

Create a Sequence of Singleplayer Missions

You can create a sequence of related singleplayer missions known as a "scripted campaign". Players progress through each campaign mission in a sequence that you determine. Once you save the missions and other files for the campaign, it is listed in the IL-2 Sturmovik *Campaigns* screen.

Important! You can distribute your campaign for free or work with the 1CGS producer to sell it through the IL-2 Sturmovik online store (no other sales methods are allowed). A campaign for sale must be a high-quality product that people would pay for. Depending on your agreement with the producer, you can distribute your campaign as a separate installer or have it included in an update. 1CGS reserves the right to not sell every campaign produced.

Important! Because there is no "Undo" function in the editor, consider saving work-in-progress versions of your missions that you can go back to in case of major problems.

Do the following:

1. If you think that the campaign you are planning or building will be good enough to sell, do the following:
 - Send a forum personal message to 1CGS producer Jason Williams as early as possible so that you can agree on the details required for selling your campaign.
 - Avoid giving out your mission files except to those people that you trust.
2. Follow the procedure in [Create a Singleplayer Mission](#) (pg. 33) to create the missions that make up your scripted campaign, except do the following:
 - In the [Mission Properties Dialog](#) (pg. 225), set *Mission Type* to *Campaign*.
 - Save each mission to a folder under \data\Campaigns in your game folder.
The filename for each mission must start with a two-digit number that gives the sequence of the mission in the campaign. For example, "01–Welcome to the Squadron.mission", and "02–Tour of the Front.mission".
Set the *Name* field in the Mission Properties dialog to whatever you like, but it helps to include the sequence number in the name.
 - In each mission, include at least one [Mission Objective Translator](#) (pg. 293) with the *Success/failure* option set to *Success* and the player coalition selected, and trigger the translator if the mission objectives are accomplished.
Triggering the "Success" mission objective translator allows the player to proceed to the next mission once the current mission ends. Otherwise, the player must repeat the current mission.
During a mission, you can override a previously triggered "Success" mission objective translator by triggering a mission objective translator with the *Success/failure* option set to *Failure*. In this case, the player must repeat the mission.

Note: Consider triggering a "Success" mission objective translator at the start of a mission or when the player accomplishes a simple objective such as taking off. This method allows the player to continue to the next mission if they cannot complete the entire current mission for some reason, such as inexperience, frustration, or a flaw in the mission. In this case, you do not need to trigger another mission objective translator.

3. Do the following:

- For each mission, create a 940 x 500 pixel title-page picture in .png format and save it with the same file name as the mission, for example, "01–Welcome to the Squadron.png".

Save the pictures in the same folder as your missions.

For testing, you can use any .png picture that you want (regardless of size) and copy and rename it for each mission.

- For the campaign, create a 420 x 420 pixel title-page picture in .png format and save it with the file name "campaign.png".

Save the picture in the same folder as your missions.

For testing, you can use any .png picture that you want (regardless of size) and copy and rename it to campaign.png.

- Do the following to create a file containing the campaign name and description:
 - a) From the [Sample Missions and Groups](#) (pg. 11), copy file "info.locale=eng.txt" into the folder where your current campaign missions are.
 - b) In your current campaign missions folder, make a copy of "info.locale=eng.txt" for each language that you want to provide for your campaign.
 - c) For each instance of "info.locale=eng.txt", change "eng" in the file name to one of the following: rus, ger, spa, fra, or pol (for Russian, German, Spanish, French, and Polish respectively).

For example, "info.locale=spa.txt" is the Spanish file.

- d) In the file for each language, edit the value for each parameter that starts with "&".

Specify each value using the appropriate language.

Note: Use an advanced text editing program such as NotePad++ (free download) rather than NotePad.

- From the sample missions and groups, copy the campaign settings file "info.txt" into the folder where your missions are and edit the value for each parameter that starts with "&".

