

JETFIGHTER III

MISSION EDITOR

USER'S GUIDE

TABLE OF CONTENTS

INTRODUCTION	3
RUNNING THE MISSION EDITOR	4
RUNNING FROM WINDOWS 95	4
RUNNING FROM DOS	4
WHERE TO GO FROM HERE	
MISSION CREATION OVERVIEW	5
WHAT IS A MISSION	
OBJECTS	
THE POSTURE SYSTEM	
MISSION GOALS	
WAYPOINTS	
WINGMEN	
EVENT BOXES	
USING THE MISSION EDITOR	13
MISSION EDITOR BASICS	
THE MAIN SCREEN	
USING THE MAP	
CREATING AND MODIFYING OBJECTS	
PLAYER WAYPOINTS	
OBJECT PATHS	
USING GROUPS	
SAVING AND FLYING YOUR MISSION	
KEYBOARD CONTROLS	
MISSION CREATION CHECKLIST	27
MISSION CREDITS	33

INTRODUCTION

WELCOME TO THE *JETFIGHTER III* MISSION EDITOR. THIS MISSION EDITOR IS A MODIFIED VERSION OF THE PROGRAM THAT WE ACTUALLY USED TO CREATE MANY OF THE MISSIONS INCLUDED IN *JETFIGHTER III*. YOU WON'T BE ABLE TO DO EVERYTHING THAT WE CAN HERE AT MISSION STUDIOS, BUT YOU CAN CERTAINLY CREATE SOME FUN AND SOPHISTICATED MISSIONS.

BECAUSE THE PROGRAM WAS DEVELOPED AS A TOOL FOR OUR MISSION DESIGNERS, IT IS VERY POWERFUL, BUT CAN BE COMPLICATED TO USE.

WITH THIS IN MIND, WE RECOMMEND THE MISSION EDITOR ONLY FOR "EXPERTS" WHO ARE WILLING TO LEARN ALL THE INTRICACIES INVOLVED WITH CREATING MISSIONS.

THIS DOCUMENT DESCRIBES THE BASIC IDEAS BEHIND CREATING A MISSION FOR *JETFIGHTER III*. IT ALSO CONTAINS INSTRUCTIONS FOR USING THE MISSION EDITOR ITSELF. WE STRONGLY RECOMMEND READING THIS GUIDE COMPLETELY.

FOR UPDATES TO THE MISSION EDITOR AND THIS DOCUMENTATION, PLEASE VISIT WWW.MISSIONSTUDIOS.COM. WE WILL ALSO HAVE AN AREA WHERE WE WILL POST MISSIONS SUBMITTED BY USERS. IF YOU HAVE A MISSION YOU WOULD LIKE TO SUBMIT, JUST VISIT OUR WEB SITE AND FOLLOW THE INSTRUCTIONS ON OUR HOME PAGE.

RUNNING THE MISSION EDITOR

BEFORE RUNNING THE MISSION EDITOR BE SURE THAT YOU HAVE INSTALLED *JETFIGHTER III* PROPERLY, AND CAN FLY THE SIMULATOR. YOU WILL NOT BE ABLE TO RUN THE MISSION EDITOR WITHOUT THE *JETFIGHTER III* CD IN THE CD-ROM DRIVE.

RUNNING FROM WINDOWS 95

- **BE SURE YOU HAVE THE *JETFIGHTER III* CD IN THE CD-ROM DRIVE.**
- **IF YOU INSTALLED *JETFIGHTER III* AUTOMATICALLY WITH WINDOWS 95, THE INSTALL PROGRAM PLACED A ICON IN THE START MENU.**
- **PRESS START, SELECT PROGRAMS, SELECT MISSION STUDIOS AND SELECT MISSION EDITOR.**
- **IF YOU DO NOT HAVE A MISSION STUDIOS FOLDER IN YOUR START MENU, USE THE EXPLORE AND OPEN THE FOLDER WHERE YOU INSTALLED *JETFIGHTER III*. THEN, CLICK ON THE JF3EDIT ICON. THIS WILL START A MS-DOS SESSION AND RUN THE MISSION EDITOR**

RUNNING FROM DOS

- **THESE EXAMPLE ASSUME YOU INSTALLED *JETFIGHTER III* TO C:\JF3**
- **BE SURE YOU HAVE THE *JETFIGHTER III* CD IN THE CD-ROM DRIVE.**
- **CHANGE TO THE DRIVE WHERE YOU INSTALLED *JETFIGHTER III* BY TYPING: C: [ENTER]**
- **CHANGE INTO THE *JETFIGHTER III* DIRECTORY BY TYPING: CD \JFIII [ENTER]**
 - **RUN THE MISSION EDITOR BY TYPING: JF3EDIT [ENTER]**

IN JUST A MOMENT, THE MISSION EDITOR WILL APPEAR SHOWING YOU A MAP OF THE WORLD. YOU ARE JUST MINUTES AWAY FROM MAKING YOUR FIRST *JETFIGHTER III* MISSION!

WHERE TO GO FROM HERE

IF YOU WANT TO JUMP RIGHT INTO CREATING A MISSION, YOU CAN SKIP TO THE MISSION CREATION CHECKLIST. THIS CHAPTER IS AN OUTLINE FOR CREATING A MISSION. IT WILL WALK YOU THROUGH MOST OF THE BASIC FUNCTIONS OF THE MISSION EDITOR.

FOR A MORE “PHILOSOPHICAL” INTRODUCTION TO THE *JETFIGHTER III* MISSION SYSTEM, CONTINUE TO READ THE MISSION CREATION OVERVIEW BELOW. IT DESCRIBES THE BASIC PARTS OF A *JETFIGHTER III* MISSION.

THE SECTION TITLED USING THE MISSION EDITOR IS A FUNCTIONAL REFERENCE TO THE MISSION EDITOR PROGRAM.

MISSION CREATION OVERVIEW

WHAT IS A MISSION?

TO A PLAYER, A MISSION IN *JETFIGHTER III* IS PRETTY STRAIGHTFORWARD. HE READS HIS MISSION ORDERS, LOADS UP HIS AIRCRAFT AND TAKES OFF, TRYING TO COMPLETE THE MISSION GOALS WITHOUT GETTING SHOT DOWN. TO A MISSION DESIGNER, A MISSION IS MUCH MORE. IT INVOLVES MANY COMPONENTS INCLUDING:

- THE SCENERY WHERE THE MISSION TAKES PLACE.
 - A SET OF WAYPOINTS FOR THE PLAYER TO FLY
- FRIENDLY AND ENEMY FIGHTERS, SHIPS AND ANTI-AIRCRAFT EMPLACEMENTS.
 - PATHS FOR THE OBJECTS TO FOLLOW.
 - BEHAVIORS FOR THE OBJECTS.
 - GROUND TARGETS
- OTHER OBJECTS, LANDMARKS AND POINTS OF INTEREST.
 - A SET OF MISSION GOALS.

BY CAREFULLY PLACING OBJECTS, CREATING FLIGHT PATHS, MODIFYING BEHAVIORS AND CONSTRUCTING MISSION GOALS, YOU CAN MAKE A MISSION THAT IS EXCITING AND FUN. BEFORE DISCUSSING THE DETAILS OF USING THE MISSION EDITOR WE WILL FIRST EXPLAIN THE MAJOR COMPONENTS THAT GO INTO MAKING A MISSION.

OBJECTS

OBJECTS AND THEIR BEHAVIOR ARE AT THE HEART OF EVERY *JETFIGHTER III* MISSION. THE SIMPLEST MISSION CONSISTS OF JUST ONE OBJECT... THE PLAYER. BY ADDING MORE OBJECTS, MODIFYING HOW THEY BEHAVE AND GIVING THEM A PATH TO FOLLOW, YOU CAN CREATE COMPLEX AND EXCITING MISSIONS.

JETFIGHTER III CONTAINS A LONG LIST OF OBJECTS THAT CAN BE INCLUDED IN A MISSION. AIRCRAFT, SHIPS, SAM SITES AND EVEN TELEPHONE POLES CAN BE ADDED TO MAKE YOUR MISSION SEEM MORE ALIVE AND REALISTIC. SOME OBJECTS, LIKE BUILDINGS AND RADIO TOWERS, CAN'T MOVE OR LAUNCH ANY WEAPONS. THEY CAN, HOWEVER, SERVE AS TARGETS OR LANDMARKS. OTHER OBJECTS, LIKE AIRCRAFT AND SHIPS, CAN MOVE THROUGH THE *JETFIGHTER III* WORLD AND ENGAGE OTHER OBJECTS. YOU TELL THEM HOW TO MOVE AND BEHAVE BY MODIFYING CERTAIN CHARACTERISTICS OF EACH OBJECT.

OBJECT CHARACTERISTICS

WHEN YOU PLACE AN OBJECT IN THE WORLD USING THE MISSION EDITOR, YOU HAVE THE ABILITY TO CHANGE ITS CHARACTERISTICS. FOR EXAMPLE, YOU CAN CHOOSE WHETHER TO MAKE AN OBJECT A FRIEND OR AN ENEMY. YOU CAN GIVE WEAPONS TO CERTAIN OBJECTS. YOU CAN DETERMINE HOW THE OBJECT WILL AFFECT THE OUTCOME OF THE

MISSION AND YOU CAN CHANGE AN OBJECT'S POSTURE. AN OBJECT'S POSTURE DETERMINES HOW IT WILL REACT TO ENEMY OBJECTS WHEN THEY ARE DETECTED. POSTURES ARE DESCRIBED IN DETAIL LATER.

OBJECT BEHAVIOR MODEL

IT IS IMPORTANT TO UNDERSTAND HOW OBJECTS IN *JETFIGHTER III* BEHAVE WITH RESPECT TO THE DIFFERENT SETTINGS YOU CAN GIVE THEM. UNDERSTANDING THIS IS VERY HELPFUL IN PLANNING OUT COMPLEX MISSIONS. OBJECT BEHAVIOR CAN BE SEEN AS A THREE LEVEL SYSTEM.

FLIGHT PLAN

AS A MISSION DESIGNER, YOU CAN GIVE CERTAIN OBJECTS FLIGHT PLANS. THIS IS A SET OF WAYPOINTS AND PATROL POINTS WHICH THE OBJECT WILL TRY TO FOLLOW IF IT CAN. HOWEVER, IF AN OBJECT'S POSTURE TELLS IT TO DO SOMETHING ELSE, THE FLIGHT PLAN WILL BE TEMPORARILY SUSPENDED. ALSO, IF AN OBJECT BELIEVES IT WILL CRASH WHILE ATTEMPTING TO FOLLOW THE FLIGHT PLAN YOU GIVE IT, THE OBJECT WILL TRY TO AVOID THE GROUND.

POSTURE

POSTURES ARE USED TO TELL OBJECTS HOW TO REACT WHEN THEY DETECT DIFFERENT TYPES OF ENEMY OBJECTS. THE POSTURE SYSTEM CAN TAKE AN OBJECT OUT OF ITS FLIGHT PLAN. FOR EXAMPLE, YOU CAN PLACE AN F-14 ON A FLIGHT PLAN AND SET ITS POSTURE TO "ATTACK ENEMY FIGHTERS WITHIN 20 MILES". THE F-14 WILL FLY ITS FLIGHT PLAN UNTIL IT DETECTS AN ENEMY FIGHTER WITHIN 20 MILES. AT THAT POINT, THE F-14 WILL VEER OFF AND ENGAGE THE ENEMY. WHEN IT IS FINISHED, IT WILL RESUME ITS FLIGHT PLAN.

