Miltech Mission Hub

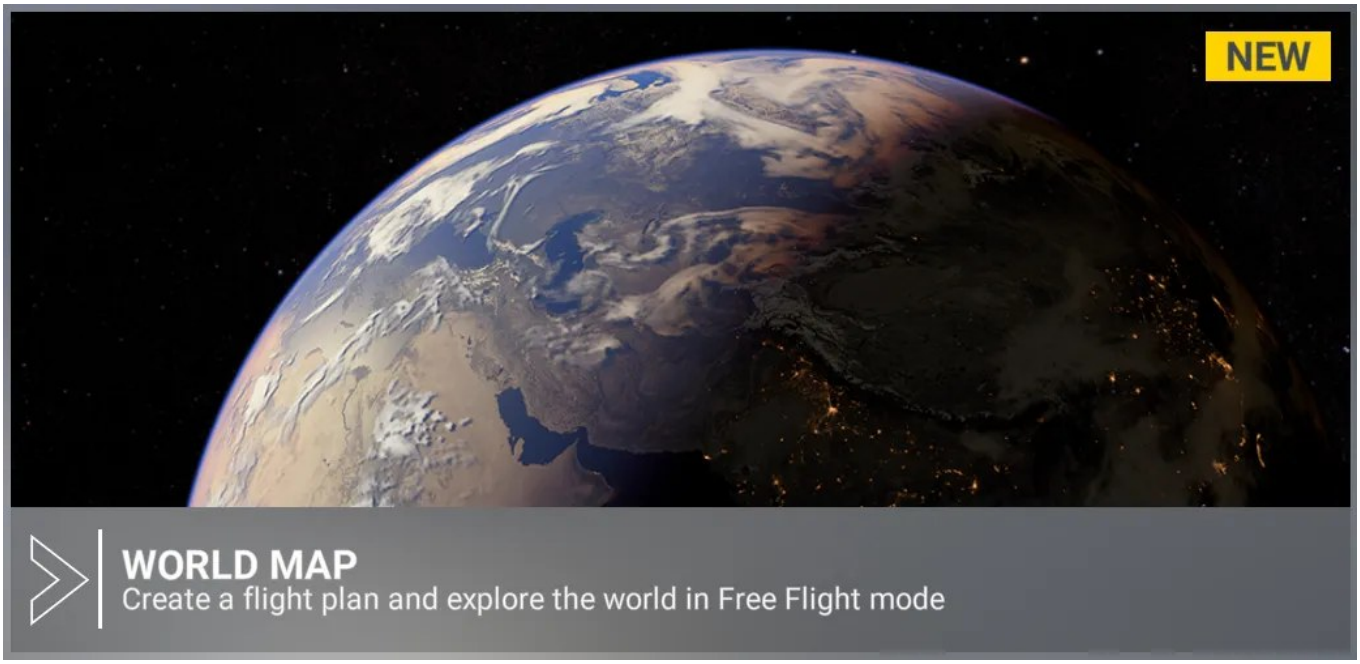
Quick Start: Creating Missions

Gives a quick overview of the UI and basic process for creating missions.

Welcome to your first steps in mission creation! This guide will walk you through building a simple mission: setting a spawn point, adding activities, and placing world objects. Once you're comfortable here, the next article will show you how to unlock more advanced features using connections.

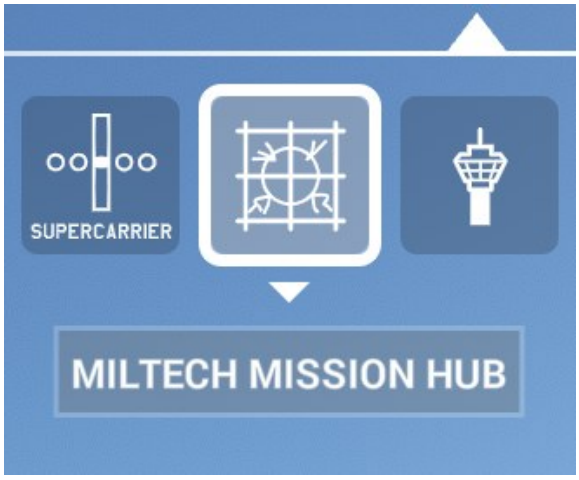
Creating Missions

Start a flight with the desired aircraft and at the desired location



First, start a flight with your chosen aircraft, at the location where you want your mission to begin.

Open the Miltech Mission Hub toolbar panel



Open the Mission Editor

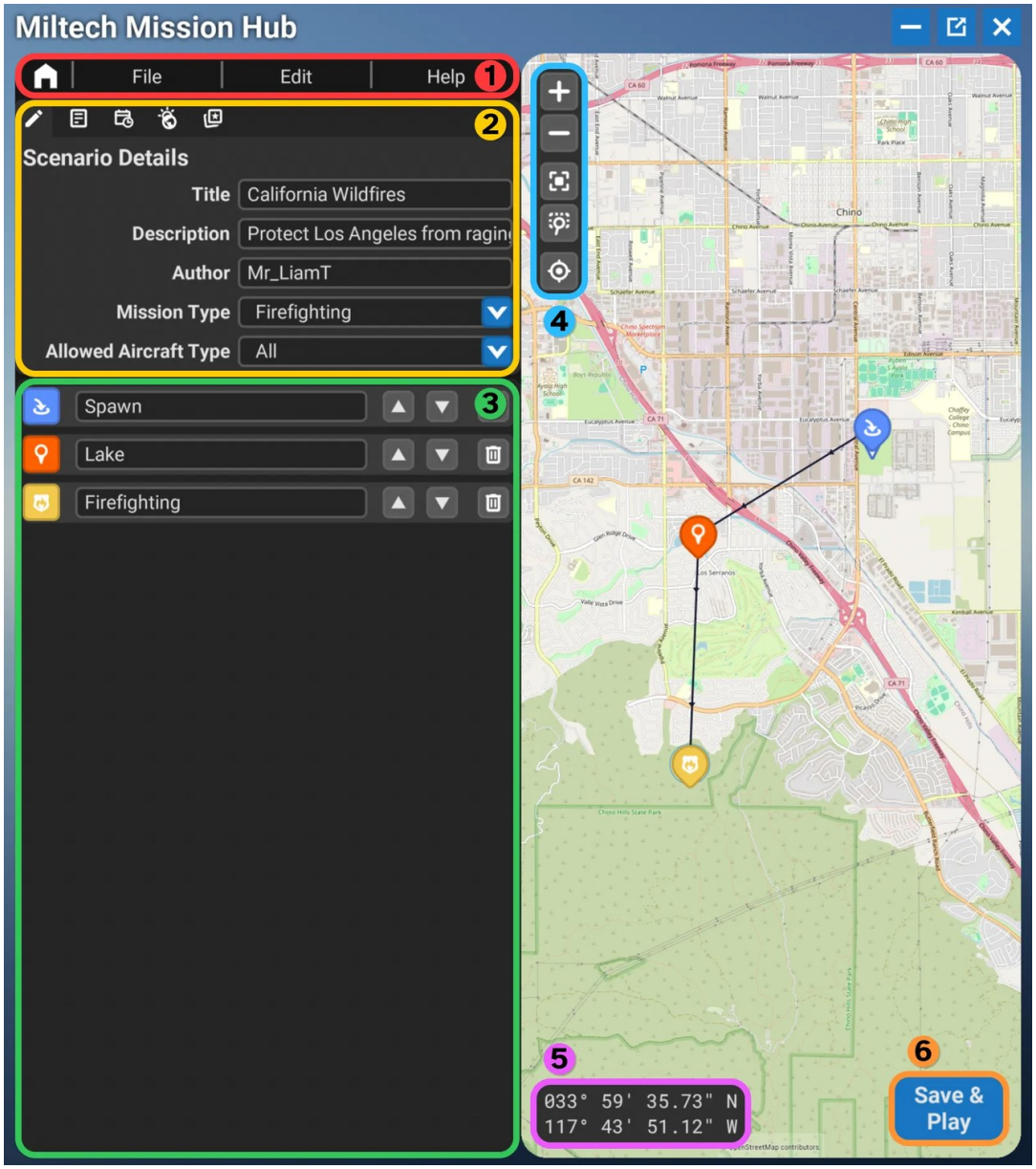


Click **Create Mission** to launch the mission editor with a blank mission.

