Miltech Mission Hub

SAR SimObjects

Objects created for Search and Rescue Missions.

Model Setup

- Node MMH_RESCUEE
- Node MMH_SMOKE_FLARE

Model.xml

```
// Some code
```

SimObject Setup

{SIMOBJECTNAME}.xml

```
<?xml version="1.0" encoding="utf-8"?>
<ModelInfo guid="{SIMOBJECTGUID}" version="1.1">
<LODS>
<LOD minSize="0" ModelFile="{SIMOBJECTNAME}.gltf"/>
</LODS>

<Behaviors>
<Include ModelBehaviorFile="Asobo\Misc\GroundVehicles.xml"/>

<Include ModelBehaviorFile="Asobo\Generic\FX.xml"/>


<Component ID="MMH_SMOKE_FLARE_VFX">
<OverrideTemplateParameters>
<FX_GUID>{E9193091-7488-4A9B-BA47-C9A1FB209052}</FX_GUID>
<FX_CODE>1</FX_CODE>
</OverrideTemplateParameters>
<Component ID="MMH_SMOKE_FLARE_VFX" Node="MMH_SMOKE_FLARE">
<UseTemplate Name="ASOBO_GT_FX"/>
</Component>
</Component>

<Component ID="MMH_SMOKE_FLARE" Node="MMH_SMOKE_FLARE">
<Visibility>
<Parameter>
<Code>(L:MMH_SMOKE_FLARE) 1 ==</Code>
</Parameter>
</Visibility>
</Component>

<Component ID="MMH_RESCUEE" Node="MMH_RESCUEE">
<Visibility>
<Parameter>
<Code>(L:MMH_RESCUEE_PICKED) 0 ==</Code>
</Parameter>
</Visibility>
</Component>

</Behaviors>

</ModelInfo>
```

model.cfg

```
[models]
normal={SIMOBJECTNAME}.xml
```

sim.cfg

```
[fltsim.0]
title= {SIMOBJECTNAME}
model=
texture=

[General]
category=StaticObject
DistanceToNotAnimate=7500
```

PackageDefinitions

{PACKAGENAME}.xml

Add entry:

```
<AssetGroup Name="{SIMOBJECTNAME}">
<Type>SimObject</Type>
<Flags>
<FSXCompatibility>false</FSXCompatibility>
</Flags>
<AssetDir>{PATH}</AssetDir>
<OutputDir>{PATH}</OutputDir>
</AssetGroup>
```