SELF PRESERVATION

AN OBJECT'S MOST BASIC BEHAVIOR IS TO SURVIVE. NO MATTER WHAT YOU TELL AN OBJECT TO DO (WITH SOME EXCEPTIONS), IT WILL TRY TO STAY ALIVE. FOR EXAMPLE, IF AN OBJECT IS ENGAGED BY AN ENEMY, IT WILL AUTOMATICALLY RELEASE FLARES OR CHAFF TO TRY TO DEFEAT THE ENEMY MISSILE. LIKEWISE, AN AIRCRAFT WILL ALWAYS ATTEMPT TO AVOID CRASHING INTO A MOUNTAIN.

POSTURES

POSTURES ARE AN IMPORTANT PART OF HOW OBJECTS IN *JETFIGHTER III* INTERACT WITH EACH OTHER. A POSTURE IS BASICALLY AN ACTION THAT AN OBJECT WILL PERFORM IF SOME SPECIFIED CONDITIONS ARISE. THESE BEHAVIORS TAKE PRECEDENCE OVER THE WAYPOINTS (OR FLIGHT PLAN) THAT YOU GIVE AN OBJECT. SO, IF THE GIVEN CONDITIONS ARISE, THE POSTURE SYSTEM WILL CAUSE THE OBJECT TO LEAVE ITS COURSE AND PERFORM THE SPECIFIED ACTION. ONCE THE CONDITION IS SATISFIED, THE OBJECT WILL RETURN TO ITS PREVIOUS FLIGHT-PLAN.

THE BEST WAY TO INTRODUCE POSTURES IS TO GIVE A QUICK TYPICAL EXAMPLE. THEN, WE WILL DETAIL EACH ASPECT OF THE POSTURE SYSTEM SO YOU CAN CREATE INTERESTING COMBINATIONS OF BEHAVIORS AND REACTIONS.

EXAMPLE

SUPPOSE YOU CREATE A FRIENDLY F/A-18 HORNET AND GIVE IT A FLIGHT PATH. YOU ALSO GIVE IT A POSTURE WHICH STATES: “ATTACK ALL ENEMY AIRCRAFT DETECTED WITHIN 20 MILES”. THE F/A-18 WILL BEGIN TO FLY ITS COURSE, AND CONSTANTLY CHECK TO SEE IF ANY ENEMY AIRCRAFT HAVE APPROACHED WITHIN 20 MILES. IF IT FINDS AN ENEMY WITHIN 20 MILES, IT WILL VEER OFF COURSE AND ENGAGE THE ENEMY. THE DOGFIGHT WILL CONTINUE UNTIL THE F/A-18 DESTROYS THE ENEMY AIRCRAFT, OR IS DESTROYED ITSELF. AFTER THE DOGFIGHT, IF THERE ARE NO MORE ENEMY AIRCRAFT WITHIN 20 MILES, THE F/A-18 WILL RETURN TO ITS FLIGHT PLAN.

POSTURE COMPONENTS

A POSTURE SETTING CONSISTS OF 3 COMPONENTS, AN ENEMY OBJECT TYPE, A RANGE, AND A BEHAVIOR. THE POSTURE BEHAVIOR IS TRIGGERED WHEN AN ENEMY OF THE GIVEN TYPE IS DETECTED WITHIN THE GIVEN RANGE. HERE ARE SOME EXAMPLES OF POSTURE SETTINGS:

- **ATTACK ENEMY FIGHTERS DETECTED WITHIN 20 MILES.**
 - **IGNORE ENEMY GROUND VEHICLES.**
- **ATTACK ENEMY STRUCTURES DETECTED WITHIN 15 MILES.**
 - **EVADE ENEMY FIGHTERS DETECTED WITHIN 30 MILES.**
 - **ATTACK ENEMY BOMBERS DETECTED WITHIN 25 MILES.**

POSTURE OBJECT TYPES

EACH OBJECT CAN HAVE UP TO SEVEN DIFFERENT POSTURE SETTINGS, BASED ON THE SEVEN CLASSIFICATIONS OF ENEMY OBJECTS THAT IT MAY ENCOUNTER. THESE CLASSIFICATIONS ARE:

- **ENEMY FIGHTERS (INCLUDES HELICOPTERS)**
 - **ENEMY BOMBERS**
 - **ENEMY SHIPS**
 - **ENEMY SAM SITES**
 - **ENEMY AAA SITES**
- **ENEMY GROUND VEHICLES**
- **ENEMY GROUND STRUCTURES**

DEPENDING ON THE TYPE OF OBJECT YOU ARE WORKING WITH, NOT ALL DIFFERENT POSTURE CLASSIFICATIONS WILL BE AVAILABLE. FOR EXAMPLE, SAM SITES DO NOT HAVE POSTURES AGAINST OTHER SAM SITES!

POSTURE DETECTION RANGE

THE SEVEN POSTURE SETTINGS ARE GOVERNED BY A “DETECTION RANGE”. THIS RANGE DETERMINES THE DISTANCE AT WHICH THE OBJECT

WILL CHECK FOR ENEMIES. THIS ALLOWS YOU TO CAREFULLY CONTROL HOW AND WHEN POSTURE BEHAVIORS WILL “KICK IN”.

POSTURE BEHAVIORS

THERE ARE FOUR BASIC TYPES OF BEHAVIORS THAT POSTURES CAN TRIGGER: IGNORE, ATTACK, DEFEND AND EVADE. EACH BEHAVIOR IS DESCRIBED BELOW IN DETAIL.

IGNORE

THE IGNORE POSTURE BEHAVIOR ALLOWS YOU TO HAVE OBJECTS COMPLETELY IGNORE THE PRESENCE OF ENEMIES. WHEN USING THE IGNORE POSTURE BEHAVIOR, THE DETECTION RANGE IS NOT USED.

ATTACK

ATTACK IS THE MOST COMMON POSTURE BEHAVIOR YOU WILL BE USING. THIS BEHAVIOR TELLS THE OBJECT TO ACTIVELY PURSUE AND ATTACK THE GIVEN TYPE OF ENEMY OBJECT THAT IT DETECTS WITHIN THE GIVEN RANGE. THE OBJECT WILL CONTINUE TO ENGAGE ITS TARGET UNTIL IT SUCCESSFULLY DESTROYS THE ENEMY... OR DIES TRYING! OBJECTS THAT CAN NOT CARRY WEAPONS, LIKE BUILDINGS AND SOME HELICOPTERS, CAN NOT USE THE ATTACK POSTURE.

DEFEND

THE DEFEND BEHAVIOR WILL CAUSE AN OBJECT TO DEFEND ITSELF IF THREATENED BY AN ENEMY WITHIN THE GIVEN RANGE. THE OBJECT WILL NOT SEEK OUT THE ENEMY, BUT RATHER ATTEMPT TO CONTINUE ON ITS COURSE UNTIL IT DECIDES THE THREAT OF THE ENEMY IS TOO GREAT. AT THAT POINT, IT WILL ENGAGE THE ENEMY.

EVADE

AN OBJECT WITH A POSTURE SETTING OF EVADE WILL ATTEMPT TO PUT AS MUCH DISTANCE BETWEEN THE ENEMY OBJECT AND ITSELF UNTIL THE ENEMY IS OUTSIDE OF THE GIVEN RANGE.

SOME TIPS ON POSTURES

POSTURES ARE A POWERFUL FEATURE OF *JETFIGHTER III* MISSION BUILDING. SUBTLE CHANGES IN OBJECT POSTURES CAN HAVE A DRAMATIC EFFECT ON HOW A MISSION PLAYS OUT. HERE ARE SOME TIPS AND TRICKS FOR USING POSTURES.

USE THE DEFAULTS

WE HAVE TRIED TO SUPPLY DEFAULT VALUES THAT MAKE SENSE FOR SIMPLE MISSIONS. YOU SHOULD BE ABLE TO CREATE BASIC MISSIONS WITHOUT CHANGING TOO MANY POSTURE VALUES.

KEEP IT SIMPLE

WHEN FIRST USING POSTURES, KEEP THEM SIMPLE. SET MOST POSTURES TO IGNORE AND TURN ON JUST THE POSTURE SETTINGS YOU WANT.

CHECK THE DETECTION RANGES

DON'T FORGET THAT ALL POSTURING ACTIVITY IS BASED ON WHETHER OR NOT THE OBJECT DETECTED AN ENEMY. IF THE DETECTION RANGE IS SET TOO SMALL, IT IS POSSIBLE THAT NO ENEMIES WILL GET CLOSE ENOUGH FOR THE OBJECT TO DETECT.

MISSION GOALS

PART OF CREATING A MISSION IS DETERMINING WHAT THE PLAYER IS SUPPOSED TO DO, AND CHECKING WHETHER OR NOT HE HAS COMPLETED THAT GOAL. IN *JETFIGHTER III* MISSION GOALS ARE RELATED TO OBJECTS. EACH OBJECT HAS THE ABILITY TO AFFECT THE GOAL OF THE MISSION. FOR EXAMPLE, THE GOAL OF A MISSION MAY BE TO DESTROY AN ENEMY MIG-29, OR TO PROTECT A FRIENDLY B707. YOU CAN SPECIFY HOW EACH OBJECT IN YOUR MISSION AFFECTS THE GOAL OF THE MISSION. THE SIMULATOR PERIODICALLY CHECKS ALL THE OBJECTS AND DETERMINES IF THE CONDITIONS FOR A MISSION VICTORY, OR LOSS, HAVE BEEN MET. HERE ARE THE VARIOUS OPTIONS THAT CAN BE SET.

NO EFFECT

WHEN SET TO NO EFFECT, THE OBJECT HAS NO EFFECT ON THE GOAL OF THE MISSION.

MUST SURVIVE

IN ORDER FOR THE MISSION TO BE A SUCCESS, THIS OBJECT MUST NOT BE DESTROYED. IF AN OBJECT THAT IS SET TO MUST SURVIVE IS DESTROYED, THE PLAYER WILL RECEIVE A MESSAGE TELLING HIM THAT THE MISSION CAN NO LONGER BE COMPLETED SUCCESSFULLY.

MUST BE DESTROYED

THIS IS THE MOST COMMON SETTING. EVERY OBJECT THAT IS SET TO THIS CONDITION MUST BE DESTROYED FOR THE PLAYER TO COMPLETE THE MISSION. IT IS IMPORTANT TO NOTE THAT THE PLAYER DOES NOT HAVE TO BE THE ONE THAT DESTROYS THE OBJECT. IN FACT, *JETFIGHTER III* DOES NOT CARE HOW THE OBJECT IS DESTROYED.

MUST BE IDENTIFIED

IN SOME MISSIONS YOU MAY SIMPLY WANT THE PLAYER TO DETERMINE THE TYPE OF A CERTAIN OBJECT. IN ORDER TO DO THIS, THE PLAYER MUST FLY CLOSE ENOUGH TO THE OBJECT SO THAT HIS RADAR CAN DETERMINE WHICH TYPE OF OBJECT IT IS. THIS OPTION IS GOOD FOR RECONNAISSANCE MISSIONS.

EXAMPLE

SUPPOSE YOU WANT TO CREATE AN ESCORT MISSION. YOU CREATE A B707 OBJECT AND SET IT TO MUST SURVIVE. THEN, YOU CREATE 2 SU-27S AND SET THEM TO MUST BE DESTROYED. IN ORDER TO COMPLETE THE MISSION, BOTH SU-27S MUST BE DESTROYED AND THE B707 MUST SURVIVE. REMEMBER, THE GAME CHECKS ALL OF THE WIN CONDITIONS.

WAYPOINTS AND PATHS

WAYPOINTS AND PATHS ARE NAVIGATIONAL AIDS THAT CONTAIN LATITUDE, LONGITUDE AND ALTITUDE INFORMATION. BASICALLY, A WAYPOINT IS A POINT IN SPACE THAT THE PLAYER OR OBJECT CAN FLY TO AND USE FOR NAVIGATION. IN A TYPICAL *JETFIGHTER III* MISSION, WAYPOINTS ARE PLACED TO GUIDE THE PLAYER THROUGH THE MISSION ACCORDING TO YOUR DESIRED PLAN. PATHS ARE JUST LIKE WAYPOINTS, EXCEPT THEY ARE USED BY THE NON-PLAYER VEHICLES IN THE GAME.

