Miltech Mission Hub

Custom SimObject

You can add any SimObject that you have installed to the world. You can give the SimObject a constant speed. Routes are not supported yet.

Caution
Other players may not have the same SimObjects installed as you. If you share the mission, the custom SimObjects may not show up for them.

Attributes

Attribute	Description
Active On Start	**Enabled:** the SimObject will be visible as soon as the missions starts **Disabled:** you need to activate the SimObject during the mission
SimObject Title	Title of the Sim Object. See How to find the SimObject title
Is Aircraft	Is the SimObject an aircraft?
Orientation	Heading of the SimObject 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	Speed of the SimObject in knots
Simobject Spawn Radius	Radius (meters) in which the SimObject is randomly spawned. (0 = exact location)

Actions

Action	Description
Activate	Spawn the SimObject in the world
Deactivate	Remove the SimObject

Events

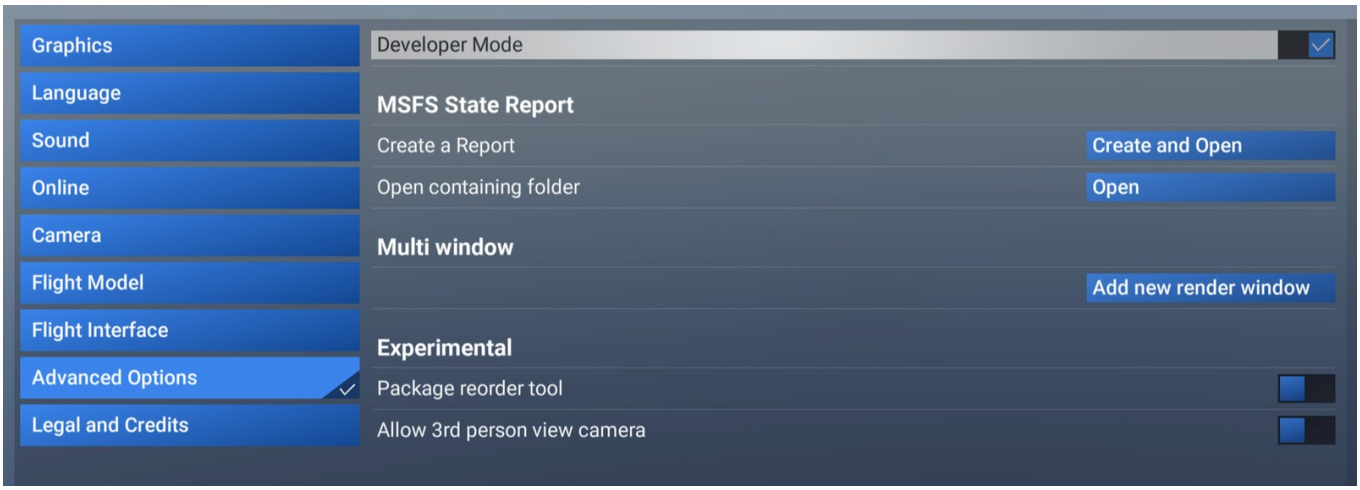
Custom SimObject doesn't have any events.