Recently opened missions are listed below the button for quick access. You can open them in the editor, or play them directly.

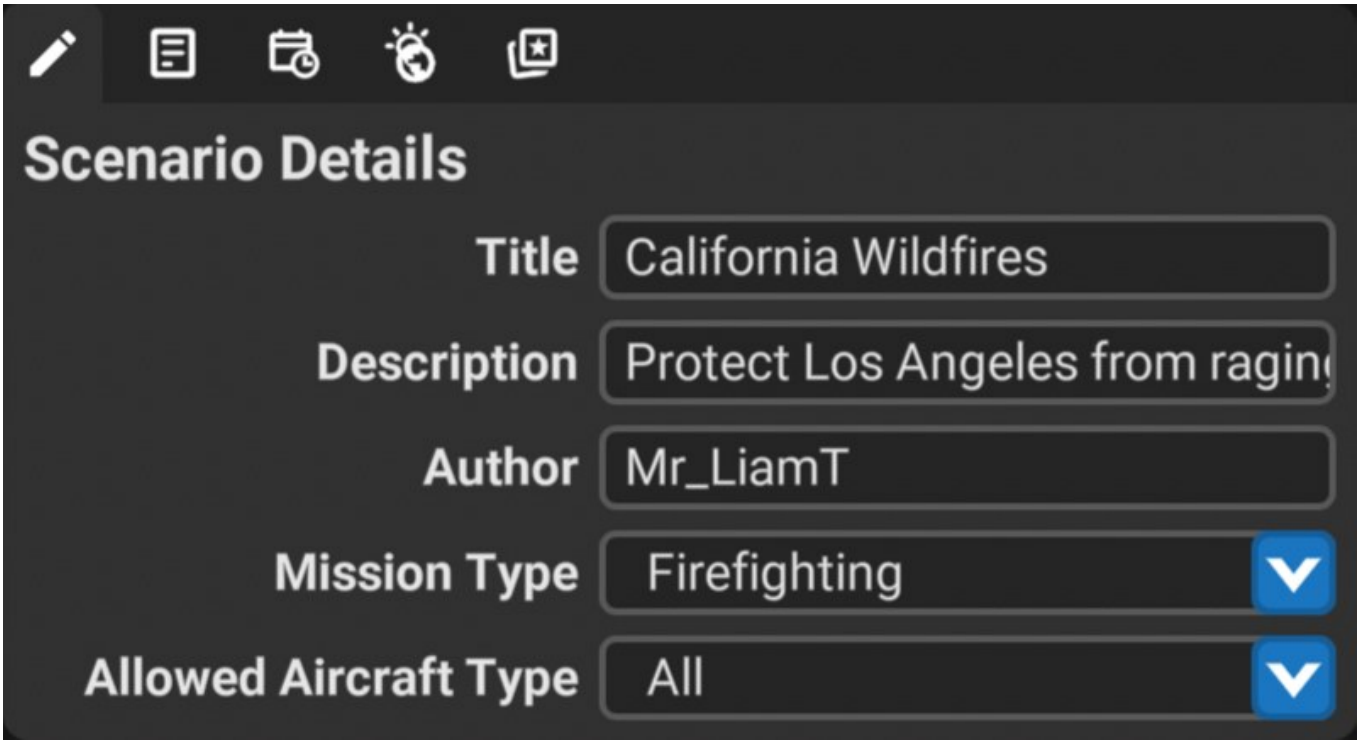
Use the ▣ **Open file manager** button at the bottom to view or delete your missions.