WAYPOINTS

WAYPOINTS COME IN TWO 'FLAVORS': NAVIGATIONAL TURN POINTS AND GROUND TARGET AREAS. BOTH TYPES OF WAYPOINTS SERVE AS POSITIONS IN SPACE THAT THE PILOT IS SUPPOSED TO FLY TO. GROUND TARGET AREAS HAVE AN ADDITIONAL FUNCTION. THESE WAYPOINTS ARE DISPLAYED IN RED IN THE PILOT'S HUD (AS OPPOSED TO NAVIGATIONAL TURN POINTS WHICH ARE GREEN) INFORMING THE PILOT THAT GROUND TARGETS ARE LOCATED NEARBY.

DYNAMIC OBJECTS, WITH THE EXCEPTION OF THE PLAYER'S AIRCRAFT AND WINGMEN AIRCRAFT, CAN BE GIVEN A SET OF PATH INSTRUCTIONS SIMILAR TO THE WAYPOINTS GIVEN TO THE PLAYER.

PATHS

PATHS ARE VERY SIMILAR TO PLAYER WAYPOINTS. PATHS CAN BE THOUGHT OF AS THE "FLIGHT PLAN" FOR NON-PLAYER OBJECTS IN THE GAME. UNLIKE THE PLAYER, WHO CAN CHOOSE TO SKIP WAYPOINTS OR FLY THEM IN THE WRONG ORDER, OTHER OBJECTS IN THE GAME WILL FOLLOW THEIR PATHS IN THE EXACT ORDER YOU DEFINE. THE ONLY CIRCUMSTANCES THAT WILL CAUSE AN OBJECT TO STRAY FROM ITS PATH IS IF ITS POSTURE CAUSES IT TO TAKE SOME ACTION, OR THE OBJECT MUST CHANGE ITS COURSE TO AVOID A COLLISION.

OBJECT PATH POINTS COME IN TWO FLAVORS, REGULAR NAVIGATIONAL TURN POINTS, AND PATROL POINTS. A PATROL IS SIMPLY A CIRCULAR PATH OF A GIVEN RADIUS AND ALTITUDE THAT CAN BE FLOWN WITH ANY NUMBER OF REVOLUTIONS. THESE PATHS ARE SPECIFIC TO EACH INDIVIDUAL DYNAMIC OBJECT.

GROUND TARGET LOCATIONS

GROUND TARGET LOCATIONS CONSIST OF THE LATITUDE, LONGITUDE AND ALTITUDE INFORMATION OF AN OBJECT WHICH YOU WANT THE PLAYER'S THE AIRCRAFT TARGETING SYSTEM TO RECOGNIZE AUTOMATICALLY. THIS ENABLES 'SMART' WEAPONS TO HOME IN ON A TARGET OBJECT.

EACH GROUND TARGET LOCATION IS THEREFORE ASSOCIATED WITH AN OBJECT IN THE MISSION. NOT ALL GROUND TARGETS NEED TO BE HANDLED THIS WAY BUT THEY ARE NECESSARY FOR 'SMART' WEAPON

HOMING. GROUND TARGET LOCATIONS ARE GENERALLY USED TO TARGET STATIC OBJECTS AND ALL SHIP TYPES. EACH GROUND TARGET LOCATION IS ASSOCIATED WITH A GROUND TARGET AREA WAYPOINT IN ORDER TO INFORM THE PILOT THAT HE IS APPROACHING GROUND TARGETS. OF COURSE, ALL GROUND OBJECTS CAN BE TARGETED USING THE MANUAL TARGETING SYSTEM.

CURRENTLY, IN ORDER TO CREATE THESE “PRE-DESIGNATED” TARGETS, YOU MUST MANUALLY CREATE A GROUND TARGET WAYPOINT AND ASSOCIATE IT WITH THE OBJECT.

WHEN A PLAYER REACHES THIS GROUND TARGET AREA WAYPOINT, HE WILL BE ABLE TO TARGET NEARBY GROUND OBJECTS BY SELECTING AN AIR-TO-GROUND WEAPON AND CYCLING THROUGH THEM WITH THE [T] KEY.

WINGMEN

IF YOU HAVE FLOWN MISSIONS IN *JETFIGHTER III* BEFORE, YOU HAVE PROBABLY LEARNED TO USE, AND POSSIBLY RELY ON, YOUR WINGMAN.

A WINGMAN IS ANOTHER AIRCRAFT THAT FOLLOWS THE PLAYER AND OBEYS THE *JETFIGHTER III* WINGMAN COMMANDS. ADDING A WINGMAN TO A MISSION CAN MAKE THE GAME MORE COMPLEX AND EXCITING. WITH THE ADDITION OF A WINGMAN, IT IS POSSIBLE TO CONSTRUCT MISSION GOALS THAT THE PLAYER CAN NOT COMPLETE ON HIS OWN. ONLY THE CAREFUL USE OF THE WINGMAN WILL ALLOW THE MISSION TO BE COMPLETED SUCCESSFULLY.

EVENT BOXES

EVENT BOXES ARE RECTANGULAR REGIONS OF THE *JETFIGHTER III* WORLD THAT ARE USED AS CONDITIONAL “TRIGGERS FOR OBJECTS. FOR EXAMPLE, YOU CAN TELL AN ENEMY FIGHTER NOT TO APPEAR UNTIL THE PLAYER FLIES INTO A CERTAIN REGION OF THE MAP.

AN EVENT BOX CONSISTS OF FOUR LATITUDE AND LONGITUDE POINTS THAT DEFINE THE BOXED AREA, A CONDITIONAL TRIGGER CONSISTING OF WHETHER A PARTICULAR DYNAMIC OBJECT IS INSIDE OR OUTSIDE THE REGION, AND A SET OF OBJECT INSTRUCTIONS TO BE PROCESSED BY THE *JETFIGHTER* GAME ENGINE. THE MOST BASIC OBJECT INSTRUCTION IS THE INITIALIZATION OF AN OBJECT. BASICALLY IT ALLOWS OBJECTS TO ‘POP’ INTO EXISTENCE AT ANY TIME AFTER THE START OF A MISSION.

THIS IS USEFUL FOR PROPERLY TIMING EVENTS IN THE MISSION REGARDLESS OF THE TIME IT TAKES THE PLAYER TO FLY THE WAYPOINTS. OTHER OBJECT COMMANDS INCLUDE SENDING RADIO MESSAGES, CHANGING POSTURES OR ALLEGIANCES, FORMATION COMMANDS, REVISED MISSION GOALS. ETC. THE EVENT BOXES ARE TRIGGERED ONLY ONCE IN A MISSION AND ARE NOT RESET. UP TO FOUR OF THESE BOXES CAN BE PLACED IN EACH MISSION.

USING THE MISSION EDITOR

THIS SECTION SERVES AS A USER'S GUIDE TO THE MISSION EDITOR PROGRAM. IT IS POSSIBLE THAT UPDATES WERE MADE TO THE PROGRAM AFTER THIS DOCUMENT WAS COMPLETED, SO WE RECOMMEND THAT YOU CHECK WWW.MISSIONSTUDIOS.COM FOR UPDATES TO THIS DOCUMENT.

MISSION EDITOR BASICS

THIS MISSION EDITOR IS A MODIFIED VERSION OF THE PROGRAM WE USE HERE AT MISSION STUDIOS. BECAUSE OF THIS, IT DOES NOT HAVE ALL THE "POLISH" OF A CONSUMER MISSION EDITOR. YOU MAY FIND ITS OPERATION DIFFERENT FROM MANY "WINDOWS" STYLE APPLICATIONS THAT YOU ARE USED TO. HOWEVER, THE EDITOR IS VERY POWERFUL AND ALLOWS YOU TO CREATE VERY COMPLEX SITUATIONS IN *JETFIGHTER III*. ONCE YOU GET USED TO THE CONTROLS AND LEARN ITS FEATURES, YOU SHOULD BE ABLE TO CREATE EXCITING NEW MISSIONS.

MISSIONS CAN BE EXTREMELY SIMPLE - JUST THE PLAYER AIRCRAFT - OR EXTREMELY COMPLEX WITH NUMEROUS DIFFERENT OBJECTS ALL PROGRAMMED TO OPERATE DIFFERENTLY. CREATING COMPLEX MISSIONS TAKES TIME AND EXPERIENCE. DON'T GET DISCOURAGED IF YOUR FIRST COMPLEX IDEAS DON'T WORK AS YOU HAD PLANNED. SOMETIMES IT TAKES SOME TRIAL AND ERROR TO UNDERSTAND HOW THE ENTIRE SYSTEM WORKS.

THE MISSIONS YOU CREATE CAN ONLY BE FLOWN BY LOADING THEM INTO THE MISSION EDITOR AND USING THE [FLY] BUTTON. IF YOU WANT TO EXCHANGE MISSIONS WITH YOUR FRIENDS, YOU NEED TO BE SURE THEY HAVE A VERSION OF *JETFIGHTER III* THAT INCLUDED THE MISSION EDITOR.

MOST OPERATIONS IN THE MISSION EDITOR USE THE MOUSE. WHEN THIS DOCUMENT REFERS TO "CLICKING" OR "PRESSING" A CONTROL, THAT MEANS PUT THE MOUSE OVER THE CONTROL AND PRESS THE LEFT MOUSE BUTTON.

THERE ARE ALSO MANY KEYBOARD CONTROLS AVAILABLE. THESE ARE DETAILED IN THE SECTIONS THAT FOLLOW.

THE MAIN SCREEN

THE MISSION EDITOR SCREEN IS DIVIDED UP INTO SEVERAL MAIN AREAS. EACH AREA IS DESCRIBED BELOW.

THE MAP WINDOW

THE LARGE WINDOW AT THE TOP OF THE SCREEN IS THE MAP. THIS IS WHERE YOU WILL POSITION, MOVE AND CHOOSE THE OBJECTS AND WAYPOINTS THAT MAKE UP THE MISSION.

THE MAP CONTROLS

IN THE UPPER RIGHT CORNER OF THE SCREEN ARE THE MAP CONTROLS. THESE LET YOU REPOSITION THE MAP TO VIEW THE AREA OF THE MISSION YOU ARE CURRENTLY EDITING.

THE STATUS BAR

AT THE VERY BOTTOM OF THE SCREEN IS THE STATUS BAR. IT IS IMPORTANT TO REMEMBER TO LOOK AT THIS AREA OFTEN AS IT GIVES YOU IMPORTANT INSTRUCTIONS ON HOW TO PERFORM MANY OF THE TASKS IN THE MISSION EDITOR. IF YOU EVER GET LOST OR CONFUSED, BE SURE TO LOOK DOWN AT THE STATUS BAR.

THE CONTROL AREA

BELOW THE MAP IS AN AREA OF THE SCREEN THAT IS USED TO PERFORM MANY OF THE FUNCTIONS IN THE MISSION EDITOR. THE BUTTONS IN THIS CONTROL AREA CHANGE DEPENDING ON THE MODE OF OPERATION THAT YOU ARE CURRENTLY IN.

THE OBJECT ICON WINDOW

THIS SMALL WINDOW ON THE RIGHT HAND SIDE OF THE SCREEN DISPLAYS AN IMAGE OF THE CURRENT OBJECT, OR THE *JETFIGHTER III* IMAGE IF THERE IS NO OBJECT CURRENTLY SELECTED. IT ALSO DISPLAYS 5 SYSTEM CONTROLS THAT LET YOU MODIFY SOME DEFAULT BEHAVIORS OF THE MISSION EDITOR.

