

How to Add the Screen Mission

The basic method for building a [Faction AI](#) script is to first, [plan paths](#) for enemy hierarchies, then [plan Missions](#) for enemy hierarchies, and then, finally, create a [Faction AI](#) that triggers units to begin movement and execute Missions as triggers are met.

Now that we have planned all of the enemy paths, it is time to continue planning Missions for enemy hierarchies. If an enemy hierarchy, based on the situation, may execute more than one Mission, we must plan multiple Missions for the hierarchy. After each Mission is planned, we will [cancel the Mission](#), so that it is not executed until the proper trigger is met.

The 'Screen' Mission is used with recon and aviation hierarchies to move to an initial and then subsequent and alternate screen lines based on triggers configured in the mission. You can also configure the triggers so that the hierarchy skips one or both of the secondary positions, in which case the order becomes much like the 'Attack By Fire' mission.

Add the Screen Mission:

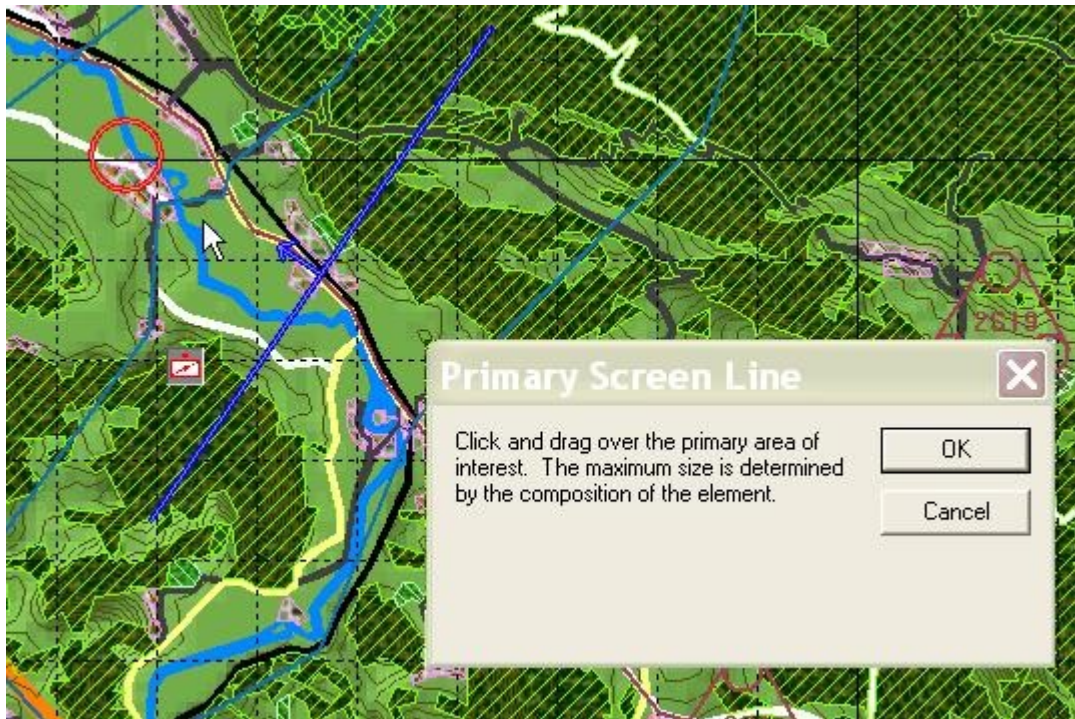
1. Right-click on the hierarchy for which you wish to plan the mission. Select 'Company Wave Attack to Breach' from the 'Mission' sub-menu.