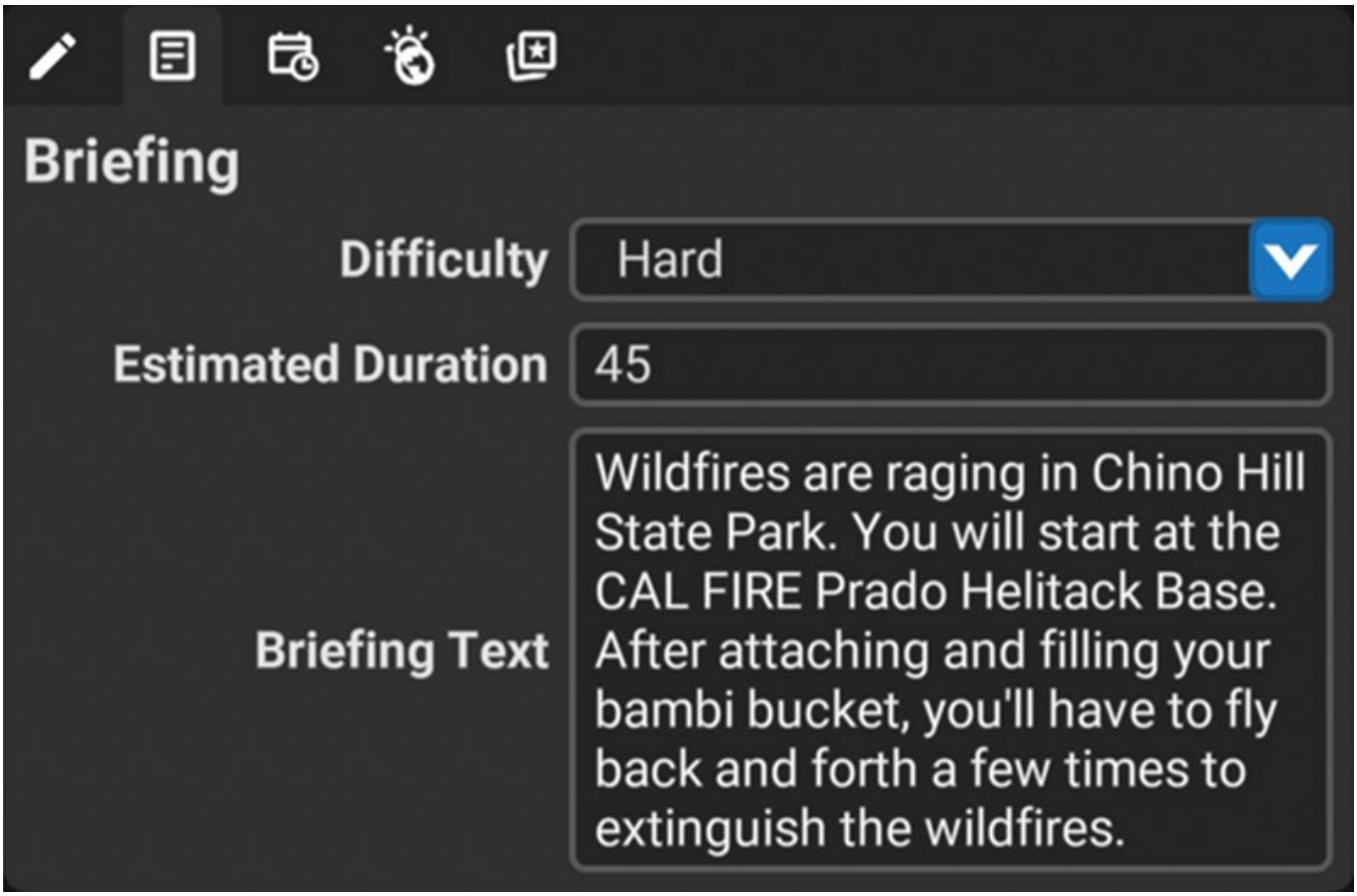
Get to know the Mission Editor UI



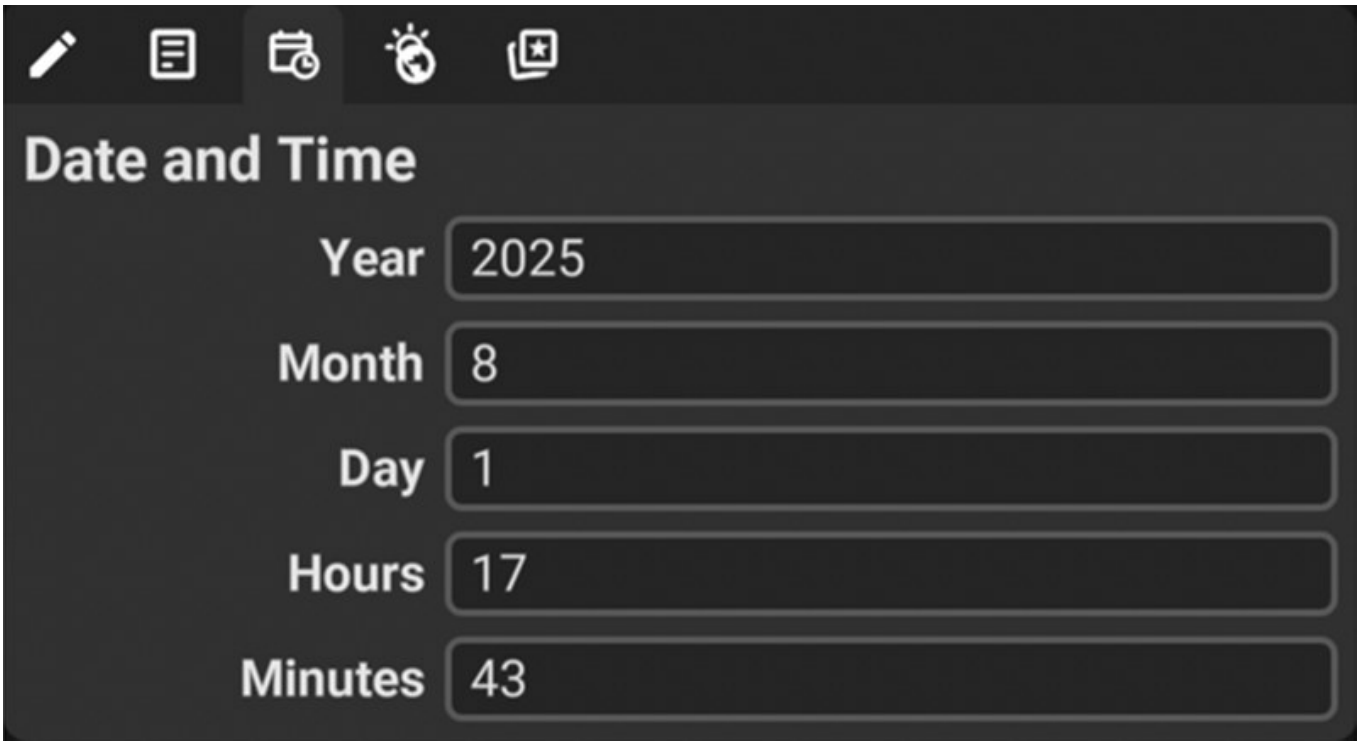
1. **Top Bar** * Go home * Open/Save mission files (including autosaves) * Edit your preferences * Help (Docs, Discord, Support)
2. **Mission Settings** * Define scenario details * Define briefing * Set date and time * Set weather and traffic
3. Object List * Overview of all map objects in your mission.
4. Map Controls * Zoom in * Zoom out * Zoom to show the whole mission * Zoom to a selection * Center on your aircraft
5. Coordinate Viewer * Displays the coordinates of your cursor, or of the map object you have selected.
6. Save & Play Button * Play or test your mission. The mission will be saved before playing, so you don't lose your progress.

