Miltech Mission Hub

Adding a route to your mission

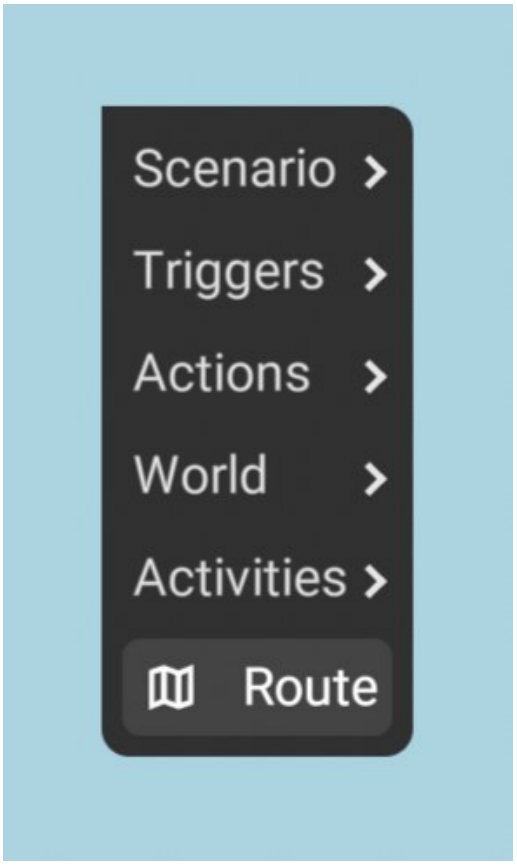
Learn how to add and edit a flight route for your mission that is displayed to the players on both the map and aircraft systems.

A route is a flight plan that can guide the player through the mission, displayed both on the in-game map and onboard aircraft systems.

Adding a Route

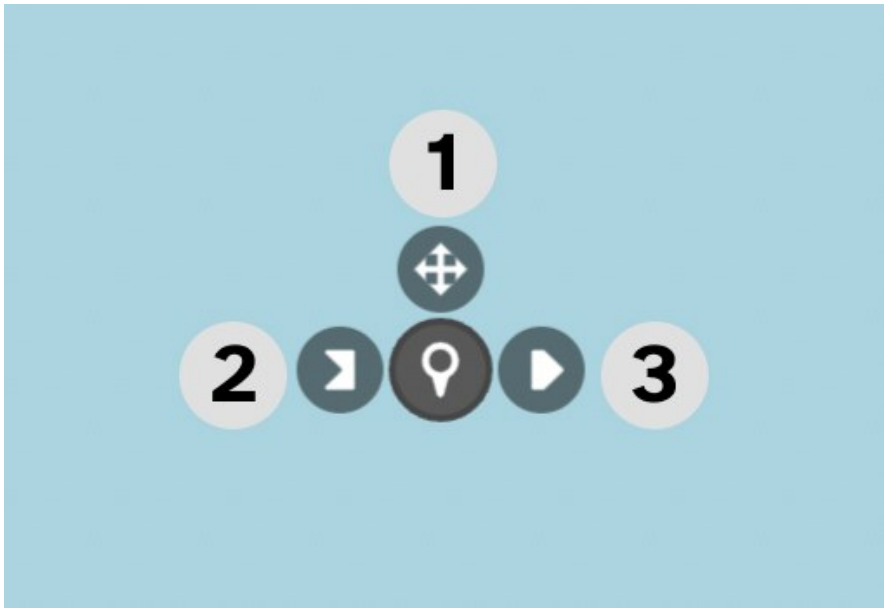
Routes guide the player through the mission, providing waypoints on the in-game map and aircraft systems.