USING THE MAP

THE MAP DISPLAY IS THE HEART OF THE MISSION EDITOR. MANY OPERATIONS INVOLVE SELECTING POSITIONS OR OBJECTS ON THE MAP, SO IT IS IMPORTANT TO GET FAMILIAR WITH MOVING AND ZOOMING THE MAP.

MOVING THE MAP AROUND

MOST OF THE MAP CONTROLS ARE GROUPED TOGETHER IN THE UPPER RIGHT OF THE SCREEN. THE [NORTH], [SOUTH], [EAST] AND [WEST] BUTTONS SCROLL THE MAP IN THE GIVEN DIRECTION.

THE [ZOOM IN] AND [ZOOM OUT] BUTTONS CHANGE THE SCALE OF THE MAP.

YOU CAN ALSO REPOSITION THE MAP BY CLICKING THE MOUSE IN THE MAP WINDOW. BE CAREFUL, HOWEVER, NOT TO MOVE THE MOUSE WHILE YOU ARE CLICKING TO RE-POSITION THE MAP. IF YOU MOVE THE MOUSE TOO FAR WHILE HOLDING DOWN THE BUTTON, THE MISSION EDITOR WILL ASSUME YOU ARE TRYING TO CREATE A GROUP AND WILL NOT MOVE THE MAP.

SETTING THE SCROLL SPEED

THE SPEED AT WHICH THE MAP SCROLLS IS CONTROLLED USING THE CONTROL BELOW THE MOVEMENT ARROWS. MOVE THE BAR TO THE

RIGHT TO SPEED UP THE SCROLL RATE, OR TO THE LEFT TO SLOW DOWN THE SCROLL RATE.

WORLD VIEW

TO ZOOM OUT TO THE “WORLD” LEVEL, PRESS [M]. THE CROSSHAIRS INDICATES THE CURRENT POSITION OF THE MAP DISPLAY. TO ZOOM BACK IN TO THE REGIONAL MAP, PRESS [M] AGAIN.

JUMPING TO A SPECIFIC OBJECT

ANOTHER USEFUL MAP CONTROL IS THE [JUMP TO OBJECT] BUTTON LOCATED IN THE WINDOW UNDER THE MAP. THIS CONTROL LETS YOU CENTER THE MAP ON ANY OF THE OBJECTS THAT YOU HAVE PLACED IN THE MISSION.

CREATING AND MODIFYING OBJECTS

CREATING, MOVING AND CHANGING THE CHARACTERISTICS OF OBJECTS IS ONE OF THE MOST IMPORTANT ASPECTS OF CREATING A MISSION. THIS SECTION DETAILS THE VARIOUS WAYS TO MANIPULATE OBJECTS IN THE MISSION EDITOR.

CREATING AN OBJECT

TO BEGIN CREATING OBJECTS, PLACE THE EDITOR INTO “OBJECT CREATE” MODE BY CLICKING ON [OBJECTS]. A COLUMN OF BUTTONS WILL APPEAR FOR OBJECT MODE. CLICK ON [ADD NEW] TO ENTER CREATION MODE. WHILE YOU ARE IN “OBJECT CREATE” MODE, YOU CAN CONTINUE TO CREATE OBJECTS USING THE STEPS BELOW:

- CLICK IN THE MAP TO PLACE AN OBJECT INTO THE *JETFIGHTER III* WORLD.
- AFTER CLICKING ON THE MAP, THE EDITOR WAITS FOR YOU TO TYPE IN A NAME FOR THE OBJECT. WHEN YOU’RE DONE, PRESS [ENTER].
- A LIST OF OBJECT TYPES NOW APPEARS BELOW THE MAP. CHOOSE THE TYPE OF OBJECT YOU WANT AND CLICK ON [OK].
- NEXT, A HEADING ARROW APPEARS. MOVE THE MOUSE TO ROTATE THE ARROW IN THE DIRECTION YOU WANT THE OBJECT TO FACE. CLICK THE MOUSE WHEN YOU ARE DONE.
- AFTER PLACING THE OBJECT, THE OBJECT INFORMATION LIST WILL APPEAR BELOW THE MAP. YOU MAY CHANGE ANY OF THE AVAILABLE FIELDS IN THIS LIST, OR ACCEPT THE DEFAULT VALUES. WHEN YOU ARE DONE, CLICK [OK].
- AT ANY TIME YOU CAN ABORT THE CREATION OF AN OBJECT BY PRESSING [ESC]. BE SURE TO CHECK THE STATUS BAR ALONG THE BOTTOM OF THE SCREEN FOR HELP ON THE CURRENT OPERATION.
- IF YOU MADE A MISTAKE, OR NEED TO CHANGE THE PROPERTIES OF AN OBJECT, DON’T WORRY. YOU CAN ALWAYS [MODIFY] ANY OBJECT YOU HAVE PLACED.

TO EXIT “OBJECT CREATE” MODE, SIMPLY CLICK ON THE [OBJECT] BUTTON AGAIN.

MODIFYING OBJECTS

ONCE YOU HAVE PLACED ONE OR MORE OBJECTS IN THE MISSION, YOU WILL PROBABLY WANT TO MODIFY THEM AT SOME POINT. TO BEGIN MODIFYING OBJECTS, YOU MUST ENTER “MODIFY OBJECT” MODE.

- **CLICK ON [OBJECT] AND THEN [MODIFY].**
- **POSITION THE MAP UNTIL YOU SEE THE OBJECT YOU WANT TO MODIFY IN THE MAP WINDOW.**
 - **CLICK ON THE OBJECT IN THE MAP.**
- **THE OBJECT INFORMATION LIST WILL APPEAR IN THE AREA BELOW THE MAP.**
 - **CLICK ON ANY FIELD TO SELECT IT.**
- **YOU CAN MODIFY ANY FIELD BY CLICKING IN THE DATA AREA AND TYPING A NEW VALUE, OR**
- **NUMERICAL FIELDS CAN BE INCREMENTED AND DECREMENTED USING THE LEFT AND RIGHT ARROWS ON THE ARROW PAD LOCATED NEXT TO THE OBJECT INFORMATION LIST.**
- **YOU CAN CYCLE THROUGH THE DIFFERENT FIELDS IN THE OBJECT INFORMATION LIST USING THE UP AND DOWN ARROWS ON THE ARROW PAD.**
- **YOU CAN CYCLE TO THE NEXT OBJECT IN THE MISSION USING [>>]**
- **YOU CAN CYCLE TO THE PREVIOUS OBJECT IN THE MISSION USING [<<]**
 - **PRESS [OK] WHEN DONE MODIFYING THE OBJECT.**

MOVING OBJECTS

TO MOVE OBJECTS, PRESS [OBJECTS] AND THEN [MOVE] TO ENTER “MOVE OBJECT” MODE. SIMPLY CLICK ON THE OBJECT IN THE MAP THAT YOU WISH TO MOVE. THAT OBJECT WILL TEMPORARILY DISAPPEAR. NOW, MOVE THE MAP TO WHERE YOU WANT THIS OBJECT TO END UP, AND CLICK ON THE MAP AGAIN. THE OBJECT WILL BE PLACED IN THE NEW POSITION.

IF YOU HAVE A GROUP ACTIVE, THE ENTIRE GROUP WILL BE MOVED.

DELETING OBJECTS

DELETING OBJECTS IS SIMPLE. SIMPLY PRESS [OBJECTS] AND [DELETE] TO ENTER “DELETE OBJECT” MODE. NOW, IN THE MAP, CLICK ON THE OBJECT YOU WANT TO DELETE. YOU CAN CONTINUE TO CLICK ON OBJECTS AND DELETE THEM AS LONG AS YOU ARE IN “DELETE OBJECT” MODE.

IF YOU CLICK ON AN OBJECT THAT IS PART OF A GROUP, THE ENTIRE GROUP WILL BE DELETED.

IF YOU CLICK ON YOUR AIRCRAFT CARRIER, ALL OF THE OBJECTS ON THE DECK, WHICH MAY INCLUDE THE PLAYER, WILL BE DELETED ALONG WITH THE CARRIER AND THE CARRIER FLEET.

YOU MAY WANT TO SAVE YOUR MISSION BEFORE DELETING OBJECTS.
THERE IS NO UNDO OPTION IN THE MISSION EDITOR.

COPYING OBJECTS

COPYING OBJECTS IS A POWERFUL FEATURE OF THE MISSION EDITOR. YOU CAN CREATE AND SET UP AN OBJECT, AND THEN MAKE MANY COPIES OF IT. TO COPY AN OBJECT, FIRST SELECT "COPY OBJECT" MODE BY PRESSING [OBJECTS] AND THEN [COPY]. NEXT, SELECT THE OBJECT ON THE MAP THAT YOU WOULD LIKE TO MAKE A COPY OF. AFTER SELECTING THE OBJECT, CLICKING ON THE MAP AGAIN WILL MAKE A COPY OF THAT OBJECT. THE MISSION EDITOR WILL AUTOMATICALLY RE-NAME THE OBJECT TO PREVENT NAME CONFLICTS. YOU CAN CONTINUE CLICKING TO MAKE MORE COPIES OF THE OBJECT. WHEN YOU ARE FINISHED, PRESS [ESC].

OBJECT PARAMETERS

THE FOLLOWING IS A DESCRIPTION OF THE DIFFERENT PARAMETERS THAT CAN BE CHANGED FOR AN OBJECT. REMEMBER THAT NOT ALL OBJECTS HAVE ALL THESE PARAMETERS. FOR EXAMPLE, STATIC GROUND OBJECTS LIKE BUILDINGS DO NOT HAVE POSTURES AND DO NOT FIRE WEAPONS.

NAME

THIS IS THE NAME YOU WANT TO BE USED FOR THE OBJECT. THIS NAME APPEARS IN THE TOP "MESSAGE BAR" OF THE SIMULATOR WHEN THE OBJECT IS INVOLVED IN MISSION ACTIVITIES.

ALTITUDE

THIS SPECIFIES ALTITUDE OF OBJECTS IS IN UNITS OF FEET ABOVE GROUND LEVEL (AGL). THEREFORE YOU SHOULD KEEP IN MIND THE GROUND ELEVATION WHEN SETTING ALTITUDE.

SPEED

THE SPEED OF AN OBJECT IN KNOTS (NAUTICAL MILES / HOUR). OF COURSE, BUILDINGS WILL NOT HAVE THIS FIELD AVAILABLE.

RELATIONSHIP TO PLAYER

THE ALLEGIANCE OF AN OBJECT IS ITS RELATIONSHIP WITH RESPECT TO THE PLAYER AND CAN BE SET TO FRIENDLY, ENEMY, OR NEUTRAL. REMEMBER, POSTURE SETTINGS WORK WITH RESPECT TO OBJECTS OF THE *OPPOSITE* ALLEGIANCE.

MISSION GOAL EFFECT

EVERY OBJECT HAS A MISSION GOAL EFFECT ASSOCIATED WITH IT. THE POSSIBLE OPTIONS ARE: NO EFFECT, MUST SURVIVE, MUST BE DESTROYED, AND MUST BE IDENTIFIED. *JETFIGHTER III* KEEPS TRACK OF THE VICTORY CONDITIONS ASSOCIATED WITH ALL THE OBJECTS IN A MISSION. WHEN ALL CONDITIONS HAVE BEEN FULFILLED, THE PLAYER IS INFORMED WITH A MESSAGE BOX AND A SUCCESSFUL MISSION RESULT IS REGISTERED. IF THE VICTORY CONDITIONS CAN NO LONGER BE

ACHIEVED (SUCH AS AN OBJECT SET TO 'MUST SURVIVE' BEING DESTROYED), THEN THE PLAYER WILL BE INFORMED AND AN UNSUCCESSFUL MISSION IS REGISTERED. SHOULD THE PLAYER DIE OR END THE MISSION BEFORE ALL OF THE VICTORY CONDITIONS ARE MET, THEN AN UNSUCCESSFUL MISSION IS REGISTERED.