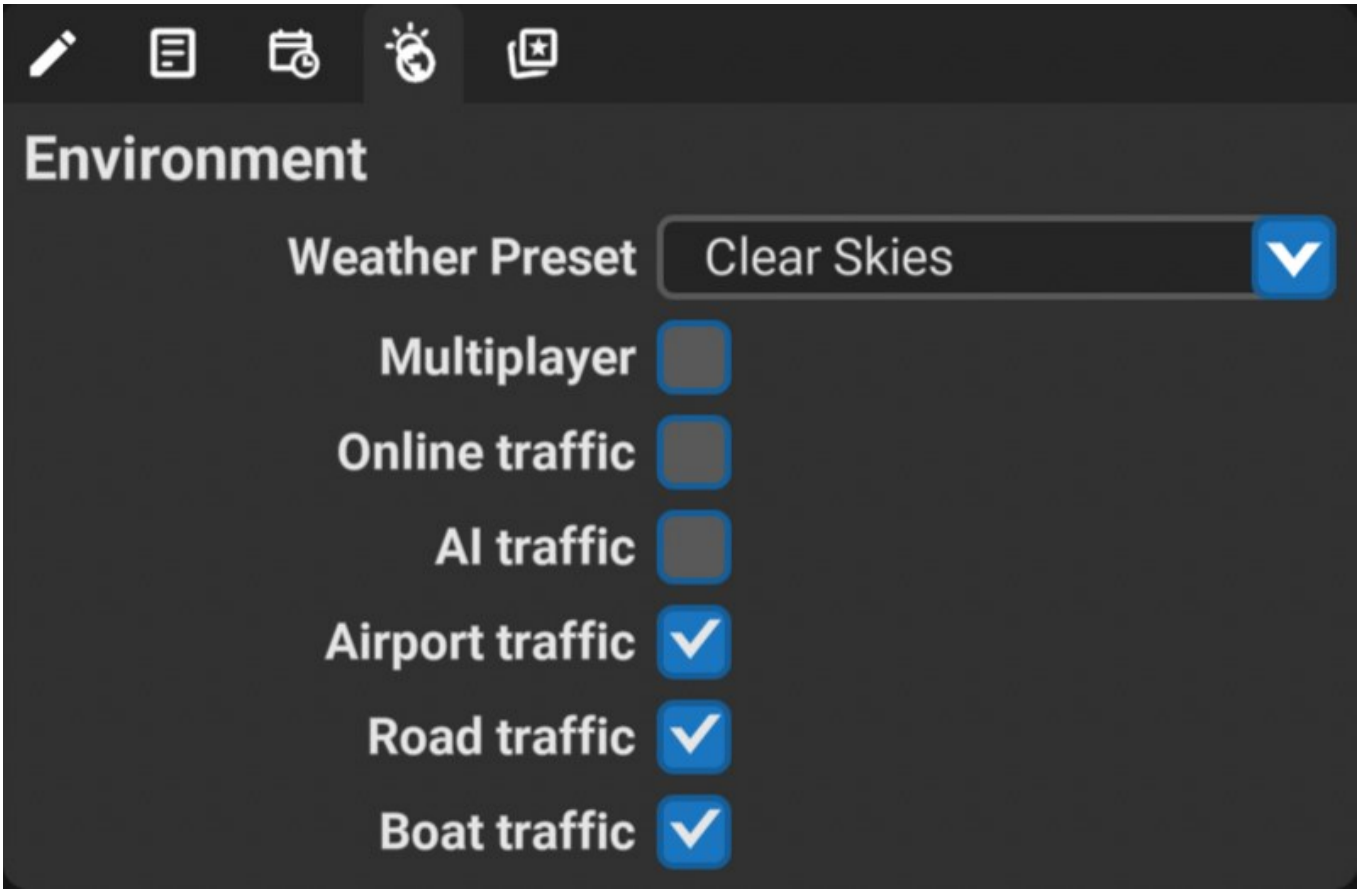
Setup Mission Settings





The **Scenario Detail** and **Briefing** sections need to be filled in to display in the 'My Missions' page, and during the mission.

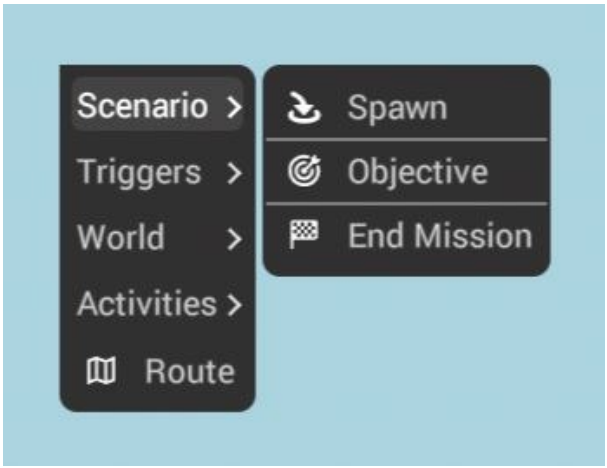




The **Date and Time** and **Environment** sections can be edited to set the state of the world during the start of the mission. They can also use the default settings.

Note
See Mission Settingsfor a more detailed explanation about what all the different mission settings do.

Add Map Objects



Click anywhere on the map to place a **Map Object**. You'll see categories to choose from:

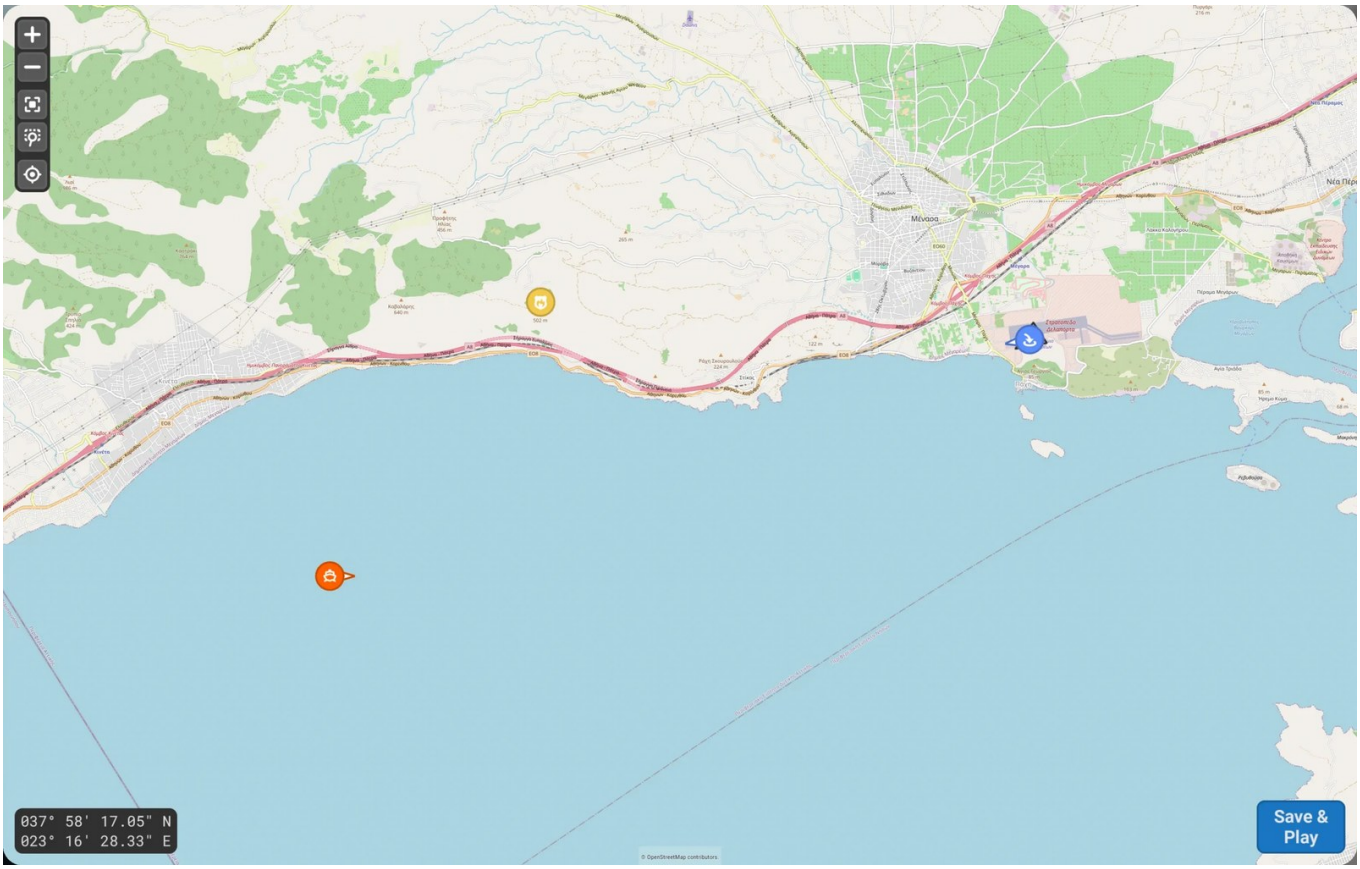
- **Scenario**\ Core elements like where the player spawns, mission objectives, and the mission end point.
- **Triggers**\ Elements that wait for specific events, such as landing or entering an area, and need to be connected to other objects.
- **World**\ Objects visible in the 3D world, such as Points of Interest markers, ships, or custom simobjects.
- **Activities**\ Special activities, like firefighting, search and rescue, submarine missions, or sling load operations.\ *For simple missions, it's recommended to add just one Activity.*
- **Route**\ The flight plan for the mission. See: Adding a route to your mission

Note
You can add as many World objects as you like (e.g. ships, markers, or custom simobjects) along with your activity and spawn point.

Note
See Map Objects for more info on the different types of Map Objects.

