

# Unit Administration

Contains documents relating to the administration of the unit. This includes but is not limited to mission making and zeusing.

- Mission Making
  - Mission File Map Transfer

# Mission Making

Contains documents related to mission making processes.

# Mission File Map Transfer



Transferring mission file data to new maps

For dummies

By Anthrax

---

## Table of Contents

### **What you will need**

#### **Step 1: Grabbing a mission file**

#### **Step 2: Creating a replica mission file**

#### **Step 3: Transferring everything to a new map.**

#### **Step 4. Tweaking various settings**

---

### What you will need

1. A copy of Arma 3 (Naturally).

2. A program that can open and/or unpack .pbo files. One such program is PBOManager, which the author of this article personally uses, however be aware that there are alternatives out there.
3. Knowledge of how to use the editor.

PBOManager link: <http://www.armaholic.com/page.php?id=16369>

*Please note that all relevant examples in this guide will be using PBOManager.*

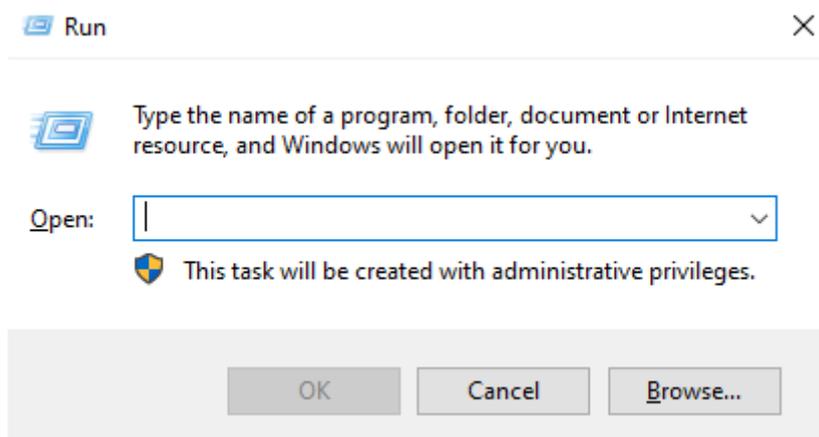
Mods like 3Den Enhanced are recommended as they enhance the eden editor experience. 3Den Enhanced is already present in our modpack.

---

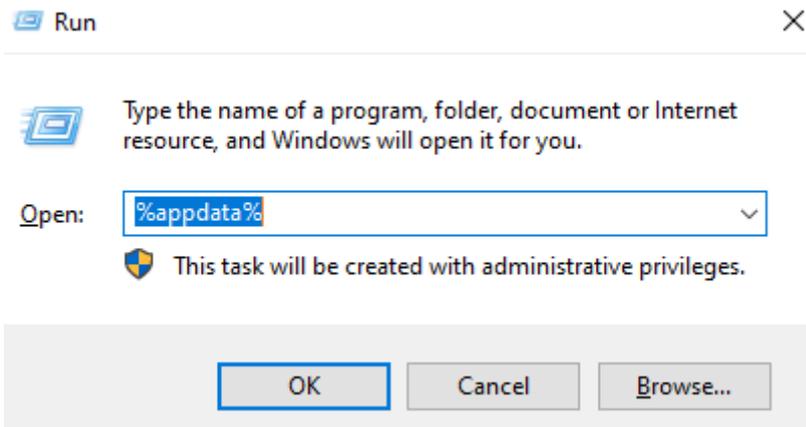
## Step 1: Grabbing a mission file

In order to transfer any data over, we need to have a mission file in the first place. The method of doing this depends on you having played a normal CJTF Mission recently.

1. Open "Run" via WINDOWS+R or by opening the start menu and searching for "Run".



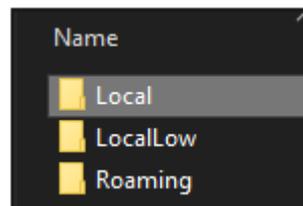
2. Type in “%Appdata%” and press OK.