POSTURES

POSTURES DEFINE HOW AN OBJECT WILL BEHAVE WHEN IT DETECTS DIFFERENT TYPES OF ENEMY OBJECTS. FOR A DETAILED DESCRIPTION OF POSTURES, SEE THE SECTION ON POSTURES ABOVE.

DETECTION RANGE

THIS IS THE DISTANCE AT WHICH THE OBJECT WILL SEARCH FOR ENEMIES. THE UNITS ARE IN NAUTICAL MILES. POSTURES WILL ACTIVATE WHEN ENEMY OBJECTS GET WITHIN THIS RANGE.

ORDINANCE (WEAPONS)

THESE FIELDS CONTROL NUMBER AND TYPE OF WEAPONS AVAILABLE TO THE OBJECT. DIFFERENT OBJECTS WILL HAVE DIFFERENT WEAPONS AVAILABLE. KEEP IN MIND THAT THERE ARE LIMITS TO THE NUMBER AND COMBINATIONS OF WEAPONS THAT DIFFERENT OBJECTS CAN CARRY. HERE IS A QUICK CHART OF THE DIFFERENT TYPES OF WEAPONS AVAILABLE

AIRCRAFT ORDINANCE NATO		EASTERN BLOCK
CANNON	<i>M61A1 VULCAN CANNON</i>	<i>A0-17A 30MM</i>
	CANNON	
HEAT SEEKING MISSILE	<i>AIM-9 SIDEWINDER</i>	<i>AA-2 ATOLL</i>
RADAR GUIDED MISSILE	<i>AIM-120 AMRAAM</i>	<i>AA-8 APHID</i>
AIR TO GROUND MISSILE	<i>AGM-65 MAVERICK</i>	<i>AS-10 KAREN</i>
SHIP ORDINANCE NATO		EASTERN BLOCK
AAA	<i>20 MM PHALANX CIWS</i>	<i>ADG6-30 CIWS TURRET</i>
SAM	<i>SEAWOLF SAM</i>	<i>SA-N-4 GECKO SAM</i>

AAA AMMO

SHIPS AND AAA SITES CAN BE LOADED WITH ANTI AIRCRAFT ARTILLERY ROUNDS. THIS FIELD SPECIFIES THE NUMBER OF ROUNDS THE SITE HAS.

SAM AMMO

SHIPS AND SAM SITES CAN BE LOADED WITH SURFACE TO AIR MISSILES. THIS FIELD SPECIFIES THE TOTAL NUMBER OF MISSILES THE SITE HAS.

FIRE RATE

SHIPS, SAM SITES AND AAA EMBLACEMENTS CAN BE GIVEN A FIRE RATE VALUE WHICH DETERMINES HOW MUCH TIME WILL ELAPSE BEFORE THE OBJECT CAN FIRE A SUBSEQUENT SAM OR BURST OF AAA. THIS TIME IS GIVEN IN SECONDS.

FLARES

THE NUMBER OF FLARES AN AIRCRAFT HOLDS. FLARES HELP AN OBJECT DEFEND AGAINST HEAT-SEEKING MISSILES.

CHAFF

THE NUMBER OF CHAFF BUNDLES AN AIRCRAFT HOLDS. CHAFF HELPS AN OBJECT DEFEND AGAINST RADAR GUIDED MISSILES.

PLAYER WAYPOINTS

PLAYER WAYPOINTS ARE USED TO GUIDE THE PILOT TO A SPECIFIC AREA. THESE CAN INCLUDE SIMPLE NAVIGATIONAL WAYPOINTS THAT TAKE THE PLAYER TO A PARTICULAR SPOT, OR TARGET AREA WAYPOINTS THAT ARE TIED TO GROUND TARGETS. IN *JETFIGHTER III*, NAVIGATIONAL WAYPOINTS SHOULD BE USED TO CARRY THE PLAYER THROUGH INTERESTING AND EXCITING SCENERY. IN REGARDS TO TARGET AREA WAYPOINTS, FLYING STRAIGHT TO YOUR TARGET AND STRAIGHT BACK IS NOT ALWAYS THE MOST STRATEGIC PATH OR INTERESTING WAY TO FLY, EVEN THOUGH IT IS THE SHORTEST ROUTE.

CREATING PLAYER WAYPOINTS

TO BEGIN PLACING WAYPOINTS, CLICK ON [WAYPOINTS], THEN ON [ADD NEW]. CLICK IN THE MAP TO PLACE A WAYPOINT INTO THE *JETFIGHTER III* WORLD. TYPE IN A NAME FOR THE WAYPOINT AND PRESS [ENTER]. THE STANDARD NAMING CONVENTION FOR WAYPOINTS IS WPT1, WPT2, ETC. THE WAYPOINT INFORMATION LIST WILL APPEAR BELOW THE MAP. YOU MAY CHANGE ANY OF THE FIELDS IN THIS LIST. THE TWO MOST IMPORTANT ARE ALTITUDE AND WAYPOINT TYPE. SET THE ALTITUDE TO THE HEIGHT YOU WISH RELATIVE TO THE GROUND. AFTER SETTING THE WAYPOINT TYPE TO NAVIGATIONAL TURN POINT, CLICK [OK]. TO PLACE THE REMAINING WAYPOINTS, CLICK ON [WAYPOINTS], AND THEN ON [COPY]. CLICK ON THE FIRST WAYPOINT YOU PLACED ON THE MAP. PROCEED TO PLACE THE REST OF YOUR WAYPOINTS BY CLICKING IN THE MAP. THE MISSION EDITOR WILL AUTOMATICALLY INCREMENT THE NUMBER OF THE WAYPOINT.

THE TWO TYPES OF WAYPOINT TYPES ARE NAVIGATIONAL TURN POINTS AND TARGET AREAS. NAVIGATIONAL TURN POINTS ARE USED TO GUIDE THE PLAYER THROUGH THE WORLD AND ACT AS THREE-DIMENSIONAL BEACONS. TARGET AREAS ARE WAYPOINTS THAT INDICATE GROUND TARGETS HAVE PROGRAMMED INTO THE NAVIGATIONAL COMPUTER.

TO CHANGE A NAVAGATIONAL TURN POINT TO A TARGET AREA WAYPOINT, CLICK ON [WAYPOINTS] AND THEN ON [MODIFY]. SELECT THE WAYPOINT THAT YOU PLACED OVER THE REGION WHERE THE GROUND TARGETS ARE LOCATED. CLICK ON THE WAYPOINT TYPE FIELD AND CHANGE IT FROM NAVIGATIONAL TURN POINT TO TARGET AREA.

TO ADD GROUND TARGETS TO THE TARGET AREA, CLICK ON [WAYPOINTS] AND THEN ON [ADD NEW]. CLICK ANYWHERE IN THE MAP TO PLACE AS THE COMPUTER WILL AUTOMATICALLY MOVE IT TO THE CORRECT

POSITION. TYPE IN A NAME FOR THE TARGET (SUCH AS TARGET1) AND PRESS [ENTER]. THE WAYPOINT INFORMATION LIST WILL APPEAR BELOW THE MAP. CHANGE POSITION BASIS TO RELATIVE TO OBJECT. CHANGE THE WAYPOINT TYPE TO TARGET IN WEAPONS COMPUTER. DOUBLE-CLICK ON THE REFERENCE OBJECT FIELD. A LIST OF AVAILABLE GROUND TARGET OBJECTS WILL APPEAR. SELECT THE OBJECT YOU WISH TO BE ADDED TO THE TARGET AREA AND THEN CLICK [DONE]. CLICK [OK] AND THE WAYPOINT GROUND TARGET YOU JUST ADDED WILL MOVE INTO POSITION OVER THE ACTUAL GROUND TARGET.

OBJECT PATHS

PATHS ARE QUITE SIMILAR TO PLAYER WAYPOINTS IN THAT THEY INSTRUCT OBJECTS WHERE TO TRAVEL. NOT ALL OBJECTS NEED TO HAVE PATHS. IN FACT, FOR MANY OBJECTS SIMPLY GIVING THEM A HEADING AND SPEED WILL SUFFICE. FOR MORE COMPLEX MISSIONS, YOU CAN GIVE OBJECTS SPECIFIC INSTRUCTIONS ON WHERE TO GO AND EVEN PATROL.

TO BEGIN PLACING AN OBJECT'S PATH, CLICK ON [PATHS]. CLICK ON THE OBJECT IN THE MAP THAT YOU WISH TO GIVE A PATH TO. THE CONNECTED WHITE LINES WILL INDICATE THE CURRENT SELECTED OBJECT'S PATH. MOVE THE MOUSE AND LEFT-CLICK TO PLACE A PATH POINT FOR THE OBJECT. YOU CAN ALSO CLICK [-] TO DELETE THE LAST PLACED PATH POINT. TO GIVE THE OBJECT A PATROL POINT, THAT IS AN AREA IN WHICH THE OBJECT WILL TRAVEL AROUND AND PATROL, PRESS THE [P] KEY. WHEN THROUGH PLACING AN OBJECT'S PATH, PRESS [ESC].

USING GROUPS

GROUPS ARE A COLLECTION OF OBJECTS THAT CAN BE SAVED OR MANIPULATED WITHIN THE MISSION EDITOR. THEY ARE VALUABLE TIME SAVERS DURING MISSION CREATION. FOR EXAMPLE, YOU CAN CREATE AN ENTIRE GROUP OF OBJECTS TO FORM AN INTERESTING TARGET AREA, SAVE IT AS A GROUP, AND USE IT AGAIN AND AGAIN IN DIFFERENT MISSIONS.

CREATING A GROUP

A GROUP OF OBJECTS IS CREATED BY SIMPLY LEFT-CLICKING, THEN DRAGGING A BOX AROUND THE OBJECTS TO BE INCLUDED IN A GROUP. ONLY ONE GROUP CAN BE ACTIVE AT A TIME IN THE MISSION EDITOR.

ADDING AND SUBTRACTING OBJECTS

DEPENDING ON THE "ADDITIVE GROUPS" SETTING WITHIN THE JEDIT.INI FILE, OBJECTS CAN BE MADE PART OF OR REMOVED FROM THE CURRENT GROUP. THE DEFAULT (ADDITIVE GROUPS = 1) SETTING ALLOWS THE USER TO ADD OBJECTS TO THE CURRENT GROUP BY LEFT-CLICKING AND DRAGGING A BOX AROUND THE OBJECT TO BE ADDED. AN ALREADY SELECTED OBJECT CAN BE REMOVED FROM THE CURRENT GROUP BY SELECTING IT AGAIN.

ALL OF THE OBJECTS CURRENTLY IN A GROUP CAN BE REMOVED USING THE [BACKSPACE] KEY. ALTERNATELY, IF THE DEFAULT GROUP SETTING IS DISABLED (ADDITIVE GROUPS = 0) IN THE JEDIT.INI FILE, ONLY THE OBJECTS MOST RECENTLY SELECTED BY THE MOUSE ARE PART OF THE CURRENT GROUP. ALL EARLIER SELECTED OBJECTS ARE REMOVED FROM THE CURRENT GROUP.

MOVING A GROUP

WHEN ANY OBJECT WITHIN THE GROUP IS MOVED, ALL OBJECTS IN THE GROUP MOVE WITH IT. THEY WILL MAINTAIN THEIR POSITIONS WITH RESPECT TO ONE ANOTHER. ALSO, ANY GROUND TARGET LOCATIONS WILL MOVE WITH THE OBJECTS THEY ARE ASSOCIATED WITH. PLEASE NOTE: DO NOT TRY TO MOVE A GROUP OF OBJECTS BY SELECTING A GROUND TARGET LOCATION WAYPOINT. ONLY THE GROUND TARGET LOCATION IN THIS CASE WILL MOVE. ANY SUBSEQUENT MOVEMENT OF THE OBJECT THAT IT IS TIED TO WILL CAUSE THE GROUND TARGET LOCATION WAYPOINT TO MAINTAIN ITS PRESENT POSITION WITH RESPECT TO THE OBJECT IT IS TIED TO.