Add the first waypoint



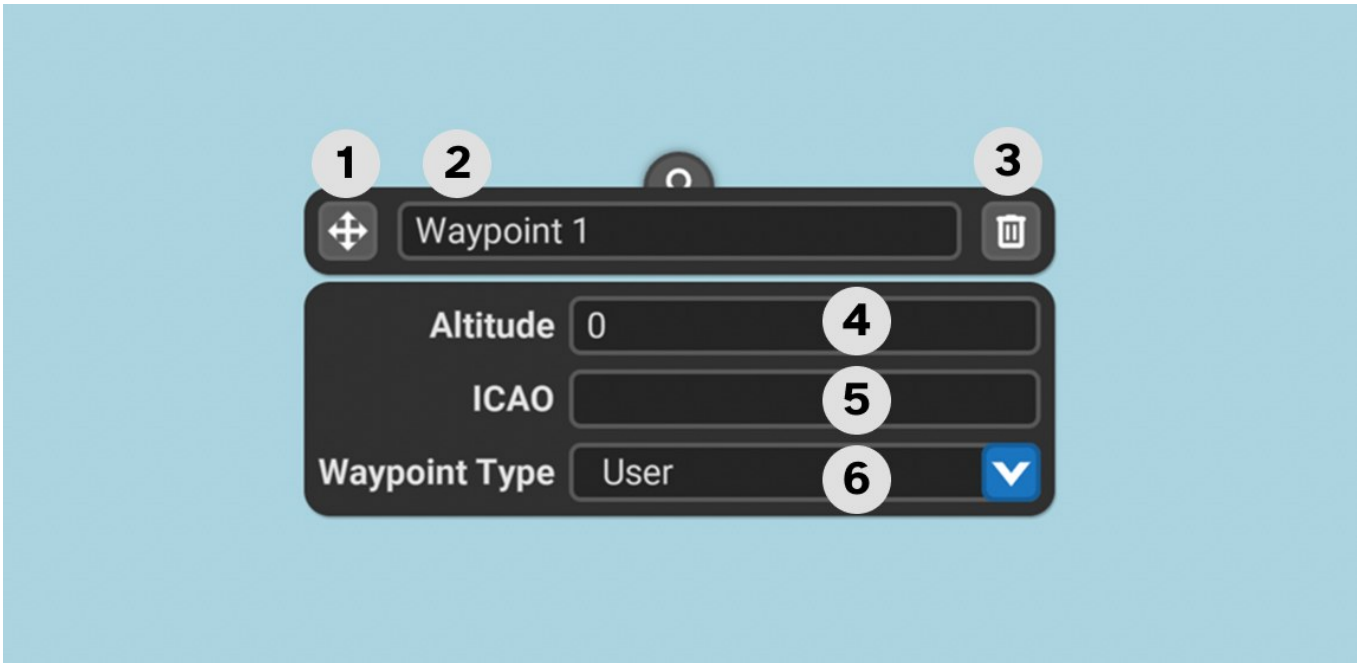
Click the map and select Route from the object popup

Use the route editing mode to add, move or delete waypoints



With the quick buttons next to the waypoint, you can:

