

K-ASsistant: *Marks*



Script by Karma

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The K-Assistant Concept

K-Assistant is a series of scripts created by =36= Karma whose primary purpose is to Assist Mission Designers by giving them new tools with which to create increasingly dynamic and varied missions.

What is K-ASS: Marks?

K-Assistant: Marks is a script for DCS, written in LUA language, which uses the MOOSE Framework in order to provide players with useful information in game.

K-Assistant: Marks allows through the use of markers in the F10 map to have various types of information and to create shapes to be used as directions on the map for other players.

How to include the K-Assistant: Marks in the mission

From the Mission editor, in the Triggers screen:

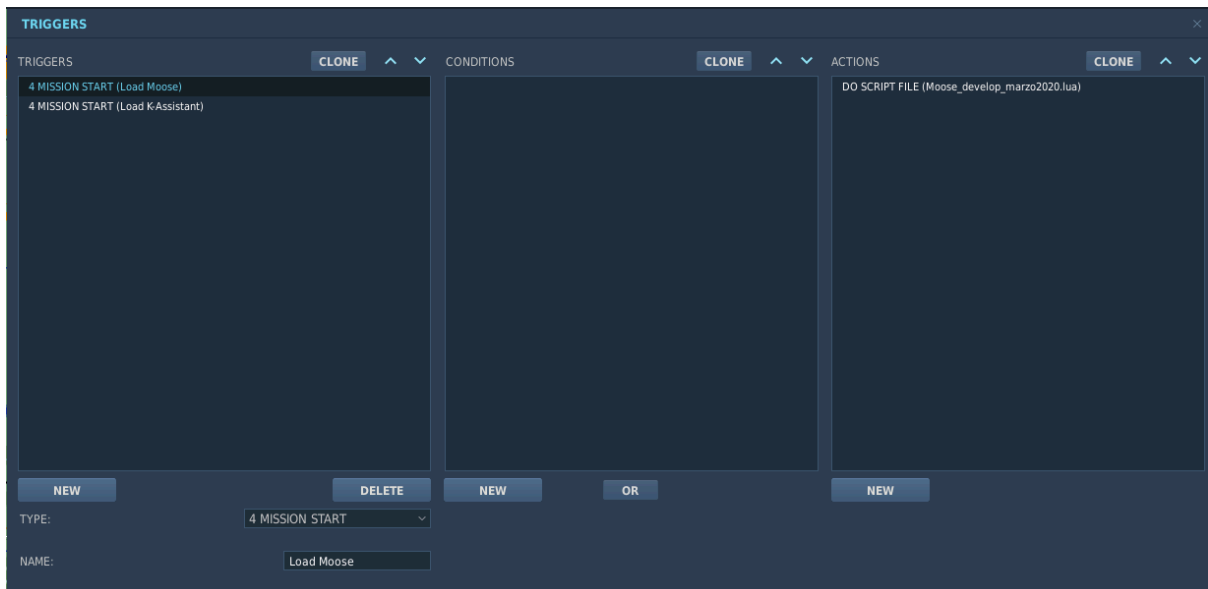
Add a Trigger to load the MOOSE:

1. TYPE> MISSION START
2. CONDITIONS> None
3. ACTIONS> DO SCRIPT FILE> Select the .lua file of the MOOSE

Create a second Trigger to load Marks:

1. TYPE> MISSION START
2. CONDITIONS> None
3. ACTIONS> DO SCRIPT FILE> Select the K-Assistant .lua file: Marks

ATTENTION: K-Assistant scripts depend on the MOOSE, if this is not loaded before the K-Assistant this will not work.