3. On the navigation bar, select “AppData” to go back once.



4. Open “Local”.

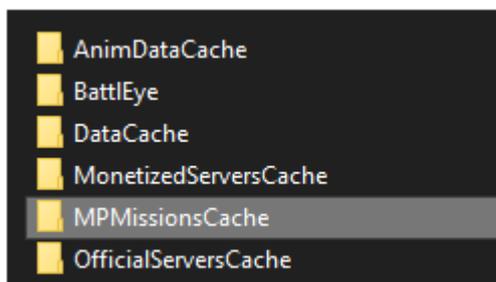


5. Navigate and open the “Arma 3” file.

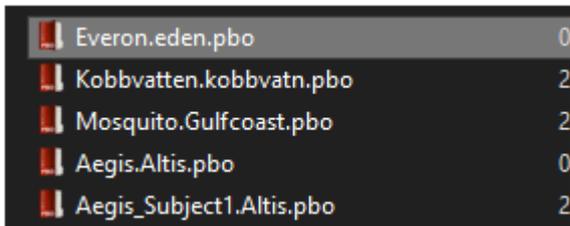
(Note, sorting by alphabetical order ma



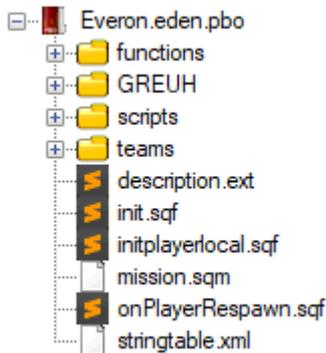
6. Find and open the “MPMissionsCache”, this is where the game stores mission files so you don’t have to download them every single time you go to play them online.



7. Locate and find a .pbo with the name of a mission you’ve recently played, in this case it’s “Everon.eden” but be aware depending on what missions you’ve played, the list of available CJTF .pbo’s **WILL** be different. When in doubt, ask the mission's author for the name of the .pbo. As of 16/04/2020 all official mission files **SHOULD** be named in the following fashion "OperationName\_Date\_Map\_Version.map.pbo".



8. Open the .pbo and copy its contents, alternatively copy the .pbo itself. You can either copy its contents into a different file, or leave it in your clipboard.



Another thing you can do is just leave your pbo unpacking/opening program open until you've completed **Step 2**.

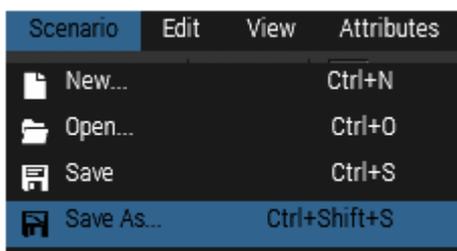
## Step 2: Creating a replica mission file

We need to create an exact copy of the mission file so that we can take its contents (such as arsenals, units etc) to be transferred into your new map.

Due to the limitations of the Arma editor, we can't just manually create a file and chuck the contents in, rather we have to actually go into the editor, save a mission file on the exact same map as the .pbo you grabbed and copy its contents in.

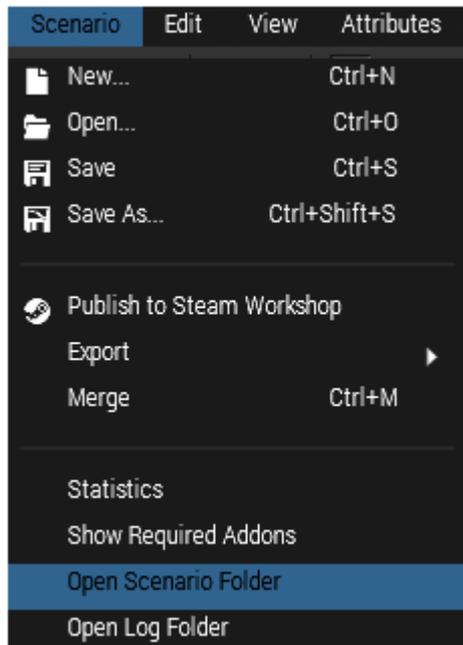
*Note, these examples will be using the Everon map as that's the map of the .pbo grabbed in the last step. Naturally in your case it may be a different map you will need to open.*

1. Open Arma 3 with the CJTF modlist, access the Eden editor on the same map as the .pbo you copied, and "Save As" to create a new mission file.