Example: Simple Firefighting Mission

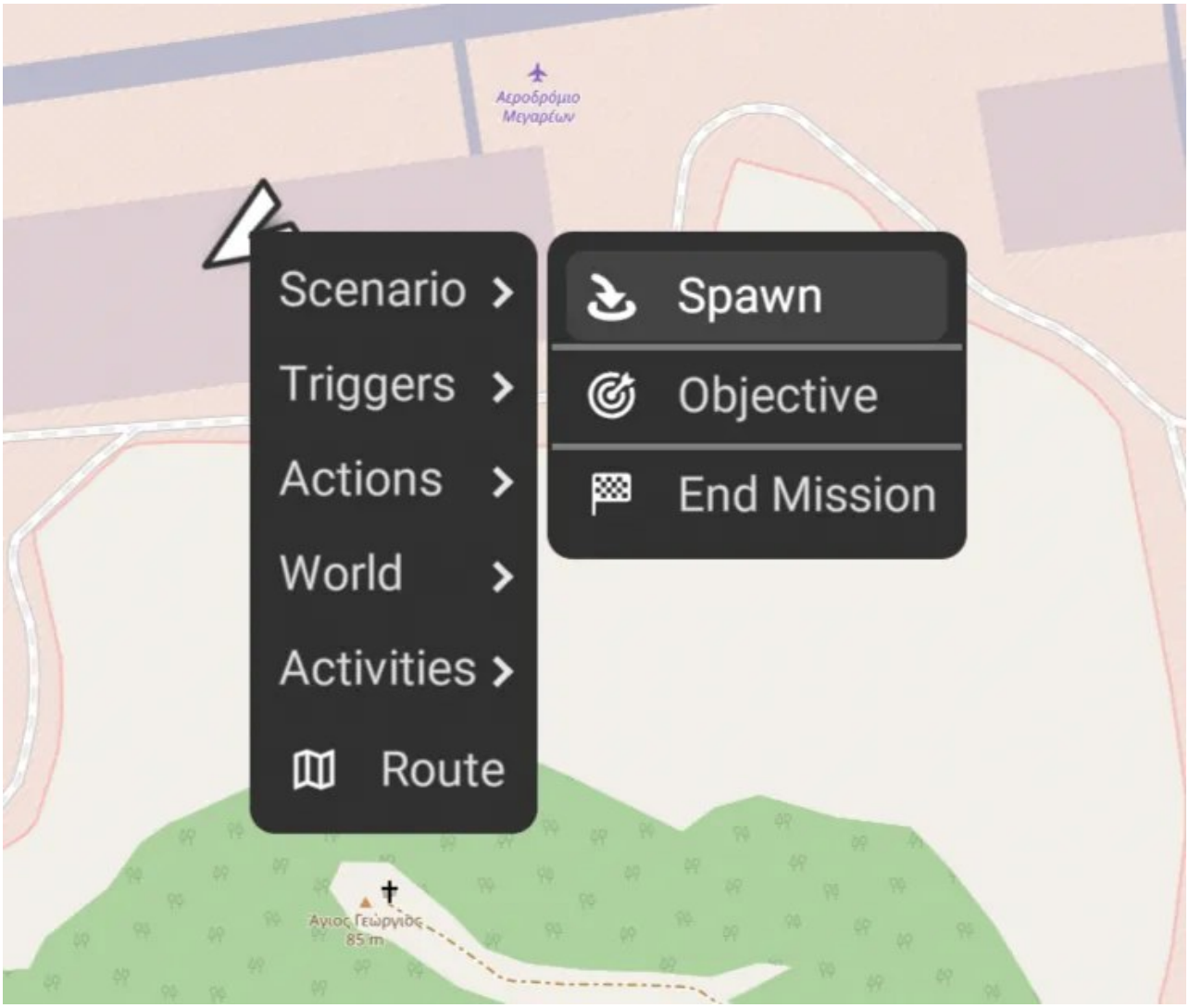
We'll first make a simple mission involving just 3 objects: a **Spawn**, a **Firefighting** activity, and a **Ship**.



The completed mission

For a simple firefighting mission, we'll place our aircraft in a location that is prone to wildfires. In this example, parked on a military base 80km west of Athens, Greece.

Add a spawn point



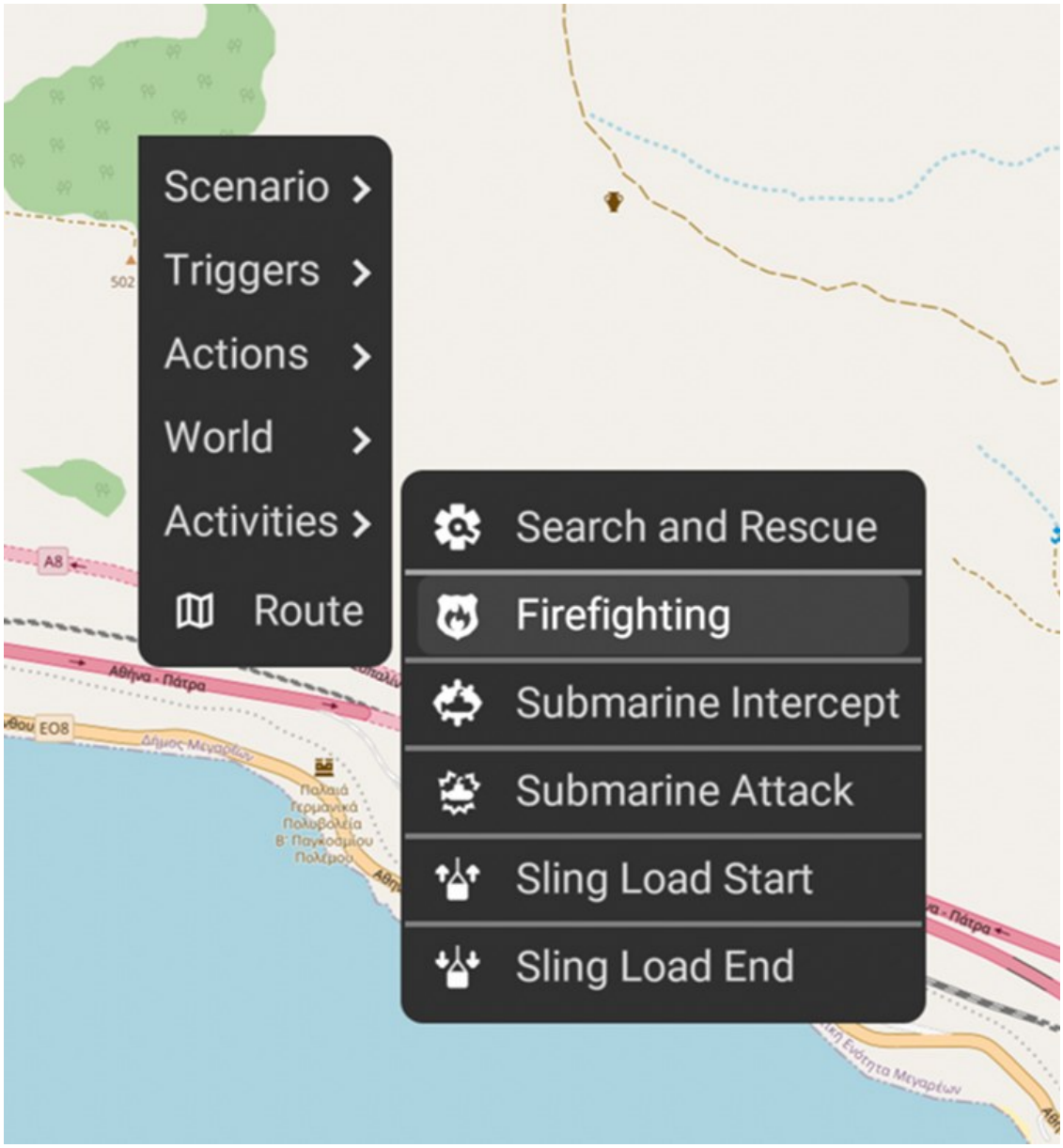
With the aircraft positioned on a parking spot, we'll zoom in to our location. Click on the aircraft location and add a Spawn object.