How to find the SimObject title

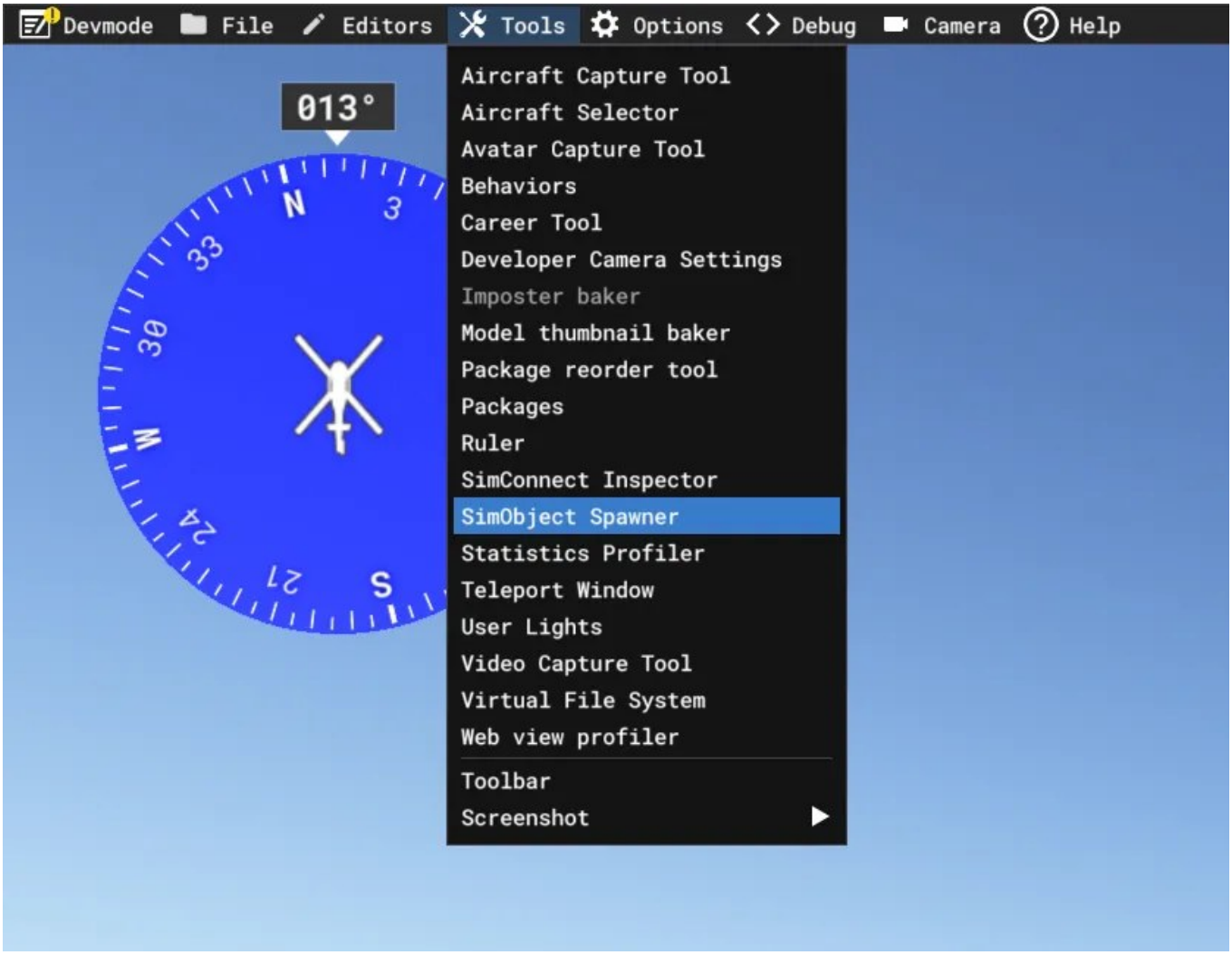
MSFS2024

1. Enable Devmode

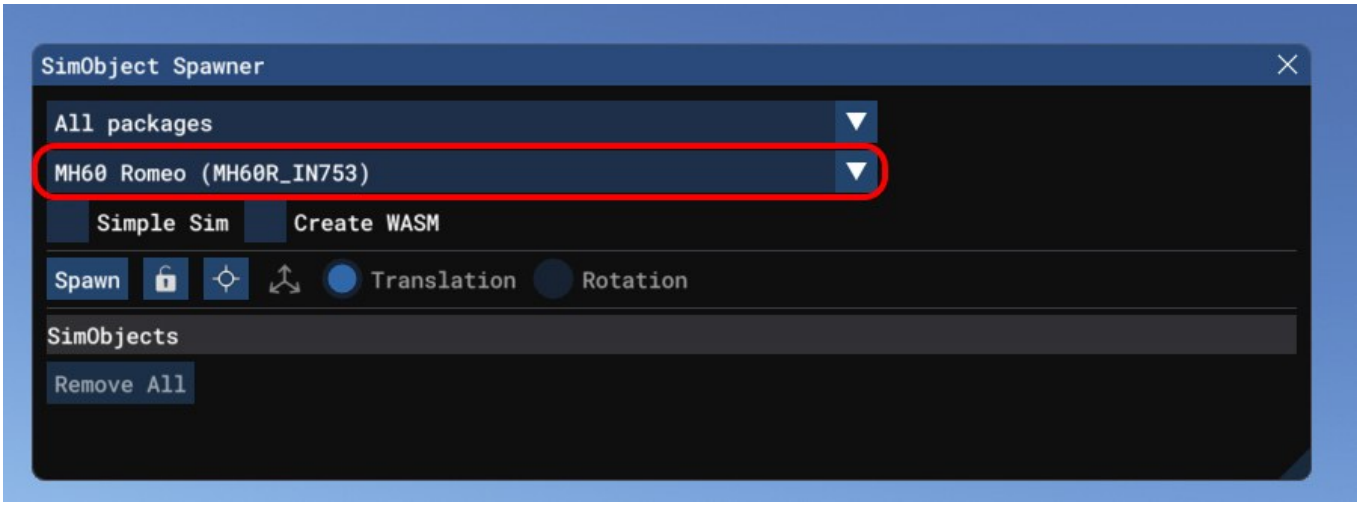
Under *General* settings, in the tab *Advanced Options*, enable *Developer Mode*.



2. Open the SimObject Spawner tool



You can search through all SimObjects, and filter per package.