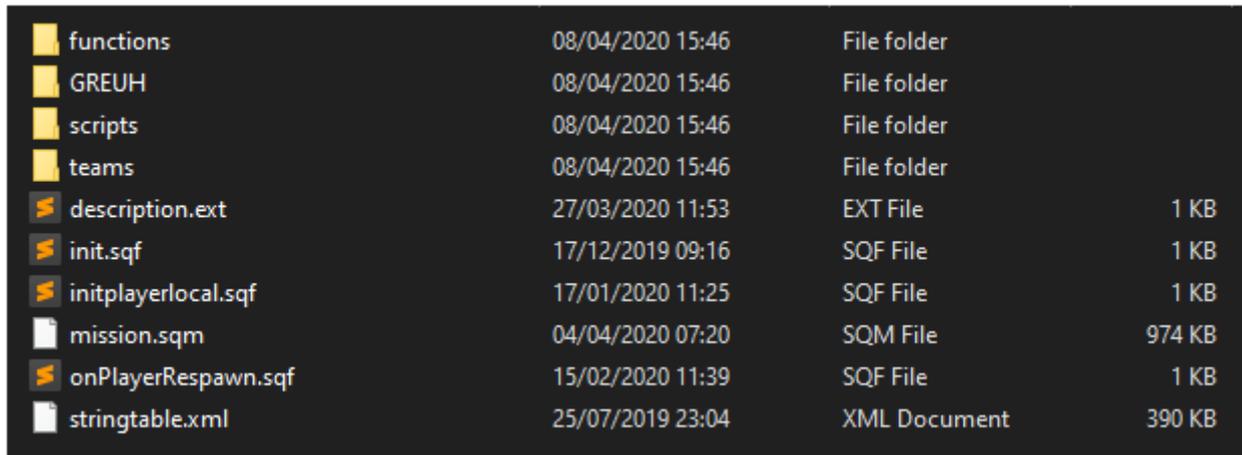
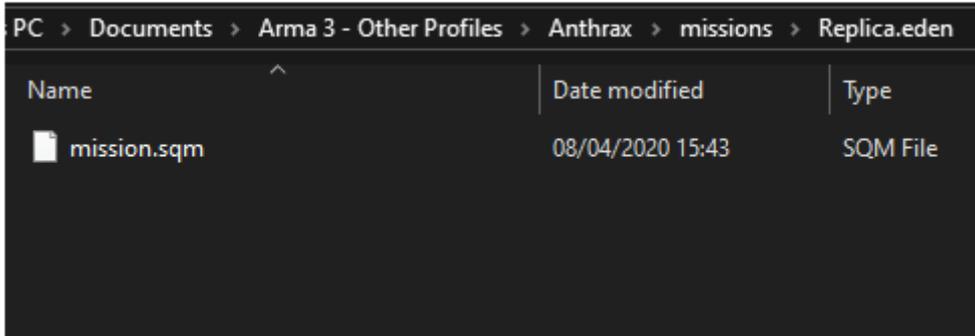


**(Be Aware** that any non-modlist addons may create undesirable dependencies, ensure that your modlist is purely whatever happens to be necessary for all the official CJTF addons to function as well as said CJTF addons themselves. Mods such as Blastcore should be disabled prior to creating the mission.)

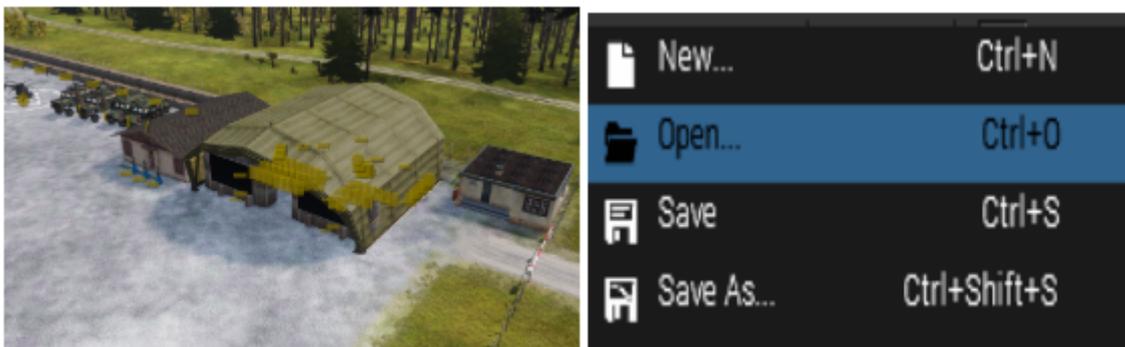
2. Assuming you've gone ahead and named the mission file and whatnot, find the "Open scenario folder" in the Scenario top bar menu that you opened to save the file.



3. You should see your file explorer open and be confronted with a mission.sqm file in your missions folder. Copy all the data from the original .pbo and overwrite the mission.sqm.



4. Congratulations, you've just created a replica file. As soon as possible try and reload the scenario by going to the scenario menu and loading your replica mission file.