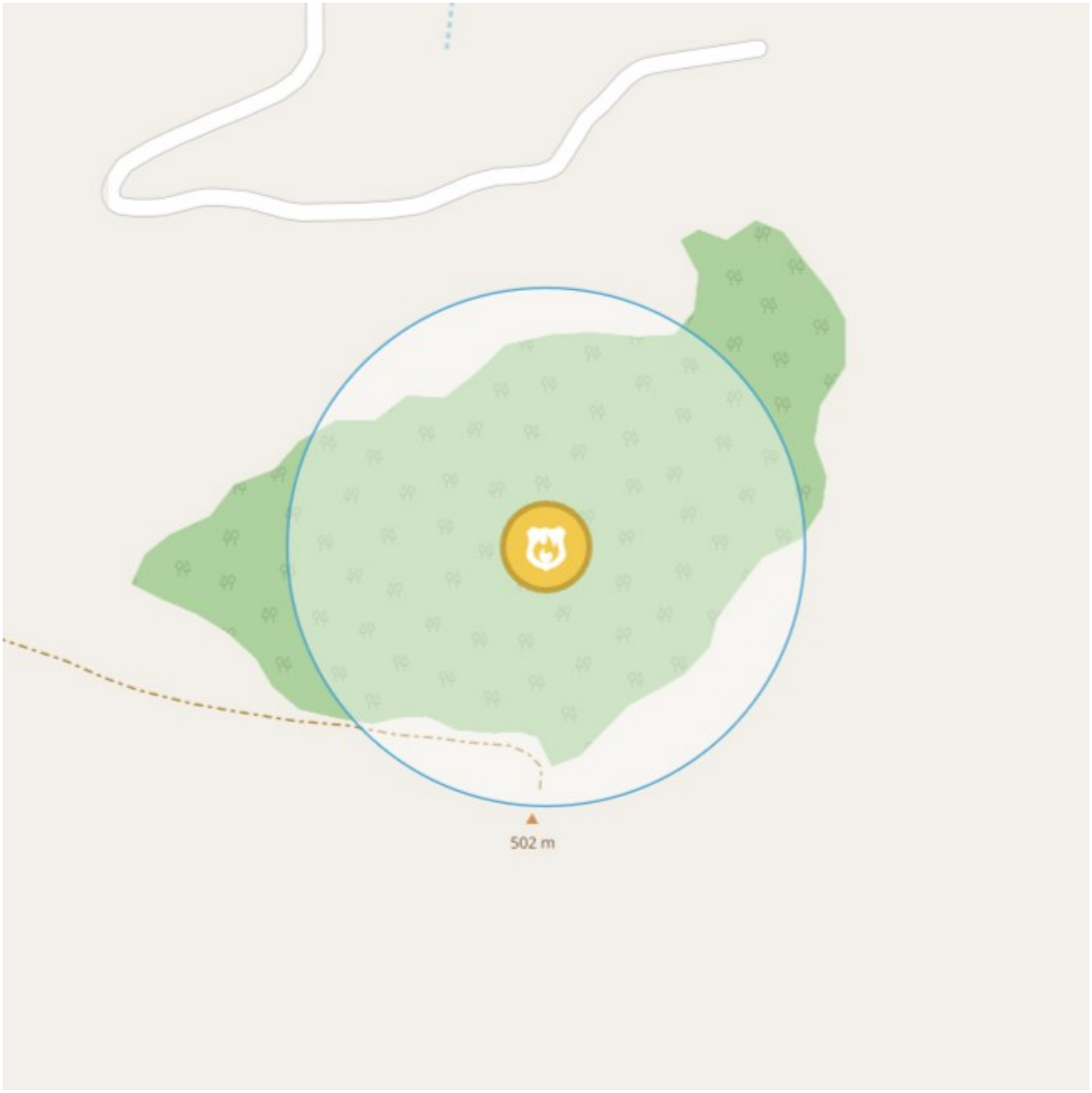


You'll see the Spawn object on the map. It has an arrow that points to the orientation that the aircraft will have on spawn.

