Arty\_Command v3.0

Static Artillery Command & Fire-Control System for DCS World

Author: Aidi Version: v3.0 (Operational Update)  
Date: November 2025

A helicopter on a field

AI-generated content may be incorrect.

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A full video on how the mission works in game can be found at

<https://youtu.be/PEUpFhbMNIQ>

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FIELD OPERATIONS MANUAL

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1. OVERVIEW

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Arty\_Command adds a self-contained artillery fire-control and logistics

system to any DCS mission. It supports up to six independent batteries

(SPG / MLRS / Field-Gun) and allows players to:

• Deploy or remove HQs anywhere in the field

• Call realistic fire missions against red-force targets

• Receive ammo resupply by CH-47 or C-130 aircraft

• Track battery status and ammunition via map markers

• Hear SRS radio calls for each fire mission

All logic runs server-side once the script is loaded.

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2. SYSTEM CAPABILITIES

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Battery HQ Deployment ............ Player-controlled HQ placement/removal

Per-Gun Simulation ............... Individual gun cadence & TOF impacts

Dynamic Red Detection ............ Auto-lists all red targets within range

Ammo & Resupply .................. Limited ammo, CH-47 & C-130 scripted drops

Fire Mission Types ............... HE / Smoke / Illum / Cluster

SRS Integration .................. Radio-style voice briefings

Persistence ...................... Saves HQ and ammo state between sessions

Auto Markers ..................... Live status and ammo count on map

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3. INSTALLATION & MISSION SETUP

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A. ADD TO MISSION

1. Place "Arty\_Command.lua" in your mission folder.

2. In the Mission Editor, add a TRIGGER:

TYPE: ONCE | CONDITION: TIME MORE (5)

ACTION: DO SCRIPT FILE → Arty\_Command.lua

3. Ensure MOOSE is loaded BEFORE this script.

B. REQUIRED TEMPLATES

Aircraft Template Prefix Example Group Name

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CH-47 ReSupplyHelo\_B ReSupplyHelo\_B1

C-130 ResupplyC130\_B ResupplyC130\_B1

(Each must be a late-activated Blue aircraft.)

C. DEPENDENCIES

• MOOSE Framework (required)

• SRS MSRS gRPC (optional, for voice)

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4. CONFIGURATION & CUSTOMIZATION

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All configuration values are in Section 1 of the Lua script.

Parameter Purpose Default

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FIRE\_RANGE\_M Max engagement range 30000 m

FIRE\_BASE\_TOF\_S Base time-of-flight 27 s

HELO\_TPL\_PREFIX / C130\_TPL\_PREFIX

Aircraft template names ReSupplyHelo\_B / ResupplyC130\_B

HELO\_RTB\_AIRBASE / C130\_RTB\_AIRBASE Base airfield

Paphos (Syria example)

PERSIST\_FILE Save-state path

(edit for your PC)

ARTY\_SRS\_FREQ\_MHZ / MOD SRS frequency/modulation 243.0 AM

Example persistence path:  
local PERSIST\_FILE = "C:/Users/<YourName>/Saved Games/DCS.openbeta/Scripts/Arty\_Save.lua"

\*\*\* NOTE \*\*\*

Persistence only works if mission-file sanitization is disabled:

Edit ...\Scripts\MissionScripting.lua and comment out:

sanitizeModule('io')

sanitizeModule('lfs')

sanitizeModule('require')

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5. PLAYER / OPERATOR GUIDE

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Accessible through the F10 menu.

DEPLOY HQs:

F10 → Arty Bty 1–6 → Deploy HQ → Deploy

HQ spawns near your helicopter.

Use "Remove" to delete.

CHECK STATUS:

• "Arty Status" – all batteries & ammo

• "Ammo Status" – individual battery

• "Gun Timing" – set firing cadence

• "Battery Illumination" – toggle night flares

FIRE MISSIONS:

1. Choose "Scan for Red Targets"

2. Select a red group

3. Listen/Watch for "Plotting... Adjusting... Impact in 10 seconds"

4. Guns fire sequentially, each with unique TOF and impact spread.

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6. RESUPPLY OPERATIONS

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CH-47 LANDING RESUPPLY:

• F10 → Ammo Resupply → Request CH-47

• Lands near HQ (+20 rounds default)

• Green smoke & white flares mark LZ

• Returns to base automatically.

C-130 AIRDROP RESUPPLY:

• F10 → Ammo Resupply → Request C-130

• Flares at 5 km / 2.5 km / 1 km from HQ

• Drops ammo (+40 rounds default) with green DZ smoke

• Returns to base after drop.

Adjust quantities in script:

HELO\_RESUPPLY\_AMOUNT = 20

C130\_RESUPPLY\_AMOUNT = 40

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7. PERSISTENCE SYSTEM

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• Saves HQs, ammo, and settings to PERSIST\_FILE.

• Loads automatically after mission start.

• Requires I/O access (MissionScripting.lua edit).

If saving fails:

1. Check that I/O sanitization is off.

2. Verify file path.

3. Folder must exist and be writable.

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8. SRS INTEGRATION – I would consider this to be for advanced users to make work

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If SRS + MSRS gRPC are active:

• Voice messages broadcast on configured frequency (default 243.0 AM)

• On-screen pop-ups if ARTY\_SRS\_POPUP = true

• Graceful fallback if SRS unavailable

To disable voice completely:

ARTY\_SRS\_POPUP = false

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9. TROUBLESHOOTING

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Problem Cause Fix

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"MOOSE not ready yet" MOOSE loaded too late Load MOOSE first

HQ won't deploy No player helo active Spawn as Blue helo

No targets found None in 30 km radius Move closer or increase range

No persistence I/O sandboxed Edit MissionScripting.lua

No SRS audio SRS not initialized Check MSRS config

Resupply not working Wrong template names Verify ReSupplyHelo\_B1 etc.

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10. CUSTOMIZATION EXAMPLES

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CHANGE BASE AIRFIELD:

HELO\_RTB\_AIRBASE = AIRBASE.Caucasus.Sochi\_Adler

C130\_RTB\_AIRBASE = AIRBASE.Caucasus.Sochi\_Adler

ADD MORE BATTERIES:

Duplicate the battery table initialization block and increment IDs.

SWITCH COALITION:

Replace coalition.side.BLUE with RED throughout.

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SUMMARY

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Load MOOSE → Arty\_Command.lua → Ensure template aircraft exist.

Operate HQs and fire missions from F10.

Optional persistence & SRS add realism and immersion.

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FOOTER: Arty Command v3.0 – Operational Update

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