UN-CREATING A GROUP

ALL THE MEMBERS OF A GROUP CAN BE REMOVED USING THE [BACKSPACE] KEY. ALTERNATIVELY, IF THE "ADDITIVE GROUPS" DEFAULT IS ON, YOU CAN REMOVE ALL MEMBERS OF A GROUP BY SELECTING THEM AGAIN WITH THE MOUSE. IF "ADDITIVE GROUPS" IS OFF, THEN ALL THE MEMBERS OF A GROUP CAN BE REMOVED BY SELECTING AN AREA ON THE MAP WITH THE MOUSE THAT DOES NOT CONTAIN ANY OBJECTS.

SAVING A GROUP

THE ABILITY TO SAVE A GROUP OF OBJECTS IS VERY HELPFUL AND A BIG TIME SAVER. BY SAVING AN ENTIRE GROUP OF OBJECTS, YOU AVOID HAVING TO REPEAT THE CAREFUL POSITIONING OF OBJECTS THAT IS OFTEN REQUIRED TO CREATE INTERESTING TARGET AREAS. ALSO, WHEN GROUPS ARE SAVED, THEY RETAIN ALL OF THE CUSTOM SETTINGS THAT YOU HAVE APPLIED TO OBJECTS. YOU MAY EVEN FIND IT USEFUL TO SAVE A "GROUP OF ONE" OBJECT THAT HAS PARTICULAR SETTINGS THAT YOU USE OFTEN.

GROUPS OF OBJECTS CAN BE SAVED TO A FILE USING THE [SAVE OBJECT(S)] BUTTON AFTER A GROUP IS SELECTED. YOU WILL BE PROMPTED FOR A FILE NAME (THE DEFAULT IS THE NAME OF THE FIRST OBJECT IN THE GROUP). THE MISSION EDITOR THEN SAVES A FILE WITH A .GRP EXTENSION IN THE C:\JF3\MISSION\ DIRECTORY.

LOADING A GROUP

A GROUP SAVED AS A .GRP FILE CAN BE LOADED INTO THE MISSION EDITOR BY SELECTING [OBJECTS], FOLLOWED BY [LOAD]. YOU WILL THEN BE GIVEN A LIST OF .GRP FILES. SELECT ONE OF THESE FILES, CLICK ON [OK], THEN CLICK ON THE MAP WHERE YOU WANT TO PLACE THE GROUP.

THE MISSION EDITOR WILL RENAME ANY OF THE OBJECTS IN THE GROUP TO PREVENT NAME CONFLICTS. THE LOADED GROUP WILL THEN BECOME THE CURRENT GROUP AND WILL ABOLISH ANY GROUP THAT WAS CURRENTLY ACTIVE (REGARDLESS OF THE “ADDITIVE GROUPS” SETTING). NO FURTHER COPIES OF THE GROUP CAN BE PLACED UNLESS THE “LOAD” BUTTON IS USED AGAIN.

GROUP ‘HOT KEY’ FUNCTIONS

THE ARE THREE HOT KEYS THAT ACT AS TOGGLES TO DISPLAY AND REMOVE OBJECT DATA FOR THE WHOLE GROUP. THE [G] KEY TOGGLES LABELS INFORMING YOU OF ALL THE OBJECTS THAT ARE CURRENTLY SELECTED FOR THE GROUP. THE [R] KEY TOGGLES THE DETECTION RANGE DISPLAY FOR THE GROUPED OBJECTS. THE [;] KEY TOGGLES THE OBJECT HEADING ARROW DISPLAY FOR THE GROUPED OBJECTS.

CREATING EVENT BOXES

EVENT BOXES ARE POLYGONAL AREAS ON THE MAP THAT ARE USED TO TRIGGER THE INITIALIZATION OF OBJECTS WHEN THE PLAYER FLIES INTO THE DEMARCATED REGION. YOU CAN CREATE UP TO FOUR EVENT BOXES. EVENT BOXES ARE USEFUL IN TRIGGERING EVENTS WITHOUT CONCERN OVER HOW MUCH TIME THE PLAYER TAKES TO FLY THE MISSION.

THE CREATION OF EVENT BOXES IS NOT COMPLETELY STRAIGHT FORWARD. THIS WAS DONE MAINLY TO ALLOW FOR A WIDE VARIETY OF BOX SHAPES. BASICALLY YOU PLACE A SERIES OF BOX ‘CORNERS’ IN A CLOCKWISE FASHION. FROM THREE TO SIX CORNERS CAN BE PLACED TO CREATE THE POLYGONAL AREA.

(NOTE: WAYPOINTS CAN NOT BE GROUPED AND MOVED AS A UNIT. IF YOU MUST MOVE AN EVENT BOX, EACH BOX CORNER MUST BE MOVED SEPARATELY. THE USER MUST TAKE CARE TO MAINTAIN THE CLOCKWISE NATURE OF THE BOX CORNERS TO AVOID ANY COMPLICATIONS FOR THE GAME ENGINE TO DETERMINE THE BOX SHAPE.)

TO CREATE AN EVENT BOX, FIRST SELECT [WAYPOINTS], [ADD NEW], THEN CLICK ON THE MAP. YOU CAN THEN ENTER THE NAME OF THE FIRST BOX CORNER. WE RECOMMEND USING THE FOLLOWING NAMING CONVENTION: “BOXA1”. SUBSEQUENT BOX CORNERS CAN BE NAMED BOXA2, BOXA3, ETC. A SECOND EVENT BOX CAN BE NAMED BOXB1, ETC. ONCE YOU HAVE TYPED IN A NAME AND PRESSED [ENTER], YOU ARE SHOWN THE GENERAL WAYPOINT VARIABLE SCREEN. SELECT “WAYPOINT TYPE” AND CLICK ON THE RIGHT ARROW UNTIL THE MESSAGE “BOX #1 CORNER” APPEARS. THIS IS THE WAYPOINT TYPE TO BE USED FOR THE FIRST EVENT BOX. (FURTHER RIGHT CLICKS BRING UP CORNERS FOR BOXES 2 THROUGH 4.) CLICK THE [OK] BUTTON TO COMPLETE THE BOX CORNER CREATION.

THE REST OF THE BOX CORNERS CAN NOW BE EASILY CREATED USING THE [WAYPOINT], [COPY] FEATURE. WHEN PLACING NEW BOX CORNERS,

BE SURE TO PLACE EACH SUBSEQUENT CORNER IN A CLOCKWISE MANNER ON THE MAP WINDOW. HIT [ESC] TO EXIT FROM THE COPY MODE.

IF YOU HAVE PROPERLY PLACED THREE TO SIX BOX CORNERS, YOU CAN NOW VIEW BOX #1 BY PRESSING AND HOLDING THE TOP-ROW [1] KEY. LINES WILL BE DRAWN TO EACH BOX CORNER IN THE ORDER THEY WERE CREATED WITH THE LAST CORNER BEING CONNECTED TO THE FIRST. IF YOU CONSTRUCTED THE EVENT BOX CORRECTLY, YOU SHOULD SEE THE BOX CORNERS CONNECTED TOGETHER IN A MANNER SUCH THAT NO CONNECTING LINES CROSS ONE ANOTHER. IF THIS IS THE CASE, YOU HAVE A VALID EVENT BOX. WE CAN MAKE NO GUARANTEES ON WHAT REGION IS DETERMINED BY THE GAME ENGINE TO BE THE EVENT BOX IF THE CLOCKWISE CORNER PLACEMENT IS NOT FOLLOWED.

OBJECTS IN THE GAME CAN NOW BE SET TO A DELAYED INITIALIZATION DEPENDENT ON THE PLAYER FLYING INTO THE EVENT BOX. OBJECT INITIALIZATIONS BASED ON EVENT BOX 1 ARE SET BY LEFT-CLICKING ON THE OBJECT WHILE PRESSING AND HOLDING THE TOP-ROW [1] KEY. THE INITIALIZATION STATUS OF ALL OBJECTS IN THE GAME CAN BE DETERMINED BY PRESSING THE "GOTO OBJECT" BUTTON. OBJECT INITIALIZATIONS FOR BOXES 2, 3, AND 4 ARE SET BY LEFT-CLICKING ON THE OBJECT WHILE PRESSING AND HOLDING THE TOP-ROW [2], [3], AND [4] KEYS RESPECTIVELY. AN OBJECTS INITIALIZATION STATUS CAN BE RESET BY LEFT-CLICKING ON THE OBJECT WHILE PRESSING AND HOLDING THE TOP-ROW [0] KEY.

SAVING AND FLYING YOUR MISSION

ONCE YOU HAVE CREATED A MISSION, YOU WILL WANT TO SAVE IT TO DISK AND TRY IT OUT. BECAUSE MISSIONS ARE STORED IN ONE FILE, THEY ARE EASY TO EXCHANGE WITH OTHER *JETFIGHTER III* USERS.

SAVING YOUR MISSIONS

SIMPLY PRESS [SAVE MISSION] TO SAVE THE CURRENT MISSION. THE MISSION WILL BE SAVED UNDER THE CURRENT FILE NAME. IF YOU WANT TO SAVE THE MISSION UNDER A DIFFERENT FILE NAME, YOU CAN USE THE [SAVE MISSION AS] BUTTON.

MISSIONS ARE STORED IN THE JF3\MISSION\ SUBDIRECTORY. YOU CAN SEND YOUR MISSIONS TO FRIENDS SIMPLY BY SENDING THEM THE .IMF FILE THAT YOU CREATED. YOU DON'T HAVE TO SEND ANY OTHER INFORMATION, ALTHOUGH YOUR FRIEND MUST HAVE A COPY OF THE MISSION EDITOR IN ORDER TO RUN THE MISSION.

FLYING THE MISSION

TO FLY THE CURRENT MISSION, SIMPLY PRESS THE [FLY] BUTTON. IF YOU HAVE NOT SAVED YOUR MISSION, YOU WILL BE PROMPTED TO DO SO BEFORE FLYING IT.

WARNING

IT IS POSSIBLE THAT YOU MAY CREATE A SITUATION IN YOUR MISSION THAT THE SIMULATOR DOES NOT UNDERSTAND. WE HAVE TRIED TO INCLUDE WARNINGS ABOUT SITUATIONS THAT WILL CAUSE THE SIMULATOR TO “CHOKES” ON A MISSION, BUT THERE ARE CERTAINLY STILL SOME WAYS TO “CONFUSE” *JETFIGHTER III* WITH A STRANGE MISSION SITUATION.

IF YOU CREATE A MISSION THAT CAUSES THE SIMULATOR TO “HANG” WHEN YOU PRESS [FLY], YOU WILL NEED TO TRY TO TRACK DOWN THE OFFENDING CONDITION AND REMOVE IT. IT IS A GOOD IDEA TO TEST FLY YOUR MISSIONS OFTEN DURING DEVELOPMENT. THIS WILL LET YOU “DEBUG” THE MISSION MORE EASILY.

OTHER FEATURES

MISSION EDITOR SETTINGS

CLICK ON THE [CONFIG PANEL] BUTTON TO HIDE/REVEAL THE OPTION BUTTON PANEL ON THE *JETFIGHTER III* GRAPHIC. THESE ARE THE VARIOUS SETTINGS THAT CAN BE MODIFIED:

GROUP ACTIVE

WHEN A GROUP IS SELECTED, THE LIGHT WILL BE ON. CLICK ON THE LIGHT TO DE-SELECT THE ACTIVE GROUP.

