Important! Before issuing a command to an object that has just been activated, add a one or two-second delay using a timer trigger. This delay gives the object time to activate. Here is an example of a delay before the take off command is issued:

For an example of activating and deactivating objects, see Create Target Defences (pg. 122).

Change Object Properties While a Mission is Running

You can change certain items listed in the Object Advanced Properties Dialog (pg. 198) and the Planes Dialog (pg. 212) while a mission is running. For example, you can change the "AI" property of a plane to vary the AI skill level or you can change the "Country" property of an airfield object when enemy forces reach it to signify that it is captured.

Do the following:

1. Place a behaviour command (pg. 223) anywhere and object link it to the object that you want to change the properties for.
2. In the behaviour command advanced properties, select the properties that you want to change and, where applicable, specify the new property value.
3. Trigger the behaviour command with a target link from another MCU or a message link from an object.

See examples of the behaviour command in the following topics:

- Replenish or Change the Planes Available In a Multiplayer Mission (pg. 112)
- Manage Airfield Availability (pg. 129)
- Change Control of an Airfield to the Enemy (pg. 130)

Replenish or Change the Planes Available In a Multiplayer Mission

Replenish Planes That Are Returned Intact to an Airfield

You can require a multiplayer mission participant to return a plane undamaged to a specified area at the departure airfield before the available count for that plane type is incremented again. Otherwise, the plane count decreases each time the plane type is used, regardless of whether players return the plane undamaged.

Do the following:

1. Open the Object Advanced Properties Dialog (pg. 198) of the airfield object.
2. Select the "Return Planes" option.
3. In the "Maintenance Radius" field, specify the radius of the circle in which players must stop their planes for the planes to be replenished.

   The Maintenance Radius is not shown in the editor or on the GUI map. Use the Measure Mode (Shift+M) tool to measure the radius that you want to set. Make the radius cover an obvious location on the GUI map, such as a parking ramp or even the entire airfield runway and taxiway area.

Replenish a Plane at an Airfield, Regardless of Its Condition

You can Replenish the available count for a particular plane at an airfield after a player exits the plane or the plane is destroyed. No matter how many planes are exited or destroyed, replenishment is done one plane at a time, with the specified time period occurring between each replenishment.

To replenish a plane at an airfield, regardless of its condition, open the Plane Settings Dialog (pg. 213) for the plane, select the Renewable option, and specify a time in "Renew Time".

Change the Planes That Are Available at an Airfield

At any time during a multiplayer mission, you can change the planes that are available to participants. For example, you can switch plane types, add new plane types, change the numbers of planes available, or just change the settings for the current plane types.

Do the following:

1. In the airfield object properties, click the "Planes" button and create various plane sets, which are identified by the "#" field in the Planes Dialog (pg. 212).

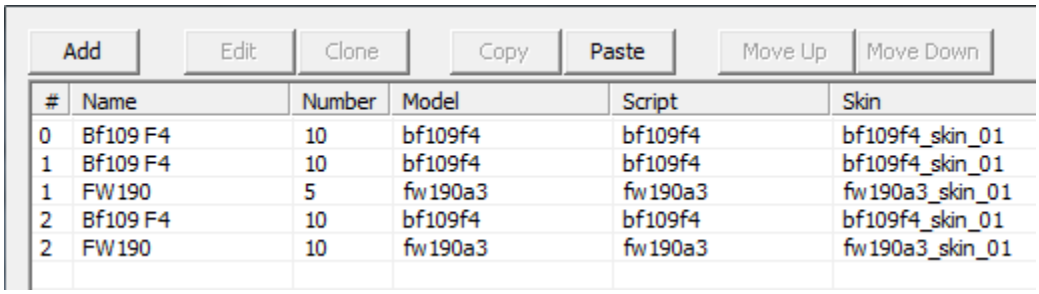
   You can make each plane set available at various times in the mission. If you just want to change the settings for existing planes, you can copy a set and make the changes in the new set. See the example in this topic.
2. Place a behaviour command (pg. 223) anywhere and object link it to the airfield object.
3. In the behaviour command advanced properties, select "Float Param" and specify a plane set number that you want to make available.
4. Trigger the behaviour command with a target link from another MCU or a message link from an object.

   When the trigger fires, the current plane set is made unavailable, and the new plane set that you specified is made available.
5. Repeat step 2 to 4 for each plane set that you want to make available at various times.

Example: Add FW190s to an Airfield

In this example, an airfield starts with 10 Bf109 F4s. After 30 minutes, the airfield receives five new FW190s, in addition to the original planes. In another 15 minutes, the airfield receives an additional five FW190s.