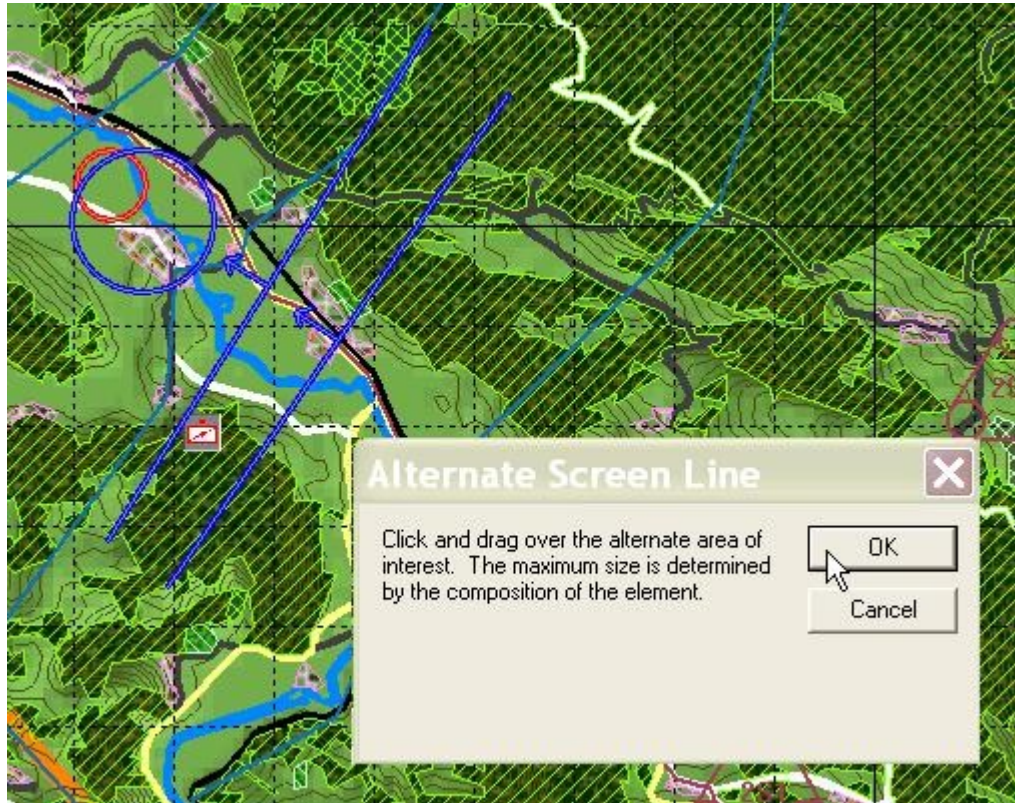
2. Click on the location where you wish to set the first screen line and then, with the left mouse button still down; drag to turn the position to the correct orientation.



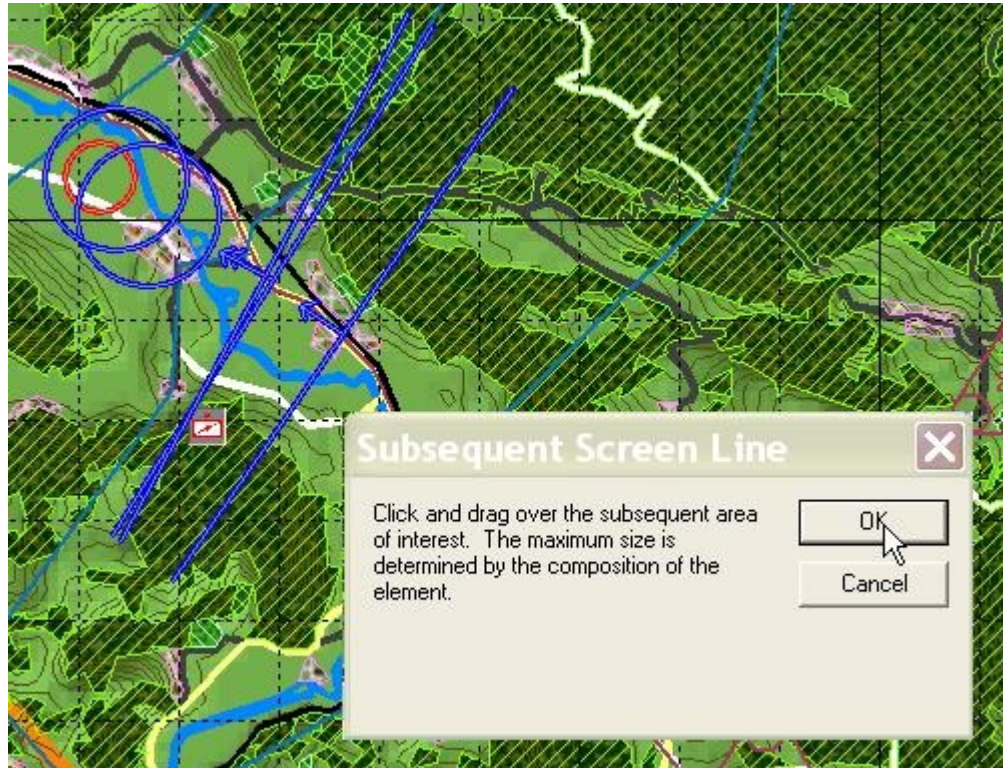
3. Drag-click over the area on which you would have the hierarchy orient when it assumes the first screen line.



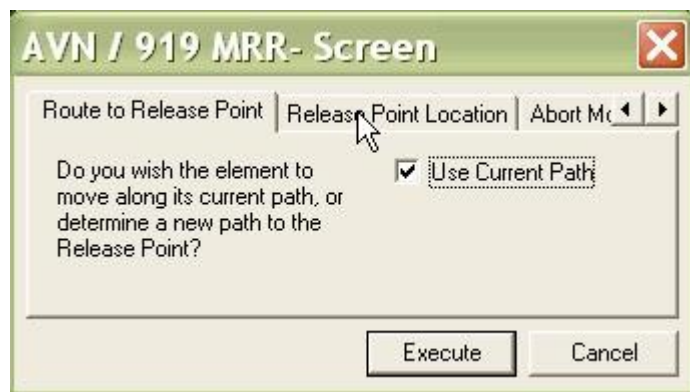
4. Click on the location where you wish to set the second screen line and then, with the left mouse button still down; drag to turn the position to the correct orientation. Click 'OK' and then drag-click over the area on which you would have the hierarchy orient when it assumes the second screen line.



