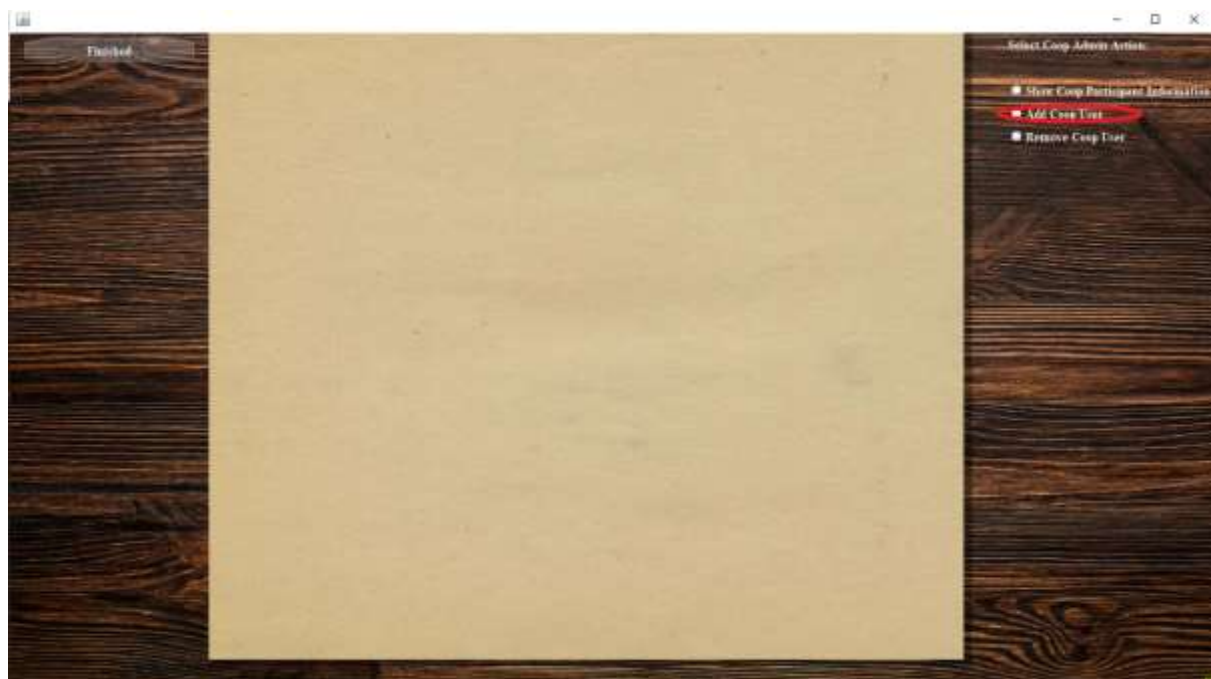


Create a co-op campaign for the first time

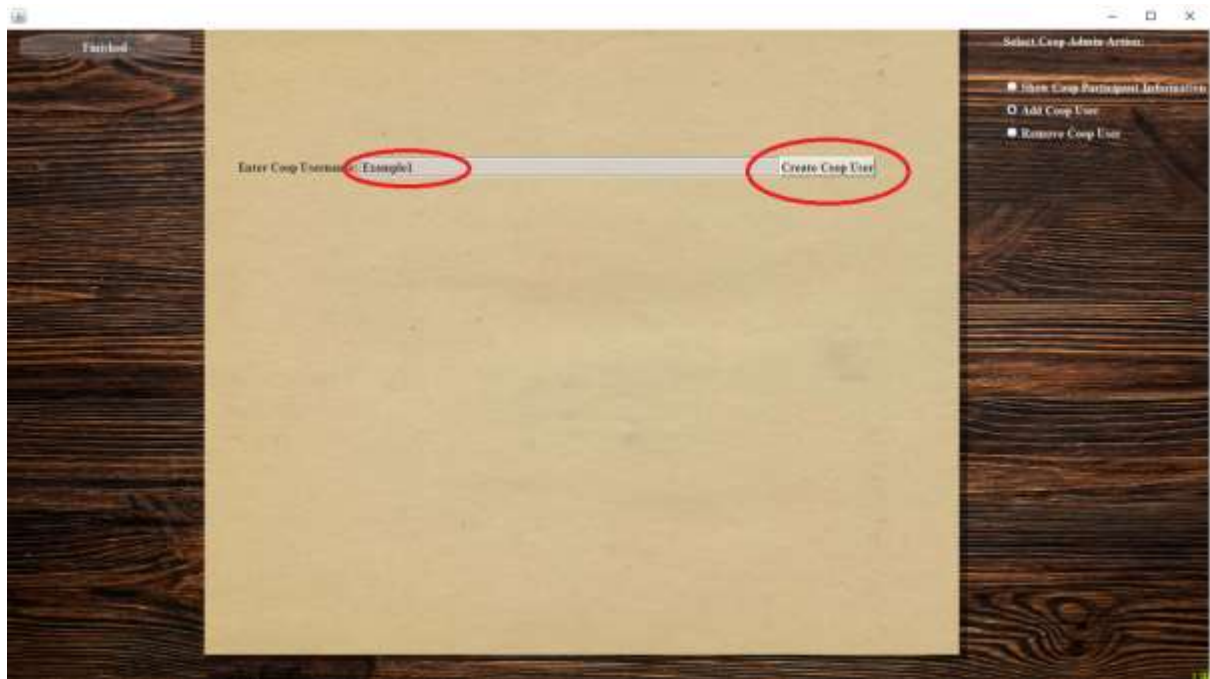
1. Add co-op users
 - Click on Administer Coop



- Click on Add Co-op user



- Enter co-op user username and then click Create Coop User



- Repeat until all required users have been created
- You can check what you have done by clicking on Show Coop Participant Information. This will show all the usernames and which campaigns they are currently participating in if they have been added to a campaign
- If you make an error, you can remove the incorrect user by clicking on Remove Coop User and selecting the relevant user/s and then click on Remove Coop users to delete the ones selected. Then you can add the incorrectly entered user again using Add Coop User
- Click Finished to return to the main menu

