

Spotting does not work if radar object is spawned – Topic updated

Make a Ground Controller Report Enemy Planes in an Area

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In a single-player mission, you can create a circular ground control area around an object and make the controller radio reports to the player whenever enemy planes enter the area. Reports are made only if the player is in the air.

You can define a ground control circle around artillery, ships, trains, and vehicles.

Note: The ground control functionality does not work if the object that you define the ground control area around is spawned. For details on spawning objects, see [Create an Object While a Mission is Running](#) (pg. 87).

Do the following:

1. Place an object that has the "Spotter Radius" option (advanced properties) at the center of the area that you want ground controllers to monitor.
A good choice for a spotter object is the NDB vehicle because it also provides a radio homing beacon for friendly pilots. For details on creating a homing beacon, see [Help Pilots Find an Airbase and a Runway](#) (pg. 46).
2. In the spotter [Object Advanced Properties Dialog](#) (pg. 182), do the following:
 - Select the "Spotter Radius" option and specify the size of the radius.
 - Select a controller call sign from the "Callsign" drop-down list.
The controller call sign is used in the radio messages.
 - Select the "Enabled" option.
Objects used as spotters must be enabled from the start of a mission.
3. Place an [attack area command](#) (pg. 209) close to the spotter object, at ground level, and object link the command to the object.
In the advanced properties of the command, make the attack area radius the same size as the spotter radius and select "Attack Air Targets".
4. Trigger the attack area command from an MCU or object in the mission.
For example, trigger the command once the mission starts or once a plane takes off.
5. Place a [cover command](#) (pg. 212) anywhere, target link it to the spotter object and object link it to the player plane.
6. In the player plane advanced properties, select a call sign from the "Callsign" drop-down list.
The player call sign is used in the radio messages.

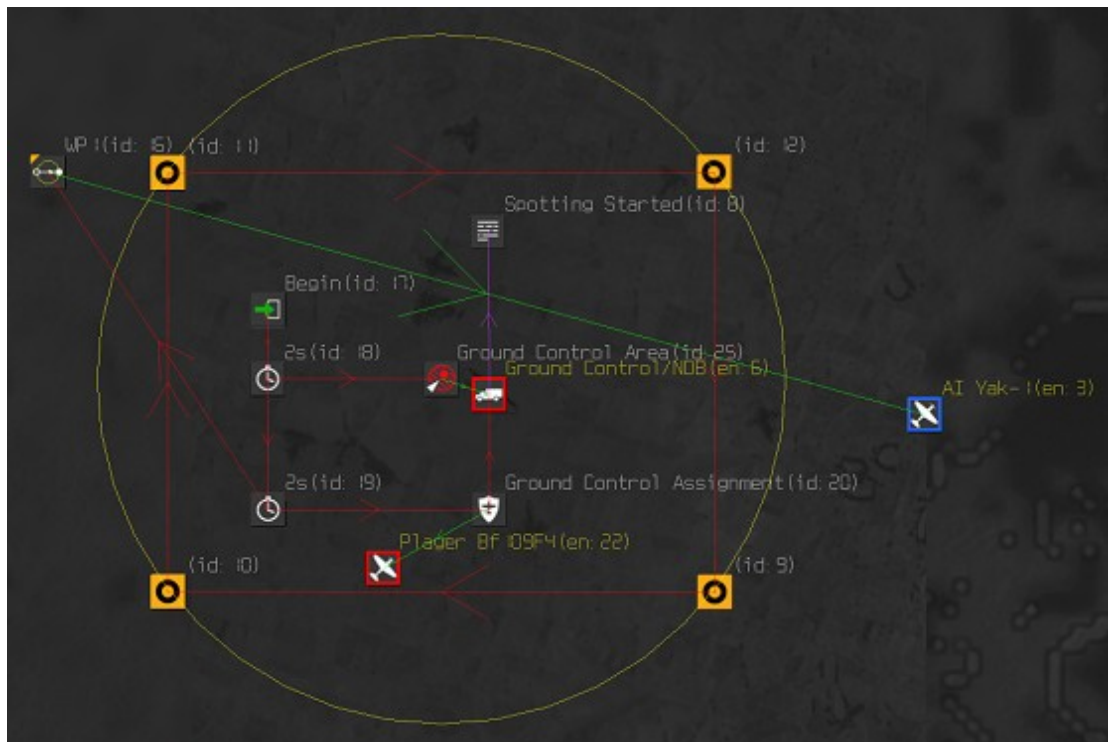
Note: In addition to the ground control spotter circle, there is a 10,000m built-in spotter circle around the player plane. The location of the player and enemy planes in relation to these circles governs how much detail the controller provides in the radio message as follows:

- Basic message: Player is outside the control area and enemy is outside the player spotter circle. For example:
 Volcano (controller): Raven, this is Volcano, engage enemy fighters, out
 Raven (player): Raven, 1, fighter spotted, 10 o'clock, engage, out
- More detailed message: Player is inside the control area and enemy is outside the player spotter circle. For example:
 Volcano: Raven, this is Volcano, engage enemy fighters to the northwest, out
 Raven: Raven, 1, fighter spotted, 10 o'clock, engage, out
- Most detailed message: Player is outside or inside the control area and enemy is inside the player spotter circle. For example:
 Volcano: Raven, this is Volcano, engage enemy fighters to the south, range 6km, out
 Raven: Raven, 1, fighter spotted, 10 o'clock, range 6km, engage, out

Example: Make a Ground Controller Report Enemy Planes in an Area

In this example, an AI Yak-1 at 2,000 meters passes through an area monitored by a ground controller. The player patrols in a Bf109F4 at 2,000 meters and receives a radio message from the controller to intercept the Yak-1.

The following screenshot shows the mission setup.



The ground control object ("Ground Control/NDB") is an NDB vehicle object with the spotter

radius set to 6,000 meters. Although not required, the OnSpottingStarted event is specified in the object advanced properties. The event message links to the [subtitle translator](#) (pg. 251) "Spotting Started", which announces that the object is looking for enemy planes. An OnSpottingStarted event occurs at the start of a mission unless the object is enabled later in the mission using the spawner trigger or the activate trigger (see [Chapter 8: Managing Objects in a Running Mission](#) (pg. 87)).

Attack area command "Ground Control Area" is object linked to "Ground Control/NDB" The yellow circle indicates the attack area. Here are the advanced properties for the command:

- Priority: High
- Attack targets: "Attack Air Targets" selected only
- Attack Area: 6000
- Time: 999 minutes

Because the attack area command boundary is not shown on the GUI map, four [icon translators](#) (pg. 231) are placed on the boundary to mark the ground control area. Here are the properties and advanced properties for the translators:

- Name: Blank
- Background color RGB: 255, 0, 0 (red)
- Enabled: Selected
- Icon ID: None
- Line Type: Sector Type 1
- Coalitions: Axis is True and Allies and Neutral are True or False

The four icon translators are target linked as shown in the screenshot.

The two-second timer (id:18) after the "Begin" mission begin translator triggers "Ground Control Area". After another two seconds (timer id:19), the cover command "Ground Control Assignment" and waypoint WP1 are triggered. WP1 is set to 2,000 meters altitude, medium priority, 200 meter area and speed 300 kph.

Related Information

[Show Objects Within a Defined Area on the GUI Map](#) (pg. 71)

- <http://forum.il2sturmovik.com/topic/18348-need-help-use-artillery-spotter-radar/#entry287987>

Detect the Proximity of Objects to One Another

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You can have your mission detect when specified objects are either inside a specified distance from one another or outside a specified distance from one another. Once one of these conditions is met, another mission event can be triggered.

Do the following: