IRON FRONT

Liberation 1944

MANUAL

Iron Front is a unique recreation of an important part of WWII, bringing to life the unique Arma-style mix of tactics, freedom and complexity on this historical battleground. It is exciting to see the Arma technology used for a game from a period so different to the Cold War and modern conflicts that were covered by the Arma series so far. The Arma engine's capabilities and the vision of the Iron Front development team seems to be a great match that all originated from the OFP/Arma mod making community. I wish them luck with their first commercial game.

Marek Španěl, CEO of Bohemia Interactive

DEAR CUSTOMER,

Congratulations on purchasing this product from our company. We and the developers have done our best to provide you with polished, interesting and entertaining software. We hope that it meets your expectations, and we would be pleased if you recommended it to your friends.

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Sincerely,

The Koch Media Team

EPILEPSY WARNING

Certain individuals may experience epileptic seizures or loss of consciousness when subjected to strong, flashing lights over longer periods of time. Such individuals may therefore experience a seizure while operating computer or video games. This can also affect individuals who have no prior medical record of epilepsy or have never previously experienced a seizure. If you or any family member has ever experienced epilepsy symptoms (seizures or loss of consciousness) after exposure to flashing lights, please consult your doctor before playing this game. Parental guidance is always recommended when children are using computer and video games. Should you or your child experience dizziness, poor eyesight, eye or muscle twitching, loss of consciousness, feelings of disorientation or any type of involuntary movements or cramps while playing this game, TURN IT OFF IMMEDIATELY AND CONSULT YOUR DOCTOR BEFORE PLAYING AGAIN.

PRECAUTIONS DURING USE:

• Do not sit too close to the monitor. Sit as far as comfortably possible.

• Use as small a monitor as possible.

• Do not play when tired or short on sleep.

• Make sure that there is sufficient lighting in the room.

• Be sure to take a 10-15 minutes break every hour.

CONTENTS

WARNING: TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the cathode ray tube. Avoid repeated or extended use of video games on large-screen projection televisions.

SYSTEM REQUIREMENTS

Minimum PC Requirements
- CPU: Dual-core Intel Core 2.4 GHz or AMD Athlon 2.4 GHz
- GPU: Nvidia Geforce 8600GT or ATI Radeon 3650 or faster with Shader Model 3 and 512 MB VRAM
- RAM: 1 GB
- OS: Windows XP, Windows Vista or Windows 7
- DVD: Dual Layer compatible
- HDD: 10 GB free space

Recommended PC Requirements
- CPU: Intel Core i5 or AMD Athlon Phenom X4 or faster
- GPU: Nvidia Geforce GTX 260 or ATI Radeon HD 5770 or faster with Shader Model 3 and 896 MB VRAM
- RAM: 2 GB
- OS: Windows 7
- DVD: Dual Layer compatible
- HDD: 20 GB free space

AUTORUN

When you place the Iron Front: Liberation 1944 DVD in your PC's disk tray and close it, the Autorun application should start. If it does not, you can find it on your DVD drive's root folder (Autorun.exe). The Autorun menu gives you several options, such as viewing the readme file, visiting the Iron Front: Liberation 1944 website and of course installing the game.

SETUP

To install the game, please follow the instructions provided in the setup process.

It is summer 1944, and war clouds are again gathering over occupied Poland. In the southeastern sector of the country, not far away from Ukraine and Lvov, the Germans performed a combat test of their new heavy King Tiger tanks. The battles in the area were a mixture of well-planned small and large-scale tactical operations, where both armies showed their best experience and weaponry.

Fate will take Karl Neumann from being a young recruit to an experienced officer, to make decisions on which the whole tactical situation rests. Two old friends, scout sergeant Sergey Klimakov and tank lieutenant Aleksandr Bykov, will come face to face with the German machinery, performing deep operations and helping each other to push back the Germans assault on the Soviet lands.

The iron beasts, the heavy King Tiger and Joseph Stalin II tanks will create an iron front in the area, resulting to a savage clash.

WEHRMACHT

Although losing much ground in 1943 and 1944 and sustaining several losses, the German army retained most of its capabilities for active warfare, able to inflict heavy loses on any opponent. Being very well-armored, bolstered by many new recruits and equipped with all the latest technology of the period, it was still an enemy to be feared by the Red Army. The primary role on the eastern theatre of war became to halt the upcoming soviet offensives at any cost, and then, after wounding the Soviet Army severely, to launch a counter-offensive and repel the Russians from German soil.

RED ARMY

The Red Army of the 1944 year was a complete new phenomenon in the history of warfare. After terrible loses in 1941 and 1942, 1943 became critical for its structure, tactics and equipment. Learning from the Germans, the Russians advanced to a large, well-equipped and especially well-trained army, capable of large-scale deep operations, causing devastating damage to the Wehrmacht. Battle by battle, their main task was obvious – to liberate the Soviet lands and other countries from the German occupation both with the Allies from the West, and enter Germany to bring a sure end to the war.

CONTROLS

IRON FRONT: LIBERATION 1944 CONTROLS

The quickest way to learn the ropes is to work your way through the first training missions in the campaign. Various hints will be also included in further missions. Before that, however, you may want to configure the basic controls to suit you. In the main menu, click on „Options", then „Controls," review the controls and adjust them to your preference, then click „OK".

BASIC CONTROLS

MOVEMENT AND ORIENTATION

You can move around the environment in a similar manner to any other first person shooter using the mouse and keyboard, but there are additional options:

SHIFT	Hold shift to temporarily walk (double tap Shift to toggle between walking and running)
ALT	Press and hold Alt to freely look around using the mouse, even while moving
Q E	Press and hold Q or E to lean
Z X C	Tap Z to go prone, X to crouch, and C to stand up

ACTION MENU: INTERACTING WITH THE ENVIRONMENT

Use the Action Menu to interact with your equipment and the environment in more advanced ways. If there are any actions available to manipulate your gear, vehicle or environment, you can see them in the Action Menu that opens up when you rotate the Mouse Wheel. You can close the menu using the Right Mouse Button (RMB) or performing any action with the Left Mouse Button (LMB). Often, you will also see the action icon near your weapon cursor which indicates a new action available. Press the Mouse Wheel to execute this default action, or invoke the Action Menu as usual and select the requisite action with the LMB. Contents of the Action Menu are context sensitive; they depend upon where you point with the cursor and the action that is currently available.

USING YOUR WEAPONS

F	Press F to change your weapon mode; for example, toggling a rifle between single and automatic fire or selecting different types of hand grenades.
R	Press R or use the Action Menu to reload your weapon.
	Rotate the Mouse Wheel to use the Action Menu to switch to your secondary weapon (if you have one).
	Click the RMB to toggle between looking down the sights of your weapon. Hold the RMB to zoom your view and temporarily hold your breath, which stabilizes your aim.
G	Press G to display all your gear and pick up new items if you are near a weapon crate or in a vehicle.
↑ ↓	Press PgUp and PgDown to adjust zeroing of scoped optics.