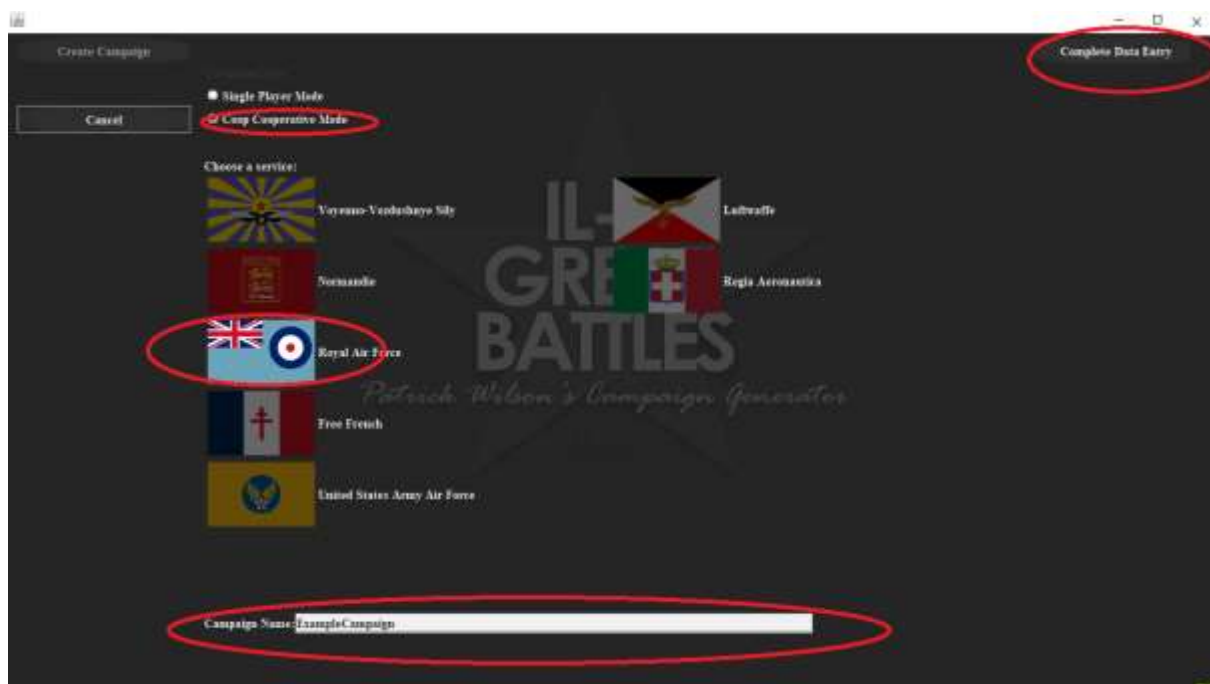


2. Create the campaign

- Click on New



- Click on Coop Cooperative Mode, select the service and then enter a campaign name and click Complete Data Entry. Note that the campaign name should not have spaces or special characters in it.



- Enter a player name and then click on next step. Note that Player name is the name used within the campaign. So if you wanted to pretend that you were Stanford Tuck in the campaign you would enter this as the player name.

- You can see now that the active (red text) entry box is Coop User. Select the coop user that will be associated with this player and then click next step again. Optionally you can enter a name in the right hand box instead if the user name is new and you don't want to go back out to the main menu to maintain coop usernames. By default, this first player name is the reference pilot and missions (while including other players on either side and across squadrons) are created from this pilot and their squadrons viewpoint.

- Pick the map from the drop down list and click next step

The screenshot shows a 'Create Campaign' form with the following fields and values:

- Player Name:** John
- Coop User:** Example1
- Campaign Map:** Bodomplatte
- Campaign Start Date:** 01/06/1944 (selected from a dropdown menu)
- Role:** Pilot
- Pilot Rank:** Lieutenant Colonel
- Squadron:** 56 Squadron

Summary information at the bottom:

- 56 Squadron
- Status: Competent
- 01/06/1944
- Tempest Mk.V var.2
- Airfield: Grimsbergen
- Map: Bodomplatte

Navigation buttons: Next/Previous Step, Next Step, Previous Step.

- Select the start date from the drop down list and click next step

The screenshot shows the same 'Create Campaign' form, but with the 'Role' dropdown menu open and 'Pilot' selected. The 'Campaign Start Date' remains '01/06/1944'.

Summary information at the bottom:

- 56 Squadron
- Status: Competent
- 01/06/1944
- Tempest Mk.V var.2
- Airfield: Grimsbergen
- Map: Bodomplatte

Navigation buttons: Next/Previous Step, Next Step, Previous Step.

- Choose the role for this player and username pairing and click next step.

Player Name:

Camp User: ▼

Campaign Map: ▼

Campaign Start Date:

Rank: ▼ **Fighter**

Pilot Rank: ▼ **Warrant Officer**

Squadron: ▼

Campaign Name: ExampleCampaign
Campaign Mode: Cooperative
Service: Royal Air Force

Next/Previous Step: Next Step Previous Step

56 Squadron
Status: Competent
01/09/1944
Tempest Mk.V ver.2
Airfield: Grünhergen
Map: Bodensee

- Pick the starting rank for this player/username pairing and click next step

Player Name:

Camp User: ▼

Campaign Map: ▼

Campaign Start Date:

Rank: ▼ **Warrant Officer**

Pilot Rank: ▼ **Warrant Officer**

Squadron: ▼

Campaign Name: ExampleCampaign
Campaign Mode: Cooperative
Service: Royal Air Force

Next/Previous Step: Next Step Previous Step

56 Squadron
Status: Competent
01/09/1944
Tempest Mk.V ver.2
Airfield: Grünhergen
Map: Bodensee

- Pick the squadron and thus aircraft for this player/username pairing and click next step. Note that the info panel changes as you select through the list allowing you to see the aircraft and starting location for each squadron.