Available functions

METAR

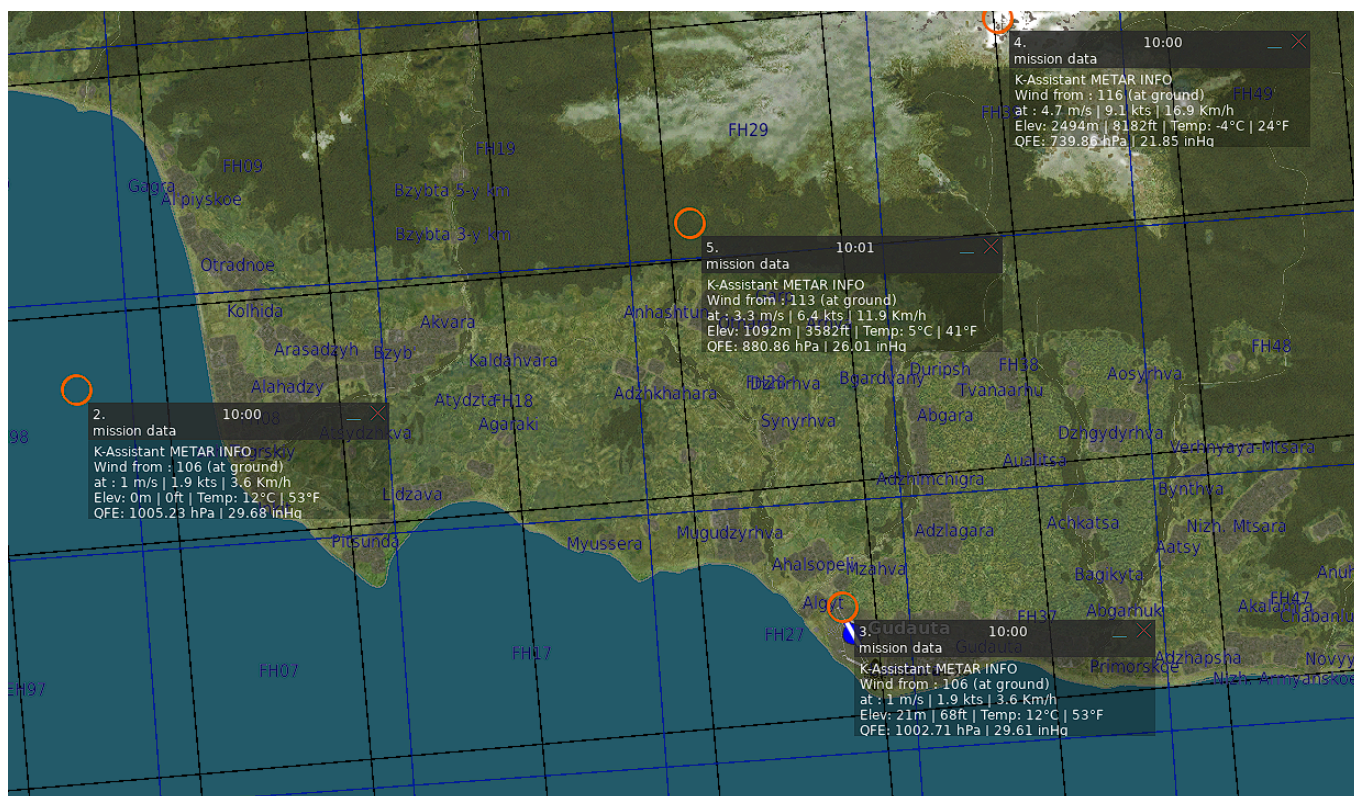
Provides information on the weather conditions at a specific point on the map.

Unfortunately DCS still does not allow to extract information about visibility and cloud cover, however it is possible to know the temperature, atmospheric pressure, wind speed and direction at ground level at a precise location.

- Add a Mark in the map F10
- Modify it by inserting the text string #METAR in the marker text field.
- Once you have finished inserting the text in the marker, click outside the text field to confirm the entered text.

A new marker will be created which will replace the marker you created. METAR information will be available in the text of the new marker.

After 120 seconds the marker will be removed automatically.



Shapes

It allows by using the markers in the F10 map to add shapes directly in game. Shapes can be useful for indicating goals or areas in pre-flight planning.

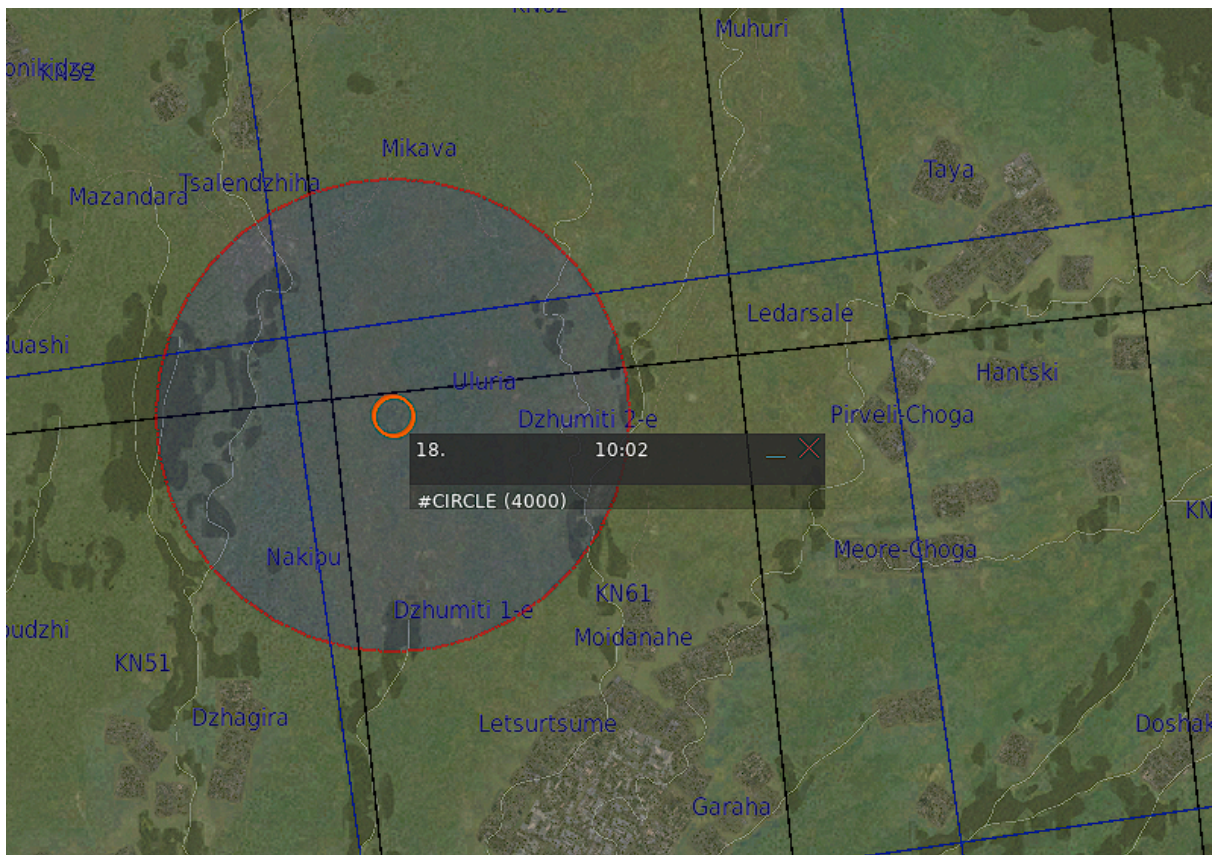
Circle

- Add a Mark in the map F10
- Modify it by inserting the text string #CIRCLE
- Once you have finished inserting the text in the marker, click outside the text field to confirm the entered text.

A circular shape will be created on the position of the marker you created, to remove it it will be sufficient to remove the marker. . Default radius is 1000m.

To specify the radius of the circle, enter the radius value in meters enclosed in brackets.

Example: "#CIRCLE (4000)" - will create a circle with a radius of 4000 meters.



