

How to start.

To use this mission, first **desanitize** your `missionscripting.lua` file; this lets the mission create a save file for your progress.

This will give DCS the permission to write a save file for your progress.

- * Navigate to the DCS installation folder. Inside you'll find the folder **Scripts**.
- * Open the file `MissionScripting.lua`.

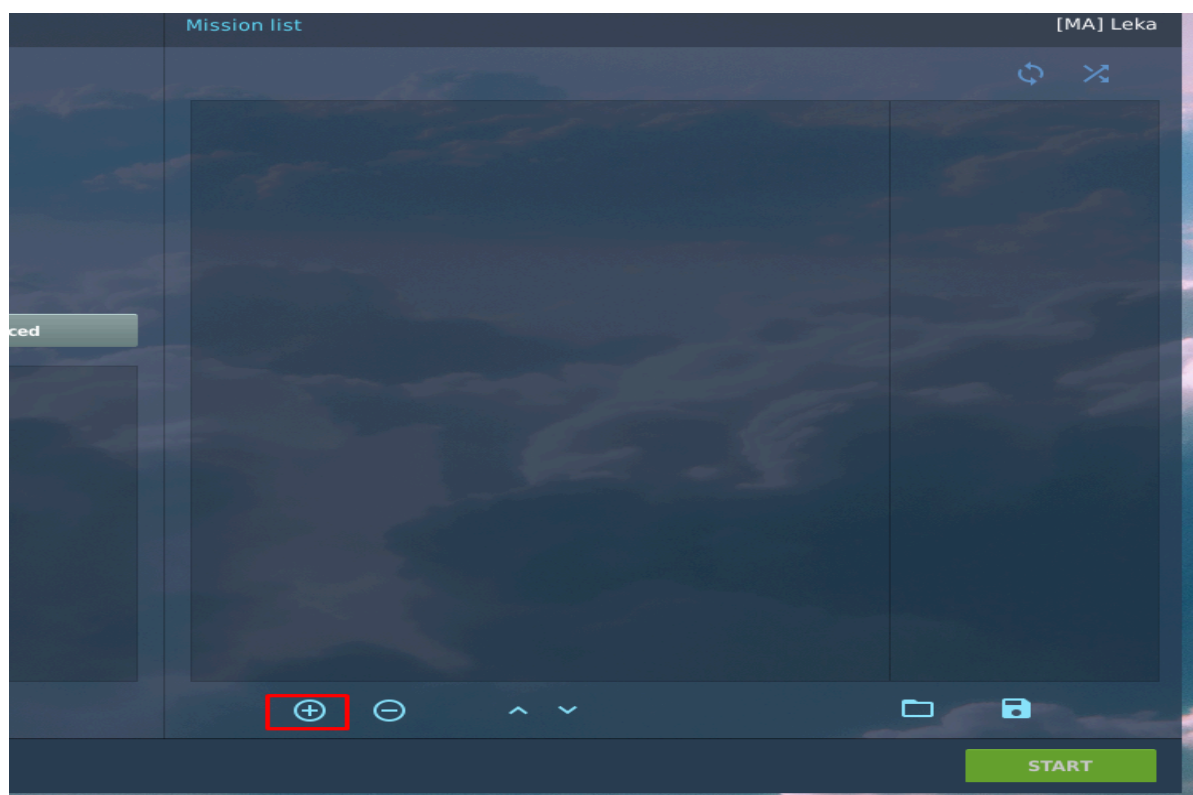
Originally the file looks like this

```
do
    sanitizeModule('os')
    sanitizeModule('io')
    sanitizeModule('lfs')
    _G['require'] = nil
    _G['loadlib'] = nil
    _G['package'] = nil
end
```

It should now look like this.

```
do
    sanitizeModule('os')
    --sanitizeModule('io')
    --sanitizeModule('lfs')
    _G['require'] = nil
    _G['loadlib'] = nil
    _G['package'] = nil
end
```

This mission is designed to be used in multiplayer mod only.