Player Name:

Coop User:

Campaign Map:

Campaign Start Date:

Role:

Pilot Rank:

Squadron:

Next/Previous Step: [Next Step](#) [Previous Step](#)

56 Squadron
 Status: **Competent**
 01/09/1944
 Transport Mk. V ser. 2
 Airfield: Geinsbergen
 Map: Bedengplate

Campaign Name: ExampleCampaign
 Campaign Mode: Cooperative
 Service: Royal Air Force

- Now click create campaign

Player Name:

Coop User:

Campaign Map:

Campaign Start Date:

Role:

Pilot Rank:

Squadron:

Next/Previous Step: [Next Step](#) [Previous Step](#)

56 Squadron
 Status: **Competent**
 01/09/1944
 Transport Mk. V ser. 2
 Airfield: Geinsbergen
 Map: Bedengplate

Campaign Name: ExampleCampaign
 Campaign Mode: Cooperative
 Service: Royal Air Force

The next screen you see will be the squadron page for this player. This first player is essentially the one that is used to generate missions for all players regardless of whether they are part of the same squadron or in a different one (even a different air force). Think of it as the admin slot for the campaign. This pilot is as mentioned above is the default reference pilot.

3. Managing squadrons and coop users



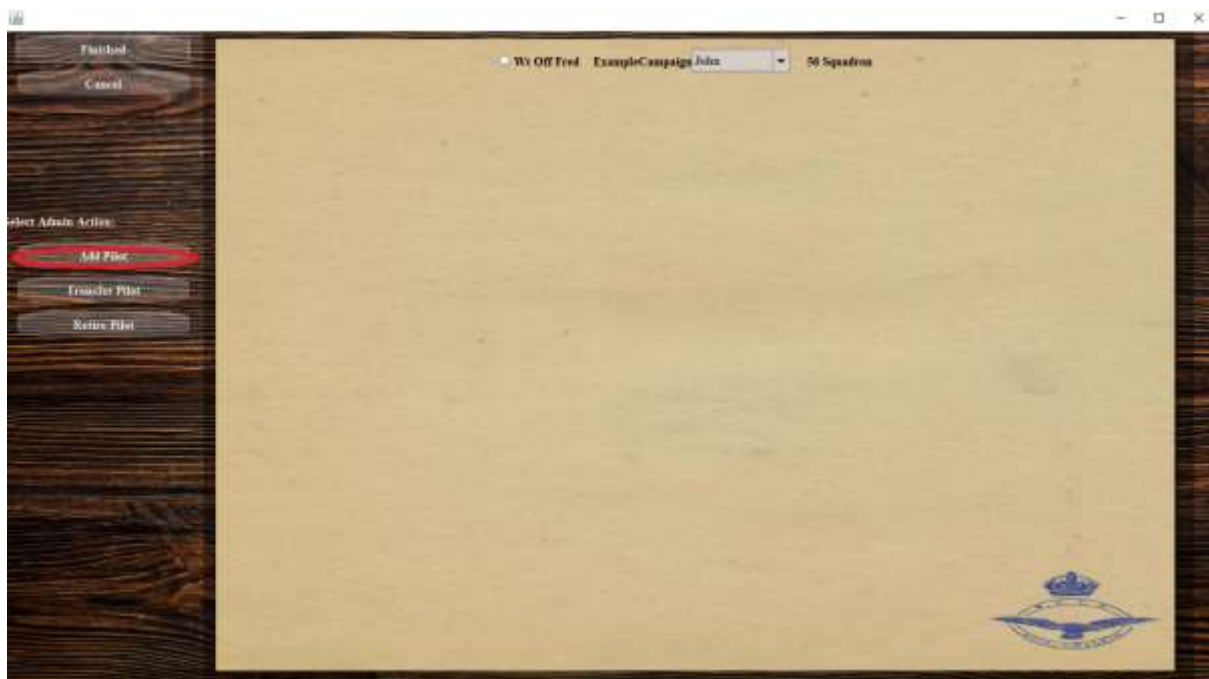
- Add additional player/username combinations to the campaign by clicking on Personnel