THE MAP

|	
M	M: Press M to show the map. It helps you to find your position. It often contains additional markers that describe the situation on the battlefield. The map also contains navigation aids and actual time information. On easy difficulty settings, it also shows the enemy units. You often receive a grid reference in the game. On the map screen you will also find a quick menu allowing you to see your tasks, mission objectives, and information about your team members:

- **Map** – Hides the diary and shows only the map.
- **Tasks** – Shows a list of mission objectives. You may activate any available task at any time by choosing the „Set as current task" option. Tasks are often added during the course of a mission.
- **Notes** – The content of this section is updated often during the game. The text will often contain hyperlinks which point to the particular places on the map relevant to your current objectives.
- **Briefing** – Short briefing of the current objectives.
- **Situation** – Overview of basic background information and general situations.
- **Mission** – Shows the overview of your mission.
- **Execution** – Guidelines on how you are expected to fulfill your tasks.
- **Support** – List of all support available for you.
- **Chatlog** – Displays the scenario's history of communication, including conversation and radio chatter on all available channels.
- **Units** – Overview of your team. You may access your team's equipment from this section.
- **Server Control** – Dedicated server settings.
- **Players** – Multiplayer-only section showing the list of players.
- Other scenario-specific sections may appear in this menu.

ADVANCED CONTROLS
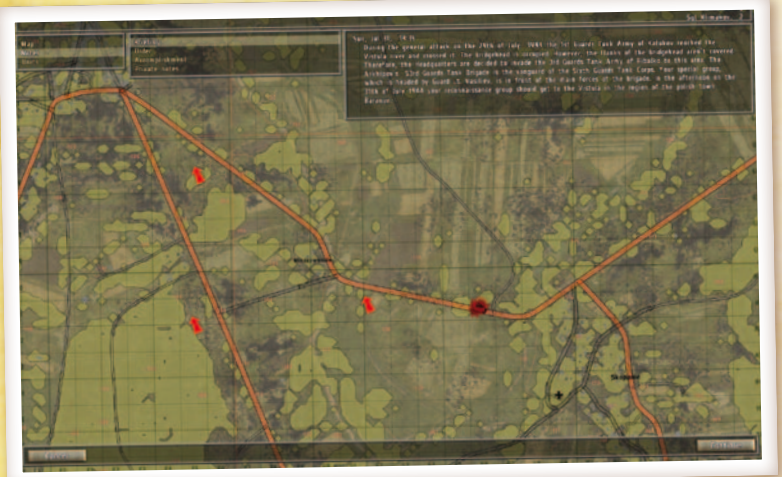
COMBAT

Don't be fooled by the fact that Iron Front: Liberation 1944 looks like other first person shooters. Forget some of the tactics you might use in other games and try to think and behave as in real life combat, where the cost for a single mistake is often extremely high, and where every bullet can kill.

Raising and Lowering Weapons

Instead of always walking around with your weapon raised, you may choose to lower it. By default, this is achieved by double-tapping the Left Control key. To raise your weapon again, simply press the Fire action (default LMB) or double-tap the Left Control key again.

Stepping over Obstacles

V: To step over low walls, fences, or any other low obstacle, press V when standing next to and facing them. When running, press V to jump over the obstacles.

Leaning

Leaning enables you to peek around the corner of an object, fire your weapon, and still keep most of your body behind cover. The default keys are Q to lean left and E to lean right. You can also double-tap a Lean key to toggle the leaning position (with movement speed locked to walking).

Swimming

As a soldier, you have been trained to swim in order to save yourself from drowning. You may not be fast, however, and it's possible you will lose some of your equipment if you spend too much time in the water.

VIEWS

Iron Front: Liberation 1944 allows you to view your controlled character or vehicle in the following ways:

- **1st-Person View:** This is the default view mode, which lets you view the game from your character's perspective.
- **3rd-Person View:** This gives a greater view of your surroundings, and is particularly useful when controlling vehicles. In the Expert difficulty setting, however, 3rd-person view is disabled. By default, Recruit and Regular modes allow you to toggle between 1st and 3rd person view by pressing Numpad Enter.
- **Weapon View:** All weapons in Iron Front: Liberation 1944 have realistic scope and iron-sights which can be used to accurately engage targets at a range of distances. The default method of switching to this view is to single-click the RMB. Note that you may also hold the RMB to perform different actions: concentrate on the middle of the screen with increased zoom, higher focus and also to hold your breath for a short period of time.
- **Commander's View:** When you are in command of subordinates, you may press Numpad . (Decimal) to engage the team commander's external view, which enables better management of your squad. This view is disabled on Expert difficulty settings.

TARGETING AND FIRING

As in real life, an unsupported weapon is never fully stabilized. The degree of stability is dependent upon both your stamina and posture, and is influenced by your injuries. Your character's stamina is reflected in the intensity of his breathing and the extent of his injuries. Going prone or crouching always allows you to shoot with greater accuracy, and limits the effect of the weapon's recoil. However, some types of weapons can be stabilized on various objects, such as infantry machine-guns, using Lshift + Space keys.

Ballistics

Iron Front: Liberation 1944 simulates weapon ballistics: bullets will take time to reach their target, and are also affected by gravity. Remember this when firing at targets over a long distance, particularly when firing at moving targets. Your current level of precision is indicated by your weapon cursor. To improve your accuracy, use concentration mode. In this mode you hold your breath and focus your attention on one particular area for an accurate hit. By default, holding the RMB invokes this mode (note that holding and pressing a button are distinct actions).

Zooming the Sights

You may adjust field of view and magnification (zoom) in many optical sights; the change of field of view can be either continuous or discrete. For both, press Numpad + to zoom in and Numpad - to zoom out. When looking through iron sights you may zoom a little by holding the RMB.

Zeroing the Sights

Ammunition in Iron Front: Liberation 1944 has a set ballistic trajectory. To accurately hit using your weapon's sights, properly zero your weapon – adjust the range to which the sights are calibrated. Range is increased by pressing Page Up and decreased by pressing Page Down. The zeroing value is displayed in the top right of the weapon HUD.

Tank Sights

To fire accurate shots over far distances, there is a distance scale in the tank scopes. Estimate the distance from your tank to the target, and choose the appropriate number in the scale. To roll the mark to the needed distance, hold CTRL and roll the Mouse Wheel.

Heavy Gun Ammunition

For various targets there are various types of ammunition. Against the armored vehicles there are the armor piercing „AP" shells. High-explosive „HE" shells are effective against light vehicles and infantry groups. Some tanks also have limited numbers of enhanced „AP" shells to engage the heavy enemy tanks more effectively. To change the type of shell, use the Action Menu.

ANTI-TANK COMBAT

Engaging a tank is a serious undertaking in Iron Front: Liberation 1944, especially when there are no anti-tank guns or the enemy tanks are of a heavy type. To destroy a tank, it's not enough just to hit it with a shell. The shell has to penetrate the armor and strike a vital section or kill the crew. To penetrate the armor, „AP" shells must be used when firing with a gun. The thickest armor is at the front section of the tank, the lightest at the rear.

