Miltech Mission Hub

Search and Rescue

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

Attributes

Attribute	Description
Active On Start	**Enabled:** as soon as the missions starts, the rescue scene will be spawned and the related objectives will be shown. **Disabled:** you need to activate this activity during the mission.
Rescue Scene	Can be: • Sinking Sail Boat • Sinking Fishing Ship • Skier Rescue • Roadside Accident
Spawn Radius	Radius (meters) in which the SAR target is randomly spawned. (0 = exact location)
Show Direction	In the HUD, show the the exact direction to the SAR target.
Show Flare	Show a flare at the rescue scene.

Actions

Action	Description
Activate	If it wasn't active yet, the rescue scene will be spawned and the objectives will be shown.
Deactivate	The rescue scene will be removed from the world, and the objectives will be deactivated.

Events

Event	Description
Hoist completed	Fires when the target has been hoisted up into the aircraft.

See also

- You could start the mission on a Ship.
- After the hoist is complete, you may want to add an Objective to a nearby hospital.