1. Move the waypoint
2. Add a waypoint before
3. Add a waypoint after

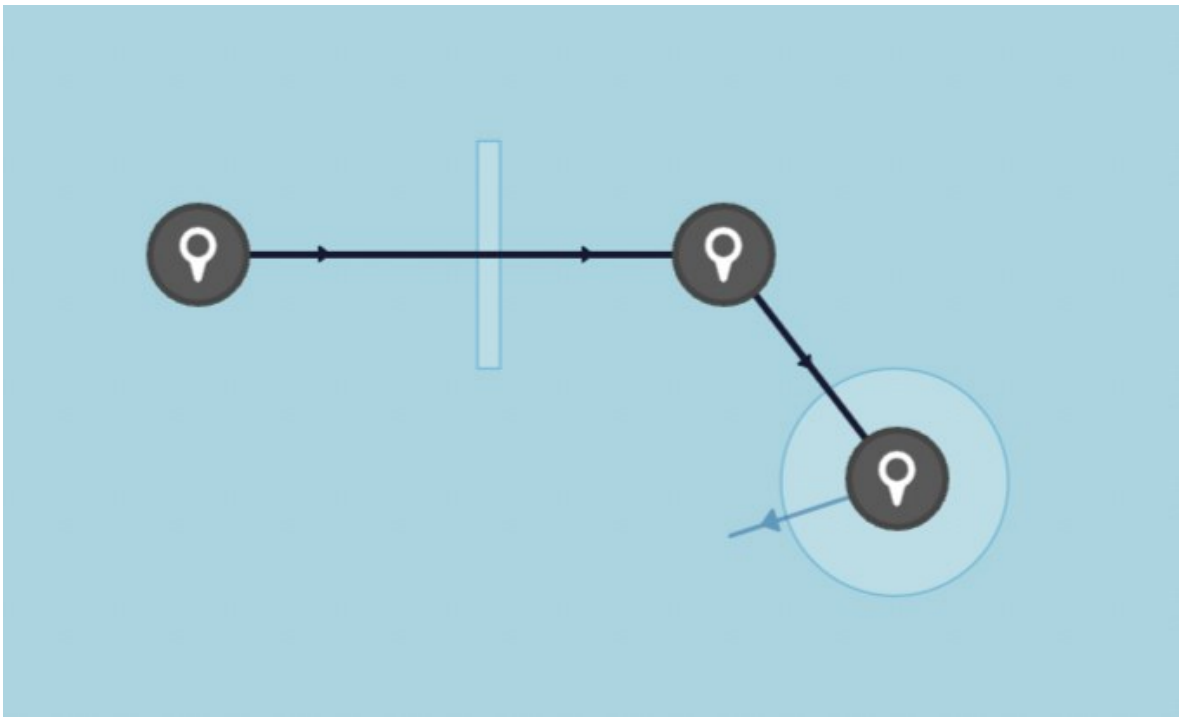


To open the waypoint details, click on the waypoint. Here you can:

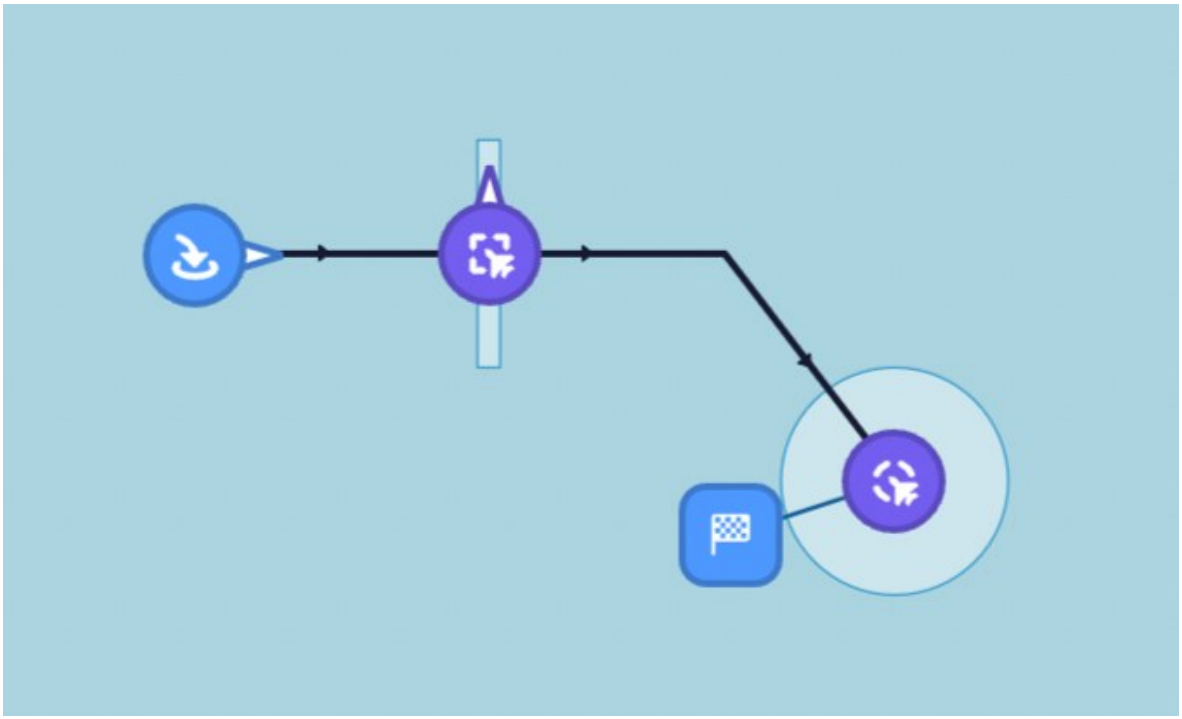
1. Move the waypoint
2. Name the waypoint. In contrast to the names of Map Objects, this name will be displayed to the player during the mission.
3. Delete the waypoint

4. Set the altitude (optional)
5. Set the ICAO (optional). If the waypoint is an airport.
6. Set the waypoint type: * User: Any custom waypoint * Airport: If the waypoint is a specific airport. Also set the ICAO in this case.

Finish route editing



Route editing mode



Regular route display

To finish, click anywhere outside the route. Re-enter editing mode by clicking the route again.

When editing the route, the other map objects are hidden. When you exit route editing, the map objects will appear again, on top of the route.

Note
Only one route can be active and it is static (set at mission start and cannot change during the mission).