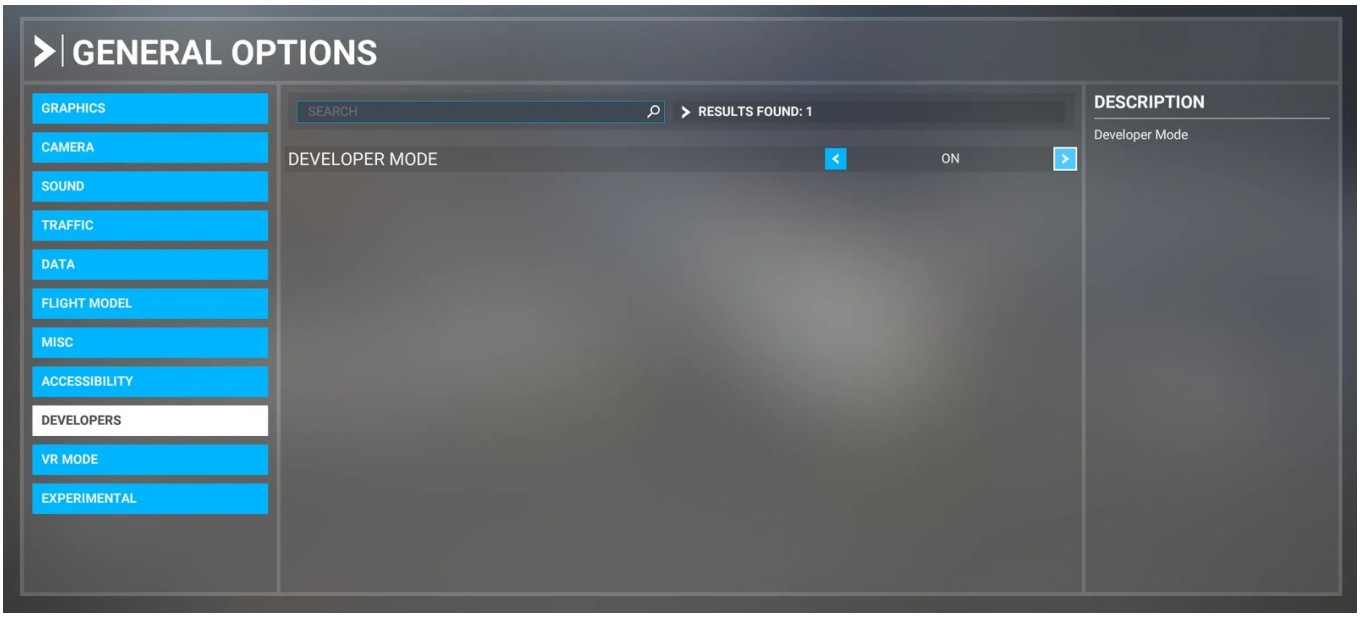
3. Copy the SimObject Title without brackets

The selection dropdown gives you the SimObject title you need to enter in the Mission Hub. You should not add the part inside the brackets, as that is the livery name and not part of the SimObject title.