Note: Use an advanced text editing program such as NotePad++ (free download) rather than NotePad.

- (Optional) If you want to lock ammunition, aircraft skins, or fuel for any missions, do the following:

- a) From the sample missions and groups, copy file "01 - My Mission. settings" into the folder where your missions are.
- b) In your current campaign missions folder, make a copy of "01 - My Mission. Settings" for each mission that you want to lock and rename the copies to the associated mission name followed by .settings. For example, "01–Welcome to the Squadron.settings".
- c) In each .settings file, edit the value for each parameter that starts with "&".

Note: Use an advanced text editing program such as NotePad++ (free download) rather than NotePad.

- (Optional) If you want to design a graphical "tactical overlay" (showing information on enemy positions, front line, attack arrows, and so on) that is displayed on top of the mission GUI map, do the following:

- a) For each mission that requires a tactical overlay, create an Adobe Flash file (.swf) for the Allies and another one for the Axis and save them in the folder where your missions are.

Note: The overlay allows you to create more sophisticated graphics and text than the procedure to [mark locations and draw shapes on the flight crew's map](#) (pg. 163). You can use both methods for the same map if you want.

Each overlay size must be one pixel per 200 meters on the map. Here are the overlay sizes for the current maps:

- Kuban – 2,304 x 1,792 pixels
- Lapino – 256 x 256 pixels
- Moscow – 1,408 x 1,408 pixels
- Novosokolniki – 256 x 256 pixels
- Stalingrad – 1,792 x 1,344 pixels
- Velikiye Luki – 832 x 624 pixels

Note: To find the size of a map in meters, zoom in on the top right corner and place your mouse cursor there. The status bar at the bottom shows the distance of your cursor from the bottom and from the left side of the map.

The Flash filenames must be in format *mm.coalition=c.swf*

where *mm* is the mission number and *c* is the coalition number (1=Allies, 2=Axis), for example, file "02.coalition=1.swf", stores the Allied overlay for mission number 2.

Flash File Limitations:

- You can use groups, movie clips, and layers.
- The timeline must contain a single frame only.
- Convert all fonts to curves.
- Convert all lines to fills.
- Make intersecting objects into a single object, otherwise the intersection is visible.

Design Suggestions:

- Make Allied forces light blue (RGB Hex code 006CAB).
- Make Axis forces red (RGB Hex code 930808).
- Do not use translucency for main objects such as front lines, arrows, and text, symbols.
- Use a 9% translucent object to show a controlled area.
- Use a 13% translucent object to show a special area.
- Use "PF DIN Display Pro" font for text.

b) Change the suffix for the Adobe Flash files from .swf to .tactics.

4. Zip the folder for your campaign to prepare it for distribution.

5. Do one of the following:

- If you want to distribute your campaign for free, provide the zip file to players (for example, post it or email it), and tell players to unzip the file to their game folder under \data\Campaigns.

The IL-2 Sturmovik forum has a section in which to post scripted campaigns.

- If you want to sell your campaign, work with the producer to test and copy-protect your campaign.

Example: Simple Scripted Campaign

This example shows a simple scripted campaign consisting of the following two missions in which the player must taxi into formation with a flight leader:

- 01 - Line Up Beside Your Leader
- 02 - Line Up Behind Your Leader

The *Description* field value in the Mission Properties dialog for the first mission is as follows: "In this mission, your objective is to taxi to a position on the left of your leader, in the Yak-1 ahead of you."

Here is the layout for the first mission:



When the mission begins, timer "5s" waits for five seconds and triggers the following:

- The "Announce Taxi" [subtitle translator](#) (pg. 296), which displays the message "Go ahead and taxi to the left of your leader!"
- The "Player Is Beside Leader" [check zone trigger](#) (pg. 298), which starts to check for the arrival of the player plane in the zone.