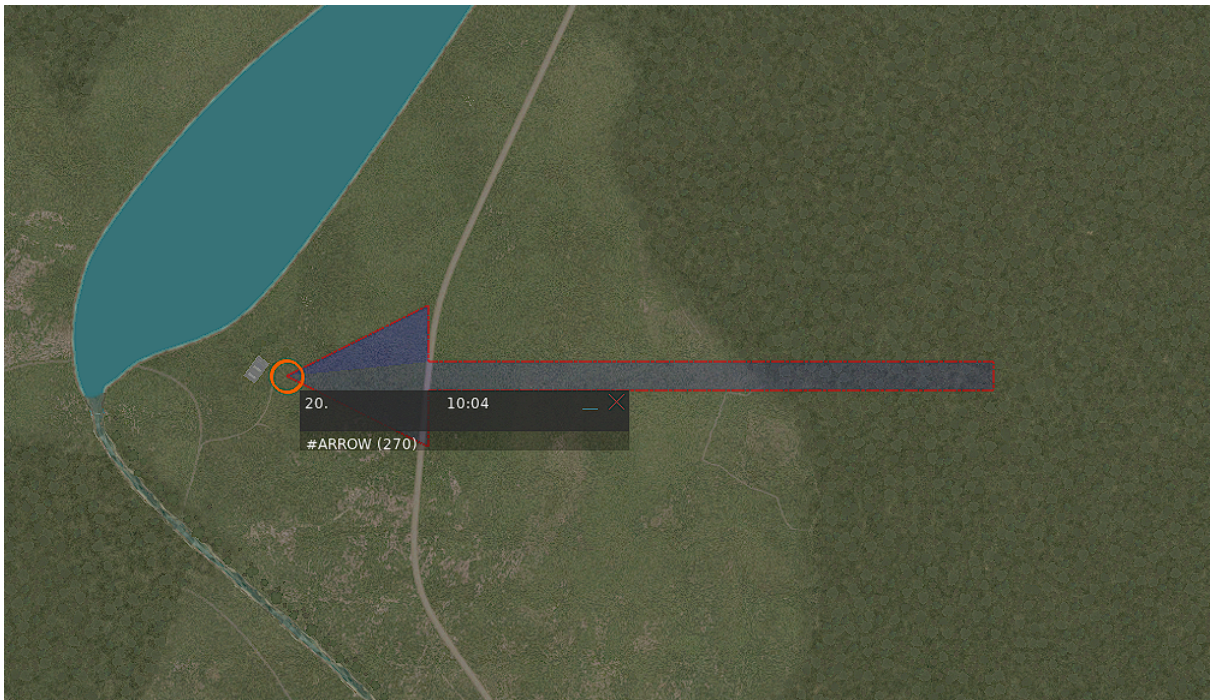
Arrow

- Add a Mark in the map F10
- Modify it by inserting the text string #ARROW
- Once you have finished inserting the text in the marker, click outside the text field to confirm the entered text.

An arrow shape will be created on the position of the marker you created, to remove it it will be sufficient to remove the marker. Default arrow heading is 0° N (North)

To specify the direction of the arrow, enter the value in degrees N enclosed in parentheses.

Example: "#ARROW (270)" - will create an arrow pointing to 270 ° N



Script settings

By opening the script .lua file, in the first lines it is possible to set the basic settings.

Example of available configurations:

- MetarEnable = true, - enables / disables METAR marks
- MetarTag = "#METAR", - define metar tag , a string of text that user need to insert into mark text to generate metar infos (default #METAR)
- MetarMarkerRemoveTime = 120, - time in seconds after which the metar-marker will be deleted (default 120)
- SignsEnable = true, - enables / disables CIRCLE and ARROW marks
- CircleTag = "#CIRCLE",
- ArrowTag = "#ARROW",
- WelcomeMessage = true, - if true a Welcome Message will be displayed at mission start