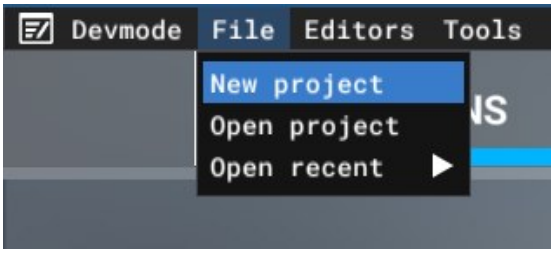
> Caution
> You need to type the title exactly, without the part between brackets, to have it successfully spawn in your mission.

MSFS2020

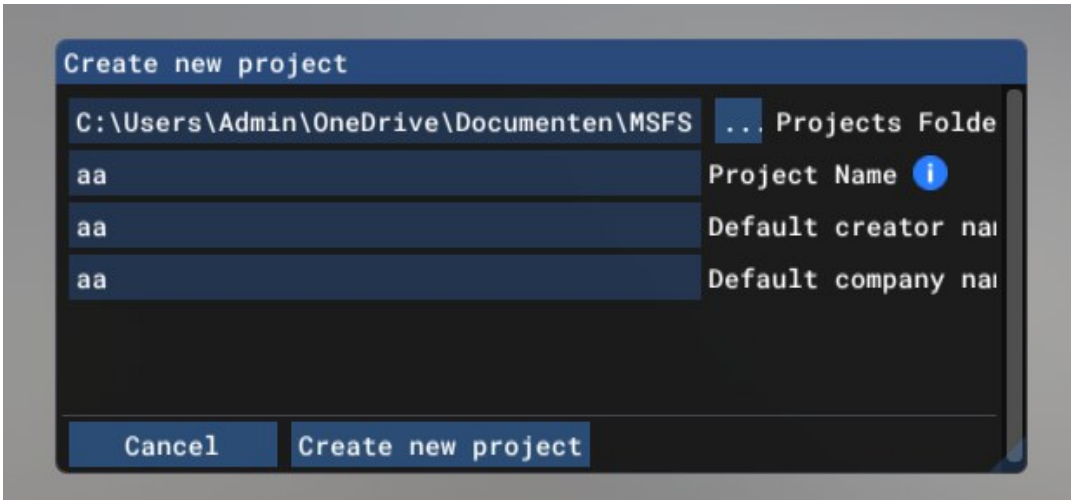
1. Enable Devmode



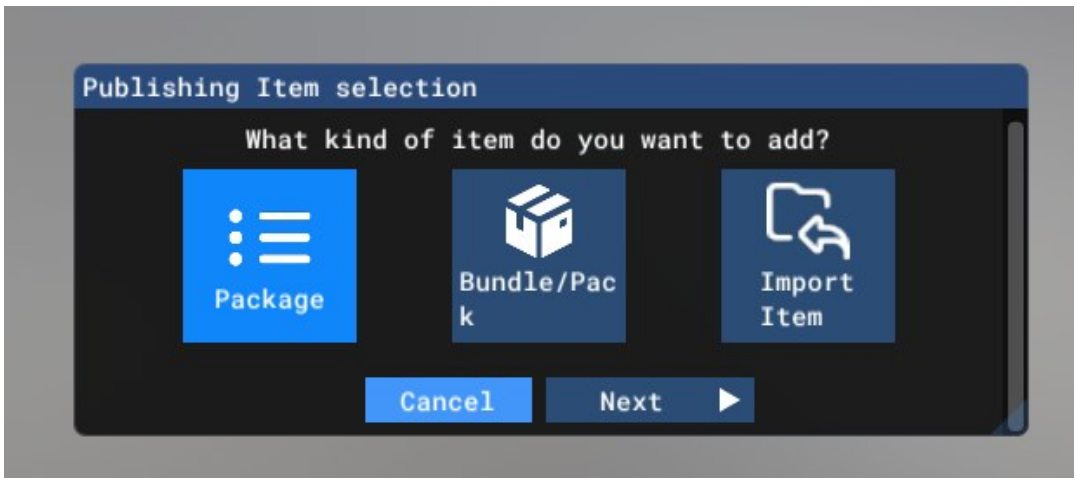
2. Create a new project



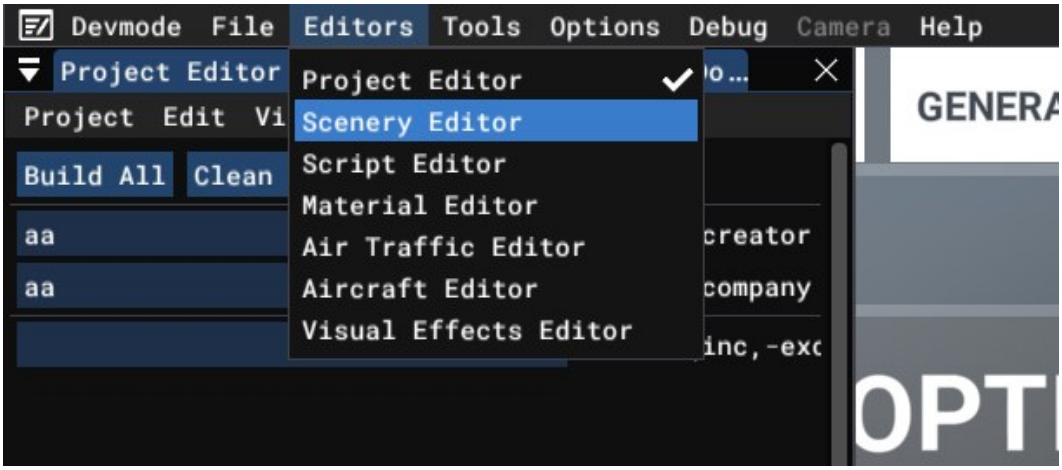
It doesn't matter what you fill in here. Click create new project.