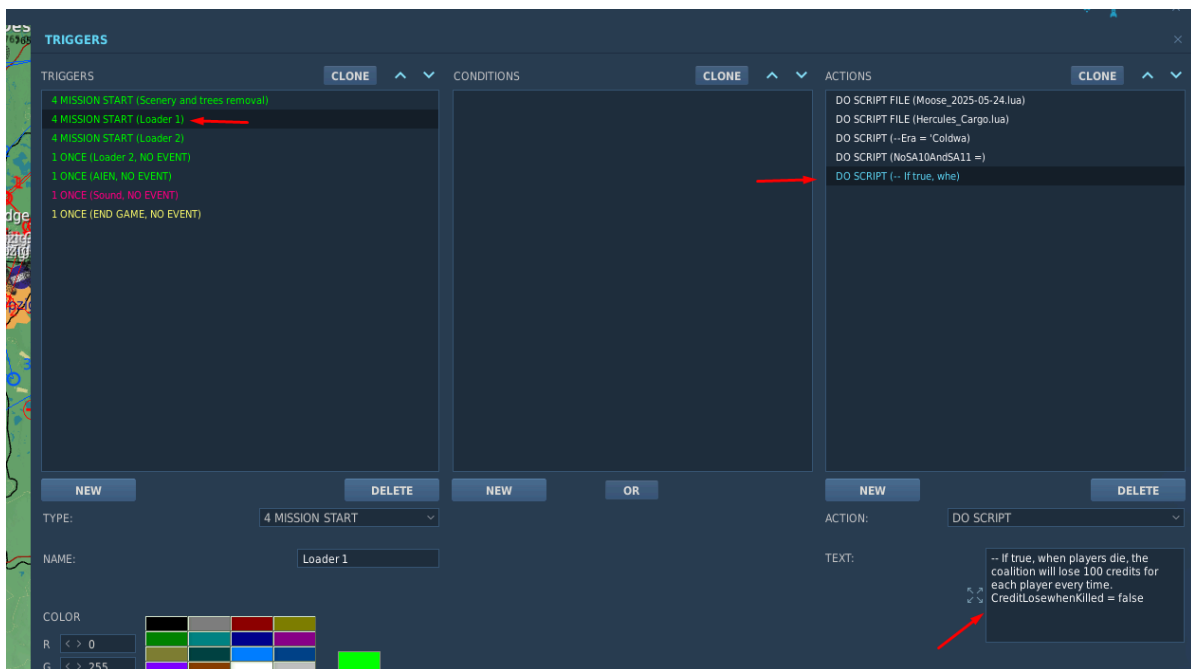
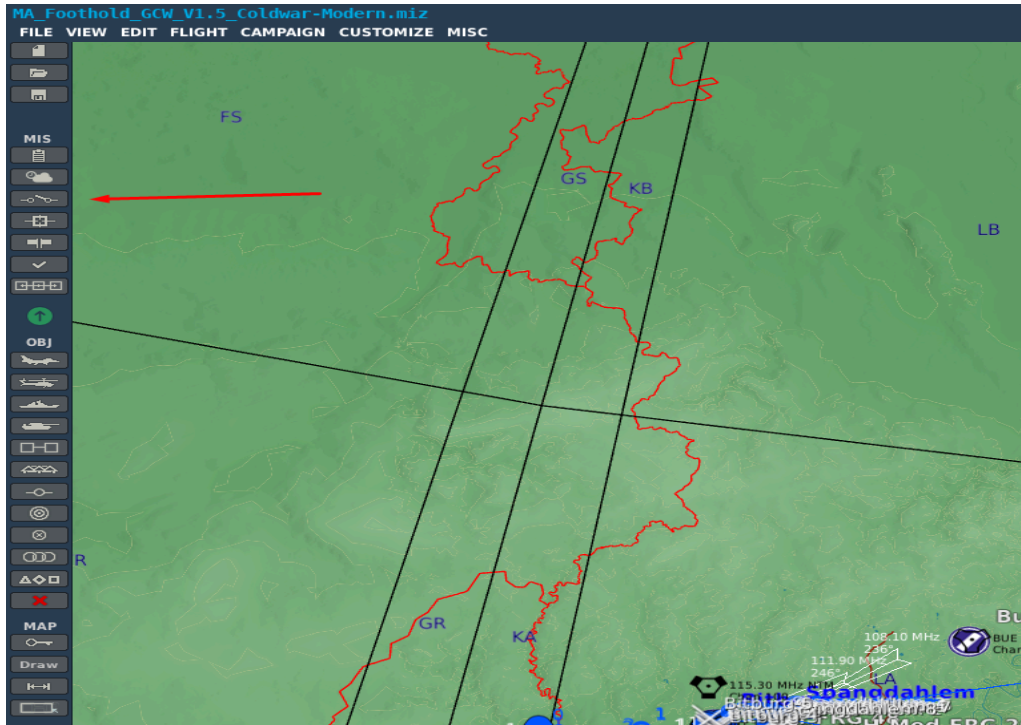


Select the mission and then select START.

Death penalty

You can select to enable a death penalty if you wish. It means that when a player dies, the coalition will lose 100 credits.