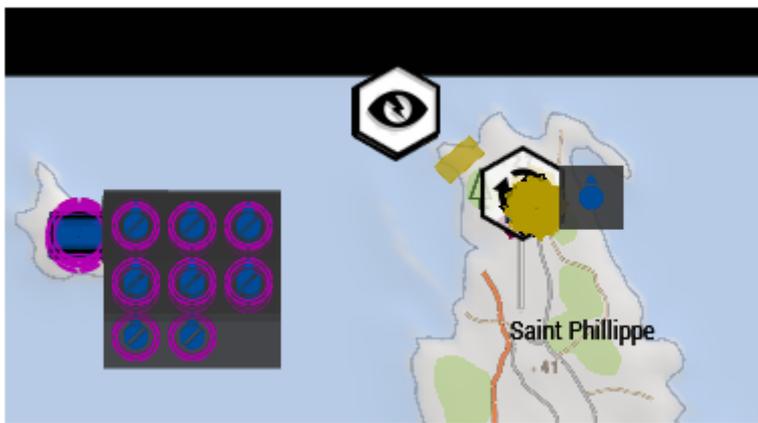
---

## Step 3: Transferring everything to a new map.

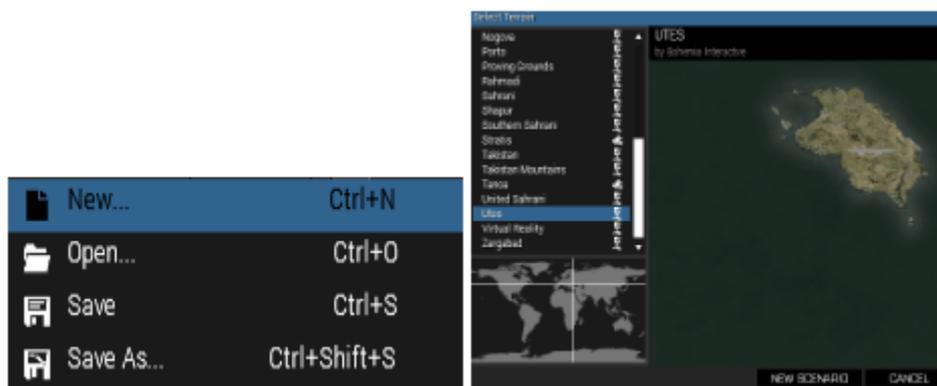
In this step, we will be copying all the contents of this .pbo to a new map.

- 1.

Press CTRL+A to select everything, then press CTRL+C to copy everything.



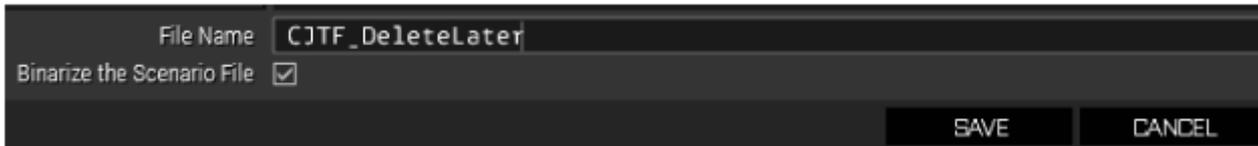
2. Create a new mission file on your desired map (in our case, Utes) by going to SCENARIO > New > Desired Map



3. With your new map open, press CTRL+V to paste everything, you will need to manually put stuff into your desired positions however, such as the units and modules.

