Miltech Mission Hub

Spawn

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

Attributes

Attribute	Description
Spawn Type	State that the aircraft spawns in. Can be: • Shutdown • Runway (ready to fly) • Cruise • Final
Orientation	Heading of the aircraft in true degrees north (not equal to magnetic north)
Altitude	Altitude above sea level in feet
On Ground	Ignore the altitude and spawn on ground
Speed	Aircraft speed when spawned
Aircraft Title 2020 (Advanced Mode Only)	Select a specific 2020-native aircraft for the mission. Mission will load with the currently-selected aircraft if empty. The aircraft name must match the name found on the Aircraft Selection Tool, under Dev Mode/Tools.
Aircraft Title 2024 (Advanced Mode Only)	Select a specific 2024-native aircraft for the mission. Mission will load with the currently-selected aircraft if empty. The aircraft name must match the name found on the Aircraft Selection Tool, under Dev Mode/Tools.
Aircraft Livery 2024 (Advanced Mode Only)	Select a specific livery for the mission. Mission will load with the currently-selected livery if empty. The livery name must match the name found on the Aircraft Selection Tool, under Dev Mode/Tools.

Actions

Spawn doesn't have any actions. It gets executed automatically at the start of the mission.

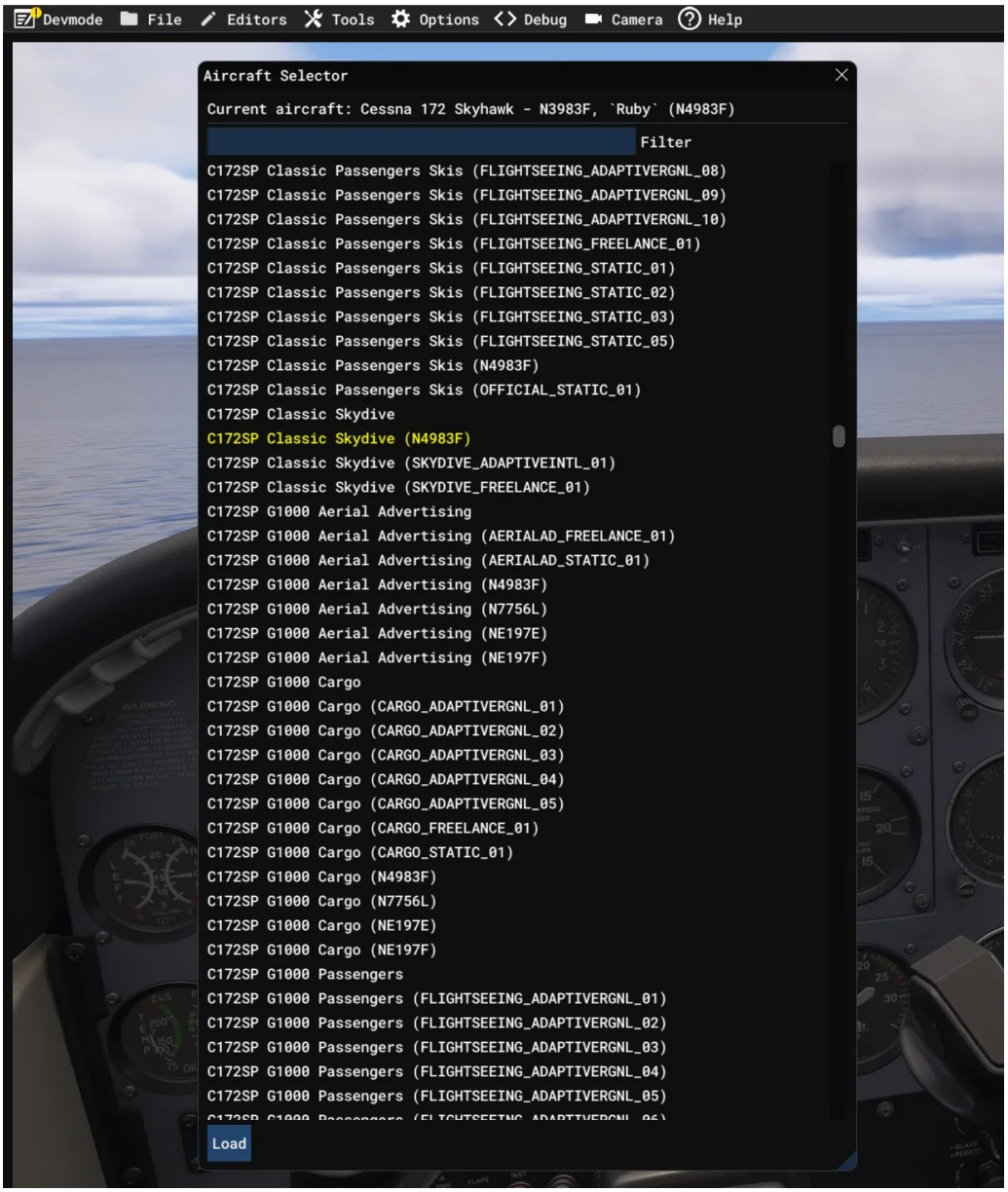
Events

Event	Description
Spawn Finished	Fired when the spawn is done, and the user has clicked the 'ready to fly' button

Aircraft/Livery Selection (Advanced Mode Only)

Use DevMode’s Aircraft Selector tool to identify the Aircraft Name and Livery Name. The aircraft name is shown in the list e.g., **C172SP CLASSIC SKYDIVE**, with the livery name displayed in parentheses (**N4983F**).

Copy these under the corresponding inputs on Mission Hub.



See also

You can also spawn on ships:\ Ship