. You can change its options in Conf_Mod.lua (see below)
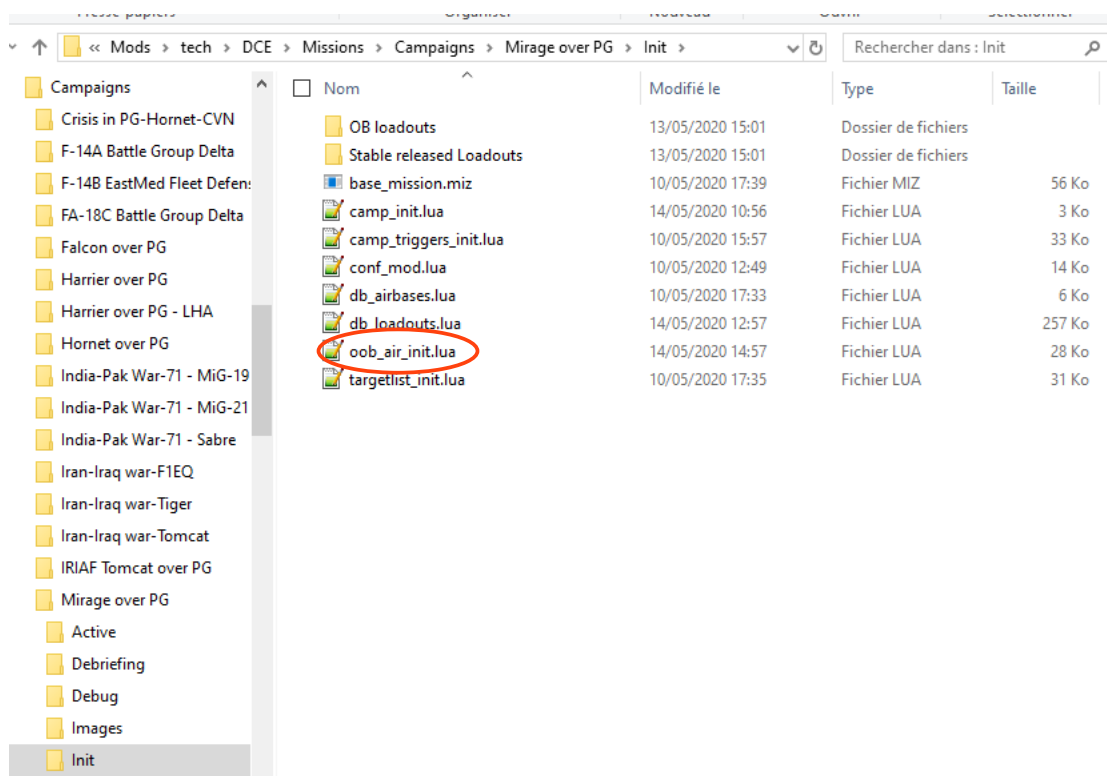
You can change campaign options in Conf_Mod.lua file in the Init folder of the campaign. The changes you make in that file will not need a complete campaign restart only use the SkipMission.bat file.

If you want to restart completly a campaign you can still use the FirstMission.bat file.

Of course you can loose the war ! Many reasons for that :

-You loose too many planes and your Squadron is not able to fly anymore.
- You loose your Carrier : Russians main goal in TFs campaigns will be to sink your boat and they will try ! TF are able to defend against lots of missiles but sometimes some can go through and hit the carrier. Even if not sunk you carrier will not continue her mission if too much damaged. Two to three heavy KH-22 can disable your Carrier !

One more tip : If you want to change you squadron missions to do strike or not for example or if you are fed up of too many CAP go to the oob_air_init.lua file in Init folder (using Notepad++) :

You can there change the missions types with « true » or « false » :

But be careful you will need to generate a completly new campaign with Firstmission.bat file loosing all your current campaign stats !

6) FAQ :

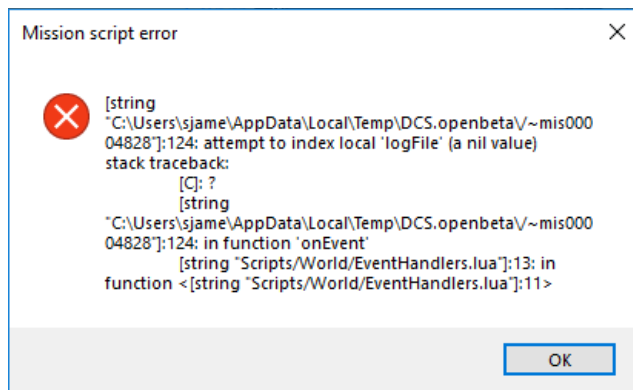**Question - 1:** **After I stop a mission my game froze with this screen :**

I must use Ctrl+Alt+Suppr to kill DCS process and my campaign mission is not registered by DCS

Response a: Please try this : https://forums.eagle.ru/showpost.php?p=4334808&postcount=1574
Response b: clean your graphics drivers properly with DDU: Display Driver Uninstaller

Question - 2: I have this error window at the end of a mission trying to generate the next one :

Response : Bug in the "mission script error" window at the end of the mission "attempt to index local 'logfile' nil value"
The system can't find the path of campaign folder.
There are several reasons for this:
   A. Your path in "path.bat/pathSavedGames" is bad.
      After the bug, go to the DCS log, and look for a line containing: "pathDCE".It tells you the path DCE is trying to find, based on what you entered in path.bat
   B. You didn't launch the firstmission.bat before you started the campaign.
   C. You play the 2nd mission (created with CampaignMaker info/path): reset the campaign in DCS
   D. /Script/MissionScripting file has not been modified.
      • You have modified the script of DCS World but play on OpenBeta
      • You have modified OpenBeta's Scriptmission but you play on DCS World
   E. The MissionScripting file has been modified but is not in ANSI or UTF8

Question - 3 : **When I use SEAD missiles then nearly never hit Sam's radar ? Why ?**

Response : Historical use of SEAD missiles showed that they where far less efficient than what we thought. Human radar operators were often clever enough to avoid destruction. Mbot decided to use a script to simulate the real effect of SEAD : Suppression of enemy air defenses : so when SAM sites detect SEAD missiles release they shut down radars to avoid destruction : sometimes missiles have enough datas to destroy them but it's far from a 100 percent kill rate. Radars are off so SAMs are suppressed for a random period of time so you can attack your target. It's up to you to use them wisely…

We will be waiting for any question here : https://forums.eagle.ru/showthread.php?t=191858

Good luck and have fun :)

PB0_CEF

7) Credits :

- Mbot   : The concept of the campaign
  - the scripts of the DCE set
  - as well as the script of the Arm
  - that of the CarrierIntoWindScript
  - and finally CustomTasksScript
- Tomsk : PruneScript
- Zarbas : choice of mission
- Eagle   : debugging and creating your own campaigns
- All the talented skin designers who help us make our campaigns more immersive