- Then click on Administer Coop Pilots



- On the next screen you can add additional player/username pairs, select the skin used by each pairing within the admin player squadron, transfer pairings between squadrons/services and roles and even retire the pairing should that player/username no longer be wanted.
- The reference pilot is the pilot from whose viewpoint missions are created and whose squadron is tracked in the squadron page and must be included in every mission. By default, it is the first player/user pair created when the campaign is created but it is possible to change the reference pilot if so desired.
- To add an addition player/username pair click on Add Pilot



- Select the service for the player/username pair. Note that this can be different to the admin player/username pair and this is how you can create co-op competitive campaigns if you

wish to by adding players to services regarded as enemy to the admin pairing. In this example though we will add a player to the same squadron as the admin player by clicking on the Royal Air Force.



- You now see a virtually identical GUI to the one used to create the admin player/username pairing. Fill it out in the same way by typing the information into the box with red text and then clicking next step. Finally click Create Pilot

Create Pilot

Cancel

Pilot Name:

Crew User:

Role:

Pilot Rank:


Squadron:


Press for Next/Previous Step:


Next Step


Previous Step

Choose a service:

Royal Air Force

Free French

United States Army Air Force

Luftwaffe

117

GREAT BATTLES

Patrick Wilson's Campaign Generator

Create Pilot

Cancel

Pilot Name:

Crew User:

Role:

Pilot Rank:

Squadron:

Press for Next/Previous Step:

Next Step

Previous Step

Choose a service:

Royal Air Force

Free French

United States Army Air Force

Luftwaffe

117

GREAT BATTLES

Patrick Wilson's Campaign Generator

1942 GREAT BATTLES
Patrick Wilson's Campaign Generator

Create Pilot

Cancel

Pilot Name:

Coop User:

Role:

Pilot Rank:

Squadron:

Choose a service:

- Royal Air Force
- Free French
- United States Army Air Force
- Luftwaffe

Previous Step Next Step

58 Squadron
Status: Competent
01/08/1944
Transport Mk.V ser.2
Airfield: Grinabergen
Map: Bodomplatte

1942 GREAT BATTLES
Patrick Wilson's Campaign Generator

Create Pilot

Cancel

Pilot Name:

Coop User:

Role:

Pilot Rank:

Squadron:

Choose a service:

- Royal Air Force
- Free French
- United States Army Air Force
- Luftwaffe

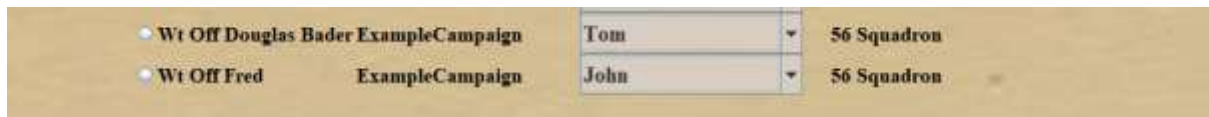
Previous Step Next Step

58 Squadron
Status: Competent
01/08/1944
Transport Mk.V ser.2
Airfield: Grinabergen
Map: Bodomplatte

- Clicking Create Pilot returns you to the administer Coop Pilots menu. Here if done you can click finished to return to the admin squadron menu or continue to add new coop player/username pairs, transfer pairs to new squadrons (which might change their role) or retire pairs.
- By assigning more than one player name to a username you allow that player the opportunity to pick the role they want in the campaign. For example, John wants to be able to sometimes fly for the Luftwaffe.



- Returning the squadron menu, you can now see Tom and John's 56 squadron's avatars listed as pilots in the squadron.



4. Generate the mission

- Click on Mission on the squadron menu to go to the mission menu.



- Click on Mission to begin creating the mission, this takes you to the user selection page. Select all the users you wish to have slots generated for in the mission and then click Accept. Note that a username can be selected once here. IE John cannot have a slot for both the RAF and the Luftwaffe and he would have to tell the admin player his preference for the upcoming mission and the admin would not select the unwanted player/user pair before clicking Accept. The current reference player/username pair must be selected as noted at the bottom of the screen. On the right hand side now the selected users appear. Select the users that will have a slot generated for a human in the mission and click Coop Mission.

