Miltech Mission Hub

Custom Script

For very advanced mission logic, you can add a custom script to your mission. A custom script refers to an MSFS Mission script, which can be an .xml or a compiled to .spb.

You can place the mission script on a certain location in the world. And objects placed at 0,0 in the mission script will be moved to the specified location. The script will stay available throughout the entire mission.

Place the script file next to the mission .json file.

Attributes

Attribute	Description
Script Path	Path to the custom script file, without extension (e.g. SavedScenarioFiles\CustomScript)
Altitude	Altitude above sea level in feet
Orientation	Heading in true degrees north (not equal to magnetic north)

Actions

Custom Script doesn't have any actions or events, but you can use Custom Code to communicate using Lvars.

See also

- Simpler logic: Custom Code