



Taskforces

Task forces: 01000011 (Luftkissentransport)

Selected task force

Name: Luftkissentransport

Group: -1

Units in task force:

1 Amphibien-BMT
10 Rekrut

Number of units: 10

Unit type: E2 (Rekrut)

Scripts

Scripttypes let you, for example, define that a team moves from one point to another. A scripttype is attached to a TeamType (not a TaskForce!)

Scripttype: 01000012 (Angriff) Add Delete

Name: Angriff

Actions:

- 0
- 1
- 2

Add Delete

Type of action: Attack...

Target: 1

Description: Attack some general target

0 Move to Waypoint Target:11
 1 Unload Split Group: 2
 2 Attack hier 1 kann aber auch 5 auf Fahrzeuge 4 auf Inf. 7 auf Def.-Geb 9
 gegen Kraftwerke sein

Teams

Team types connect a trigger with task forces

Team types: 01000013 (Inf in LCRF) Delete New

Selected team type

Name: Inf in LCRF Group: -1

Veteran level: 1 Waypoint: 10

House: <Player @ A> Script: 01000012 (Angriff)

Priority: 5 Task force: (Luftkissentransport)

Max: 5 Tag: Keiner

Techlevel: 0 Transport waypoint: Keiner

Mind Control Decision: 0 - <Don't care>

Loadable Cargo plane Autocreate
 Full Whiner Prebuild AreTeamMembersRecruitable
 Annoyance Loose recruit Reinforce TransportsReturnOnUnload
 Guard slower Aggressive OnTransOnly IsBaseDefense
 Recruiter Suicide AvoidThreats OnlyTargetHouseEnemy

Trigger editor

Select current trigger: New trigger Delete trigger Place on map

Verstärkung Clone trigger

Auslöser-Optionen **Ereignisse** Aktionen

Name
Verstärkung

House: Zivilist Type (modifies all attached Tags!): 0

Attached trigger:
<none>

Disabled
Disabled triggers must be enabled using other triggers before they fire.

Easy Medium Hard

Trigger editor

Select current trigger: New trigger Delete trigger Place on map

Verstärkung Clone trigger

Auslöser-Optionen **Ereignisse** Aktionen

Current event: Ereignis 0 New event Delete event

Event options
Event type: 13 Vergangene Zeit

Wird aktiviert wenn die vorgegebene Zeit vergangen ist.

Event parameters:
Number

Parameter value: 20

Select the event type first, then set all parameters.