On the next screen, click Cancel

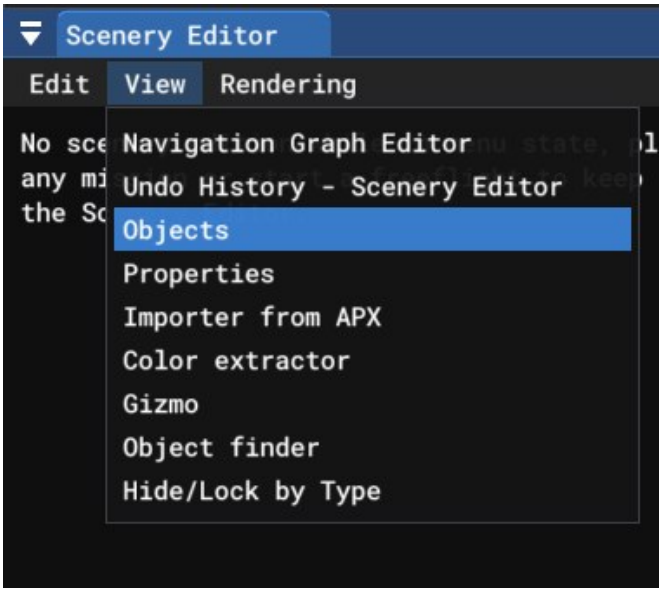


3. Open the scenery editor

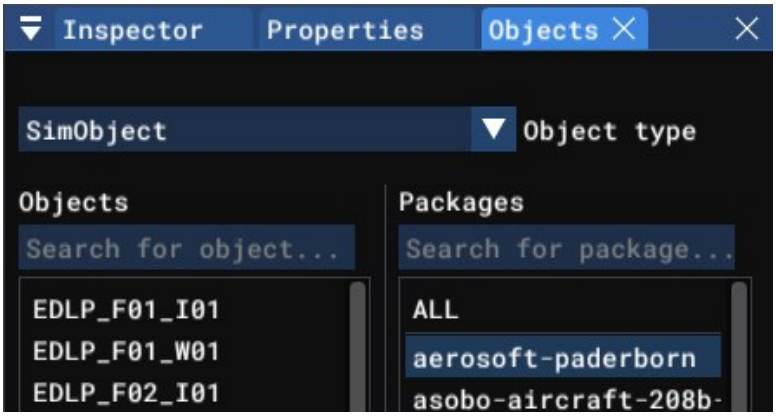


4. Use the Objects panel

In the scenery editor, click the View dropdown, and enable the Objects panel.



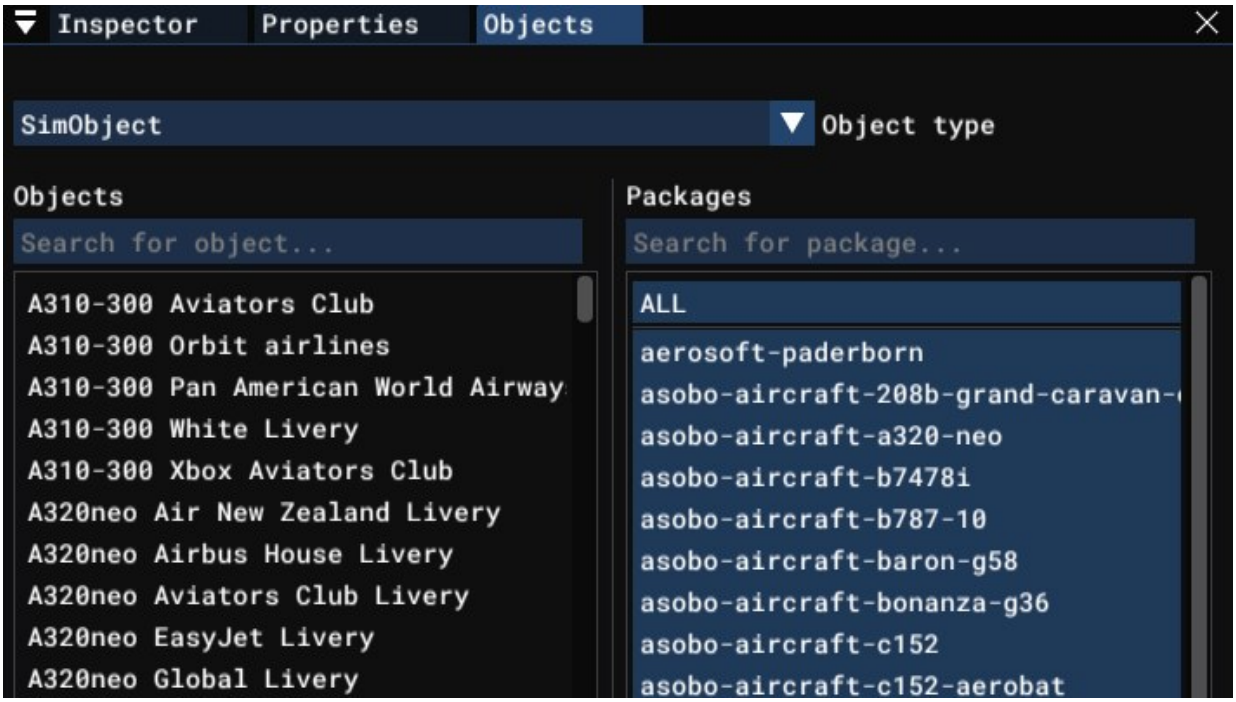
Now the *Objects* panel should be visible. In the *Object type* dropdown, select *SimObject*.



On the right side of the panel, you see the Packages.

You can select ALL, to see all installed SimObjects, or select the package that contains the SimObject you want to use.

On the left side of the panel, you see a list of all SimObject titles.



5. Copy the SimObject Title

From the left side of the Objects panel, choose the SimObject you want to use. You need to type that title exactly in the Mission Hub in order to have it successfully spawn in your mission.

See also

- Map Objects