Note
You may also use a **Ship** as a spawn point

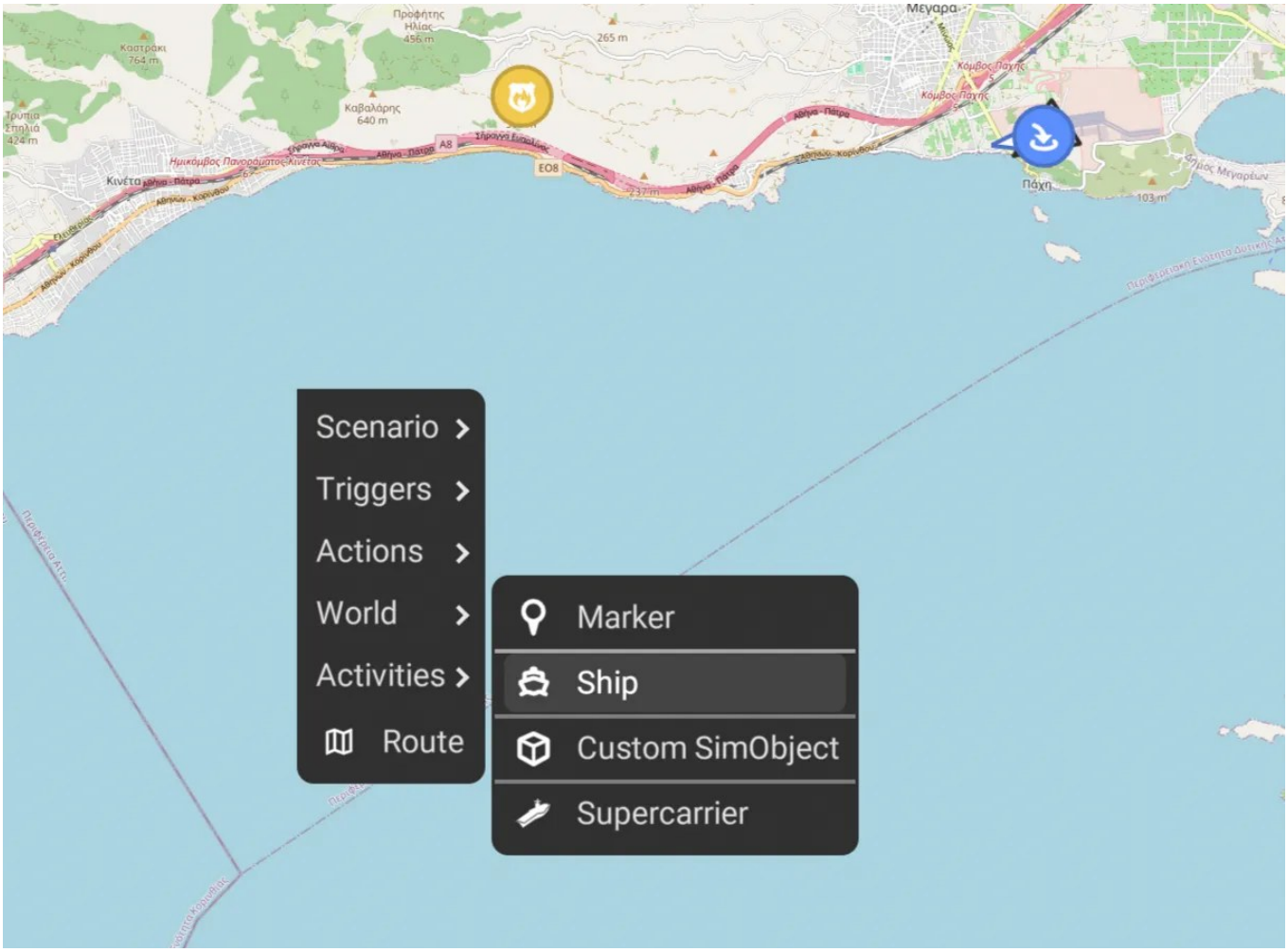
Add an activity





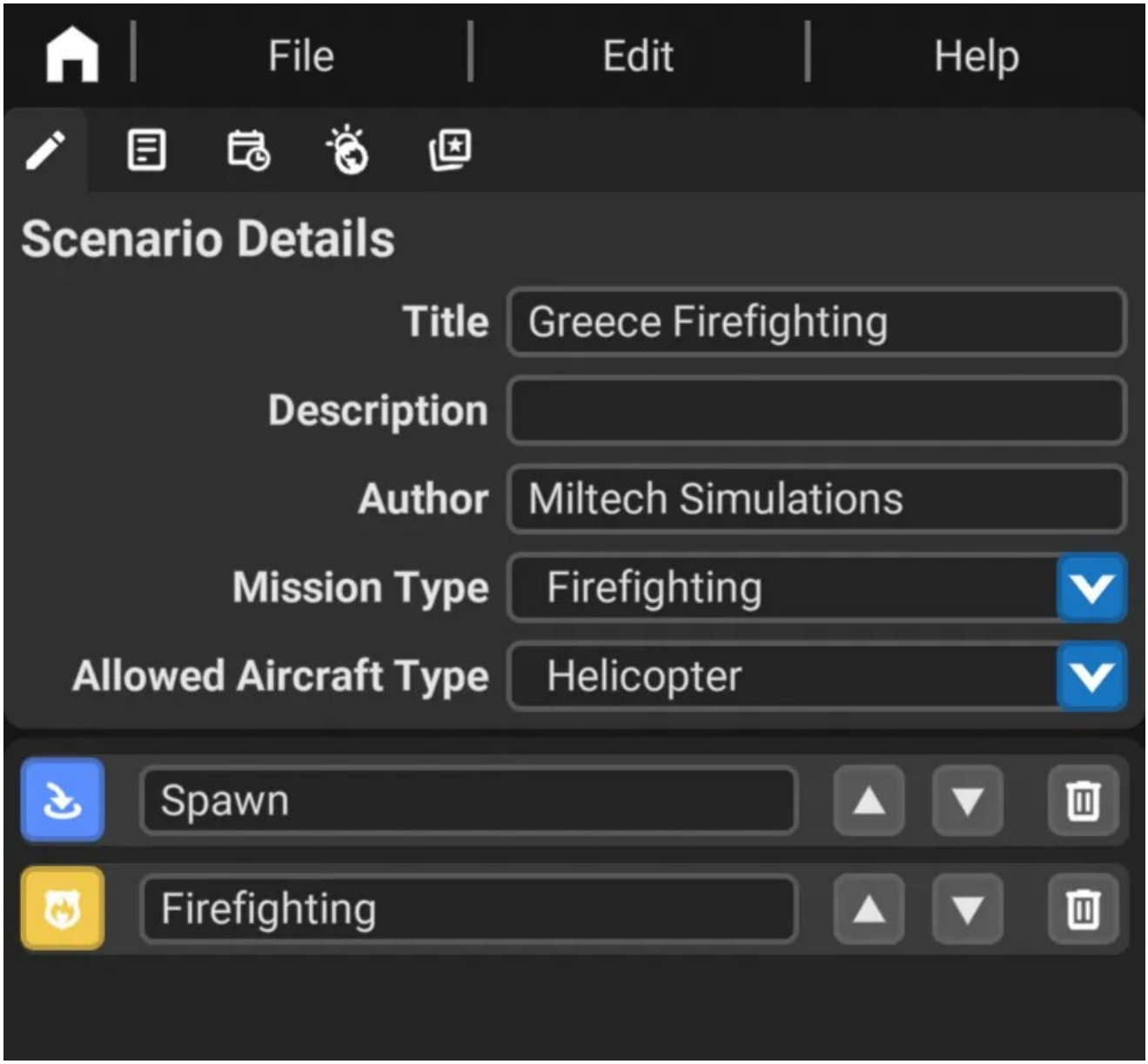
Next, we'll add a Firefighting activity in a forested area.

(Optional) Add World Objects



Just for fun, we'll place a ship near the mission to serve as part of the environment.