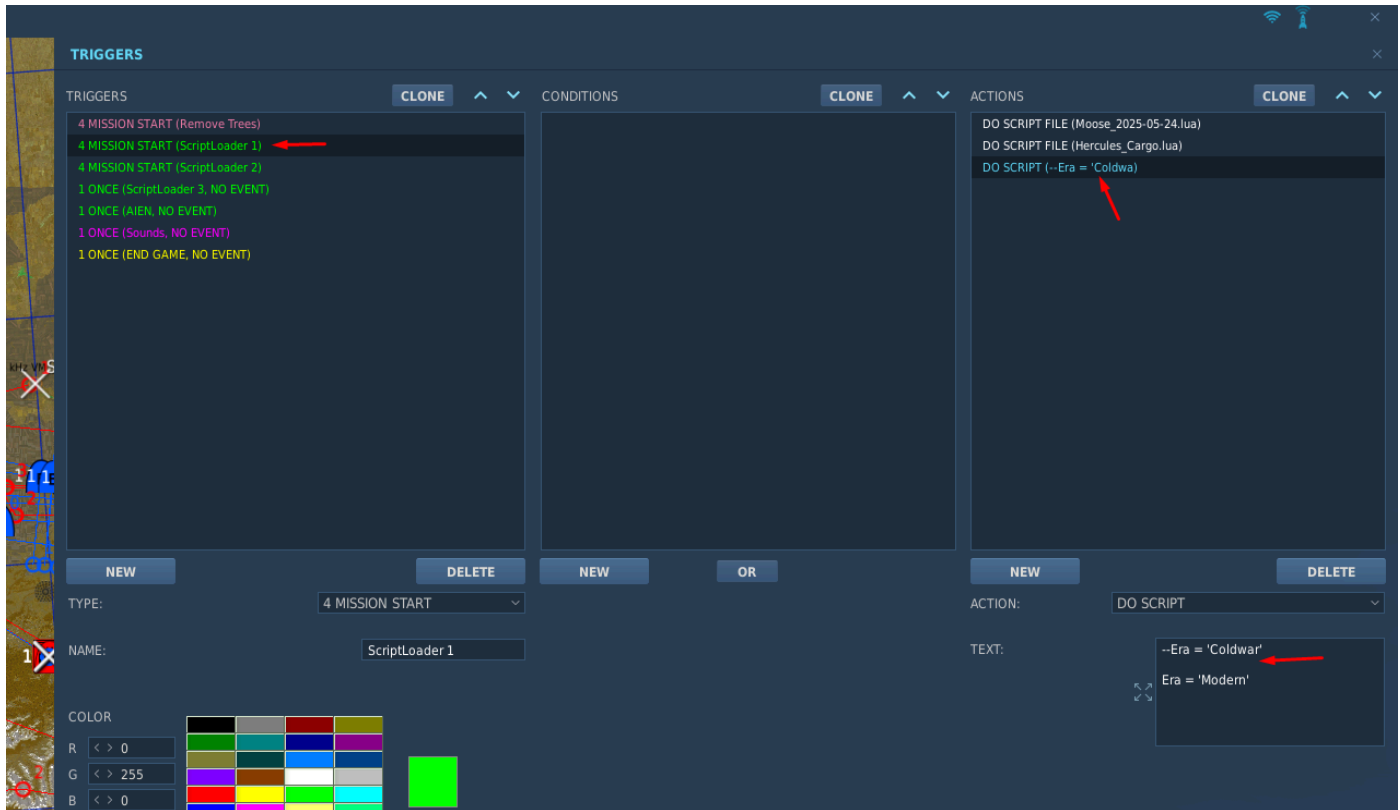
This can be enabled from the editor



Simply, change the **false** to **true** and it will be enabled.

Foothold cold war / modern era

To switch between the cold war era and modern era, you need to open the mission in the mission editor, go to **triggers**, there you will find like this picture below.



To change, add – before the one you don't want to use. The picture above is now set to modern. if you want to change to the cold war variant, it would be:

Era = 'Coldwar'

--Era = 'Modern'

All the enemy planes / helicopters / ground units will be inline to the best of my knowledge to be pre 1989.

Foothold weapon restriction and modules.

The mission have a file called Weaponlist.lua. In there you can edit the weapons that are currently restricted. you can also add or remove allowed planes / helicopters.

Note, in the modern era, this file will not load.

```
3
4  local restrictedWeapons = {
5      "weapons.missiles.AIM_120C",
6      "weapons.missiles.AIM_120",
7      "weapons.missiles.AGM_154",
8      "weapons.missiles.AIM_54C_Mk4",
9      "weapons.missiles.AIM_54C_Mk6",
10     "weapons.missiles.AIM_9X",
11     "weapons.bombs.GBU_31_V_4B",
12     "weapons.missiles.AGM_65F",
13     "weapons.bombs.CBU_105",
14     "weapons.bombs.CBU_103",
15     "weapons.bombs.CBU_97"
16 }
17
18
19
20
21 }
22
23 local allowedPlanes = {
24     "L-39ZA", "MiG-19P", "I-16", "Su-17M4", "Mirage-F1",
25     "Mi-24V", "F-15E", "F-117A", "SH-60B", "AJS37", "To",
26     "C-101EB", "F-15C", "F-16A MLU", "Mirage-F1BD", "P",
27     "Mirage-F1M-CE", "Mirage-F1ED", "C-17A", "Tornado",
28     "MB-339APAN", "An-26B", "Hercules", "Su-25", "Falco",
29     "Mirage-F1BQ", "Mirage-F1B", "Yak-52", "Mirage-F1",
30     "P-47D-30", "Mirage-F1CT", "A-10C", "TF-51D", "Haw",
31     "Mirage-F1CG", "C-130", "F-5E-3", "E-3A", "F-86F S",
32     "Mi-8MT", "Yak-40", "P-51D-30-NA", "SpitfireLFMKI",
33 }
```