Vulnerable points are its tracks, main gun, engine, fuel tank and ammunition storage. The position of these points can differ in various types of tanks. However, on heavy tanks they can be well-enhanced with thick armor.

Read the tank manuals to know everything about the tanks! Knowledge is the key to winning! Take note that the anti-tank guns are much better defended when they are in anti-tank trenches. But beware, if the enemy tanks are low-armored and mobile, they may prefer to use mobility to smash your gun to ground with their tracks instead of firing from long distance, which might otherwise result in loses for them.

Hand Grenades

You can control the degree of power with which you throw a hand held projectile. Press and hold LMB to prepare the weapon, pause, and release to throw. Holding LMB for longer time increases the distance. Apart from the standard anti-personnel grenades, there are also anti-tank and smoke grenades.

GEAR

The Gear screen lets you organize gear for you and your subordinates. It is also how you pick up items found in the environment or drop items onto the ground. In the top-left corner of the Gear screen there is a list of all objects around you that you can interact with. These can be members of your squad, ammunition crates, dead bodies, etc. Selecting any of these objects shows you the items they hold. The „Available Items" list below this shows all items that are nearby in the environment. These items can be placed into an inventory by dragging it to one of the objects in the list above. Selecting „Take" will place the item directly into your own inventory. You can get more information on a certain item by clicking on its picture. With an item selected you are also able to ‚Drop' it on the ground.

Backpacks

The Backpack allows you to carry an additional number of objects. Objects in the Backpack are visualized in the Gear section as usual, but their quantity is displayed on left side, while the rest of the items in Gear are displayed on the right side. Capacity of backpacks varies by type. Some backpacks are capable of carrying weapons, taking 10 slots of inventory space. When you drop a weapon, you will automatically drop all of its associated ammunition.

REDEPLOYABLE STATIC WEAPONS

Many of the static weapons in the game (machine guns, mortars) can be disassembled using the „Disassemble" actions. Once disassembled, they turn into several backpacks, which can be carried to a different position and reassembled using the ‚Assemble' action once one part of the weapon is put onto the ground. Static weapons are assembled facing in the same direction you are.

FIRST AID

Administering First Aid

If you play as a medic, you can approach a wounded teammate and start administering first aid by using the „First Aid" action. If you need to interrupt the healing, you may cancel the process with the action „Cancel First Aid." In other situations, while you are injured, if you double-tap forward key (2 x W) you may start crawling and you can shoot. However, you cannot reload your weapon or use the weapon sights). If there is a medic in your group, you can call for first aid.

Battlefield Clearance

Severely wounded soldiers may be dragged or carried away from dangerous positions. To drag someone, approach him and aim your cursor on the upper part of his body. Start dragging by activating the action „Drag." To hoist a wounded soldier on your back, change your stance to standing while dragging by pressing C. This takes some time, but enables you to move faster and fire your personal weapon. You may cancel dragging or carrying either with the action menu or by changing your stance to low (X) or prone (Z).

VEHICLE CONTROLS

The game recognizes various ways for pressing keys: „single tap," „double tap" and „hold." Also, various combinations of two different inputs are possible and for many actions it is possible to use both analog and digital inputs. This section refers to default controls—please note that you can view and configure the controls freely by selecting „Options," then „Controls" at any time in the Game Menu. In vehicles it is also possible to use the mouse to steer; to freely look around (the same as for infantry units) hold Alt (double tapping to toggle between the two modes). The Numpad keys are used to control the camera direction at all times and Numpad * can be used as an alternative method to toggle free look mode, which also changes if your camera direction control is permanent or will auto center again.

Note: your vehicles consume fuel and often may also need repairing.

DRIVING VEHICLES (JEEPS, TRUCKS)

KEYBOARD CONTROLS:

W	Drive forward	Q	Drive forward slowly	D	Turn right
SHIFT + W oder E	Drive forward fast	A	Turn left	S	Brake/Reverse

MOUSE CONTROLS:

Turn left/right		Look up/down		Car horn	

ARMED AND ARMORED VEHICLES (HALF-TRACKS, TANKS)

It's important to understand that very often military vehicles are crewed by more than one person. In tanks, for example, the crew consists of a commander, a gunner, a loader, a radio-machine-gunner and a driver. Each has a different role in the vehicle.

Commander

In the commander's seat you cannot control the tank directly. Commanders are responsible for coordinating the actions of the crew, giving driving commands to the driver and spotting targets for the gunner. But don't forget that in battle sometimes it's better to sit in the driver's seat or the gunner's seat yourself.

ORDERS TO THE DRIVER ARE:

Q	Drive forward slowly	E	Drive forward fast	D	Turn right
W	Drive forward	A	Turn left	S	Halt / Reverse

ORDERS TO THE GUNNER ARE:

TAB	Lock next target	STRG + F	Switch primary weapon
STRG + (mouse)	Fire/Cease fire	(mouse)	Target object

COMMANDS IN THE ACTION MENU:

- Lights on/off (at night)
- Turn in/out (open or close the protective hatch)

Take note, that commander, when inside the tank, can turn out from his hatch and look through binoculars, pressing B key.

Gunner

The gunner is the main operator of the vehicle's primary weapons.

F	Switch weapon	(mouse) Fire weapon	(mouse) Lock target	NUM + / NUM - Optics zoom control

The tank gunner can also select various ammunition for the main gun through the action menu.

DRIVER

Q	Drive forward slowly	E	Drive forward fast	D	Turn right
W	Drive forward	A	Turn left	S	Halt / Reverse

Note that various types of tanks can carry additional troops on its armor for instant transportation to the battlefield.

ANTI-TANK GUNS

Apart from the tanks and armored cars, Iron Front: Liberation 1944 also features anti-tank guns, which can be quite mobile combat units when commanded properly. They can be pushed and positioned by the crew and towed by trucks or armored cars. The anti-tank guns can have a crew of up to five soldiers. The more soldiers manning the gun, the faster it can be pushed and reloaded.

Generally, leading and controlling an anti-tank gun is similar to tanks. A commander and a gunner are its main operators. The rest of the crew help for faster towing and reloading.

All the controls for positioning the gun are in its action menu. The commander or the gunner, when sitting inside, can select the "Push" command in the Action menu in order to start pushing it. To stop pushing, select "Cancel." When pushing, the controls for directions are the same as in all vehicles.

To tow the gun with a vehicle, the vehicle must be backed up close to the gun carriage so it will be hitched. Then get out of the gun, and from the action menu close to it choose "Mobile stance." The gun carriage will be prepared for transporting. Then hitch the gun to the vehicle with the "Hitch to vehicle" command in the action menu. Unhitching the gun works the same way, with the "Unhitch" and "Combat stance" commands.

Note: In the game editor, when placing a gun, "Functionsmanager" and "Additional features of artillery" must be added to activate the towing system.

AIRCRAFT

Piloting aircraft is not easy. „Practice makes perfect" is particularly relevant to this role. Despite the aircraft controls being simplified to be on a level similar to the normal infantry controls in Iron Front: Liberation 1944, it requires a lot of experience to truly master aircraft in the game. As with other armed vehicles, certain aircraft types contain multiple human-controlled positions, typically pilot and gunner.

KEYBOARD CONTROLS:

A	Bank left	W	Pitch down	X	Rudder left	Q	Increase throttle
D	Bank right	S	Pitch up	C	Rudder right	Z	Decrease throttle

MOUSE CONTROLS:

Default turn (Yaw or Rudder left/right, based on current speed) — ALT / NUM — Double tap Alt or on Numpad to change between Mouse Steer and Mouse Look modes.

Nose up/down — ALT — Hold Alt to temporarily switch to Mouse Look mode.

There are specific actions usually available when in aircraft, accessible from the Action Menu by rotating the Mouse Wheel:

- Landing Gear up/down
- Eject
- Flaps up/down (protrude flaps once when taking off and twice before landing)
- Automated landing

Bombing

As many aircrafts of the period didn't have a special bombsight, the best way for accurate bombing is dive bombing. Starting the dive over your target from an altitude of 1500 meters, release the bombs at 700 meters directly over your target, facing it in your scope, and then pull up.

DAMAGE WARNING INDICATION

You may notice that some vehicles have a fuel capacity bar, a speed bar, and a schematic of the vehicle in the top-right corner of your screen. The schematic indicates damage caused to various parts of your vehicle: hull, tracks, wheels, engines, gun etc. No color indicates full operability, but as damage accumulates it will change to yellow, orange, red and then black. Once an icon turns black, the corresponding part of your vehicle is no longer functional.

COMMAND AND COMMUNICATION

There are various methods of communication in the single player and multiplayer modes of Iron Front: Liberation 1944. When operating in an AI controlled squad, there's often no need to frequently use these report functions. However, in multiplayer game modes –interacting with people who might not speak the same language– these simple commands can be used as an effective form of communication during a mission. Usually, combat communication between units is done from the Quick Command Menu, activated by the Spacebar.

Note that as long as the infantry is not equipped with any radio items, it becomes harder to communicate as distance increases. Tanks and aircraft don't have such trouble, as long as they are equipped with radios.

SUBORDINATE UNIT

Hold the Spacebar (or tap it to show the menu permanently) and select one of the following messages:

- Copy
- Repeat
- Done
- Fail
- One less
- Where are you?
- Radio - the content of this menu is contextual, used mostly for long range and other more advanced communication like requesting artillery support or air strikes.

TAKING COMMAND

There are multiple methods of commanding the troops at your disposal. Each is handy in certain situations and may well suit different playing styles.

Quick Command

As commander, your Command Menu is already full of commands, but for instant access to communication options, use 5 and 0. However, the radio is still available through the Quick Command Menu. Hold Spacebar to temporarily activate the Quick Command system or tap Spacebar to display it permanently. Your cursor will now change to command mode, which is context sensitive—its functionality and appearance changes depending upon where the cursor is pointed. By default, you will have everybody selected after you enter Quick Command mode. You can select an individual unit by clicking on it with the LMB (hold Shift and click if you want to select the entire team to which this unit belongs). You may quickly command any subordinate unit by pressing the F# key (i.e. F1, F2, F3...) associated to its designated number. You can also order your selected subordinates using the command cursor (unless it is pointing on your squad member):

- To move somewhere by clicking on any position on the terrain
- To engage a target by clicking on the target
- To mount a vehicle by clicking on the vehicle
- To watch in a direction or on a unit, vehicle or object if you click while holding Left Alt
- To hold fire by clicking anywhere while holding Ctrl

If you want to issue multiple commands to your subordinates, hold Ctrl before giving them the order and they will remain selected and wait for further orders. After you release Spacebar (or press again to exit permanent Command Mode), all units are deselected and you return to normal mode.

Complex Commands

More detailed commands can be accessed any time by using the Complex Command Menu, which offers the full range of commands available to a group commander. You can see the command bar at the bottom of your screen showing you all your subordinates, their designated number and status. You may have some communication options available in the Command Menu even as a single or subordinate unit. To access the Complex Command Menu at any time (also when in the Quick Command mode) press Backspace to display the root menu of complex commands, or press the associated number on the main keyboard to enter the Command Menu for a particular area:

1 Move	**2** Target	**3** Engage	**4** Mount Formation
5 Status	**6** Action	**7** Combat Mode Root Menu	**8**
9 Team	**0** Reply	**←**	

for unit selection—to quickly navigate at any time. Alternatively, use the Mouse Wheel to select, LMB to confirm selection, and RMB to go up one level in the menu. Press a number key (from the main keyboard, not Numpad) to directly issue an associated command or open a related sub-menu of commands.

Please note that you can also type a sequence of numbers to directly issue more complex commands. Example: if you command subordinate unit 2, pressing F2 _ 1 _ 1 will issue the command „Return to Formation" to this unit.

Teams

Units can be assigned to five different color groups for quick selection, which is useful if you command larger numbers of units. In some missions, units may already be pre-assigned to teams. As a commander, you can also assign units to a team at any point while playing.

- Select the units that should make up the team and choose Assign 9 from the Command Menu.
- Now assign the units to a particular team color (the white team is used for any unassigned units).
- To select the entire team (alternatively, if you already have the entire team selected, you can deselect them using the same method):
- Hold Shift and click with the mouse using Commanding Cursor on any team member.
- Hold Shift and press the F# key of any team member.

Tactical View

Numpad . (Decimal) switches between Normal View and Tactical View. In the Tactical View you see the immediate area from above and you can use all command techniques available in Normal View to command troops. The Tactical View allows the commander to pan and zoom the camera to reveal a greater scope of the surrounding environment, which enables more strategic real-time command of troops. In order to switch to the Tactical View, „3rd Person View" must be enabled in your difficulty settings.

SUPPORT UNITS

The ammo, repair, and fuel trucks that provide support are vital to the success of any combined-arms operation. Move your vehicle close to any of these support units and select the appropriate action to either repair, rearm, or refuel your vehicle. To call a support vehicle, select the appropriate item in the „Support" section of the Command Menu.

Note that support vehicles may not be available in a particular scenario or may already be occupied. The following support can be called in on the battlefield:

Medical Support

When injured, you can inform the rest of your team using the Command Menu option „Status" _„Injured". To receive treatment, you can walk over to a medic, ambulance, or field hospital, and select „Heal at ..." from the Action Menu. If you are unable to move, or can't find a medic, you can call out for one using the Command Menu option „Call support" _ „Medic!". If you are the subordinate in a squad, your commander can also send a medic to your position.

- As a commander, assign a medic to injured squad members by selecting the injured soldier and calling radio „Action" _ „Heal at Medic"
- If you are an injured commander, select a medic from your squad and order him to come close to you. When the medic gets close, you will get the action „Heal" in your Action Menu.