MAP HOTSPOT

WHEN ACTIVE, WILL CREATE A 3X3 HOTSPOT AROUND OBJECTS THAT MAKE THEM EASIER TO SELECT.

AUTO ATTACH

WHEN ACTIVE, PATH POINTS WILL BE AUTOMATICALLY ATTACHED TO NEARBY WAYPOINTS.

PATROL DEFAULTS

WHEN ACTIVE, DEFAULTS WILL BE AUTOMATICALLY USED TO DEFINE AN OBJECT'S PATROL RADII AND REVOLUTIONS.

OBJ TYPES

OBJECT TYPES WILL BE DISPLAYED ON MAP UNDER THE OBJECT NAME.

GROUP STATUS

IF OBJECT IS A MEMBER OF THE ACTIVE GROUP, THIS WILL BE DISPLAYED ON MAP UNDER OBJECT NAME.

KEYBOARD CONTROLS

SOME SPECIAL FEATURES OF THE MISSION EDITOR ARE AVAILABLE ONLY THROUGH KEYBOARD CONTROLS. BE SURE TO CHECK THIS LIST OF CONTROLS FOR FEATURES YOU MAY FIND USEFUL.

[CURSOR UP]	SCROLL MAP NORTH
[CURSOR DOWN]	SCROOL MAP SOUTH
[CURSOR LEFT]	SCROLL MAP WEST
[CURSOR RIGHT]	SCROLL MAP EAST
[HOME]	MAP PAGE UP
[END]	MAP PAGE DOWN
[DELETE]	MAP PAGE LEFT
[PAGE DOWN]	MAP PAGE RIGHT
[{]	ZOOM MAP IN
[}]	ZOOM MAP OUT
[F7-F10]	AUTO ZOOM LEVELS (300, 175, 25, 1)
[M]	BRING UP WORLD MAP (MAX ZOOM)
[PAGE UP]	TOGGLE OBJECT NAMES DISPLAY
[T]	TOGGLE OBJECT TYPES DISPLAY
[G]	TOGGLE OBJECT GROUP MEMBER STATUS DISPLAY
[INSERT]	TOGGLE OBJECT EXTENTS DISPLAY
[BACKSPACE]	RELEASE GROUP
[~]	TOGGLE INFO DISPLAY
[-]	WAYPOINT CYCLE BACKWARDS
[+]	WAYPOINT CYCLE FORWARDS
[R]	TOGGLE GROUP DETECTION RANGES
[;]	TOGGLE GROUP HEADINGS
[1-4]	ASSOCIATE OBJECT(S) TO EVENT BOX 1-4
[0]	DISASSOCIATE OBJECT(S) FROM EVENT BOXES
[5]	RANDOM SAM/AAA FIRING RATE (EASIER)
[6]	RANDOM SAM/AAA FIRING RATE (HARDER)
[LEFT SHIFT]	LONGITUDINAL AXIS LOCK
[RIGHT SHIFT]	LATITUDINAL AXIS LOCK
[/]	DROP SURVEY MARKER
[K]	REMOVE BATTLE GROUP
[F1-F5]	CONFIGURATION TOGGLES

[C]

TOGGLE CONFIGURATION
PANEL

MISSION CREATION CHECKLIST

THE FOLLOWING CHECKLIST CAN BE USED AS A GUIDE TO MAKING MISSIONS WITH THE MISSION EDITOR. THIS OUTLINE WAS PUT TOGETHER BY OUR MISSION DESIGNERS AND GIVES YOU AN IDEA OF HOW TO APPROACH CREATING A COMPLEX MISSION.

1. CHOOSE A LOCATION BY CLICKING IN ONE OF THE RED HIGHLIGHTED AREAS ON THE MAP.
2. CLICK ON THE CONDITIONS BUTTON TO SETUP THE ENVIRONMENTAL CONDITIONS. HERE YOU CAN CHANGE THE DEFAULT SETTINGS FOR TIME, CLOUD ALTITUDE, CLOUD TYPE, MISSION AUTHOR, MISSION TITLE, AND MISSION DESCRIPTION. CLICK OK WHEN FINISHED.
3. DECIDE IF YOU WANT TO START IN THE AIR OR ON THE GROUND. YOU CAN SET UP THE PLAYER AIRCRAFT EITHER IN THE AIR OR ON THE CARRIER.
 - I. PLAYER AIRCRAFT STARTING IN THE AIR.
 - A. CHOOSE OBJECT / ADD NEW BUTTON.
 - B. CLICK ON MAP TO PLACE OBJECT AND GIVE IT AN APPROPRIATE NAME. (PLAYER)
 - C. NOW SELECT ONE OF THE PLAYER AIRCRAFT FROM THE OBJECT LIST. THIS CAN BE AN F/A-18, F-14, OR F-22. CLICK OK.
 - D. USE THE MOUSE TO SET THE HEADING AND LEFT CLICK.
 - E. SET ALTITUDE (BY DOUBLE CLICKING AND TYPING A VALUE OR BY USING THE ARROWS).
 - F. SET SPEED (BY DOUBLE CLICKING AND TYPING A VALUE OR BY USING THE ARROWS).
 - G. SET THE WEAPON LOADOUT FOR THE PLAYER BY DOUBLE CLICKING ON THE WEAPON FIELDS AND ENTERING VALUES. TO FINISH CLICK OK. PLEASE CONSULT THE JF3 MANUAL FOR INFORMATION ON SPECIFIC WEAPON LOADOUT INFORMATION.
 - II. PLAYER STARTING ON THE CARRIER.
 - A. CHOOSE OBJECT / ADD NEW.
 - B. CLICK ON MAP TO PLACE OBJECT AND GIVE IT AN APPROPRIATE NAME (CARRIER).
 - C. NOW SELECT NIMITZ CLASS CARRIER FROM THE OBJECT LIST. CLICK OK.
 - D. USE THE MOUSE TO SET THE HEADING AND LEFT CLICK.
 - E. SET SPEED (0 TO 40 KNOTS).
 - F. SET RELATIONSHIP TO PLAYER TO A FRIENDLY.
 - G. SET POSTURES TO DEFEND AGAINST FOR ALL TYPES.
 - H. SET WEAPONS CIWS TO 2000 AND SAM TO 4 SO THE CARRIER CAN DEFEND ITSELF WITH SAM MISSILES IF HOSTILE AIRCRAFT FLY INTO THE AREA.
 - I. CLICK OK.
 - J. CLICK ON PATHS. IF YOU GAVE THE CARRIER SPEED IT IS NICE TO GIVE IT A PATH TO FOLLOW AS WELL.

- K. CLICK DOWN WAYPOINTS FOR THE CARRIER TO FOLLOW. PRESS [ESC] WHEN FINISHED.
- L. NEXT CLICK ON CARRIER DECK.
- M. USING THE ARROW BUTTONS, SELECT A CARRIER CATAPULT POSITION TO TAKE OFF FROM.
- N. SET THAT POSITION TO ONE OF THE PLAYER AIRCRAFT TYPES USING THE RIGHT AND LEFT ARROW BUTTONS. CLICK OK.
- O. CLICK MODIFY.
- P. SET THE WEAPON LOADOUT FOR THE PLAYER BY DOUBLE CLICKING ON THE WEAPON FIELDS AND ENTERING VALUES. TO FINISH CLICK OK. PLEASE CONSULT THE JF3 MANUAL FOR INFORMATION ON SPECIFIC WEAPON LOADOUT INFORMATION.
- Q. YOU CAN ALSO PUT DOWN SCENERY OBJECTS ON THE CARRIER BY CLICKING THROUGH THE DIFFERENT CATAPULT POSITIONS AND SELECTING AN OBJECT TO PLACE IN THAT POSITION.

4. GIVE THE PLAYER A WINGMAN.

I. WINGMAN STARTING IN THE AIR.

- A. CHOOSE OBJECT / ADD NEW.
- B. CLICK ON MAP TO PLACE OBJECT AND GIVE IT AN APPROPRIATE NAME (WINGMAN).
- C. NOW SELECT AN AIRPLANE TYPE FOR THE WINGMAN.
- D. USE THE MOUSE TO SET THE HEADING AND LEFT CLICK.
- E. SET ALTITUDE.
- F. SET SPEED.
- G. SET RELATIONSHIP TO PLAYER TO A FRIENDLY.
- H. SET WINGMAN ATTRIBUTE TO 1 (BY CLICKING THE RIGHT ARROW BUTTON).
- I. NOW SET THE FORMATION FOR THE WINGMAN (USING THE RIGHT AND LEFT ARROW BUTTONS).
- J. SET WEAPONS.

II. WINGMAN STARTING ON THE CARRIER.

- A. CLICK ON CARRIER DECK.
- B. SELECT A CATAPULT POSITION FOR THE WINGMAN TO TAKE OFF FROM (USING THE UP AND DOWN ARROW BUTTONS).
- C. SET THAT POSITION TO ONE OF THE AIRPLANE TYPES (USING THE RIGHT AND LEFT ARROW BUTTONS).
- D. CLICK MODIFY.
- E. SET WINGMAN ATTRIBTUE TO 1 (BY CLICKING THE RIGHT ARROW BUTTTON).
- F. NOW SET THE FORMATION FOR THE WINGMAN (BY USING THE RIGHT AND LEFT ARROWS)
- G. SET WEAPONS FOR WINGMAN

- 5. DECIDE WHAT KIND OF MISSION YOU WANT TO MAKE. FOR OUR EXAMPLE WE WILL BE MAKING AN AIR-TO-GROUND MISSION WITH TWO GROUND TARGETS AND TWO AIR TARGETS OVER THE TARGET AREA.

THESE DEFENDERS WILL NOT SHOW UP UNTIL THE PLAYER GETS WITHIN A CERTAIN RANGE OF THE TARGET AREA.

- 6. WAYPOINT PLACEMENT MUST TAKE THESE FACTORS INTO CONSIDERATION.**
 - A. LOOK ON THE MAP FOR A GOOD PLACE TO HAVE YOUR ENEMY BASE. LANDING STRIPS, RIVERS AND VALLEYS MAKE GOOD PLACES FOR BASES.**
 - B. DISTANCE IS A FACTOR, AS MISSIONS THAT ARE TOO LONG BECOME BORING, ESPECIAL IF THE SCENERY IS UNINTERESTING. MAKE SURE TO SURE TO PLACE WAYPOINTS BETWEEN 10 AND 80 MILES APART. ANY SHORTER AND THEY SEEM POINTLESS -- ANY LONGER IT GETS BORING. A LONG TRIP WITH MORE WAYPOINTS IS MORE FUN THAN FLYING 200 MILES FROM ONE WAYPOINT TO THE NEXT.**
 - C. PLAN OUT A GOOD PATH FOR WAYPOINTS VARYING THEM SO THEY DO NOT HAVE TO FLY THE SAME PATH TWICE. FLYING STRAIGHT TO YOUR TARGET AND STRAIGHT BACK IS NOT ALWAYS THE MOST INTERESTING WAY TO FLY OR THE MOST STRATEGIC PATH, EVEN THOUGH IT IS THE SHORTEST ROUTE.**
 - D. USE THE SCENERY TO PLAN YOUR WAYPOINTS, SUCH AS HAVING THE PLAYER FLY LOW THROUGH A VALLEY TO AVOID SAMS.**
 - E. REMEMBER TO PLACE A WAYPOINT DIRECTLY OVER THE BASE THAT WILL BE ATTACKED. IT WILL SERVE AS THE TARGET AREA DESIGNATOR.**
- 7. PLACING WAYPOINTS.**
 - A. CHOOSE WAYPOINTS / ADD NEW.**
 - B. CLICK A SPOT ON THE MAP TO PLACE YOUR FIRST WAYPOINT.**
 - C. ENTER A NAME FOR THE WAYPOINT (WPT1).**
 - D. THIS WAYPOINT WILL NOT BE RELATIVE TO ANOTHER OBJECT. LEAVE AS ABSOLUTE.**
 - E. SET ALTITUDE RELATIVE TO THE GROUND.**
 - F. THIS WAYPOINT WILL BE A NAVIGATION TURN POINT.**
 - G. CLICK OK.**
 - H. NOW CHOOSE WAYPOINTS / COPY.**
 - I. CLICK ON YOUR FIRST WAYPOINT.**
 - J. PROCEED TO PLACE THE REST OF YOUR WAYPOINT JUST BY CLICKING ON THE MAP. IT WILL AUTOMATICALLY INCREMENT THE NUMBER OF THE WAYPOINT.**
 - K. REMEMBER YOU WANT TO PLACE A COUPLE WAYPOINTS LEADING TO THE BASE AREA, THEN PLACE A WAYPOINT NEAR THE BASE TO SERVE AS THE TARGET AREA DESIGNATOR, AND FINALLY A COUPLE WAYPOINTS LEADING BACK (BUT NOT INCLUDING) TO THE CARRIER.**
 - L. TO CHECK DISTANCES ON THE MAP, POSITION THE CURSOR OVER ONE END-POINT ON THE MAP. PRESS THE [/] KEY TO PLACE A DISTANCE MARKER. PRESS THE [~] KEY TO CYCLE THROUGH MODES IN THE INFO DISPLAY BOX IN THE UPPER RIGHT CORNER OF THE SCREEN. THIS INCLUDES LAT/LONG, TERRAIN ALTITUDE, AND DISTANCE FROM MARKER INFORMATION.**