Date and year.

Since the date can not be changed using script, it's advised to use the correct date when using the cold war era. Recommended is 1989, the exact month and day is up to you.

If you want to ask about something else or want to hang out, please join my discord:

<https://discord.gg/cshgmgXuxE>.

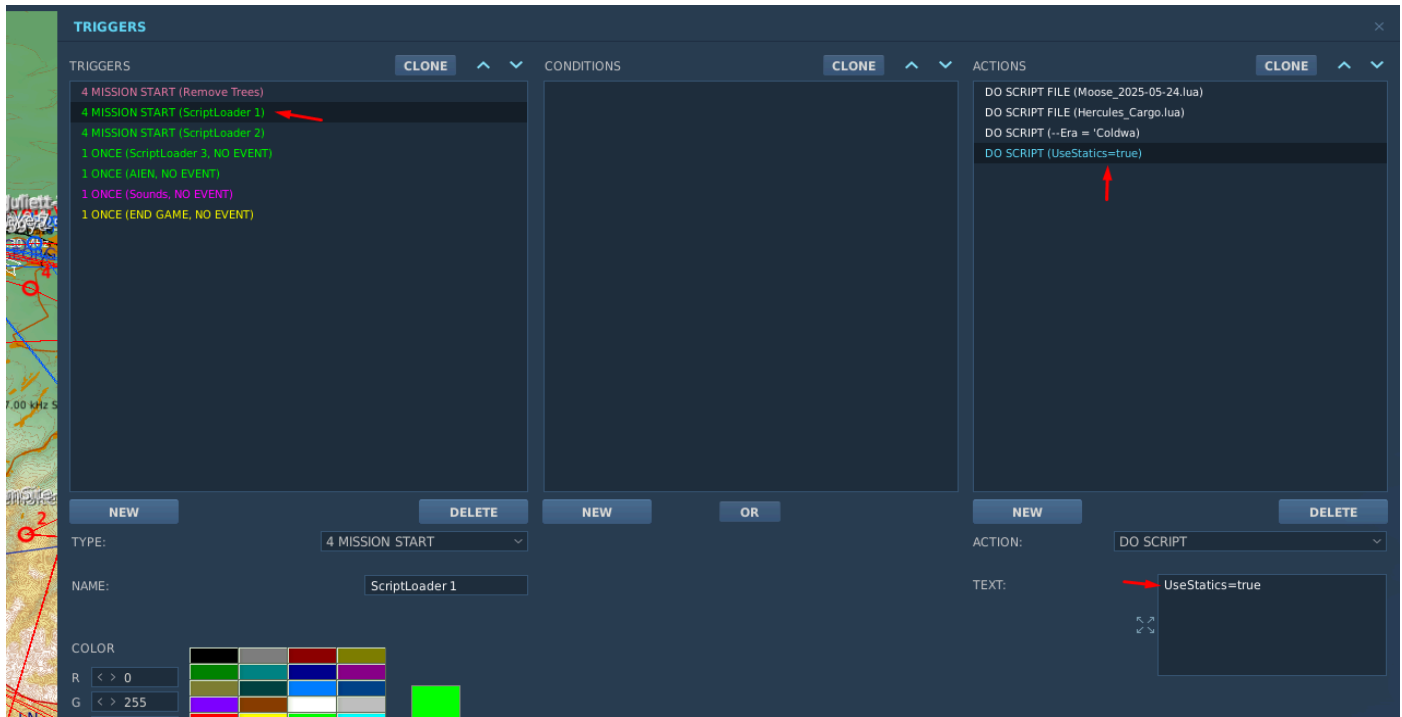
Savefile

The save file can have 2 names, One for the cold war era and one for the modern era.

If you want to switch in between the two eras, you can do so. The save file will not be overwritten.

UseStatic Toggle*

Some missions like Caucasus, Persian gulf, Sinai, they have Static targets in some zones. This is an option and can be toggled **off**. This can be done from the mission editor.



To turn the static units off, simply replace **true** with **false**.

*In Germany cold war map, as of now. We do use Static targets in the one zone.