Ammo Resupply

Good weapons are worthless without the proper ammunition, and an extended firefight can drain your ammo in seconds. Tanks can sometimes return to base to replenish their ordnance, but an infantry squad or a tank platoon in a combat zone has to be much more cautious about their rate of ammo consumption. Getting bogged down in stalemate engagements and over-extending a mission's duration should be prevented at all costs. If absolutely necessary, it is possible to pick up weapons and magazines from fallen friendly or enemy troops. You can do this by walking up to a corpse and using the Action Menu to pick up any of the weapons or magazines available.

Vehicle Support

Due to their size and tactical significance, vehicles are important on the battlefield and require support. As well as monitoring damage sustained, vehicle crews also need to keep an eye on fuel and ammunition consumption, and should therefore refuel and rearm whenever possible. However, their ability to quickly break away from enemy contact often allows vehicles to receive support out of the range of direct enemy fire.

HIGH COMMAND

Switch between squad and High Command with Ctrl + Spacebar or Win App key (if you are allowed to take the role of High Commander). In some cases, meaning when you become a main commander in a large-scale scenario, you may command whole groups in a similar way as your subordinates. Group selection and controls are akin to the unit management described in „Taking Command" in this manual. You may notice that groups are represented by simplified Wehrmacht unit markers, which vary according to the side, size and type of group. Enemy groups are also marked in this way when High Command is active.

Groups can be controlled either in the 3D world or on your map. Your map offers some additional command options:

- Add multiple waypoints for a group by holding Ctrl when assigning waypoints.
- Move the waypoints by dragging them with the LMB.
- Click on a waypoint with the RMB to activate a menu to edit the waypoint's properties, for instance to change the group's formation or combat mode.
- The „Interact" option in the upper-level command menu is context-sensitive. You may use it to load or unload infantry from vehicles or assign an enemy to be attacked by a selected group.

Supports

If you are in the role of group commander, it is sometimes possible to call in various kinds of support, ranging from an artillery strike to air support. Newly-available support options are indicated by translucent white icons on the right edge of the screen. You may call in support by accessing the option „Communication" _ „Request Support" in the Quick Command Menu (or hold Spacebar). Once a support option is highlighted, you may either confirm its target in the 3D world with the LMB or you may return to the menu by clicking the RMB.

Rules of Command

Remember, simply attacking from the front is usually far from the best solution. In order to become a successful commander, abide by the following rules:

- Always try to flank and outmaneuver your enemy.
- In open areas, never let infantry advance alone without the support of combat vehicles.
- In urban areas, combat vehicles need to be protected by infantry.
- The attacking side requires at least a 3:1 numerical advantage to stand a good chance of victory.
- Reconnaissance is important. Use scouts to check the objectives whenever possible.
- Always take care of anti-tank weapons in your group. The possibility of encountering armored formations is usually very high.

SINGLE PLAYER

By selecting „Single player" in the Main Menu, various game modes providing single player experiences are listed. Each of them is described below.

CAMPAIGN

The campaign is a series of scenarios which take place within an overarching plot. You can begin a new campaign in the main screen. Later, you will also be able to replay completed parts of a campaign as you please. Note that each time you quit the campaign, your current position is saved and you will be able to continue from the same position. At times, you may feel that things didn't go too well and may want to try something again. To do so, use the „Revert" option in the main campaign screen.

SCENARIOS

Scenarios offer a list of single player missions.

EDITOR

The basics of the mission editor are easy to grasp, allowing beginners to create „instant action" style missions in a matter of minutes. Other mission editing functions are often far more complex. Creating a complex mission can take weeks of editing, and will require knowledge of scripting and the creation of some supporting text files outside of the game. Multiplayer missions create some further complexities that will also need to be considered. You will find basic descriptions of how to use the Editor later in this manual (see „Mission Editor") but more advanced references can be found online at http://community.bistudio.com.

MULTIPLAYER

SESSION BROWSER

Your first step on the way to playing Iron Front: Liberation 1944 ‚s multiplayer modes is the Session Browser. Pressing „Play" followed by „Multiplayer" will take you there. From here, you can choose to join an existing session or host a new one yourself, either on Local Area Networks (LAN) or in the Internet.

Address

By default, your browser is set to search for games in the internet. If you want to change this, click „Address: Internet" once. You will now search for sessions on the LAN; click this button again to switch back. When looking for LAN sessions, you may also need to change the network port that is used, which can be done by clicking the default „Port: 2303" button once.

Sorting

Filters at the top of the Session list allow you to sort sessions using a different parameters. Clicking any of these, such as „Host", will sort the sessions by this parameter in ascending order. Pressing it again will sort them in descending order. From left to right, the columns show:

• whether the session is password protected or not
• host name
• mission currently playing
• number of players currently in the session / maximum number of players for this session
• quality of your connection to this host

Filtering

Sometimes you may be overwhelmed by the number of sessions available and it may be hard to pick a good one. This is where „Filter" settings facilitate your search. In this menu a number of properties are available for filtering:
• Host - description of the host.
• Max. ping - maximum ping (ms) to hosts.
• Min. players - minimum number of players already in this session.
• Max. players - maximum number of players in the session.
• Full servers - toggle to show or hide sessions that are full.
• Mission - description of the mission name.
• Password protected servers - toggle to show or hide password protected servers.

Refreshing

The „Refresh" button empties your session list and retrieves new information about available sessions.

Passwords

To the lower-left of the browser the game displays the password you are using (no password is entered by default). If you do enter a password here and then start a new hosting session, the session will be protected by this password. A player wishing to join a protected session needs to enter the correct password before joining.

JOINING A GAME

There are two ways of joining an existing session: pick a session listed in the browser or manually enter a host's address. To join a session from the browser, double-click the LMB on a session, or click „Join" with a session already selected. If you would like to join a specific host, click „Remote" and enter the host's address plus port number. If the host has password-protected the session, you need to enter this password in the main Session Browser before you join.

CHOOSING A ROLE

After you have joined, you will enter the Multiplayer Setup Lobby. This screen shows mission details, the available roles for all sides, and a player pool. Upon joining, the game automatically assigns an available role to you. To choose a different role, do so by dragging your name from the player pool to another available role with the LMB. Alternatively, you can click the role you want to switch to with the LMB.

Note: sometimes the session host will determine your role. If this has been done, you can no longer change your role yourself; to switch roles, your best bet is to politely ask the host. When you are ready to start, click „OK," which will notify the other players.

You can disable the AI taking over from a player who disconnects by clicking the AI icon next to this player's role.

HOSTING A GAME

To host a new session, click „New" or double-click „Host Session" in the Session Browser. You will now be asked to select an existing mission on any of the maps or to create a new one with the Editor or wizard. Having done this, you will find yourself in the Multiplayer Setup Lobby, where you can assign player roles and change host settings.

