Miltech Mission Hub

Map Objects

Note
For advanced mission editor objects, see Advanced Map Objects

Scenario Objects

Spawn

When you add a **Spawn** object, it tells the mission where to start, and how to set up the flight.

Objective

Objectives are messages that show on the HUD. They tell the player what to do. But they're also a way to structure your mission (see Building Detailed Missions: Objectives, Triggers, and Activities).

End Mission

If you fire one of the end mission actions, a message is displayed on the HUD, and all mission execution is stopped. The objects placed in the world remain.

Triggers

Rectangle Trigger

A trigger based on a rectangular area in the world. You can set it to trigger when the player enters, is inside, or exits the area.

Circle Trigger

A trigger based on a circular area in the world. You can set it to trigger when the player enters, is inside, or exits the area.

Property Trigger

A trigger based on a variable such as speed or altitude. You use a trigger value to determine when it fires.

Timer Trigger

A trigger based on a countdown. Can also be displayed in the HUD.

Counter Trigger

A trigger based on a counter.

Landing Trigger

Triggers when the aircraft goes from flying to *wheels on ground* (or ship).

Takeoff Trigger

Triggers when the aircraft wheels leave the ground.

Parking Trigger

Triggers when the aircraft is stationary on the ground (or ship). It's also possible to wait for the engines to be shut down as well.

World

Marker

You can place a POI marker in the world.

Ship

You can place landable moving ships in the world. You can choose the heading and speed. You can also use the ship as spawn point.

Supercarrier

If you have the Supercarrier Pro addon, you can place the carriers in the world. You can also use the carrier as spawn point.

UK Carrier

If you have the Broken mention addon, you can place the carriers in the world. You can also use the carrier as spawn point.

Activities

Search and Rescue

You can add a rescue scene in the world, complete with objectives and rescue logic.

Firefighting

You can add fires that can be extinguished. The player will get objectives and be prompted to (re)fill their water bucket.

Submarine Intercept

You can spawn a submarine in the world that the player will have to find and intercept.

Submarine Attack

You can spawn a submarine in the world that the player will have to find, intercept, and disable.

Sling Load Start

You can place cargo in the world that can be picked up as a sling load. You need to connect this to a Sling Load End.

Sling Load End

Specifies an area where the sling load has to be delivered. You need to connect this to the Sling Load Start.

Route

Adding a route to your mission