Here are the advanced properties for the check zone trigger:

- Zone: 10
- Zone Type: Selected (Cylinder)
- Distance Type: Selected (Closer)
- Plane Coalitions: Allies is True

When the player taxis beside the leader, the check zone triggers the following:

- The "Announce Success" subtitle translator, which displays the message "Congratulations! We'll assign you to the next mission in a moment."
- The "Register Success" [mission objective translator](#) (pg. 293), which allows the player to proceed to the next mission in the campaign.

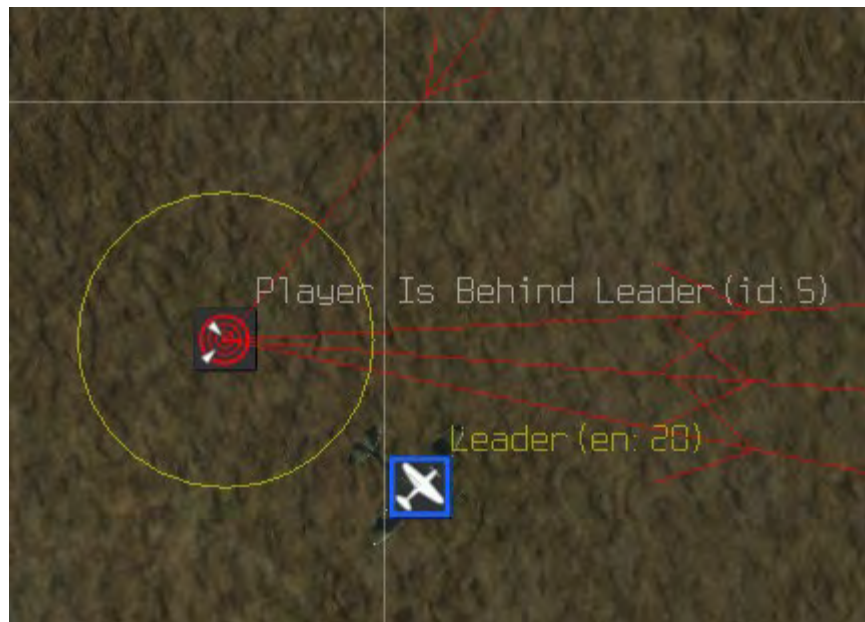
Here are the advanced properties for the mission objective translator:

- Task Type: Primary Task
- Success/Failure: Success

- Coalition: Allies
- Icon Type: Undefined
- Timer "15s", which waits 15 seconds and then triggers "End" to end the mission.

The second mission is same as the first except for the following:

- The *Description* field value in the *Mission Properties* dialog is as follows: "In this mission, your objective is to taxi to a position about one plane length behind your leader, in the Yak-1 ahead of you."
- The "Announce Taxi" subtitle translator message is "Go ahead and taxi behind your leader!".
- The check zone trigger is called "Player Is Behind Leader" and it is placed as follows:



- The "Announce Success" subtitle translator message is "Congratulations! You have completed the last mission in the campaign."

The following files are created and placed in the campaign folder:

- campaign.png – The campaign title-page picture
- 01 - Line Up Beside Your Leader.png – The mission 1 title-page picture
- 02 - Line Up Behind Your Leader.png – The mission 2 title-page picture
- info.txt – The campaign settings file, which has the following values set:
 - &order=0
 - &free=1
 - &tows=1,3
 - &missionsAmount=2

- &showFutureMissionsNames=1
- &showFutureMissionsDescriptions=1
- info.locale=eng.txt – The campaign name and description file, which has the following values set:
 - &name="FME Manual - Simple Scripted Campaign"
 - &description="A demonstration of how to build a scripted campaign"
- 01 - Line Up Beside Your Leader. Settings – The lock file for mission 1, which has the following values set:
 - &lockAmmoSchemes=1
 - &lockPaintSchemes=0
 - &lockFuelAmount=1
- 02 - Line Up Behind Your Leader. Settings – The lock file for mission 2, which has the same values as for mission 1.