- M. AFTER PLACING ALL YOUR WAYPOINTS USE THE + / - KEYS ALONG THE TOP-ROW TO CYCLE THROUGH THE WAYPOINTS TO LOOK AT THEM AND MAKE ADJUSTMENTS. USE THE WAYPOINTS / MOVE AND WAYPOINTS / DELETE BUTTONS TO DO THIS.
 - N. AFTER SAVING, CLICK ON THE FLY BUTTON TO MAKE A DRY RUN OF THE WAYPOINTS. DURING FLIGHT NOTE ANY CHANGES YOU WOULD LIKE TO MAKE IN POSITION OR ALTITUDE. VARY THE ALTITUDE OF THE WAYPOINTS A BIT TO MAKE IT MORE INTERESTING.
8. CREATING AN ENEMY BASE WITH A HANGER AND A HARDENED BUNKER.
- A. USE THE TOP-ROW +/- KEYS TO GET TO THE WAYPOINT THAT YOU WANT YOUR ENEMY BASE LOCATED.
 - B. NOW ZOOM IN BY PRESSING THE [F-7] KEY. THE [F-10] WILL ZOOM YOU ALL THE WAY OUT WHILE [F-9] AND [F-8] ARE MEDIUM ZOOM SETTINGS. THIS WILL ALLOW THE WAYPOINT TO BE AT THE VERY MIDDLE OF THE SCREEN AND ZOOM YOU IN ENOUGH SO YOU CAN SEE THE RELATIVE GROUND POSITIONS OF THE BUILDINGS THAT YOU ARE ABOUT TO PLACE.
 - C. CHOOSE OBJECT / ADD NEW.
 - D. CLICK ON MAP TO PLACE OBJECT AND GIVE IT AN APPROPRIATE NAME (HANGER).
 - E. NOW SELECT TYPE HANGER FOR YOUR FIRST BASE OBJECT.
 - F. USE THE MOUSE TO SET THE HEADING OF THE BUILDING. THIS WILL CHANGE THE FACING ANGLE OF THE BUILDING.
 - G. SET RELATIONSHIP TO PLAYER TO AN ENEMY.
 - H. SET MISSION GOAL EFFECT TO OBJECT MUST BE DESTROYED. THIS PARTICULAR OPTION LETS THE SIMULATOR KNOW THAT THIS OBJECT MUST BE DESTROYED TO DISPLAY THE MISSION COMPLETE MESSAGE.
 - I. NOW REPEAT THE ABOVE STEPS TO CREATE A BUNKER. POSITION THEM SOMEWHAT CLOSE TOGETHER.
 - J. WITH YOUR TWO GROUND TARGETS PLACED PRESS THE [INSERT] KEY TO BRING UP A BOX AROUND EACH THAT REPRESENTS HOW BIG THIS OBJECT IS.
 - K. YOU CAN NOW REPOSITION THEM HOWEVER YOU LIKE BY CLICKING ON THE OBJECT / MOVE BUTTON THEN ON THE OBJECT YOU WISH TO MOVE. CLICK AGAIN TO PLACE IT ON THE MAP.
 - L. BY CLICKING ON THE HEADINGS BUTTON AND CLICKING ON AN OBJECT ON THE MAP YOU CAN ROTATE THE OBJECT.
9. ADD YOUR GROUND TARGETS TO THE TARGETING COMPUTER.
- A. CHOOSE WAYPOINTS / MODIFY.
 - B. CLICK ON THE WAYPOINT DIRECTLY OVER YOUR ENEMY BASE
 - C. SET THE WAYPOINT TYPE FIELD TO TARGET AREA. IN THE SIMULATOR WHEN FLYING THE MISSION THIS WILL MAKE THE WAYPOINT OVER THE BASE RED IN THE NAVIGATION COMPUTER ON THE HUD. THIS DESIGNATES A GROUND TARGET AREA IN THE SIM.
 - D. NOW THAT YOU HAVE YOUR TWO GROUND TARGETS AND YOUR TARGET AREA SETUP YOU NEED TO ADD THE TARGETS

THEMSELVES TO THE TARGETING COMPUTER. THE FIRST STEP IN THIS PROCESS IS TO CREATE A NEW WAYPOINT WITH THE WAYPOINTS / ADD NEW BUTTON.

- E. CLICK ANYWHERE ON THE MAP BECAUSE ONCE YOU SET IT UP IT WILL POP TO THE CORRECT POSITION.
- F. GIVE IT A NAME (TARGET1).
- G. SET POSITION BASIS RELATIVE TO OBJECT.
- H. SET WAYPOINT TYPE TO TARGET IN WEAPONS COMPUTER. PLEASE CONSULT THE JF3 MANUALS FOR THE DIFFERENCE BETWEEN GROUND TARGETS IN THE NAV COMPUTER AND WEAPONS COMPUTER.
- I. DOUBLE-CLICK REFERENCE OBJECT AND SELECT HANGER. CLICK DONE.
- J. CLICK OK AND THEN THE WAYPOINT YOU JUST CREATED WILL POP TO A POSITION RIGHT ON TOP OF YOUR TARGET.
- K. REPEAT THE ABOVE STEPS TO ADD THE BUNKER TO THE TARGETING COMPUTER AS WELL.
- L. NOW YOU HAVE TWO GROUND TARGETS IN THE TARGETING COMPUTER THAT MUST BE DESTROYED IN ORDER TO COMPLETE THE MISSION. AT THIS POINT IN THE MISSION YOU SHOULD BE ABLE TO HIT THE FLY BUTTON AND FLY YOUR WAYPOINTS AND DESTROY YOUR TWO GROUND TARGETS AND GET THE MISSION COMPLETE MESSAGE.

10. ADDING ENEMY PLANES.

- A. SELECT OBJECT / ADD NEW.
- B. CHOOSE A PLACE TO PUT YOUR TWO ENEMY PLANES. CLICK ON MAP TO PLACE THE FIRST OBJECT AND GIVE IT AN APPROPRIATE NAME (BANDIT1).
- C. NOW SELECT AN AIRPLANE TYPE.
- D. USE THE MOUSE TO SET THE HEADING AND LEFT CLICK.
- E. SET ALTITUDE.
- F. SET SPEED.
- G. SET RELATIONSHIP TO PLAYER AS AN ENEMY.
- H. SET WEAPONS.
- I. CLICK OK.
- J. CHOOSE THE PATHS BUTTON.
- K. PLACE ALL BUT THE LAST WAYPOINT.
- L. POSITION THE CURSOR BY THE ENEMY BASE. INSTEAD OF LEFT CLICKING PUSH THE [P] KEY WHICH WILL ORDER THE PLANE TO PATROL AROUND THIS LAST WAYPOINT.

11. DELAY THE ENEMY PLANES WITH THE USE OF AN EVENT BOX.

- A. THE ENEMY PLANES WILL NOT BE INITIALIZED UNTIL THE PLAYER ENTERS THIS BOX. PICK A PLACE BETWEEN YOUR TARGET AREA WAYPOINT AND THE PREVIOUS WAYPOINT TO SETUP YOUR EVENT BOX.
- B. CHOOSE WAYPOINTS / ADD NEW.
- C. CLICK A SPOT ON THE MAP TO DEFINE THE UPPER-LEFT CORNER OF THE EVENT BOX.
- D. ENTER A NAME FOR THE WAYPOINT (A1).
- E. SET WAYPOINT TYPE TO BOX #1 CORNER.

- F. **CLICK OK. YOU NOW HAVE THE FIRST CORNER OF YOUR EVENT BOX MADE.**
- G. **NOW CHOOSE WAYPOINTS / COPY.**
- H. **CLICK ON YOUR FIRST WAYPOINT.**
- I. **THEN PROCEED TO PLACE THE REMAINING EVENT BOX CORNERS JUST BY CLICKING ON THE MAP IN CLOCK-WISE ORDER.**
- J. **NEXT PRESS AND HOLD THE [1] KEY. YOUR BOX WILL SHOW UP OUTLINE. NOW WHILE HOLDING THE [1] KEY DOWN, CLICK ON THE TWO ENEMY PLANES. THIS WILL ATTACH THEM TO THIS BOX AND DELAY THEIR ACTION UNTIL THE PLAYER ENTERS THE BOX.**
- K. **YOU CAN CHECK WHICH OBJECTS ARE ATTACHED TO WHICH EVENT BOXES BY USING THE [GOTO OBJECT] BUTTON. IT WILL LIST EACH OBJECT IN THE GAME AND TELL YOU IF IT HAS DELAYED INITIALIZATION.**

12. EXTRAS

- A. **CLICK ON THE BUILD FLEET BUTTON AND THEN CLICK ON THE CARRIER OBJECT. THIS WILL BUILD THE BASIC CARRIER GROUP THAT IS NORMAL SEEN ACCOMPANYING THE CARRIER.**
- B. **ADD SAMS AND AAA ALONG THE PLAYER'S WAYPOINT PATH AND AT THE TARGET SITE USING THE OBJECTS / ADD NEW BUTTONS.**
- C. **ADD SCENERY OBJECTS THAT HAVE NO DIRECT BEARING ON MISSION OUTCOME BUT MAKE THE ENVIRONMENT MORE ALIVE.**

MISSION CREDITS

MISSION EDITOR PROGRAM DANIEL KAUFMANN

FLIGHT TRAINING

MISSIONS 1-13 THOMAS PHILBIN

OPERATION HURRICANE

MISSIONS 1-10 BRIAN BOUDREAU / SCOTT SLATER

OPERATION CAGED SAINT

MISSIONS 1-65 DANIEL KAUFMAN / BRIAN BOUDREAU

OPERATION SEWARD'S GHOST

MISSIONS 1-10 BRIAN BOUDREAU / SCOTT SLATER

OPERATION DRAGONSLAYER

MISSIONS 0-4 ROGER RAY

MISSIONS 5-39 ROBERT WHITNEY

MISSIONS 40-63 ROGER RAY

OPERATION FALSE DAWN

MISSIONS 1-10 ROGER RAY

OPERATION GORDIAN'S KNOT

MISSIONS 1-15 ROBERT WHITNEY

MISSIONS 16, 20, 24, 28-32 ROGER RAY

MISSIONS OF THE WEEK

MISSIONS 800-807, 810-813, 817-818 ROGER RAY