Miltech Mission Hub

Advanced Map Objects

The advanced map objects are hidden by default. In the Mission Hub settings, you need to enable *Mission Editor Advanced Mode* by either clicking the gear icon on the Mission Hub home screen, or in the editor by clicking *Edit>Preferences*.

The advanced map objects rely on advanced SDK knowledge, and some require you to create a Mission Package to distribute custom assets.

Custom Dialog

Add custom dialog and sounds. Needs a Mission Package to distribute custom assets.

Custom Code

Use RPN code for advanced logic (e.g. setting/reading Lvars, complicated trigger conditions)

Custom Image

Add an image as a popup during the mission. Needs a Mission Package to distribute custom assets.

Custom SimObject

Add custom SimObjects. Make sure the player also has access to the SimObjects.

Custom Script

Add an MSFS mission script for advanced mission logic. Needs a Mission Package to distribute custom assets.