- Players highlighted red in the Player Pool have not yet been assigned a role.
- Players highlighted yellow have picked a role, but have not confirmed that they are ready.
- Players who are ready to start are shown in green.
- Clicking „OK" launches the session.

Kicking a Player

A situation may arise where you need to kick a certain player. You can do this by selecting the player in the Player Pool and clicking „Kick Off."

Mission Settings

Some missions allow the host to alter the mission settings, such as the number of kills required to win the scenario, or the maximum duration of the mission. Mission designers are free to create new mission settings, which are displayed under Player Roles.

Host Settings

- ‚Disable/Enable all AI players' - toggling this setting will empty all roles on all sides that are currently filled by AI players, or it will fill all empty roles with AI players.
- ‚Lock/Unlock server' - by locking the session, you can prevent any more players from joining the game.

Dedicated Server Settings

You are allowed to run a dedicated server from the Multiplayer Setup Lobby. To access dedicated server functions, click on „Dedicated Server" button.

MULTIPLAYER COMMUNICATION

A multiplayer game is much more tactical and enjoyable when you can communicate with the other players. Iron Front: Liberation 1944 offers various tools to achieve this without needing to use external applications:

Channels

To ensure you don't get overwhelmed by radio chatter, the game uses several different communication channels.

- Global Channel – Communication to all players.
- Side Channel – Communication to all players on your side.
- Command Channel – Communication to all players on your side who currently command a group.
- Group Channel – Communication to all members of your command group.
- Vehicle Channel – Communication to all players in the same vehicle as you.
- Direct Communication – Communication to all players within earshot.

To switch to another channel press either . (period) or , (comma).

Text Chat

One method of communicating is sending and receiving text messages.

- To start typing a message, press / (forward slash).
- The Message Box appears, where you can type a message.
- Send the message by pressing Enter.

Typed messages are sent via channels. While typing a message, you can change the channel it will be sent to by pressing the Up Arrow and Down Arrow keys.

Voice Chat

Another method is Voice Chat, which is generally much faster, as you can keep playing while communicating with other players. If a microphone is set up, press and hold Caps Lock to commence broadcasting. Voice chat uses the same channels as text chat, and it follows the same rules as to who will be able to hear it.

Iron Front: Liberation 1944 has a voice chat built into the game, which allows better bandwidth balancing and 3D sound positioning in the game world.

Map Markers

A map marker is a visual aid placed on the map. Double-click the LMB anywhere on the map to place a map marker at that location. This marker is visible to everyone in the selected chat channel (e.g., placing a map marker while in the Side channel ensures that only other players on your side will see it). Use markers to point out enemy forces, plot routes, assign artillery targets and convey any other useful information required.

- While placing a map marker, you can enter text to go with your marker.
- The Up Arrow and Down Arrow keys will select another type of marker.

- To change the marker's color, press and hold the Shift key while pressing the Left Arrow or Right Arrow keys.
- Pressing Enter finalizes the marker and places it on the map.
- A marker can be deleted by hovering your mouse cursor over it and pressing Delete.

EXPANSIONS

Iron Front: Liberation 1944 allows you to install various user-created add-ons and modifications. It is recommended to save modifications to your Documents/Iron Front folder; however, you can also install such content directly in your main game directory. You can use the „Modifications" option in the Main Menu to enable or disable any installed modification (you will need to restart the game).

COMBAT TACTICS

When on the battlefield, one of the most important aspects isn't simply the thought of killing the enemy; rather, it is preventing the enemy from killing you.

Think before you act. Here's a list of some good tactics that could you help survive on the battlefield and beat your enemy.

- Lie prone whenever possible. It reduces your silhouette and the target it represents, plus it steadies your aim.
- If you cannot lie down, try to crouch.
- Don't get caught with the horizon or open sky behind you, as it makes your silhouette easy to spot and target.

Stop to Fire

- You cannot fire while running or sprinting. You may do so while walking, but for higher accuracy it's always better to stop and, better still, to crouch or go prone.
- Your aim is less accurate if you are breathing heavily after running. Wait to catch your breath first for more accurate aim; you may also want to hold your breath for a few seconds.

Look Around

- Scan the area to your front as well as sides, rear and above—avoid tunnel vision. The main reason flanking is so effective is because of tunnel vision.
- The sun and other bright lights can impair your eyesight, so be aware that attacking enemies with the sun behind them puts you at a significant disadvantage.
- You can look around while moving by holding „Alt" and moving the mouse at the same time.

Take Cover

- Reload only when behind full cover.
- Don't get suppressed to the extent that you can't peek out of cover. The enemy might close with your position and shoot you easily.
- Use cover and concealment whenever possible when changing positions. The enemy can't see you coming if there is a tree between the two of you.
- A bush is concealment, not cover, since bullets can and will go through them. The same applies for other materials; for example, a wooden fence does not provide good cover either.

Stay Undetected

- Firing an unsuppressed weapon gives away your position, especially at night.
- Your radio chatter and orders can be heard by enemies nearby. Speaking or giving orders can also give away your position.
- Flashlights are easy to spot at night.

Combat Movement

- When moving under fire, zigzag randomly. This makes it more difficult for the enemy to get a point of aim on you.
- Don't move in front of a friendly unit, especially if he might be about to fire.
- Keep moving. It forces the enemy to continually search for and track you.
- When stopping, do so behind partial or full cover.
- The longer you stay in one position, the more likely you will be flanked.

Confuse the Enemy

- Try not to be predictable when moving from cover to cover—all the enemy has to do is aim and wait for you to run into his sights.
- When moving out from cover to fire, do not move out to the same position twice in a row. This will keep the enemy from predicting where you will appear next.
- Use smoke to conceal your movement.

OPTIONS
VIDEO OPTIONS

Standard Video Options

- Resolution - Select the optimal screen resolution for your system. Generally, a higher resolution provides a sharper image; however, it can slow down your frame rate.
- Visibility - The visible distance in meters. This option depends mostly upon your CPU performance.
- Fillrate Optimizer - Allows you to upscale or downscale rendered images (without influencing the resolution of user interface elements). A lower resolution may improve game performance. A higher resolution will improve the overall sharpness of the image. This option is mostly related to the performance of your graphics card.
- Brightness - Use the slider to adjust the overall brightness.
- Gamma correction - Controls the overall brightness of the image you see.
- Quality preference - Select a quality settings preset (note that this influences other video options).
- Default - Restores all custom settings to default.
- Advanced - Show more advanced video options.

Advanced Video Options

- Terrain Detail - The higher the terrain detail, the finer the mesh that makes up the ground will be rendered.
- Objects Detail - Sets the overall quality of object models. A lower setting renders lower levels of detail for objects.