5. Click on the location where you wish to set the third screen line and then, with the left mouse button still down; drag to turn the position to the correct orientation. Click 'OK' and then drag-click over the area on which you would have the hierarchy orient when it assumes the third screen line.



6. If this box is checked, the hierarchy will, to the best of its ability, use its current path to reach its first screen line.



7. The hierarchy, based on its size, will use the corresponding entry to determine what formation to assume when it reaches the release point.

The screenshot shows the 'AVN / 919 MRR- Screen' dialog box with the 'Release Point Location' tab selected. The 'Route to Release Point' tab is also visible. The 'Formations' section contains two dropdown menus: 'Platoon' and 'Company', both set to '.None.'. The 'Execute' and 'Cancel' buttons are at the bottom right.

8. The hierarchy will abort the screening operation if its forces fall below the given percentage. A zero means the hierarchy will continue until every vehicle is dead.

The screenshot shows the 'AVN / 919 MRR- Screen' dialog box with the 'Abort Movement Formation' tab selected. The 'Abort Movement Percentage' tab is also visible. The 'Percentage' section contains a text input field with the value '0' and a '%' symbol. The 'Execute' and 'Cancel' buttons are at the bottom right.

9. If the hierarchy does abort, this is the formation it will assume.

The screenshot shows the 'AVN / 919 MRR- Screen' dialog box with the 'Initial Movement Formation' tab selected. The 'Abort Movement Formation' tab is also visible. The 'Formations' section contains two dropdown menus: 'Platoon' and 'Company', both set to '.SBF/Defens'. The 'Execute' and 'Cancel' buttons are at the bottom right.

10. This is the formation the hierarchy will use to move to the Release Point.

The dialog box is titled "AVN / 919 MRR- Screen". It has two tabs: "Initial Movement Formation" (selected) and "Displace Primary Number of En". The "Initial Movement Formation" tab contains the text "In what formation would you like the element to move to the Release Point?". To the right, there are two dropdown menus: "Formations" (set to "None") and "Company" (set to ".None."). At the bottom are "Execute" and "Cancel" buttons.

11. The hierarchy uses detected enemy as a trigger to displace to the Alternate Screen line. If you set this value to 1000, the hierarchy will never displace, because it will never see 1000 vehicles at one time.

The dialog box is titled "AVN / 919 MRR- Screen". It has two tabs: "Displace Primary Number of Enemy" (selected) and "Displace Alternate Nur". The "Displace Primary Number of Enemy" tab contains the text "Displace from the primary screen line when this number of enemy have entered the observed area (enter 1000 or more to never displace)". To the right, there is a text input field labeled "Number Of Vehicles" containing the value "1000". At the bottom are "Execute" and "Cancel" buttons.

12. The hierarchy also uses detected enemy as a trigger to displace to its subsequent location. This number, in light of the previous step, is irrelevant because the hierarchy will never displace from its primary screen line.

The dialog box is titled "AVN / 919 MRR- Screen". It has two tabs: "Displace Alternate Number of Vehicles" (selected) and "Occupation Time". The "Displace Alternate Number of Vehicles" tab contains the text "Displace from the alternate screen line when this number of enemy have entered the observed area (enter 1000 or more to never displace)". To the right, there is a text input field labeled "Number Of Vehicles" containing the value "1000". At the bottom are "Execute" and "Cancel" buttons.

13. If you want the hierarchy to wait before occupying the first screen line, place a time here.

The screenshot shows a dialog box titled "AVN / 919 MRR- Screen" with a close button (X) in the top right corner. It has two tabs: "Occupation Time" and "Mode of Travel". The "Mode of Travel" tab is selected. The text inside the dialog asks: "At what time would you like the element to move forward and occupy the position (enter 00:00:00 to begin immediately)?" To the right of this text is a section labeled "Execution" with three input fields for "HR", "MIN", and "SEC". Each field contains the number "0". Below these fields is the text "(Zeros or blank for immediate)". At the bottom of the dialog are two buttons: "Execute" and "Cancel".

14. If this box is checked and the hierarchy has dismounts, they will dismount and walk from the Release Point to the first screen line, and then all subsequent screen lines.

The screenshot shows the same dialog box as above, but with the "Move Dismounted" checkbox checked. The text inside the dialog asks: "How do you wish to move to the release point, initial, alternate, and subsequent positions". The "Execute" button is highlighted with a mouse cursor.