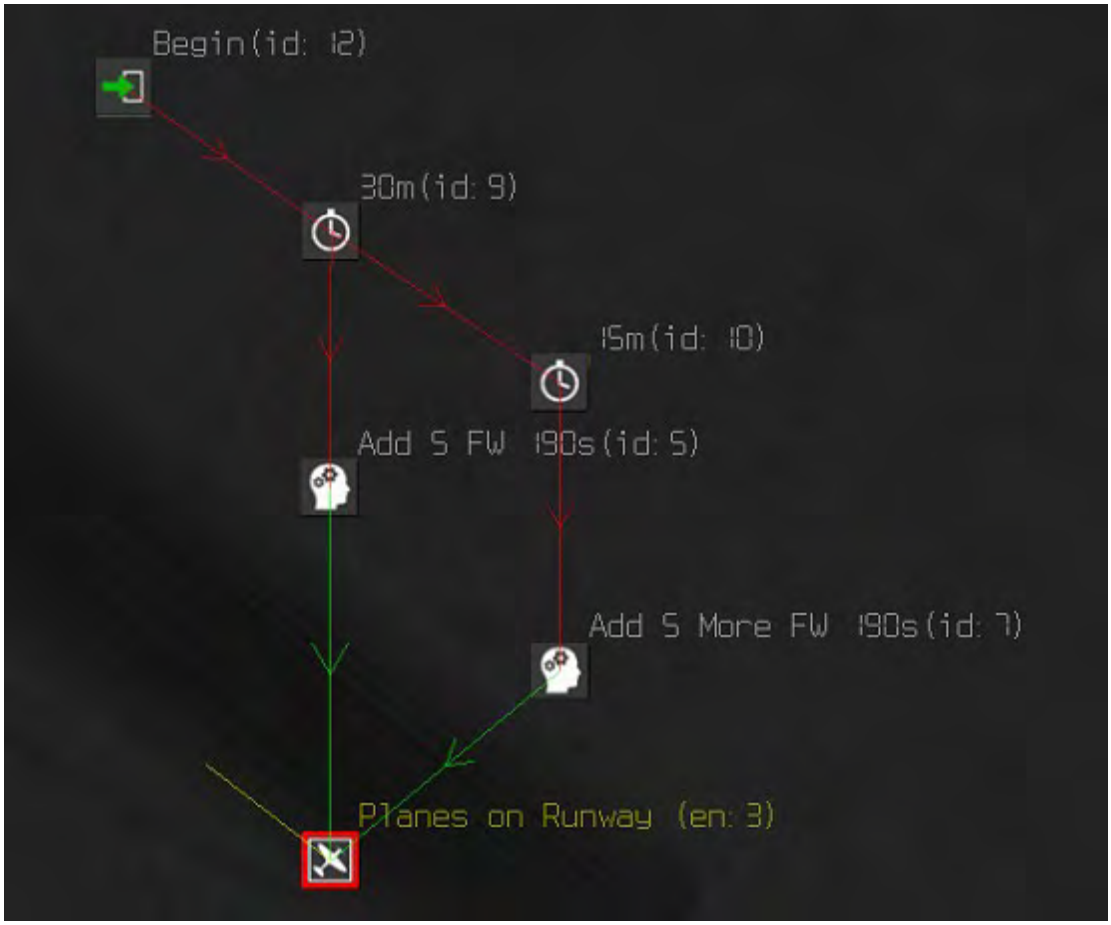
Here is the Planes Dialog for the airfield object:



#	Name	Number	Model	Script	Skin
0	Bf109 F4	10	bf109f4	bf109f4	bf109f4_skin_01
1	Bf109 F4	10	bf109f4	bf109f4	bf109f4_skin_01
1	FW190	5	fw190a3	fw190a3	fw190a3_skin_01
2	Bf109 F4	10	bf109f4	bf109f4	bf109f4_skin_01
2	FW190	10	fw190a3	fw190a3	fw190a3_skin_01

The # column shows that there are three plane sets (0, 1, and 2). Set 0 is available from the beginning of the mission and set 1 and 2 are made available later.

Here is the layout for this example:



The 30 minute timer triggers behaviour command "Add 5 FW 190s", which has "Float Param" set to "1". Set 0 is now unavailable and set 1 is available. Now there are 10 Bf109 F4s

and five FW190s.

The 15 minute timer triggers behaviour command "Add 5 More FW 190s", which has "Float Param" set to "2". Set 1 is now unavailable and set 2 is available. Now there are 10 Bf109 F4s and 10 FW190s.