- Texture Detail - The overall quality of textures in the game. A lower setting may cause blurrier textures.
- Shading Detail - Affects all of the special shading techniques used in the game.
- Post Processing - Affects some special effects like depth-of-field.
- Shadow Detail - Detailed shadows can make a scene come alive, yet also demand a lot from your hardware. If you experience performance issues, try lowering this option.
- Anisotropic Filtering - A method of enhancing the quality of textures on surfaces that are far away.
- Anti-aliasing - This technique attempts to minimize aliasing (jagged edges) caused by showing high-resolution content at lower resolutions.
- Blood - Configures the level of gore and also allows you to turn off in-game blood completely.
- Refresh - Choose the best refresh rate for your screen.
- UI Size - Customize the size of all game user interfaces (you will need to restart the game for changes to take effect).
- Aspect ratio - Toggle between normal CRT monitor (4:3), widescreen TV (16:9), LCD (5:4), widescreen LCD (16:10), or any other aspect ratio (you will need to restart the game for changes to take effect).

AUDIO OPTIONS

- Effects - The volume of general sound effects (e.g., weapon reports, explosions and engine noises).
- Radio - The volume of radio chatter.
- Music - The volume of the in-game music.
- VON - The volume of sounds transmitted by the game's own voice-over-network.
- Samples - Maximum number of simultaneously-played sound samples.

CONTROLS

The Controls option enables a detailed configuration of all aspects related to controls. A list of all available actions is displayed in the main Controls option dialog. Use the drop-down box to filter the types of actions displayed. To manage control configuration of an action, select it from the list and click with the LMB. A configuration dialog will be displayed.

Configure Action

In this dialog you can configure the selected action, and assign numerous input methods to each action. Most actions are assigned by simply pressing/clicking/moving the desired input. Some exceptions (like the mouse) are listed to the right side of the dialog; drag and drop them to the action field to bind it.

A few tips:

- If a keyboard/mouse input has more than one function assigned to it, it will be marked red. To reveal which other input has been assigned to it, double click it with the LMB in the Controls dialog. Providing there are no actual conflicts, it is possible to keep it as is—sometimes it's beneficial to assign two functions to the same key/mouse input.
- Various key combinations are supported: hold a switch key (i.e., Shift or Alt) and tap the additional action key.

- Double-tapping input keys is supported: rapidly double-tap a key in the configuration dialog to assign a double-tapped key.
- You cannot use the ‚Delete' key to remove controls from an action, as this key is also a supported input option; you always need to use the mouse and the Delete button.

Mouse Settings

You can configure the orientation of the vertical axis of the mouse, and the vertical/horizontal mouse sensitivity.

Controllers/Joysticks/Driving Wheels

You can use compatible joysticks and/or driving wheels with Iron Front: Liberation 1944 for optimum control and enjoyment. You can also configure multiple joysticks and controllers at the same time. Two main types of devices are supported: configurable controllers (most general-purpose sticks and wheels) and controllers with schemes (essentially, Xbox controllers for Windows). To manage your controllers, go to „Options," „Controls," and click the „Controllers" button. A list of all supported controllers is displayed, split into two categories: „Customizable Controllers" and „Controllers with Schemes." Note that your controller may be shown in both, but that you can freely enable it for the preferred usage type. Essentially, „Customizable Controllers" are those which can be freely mapped to any action using the „Configure" action dialog. Adjust the sensitivity for each analog input by pressing the „Customize" button. Some controllers can be used in different modes based on schemes. This is chiefly the case with Xbox controllers for Windows. With this mode enabled, the scheme will define all aspects of the controller configuration and there is no option to configure it. To access the Scheme configuration, click „Customize" when you have selected any enabled controller with a scheme.

TrackIR

Iron Front: Liberation 1944 is one of the premier first-person shooters to fully support Naturalpoint's TrackIR system, which tracks the movement of your head using infrared technology. For more information on TrackIR, please visit Naturalpoint's website at http://www.naturalpoint.com/.

GAME OPTIONS

Various game options can be changed:

- Language - To select the language of in-game text (requires restarting the game), available only if your game version is sold in multiple languages.
- Subtitles - To enable or disable subtitles for in-game dialogs.
- Radio Subtitles - To enable or disable subtitles for in-game radio communication.
- Blood - To configure the level of blood displayed in the game.
- Aiming Dead Zone - Your weapon cursor floats in a certain zone in the middle of the screen. Change the size of this zone, or completely disable this behavior by scrolling the slider all the way to the left.
- Head bob - The head of your character moves realistically as he travels on foot. Adjust the strength of this effect, or completely disable it by scrolling the slider all the way to the left.

Difficulty

Iron Front: Liberation 1944 offers four difficulty settings: Recruit, Regular, Veteran and Expert. The difficulty menu, activated by pressing „Difficulty" in the game's Options dialog, allows you to fine-tune most of the settings. Note that in a multiplayer game, the difficulty settings of the host apply to all players in that session. In the list of settings there are two columns: the setting description and the configured difficult level. If a setting is red, you cannot change it in the particular difficulty. All the other settings can be enabled or disabled to match your personal preferences. Below the settings list you are able to set the difficulty of the AI units, both on your side and the enemy's. This affects how smart the AI units are in general, how fast they aim and how accurate they fire at their target.

MISSION EDITOR

When you enter the Editor, you will first be asked to select a map to set your mission on. Simply choose the desired map and click „Ok." This will open the Editor interface.

BASIC CONTROLS

The mission editor offers several modes, all accessed through the associated function keys or the toolbox in the menu on the right side of the screen:

F1 Units	F2 Groups	F3 Triggers	F4 Waypoints
F5 Synchronize	F6 Markers	F7 Modules	
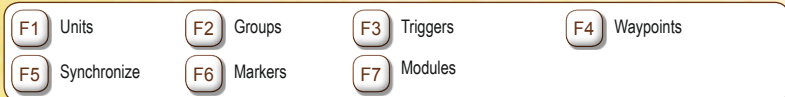
Basic navigation and controls apply in all the editing modes:

- To pan the map, click and hold the RMB anywhere on the map and move the mouse.
- To change the zoom level, use the Mouse Wheel and Numpad +/- keys.
- To create a new entity, double-click the LMB on an empty space using the required editing mode.
- To select an entity, LMB click on it. Selected entities are opaque; unselected entities are translucent.
- To select multiple entities simultaneously, click and hold the LMB in empty space to begin a drag box and drag the box's borders across the entities.
- To select multiple entities individually, hold Ctrl and select the appropriate entities with the LMB, or with a drag box.
- To cut selected entities to the clipboard, hold Ctrl and press X.
- To copy the selected entities to the clipboard, hold Ctrl and press C.
- To paste a copy of entities from the clipboard, hold Ctrl and press V.
- To paste a copy of entities on their original position, hold Ctrl and Shift and press V (useful when copying units between missions).
- To move an entity, click and hold the LMB on an entity and move the mouse.

Note that it's not possible to move units in Group mode or move Waypoints in Synchronize mode.