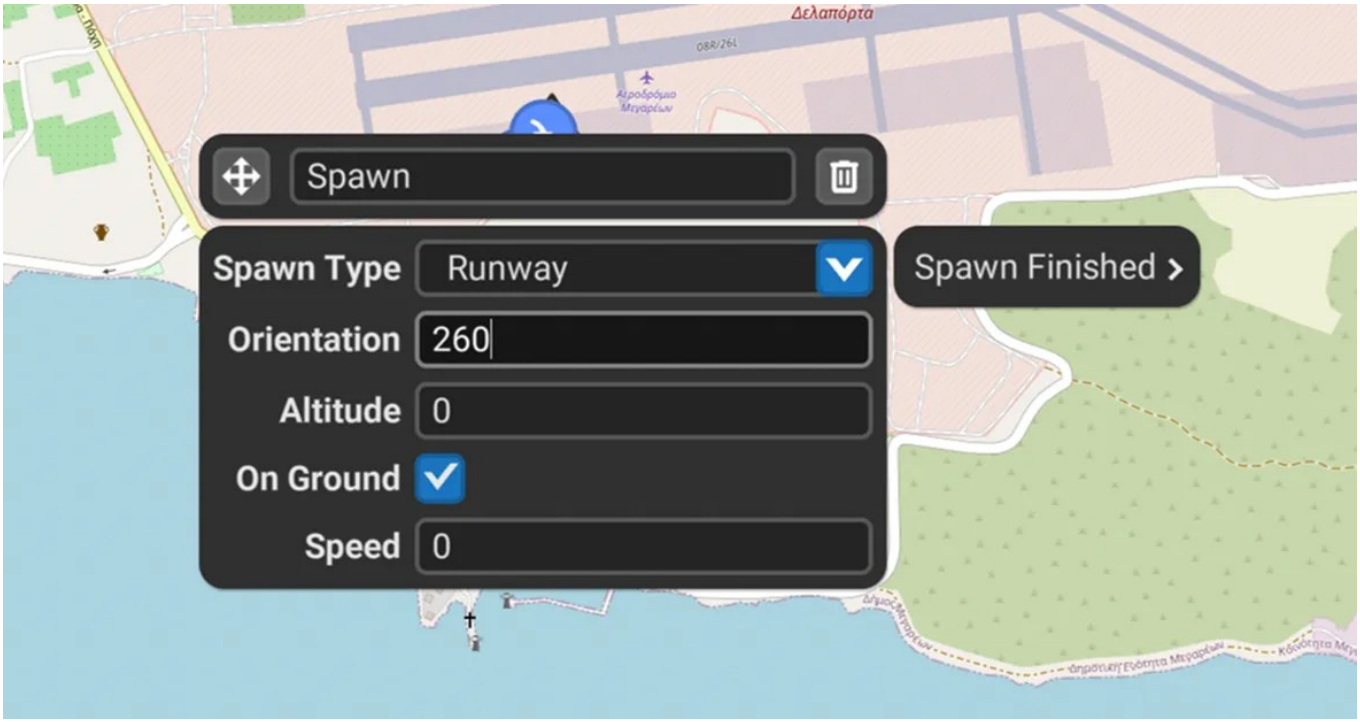
Object list

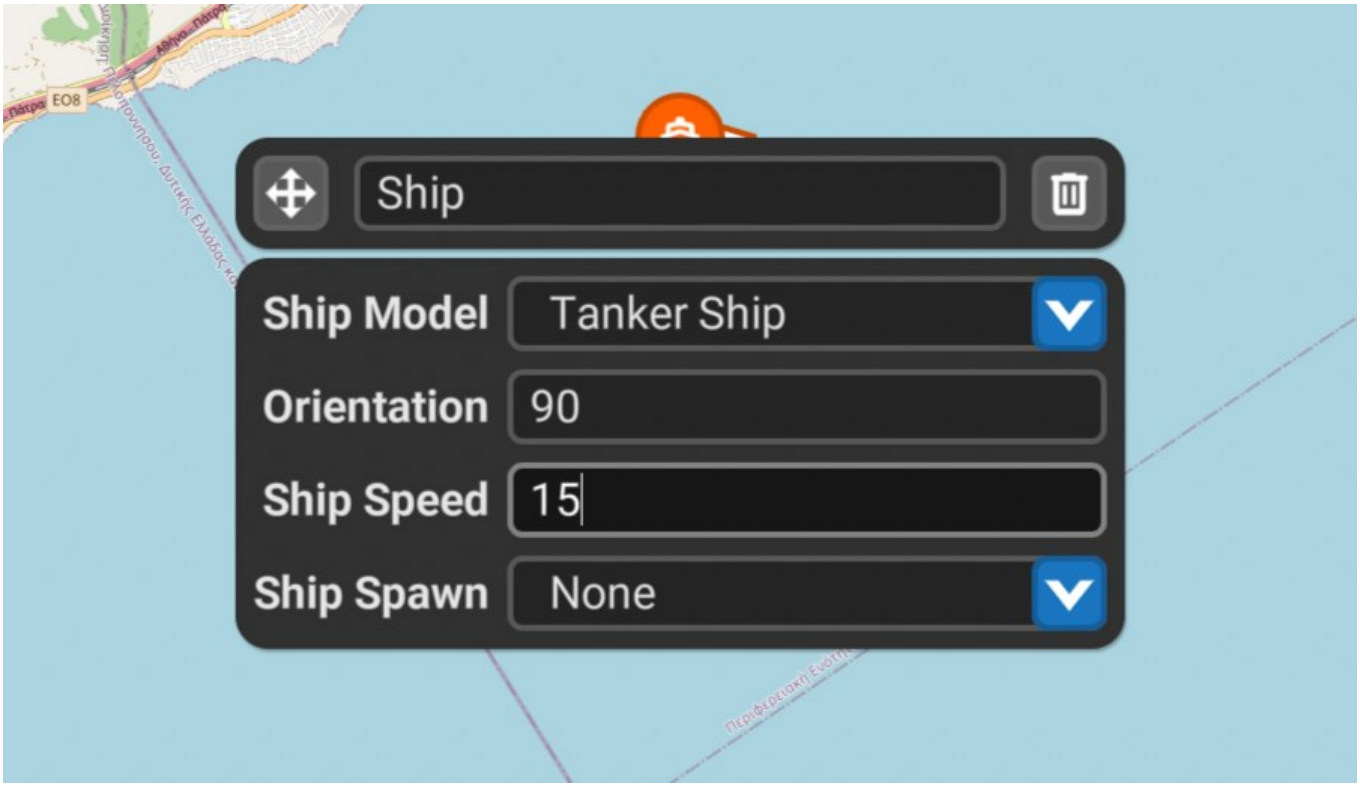


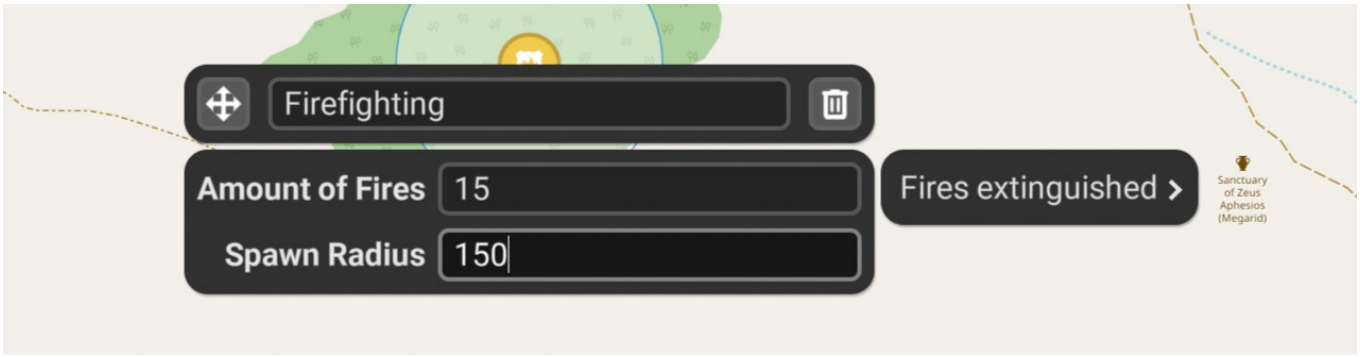
On the left, you'll see the **Object List**. It gives you an overview of all the map objects. You can:

- Click the object icon to show the object on the map.
- Change the name of the object. This name is only used in the editor, and not shown to the player.
- Change the order in the **Object List**. This way you can order them in a logical way.
- Delete the Map Object.

Detail Editor







With the **Detail Editor**, you can change attributes of Map Objects. You can:

- Click an object to open its detail editor.
- Change its name, move or delete it, and adjust attributes (e.g., spawn orientation, number of fires, or ship speed).
- *Connections to triggers and actions are covered in the next article.*

Saving and Playing the mission



Once you've set mission settings and added your objects, click **Save & Play** in the bottom right.

- Name your mission clearly and save it.
- Your mission will load and start immediately. Congratulations on creating your first mission!

Next Steps

You've learned to place spawn points, activities, and world objects. To create more engaging missions with objectives, triggers, and actions, check out the next guide! It covers how to connect *events* and *actions*, unlocking even more creative possibilities.

Note
See Map Objects for more info on the different types of Map Objects.