- To rotate an entity, hold Shift, click and hold the LMB and move the mouse.
- To edit an entity's parameters, double LMB click on an entity to open its Editing dialog.
- To delete an entity, press Delete while hovering the mouse cursor over an entity.
- To select all entities associated with that entity's group, hold Shift and click the LMB on a unit or Waypoint.
- To open an entity's dialog with a waypoint on it (rather than the waypoints), hold Shift and click the LMB on an entity.
- To create a waypoint for a group attached to the selected entity, in Waypoint Mode, double LMB click on the entity.
- Entities that have been replicated automatically have a number appended to their names to avoid conflicts

PLACING UNITS AND GROUPS

Units are the primary elements of most missions; insert them by double-clicking the LMB somewhere on the map. In the pop-up window that appears, a number of properties for this unit can be edited, such as its side, type, health status and azimuth. You can also set which unit will be controlled by the Player and which by the AI. If you need to place a number of units, which typically belong together, at the same time, press F2 and insert a group in much the same way as you inserted units. Note that after you place a group you actually placed a collection of individual units joined together with blue links. You can manually create and remove such links in Group mode by clicking on a unit, holding the LMB and dragging the line showing where the unit belongs to. When you place a unit as „Playable," you can switch to it using Team Switch or this unit is playable in multiplayer mode.

WAYPOINTS

Giving Units Waypoints

Your unit will be a completely sentient AI within the game world and it will react to nearby events. Most likely however, you will want the units to move about. This can be achieved with waypoints. The different types of waypoints are:

- Move - Move to this location.
- Destroy - Move to the target location and destroy whatever the waypoint is placed on.
- Get in - Try to board the vehicle this waypoint is attached to or, if synchronized with a vehicle's waypoint, the vehicle will stop and wait to be boarded.
- Seek and Destroy - Move to this location and start actively searching for enemies.
- Join - Synchronize this waypoint with another group's waypoint to join the two.
- Join and Lead - As above, but now become the resulting group's leader.
- Get out - Get out of the vehicle.
- Cycle - Used to create a loop of waypoints. This is explained in the section below.
- Load - Wait for others to board as cargo.
- Unload - Wait for everyone in the vehicle to get out.
- Transport Unload - Wait for passengers of the vehicle who are not in the same group to get out (usually a Get in waypoint of another group synchronized with this group).
- Hold - Unit or group will stay at this position. Only a „switch" trigger or scripting can move the group from this point.

- Sentry - Hold position until an enemy is detected.
- Guard - Any of the units at the Guard waypoint will also intelligently engage enemies anywhere on the entire game map and in the meantime will find ones guarded by ... trigger and protect this location.
- Talk - Speak a sentence from the Effects section of the waypoint.
- Scripted - Executes the script file in the Script text field of the waypoint.
- Support - Wait until another unit calls for support (only works for support units).
- Get in nearest - Board the vehicle nearest to this waypoint
- Dismissed - Units roam freely around this waypoint until they detect an enemy.

Waypoint Synchronization

Synchronization mode is used to make different groups carry out their waypoint orders at the same time, and optionally only under specific circumstances. Synchronization can seem like a hard concept to understand at first, but it's a very powerful and easy-to-use tool. For example, synchronization can be used to organize friendly forces to wait until everyone is in position before launching a mass attack, or wait in ambush until an enemy convoy is in the perfect location before opening fire. You can synchronize the waypoints of two or more separate groups by pressing and dragging a link between their waypoints. Neither group will proceed to the next waypoint until they both complete the synchronized waypoints. Synchronizing links can be made between any of a group's waypoints and any number of another group's waypoints, and any number of triggers. A synchronized waypoint will not complete until all waypoints it is linked with are ready to complete, and all synchronized triggers are activated. Synchronizing links are displayed by a dark blue line connecting the entities. To create a synchronized link between a waypoint and another group's waypoint or a trigger, select Synchronized editing mode (F5), click and hold on the waypoint with the LMB, move the mouse to the desired waypoint/trigger, and release. To remove synchronization lines from a waypoint or trigger, select it, hold and drag a line into empty space. Note that this will remove all synchronizing lines from that entity.

Waypoint Cycle

A Cycle Waypoint can be used to make the group move in an infinite loop—a simple method to create a patrol. If you want your group to repeat any of its previous waypoints, simply insert a new waypoint with type set to Cycle nearby the previous waypoint and this will be the waypoint executed. Note that the first waypoint generated automatically (the leader's initial position as seen in the map editor) is considered as a Move type waypoint, and can be used by the Cycle waypoint as well. Only a Switch trigger or script can be used to „break" a group out of a Cycle loop.

SIMPLE TRIGGERS

Triggers are used to set up a lot of the mission gameplay. Triggers can be used to detect a virtually unlimited amount of conditions in the game world and react to those. The more basic types of triggers are explained below.

Presence Detection

A very common use of triggers is detecting the presence (or absence) of units. To do this, place a trigger at the position where you would like to detect this presence, and scale it using the „Axis a" and „Axis b" properties. The encompassing area is where your trigger will detect units. The Activation drop-down box will let you select a particular unit side to listen for. If you don't need to make a distinction between sides, pick „Anybody." Next, choose whether you want to check for presence, absence or maybe whether the units have been detected by another side. This is achieved by selecting one of the options in the toolbox.

Mission Ending

Any trigger can be classified as an Ending Trigger using the Type property. In the drop-down box you can select one of 7 endings (including Lose), which corresponds to endings in the mission briefing HTML file.

MODULES

It is possible to insert more advanced components into your mission using the Modules mode (F7). The advanced injury system, volumetric cloud or ambient life are just one double click away from your mission. Some of the modules need to be synchronized (F5) with other units or objects.

INTEL

To tweak the mission name, description, time of day and weather, you can click on the Intel button in the top-left corner of the editor. You will find four sliders, controlling your starting weather, weather forecast, starting fog and fog forecast. Finally, you can choose which side the Independent faction will ally with in this mission.

MISSION MANAGEMENT

Loading

Clicking „Load" from the editor shows a pop-up window where you can select any missions previously saved for the loaded map. If you want to look for a mission on a different map, you can do so with the Map drop-down box. The map will be loaded after pressing OK.

Merging

Sometimes it is beneficial to merge two separate mission files. This can be achieved with the Merge button. If you save the merged mission under a new name, the original two missions will be retained.

Saving

Having worked on a new mission for a long time, you will want to save your work somewhere. Do this by clicking „Save." Several exporting options are then displayed:

User mission - The mission is saved as an editable mission, which can later be re-opened in the editor. This is the default option and it is always recommended to save your latest version this way before using any of the other export options.

Export to Single Missions - The mission is exported to the Single Missions screen as a published mission. All mission content is compressed into a single file, which makes it easy to share with friends.

Export to Multiplayer Missions - The mission is exported as a multiplayer mission in a single compressed file. You can now select the mission when you are hosting a session.

PLAYING YOUR MISSIONS

There is no better way to see if your mission works than to try it for yourself. Do this by simply clicking „Preview." When you are back in the editor, you can make changes and use „Continue" to resume play. Note that the changes you made will not be processed until the next time you click „Preview."

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