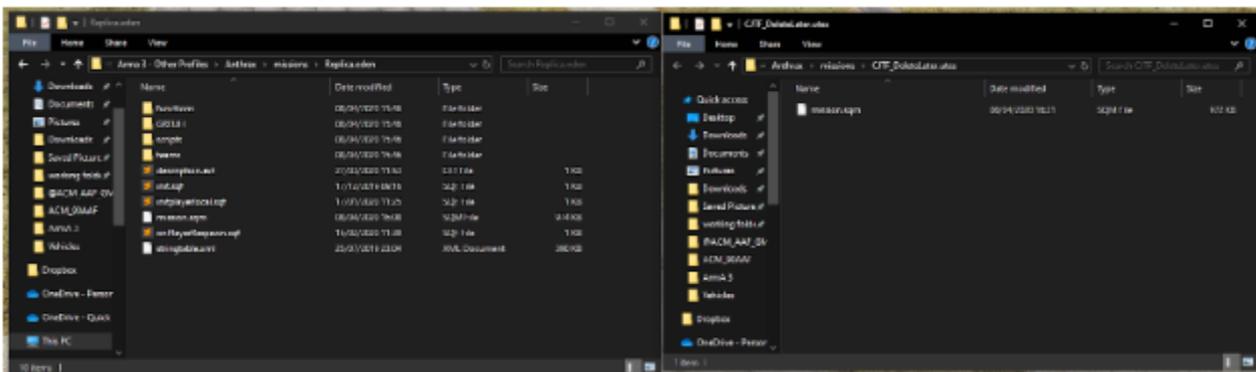


- Go to Scenario > Save AS and save your new mission file. Make sure that the file has an **appropriate** name.



(Note: Name is for demonstration purposes, it is in no way an “Appropriate” name. In addition file binarization is up to you, but as long as you’re using the right mods you should binarize it.)

- Go to Scenario > Open Scenario Folder to open the mission file itself.
- From here you can either navigate to your replica mission file, or open a copy of the file explorer so you can have both the new mission file open, and the replica file.



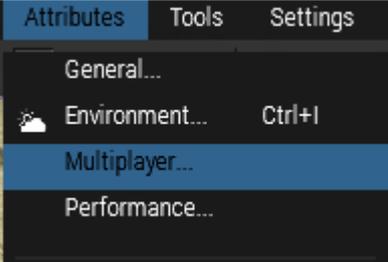
- Copy All data in the replica mission file **EXCEPT** the “Mission.sqm” to your new mission file. Feel free to delete the replica file if you want to.

functions	08/04/2020 15:46	File folder	
GREUH	08/04/2020 15:46	File folder	
scripts	08/04/2020 15:46	File folder	
teams	08/04/2020 15:46	File folder	
description.ext	27/03/2020 11:53	EXT File	1 KB
init.sqf	17/12/2019 09:16	SQF File	1 KB
initplayerlocal.sqf	17/01/2020 11:25	SQF File	1 KB
mission.sqm	08/04/2020 16:08	SQM File	974 KB
onPlayerRespawn.sqf	15/02/2020 11:39	SQF File	1 KB
stringtable.xml	25/07/2019 23:04	XML Document	390 KB

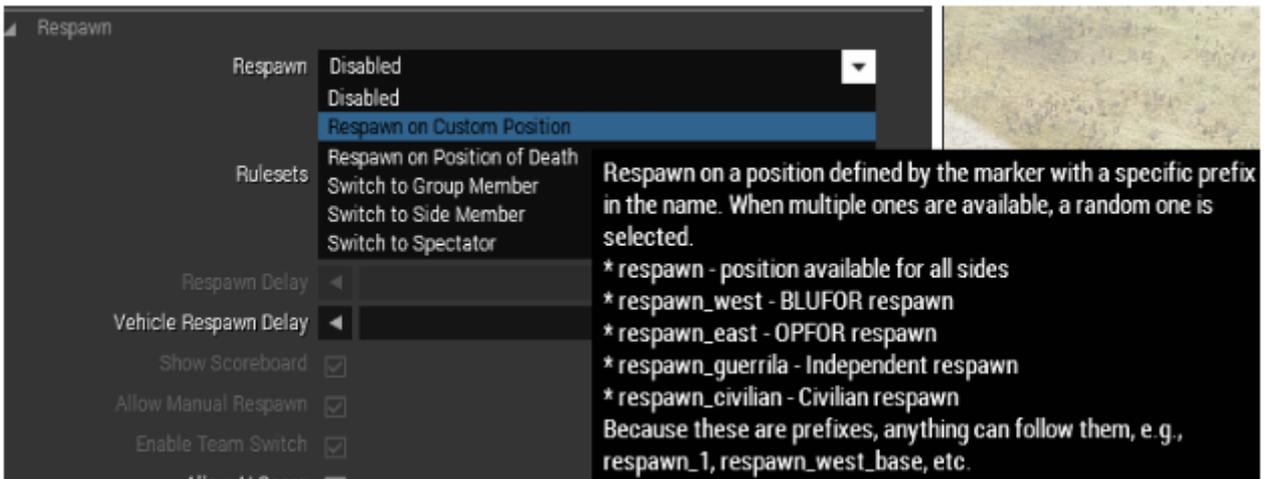
Congratulations, you’ve transferred everything from units, to arsenals, to the various scripts the missions run to a new map.

# Step 4. Tweaking various settings

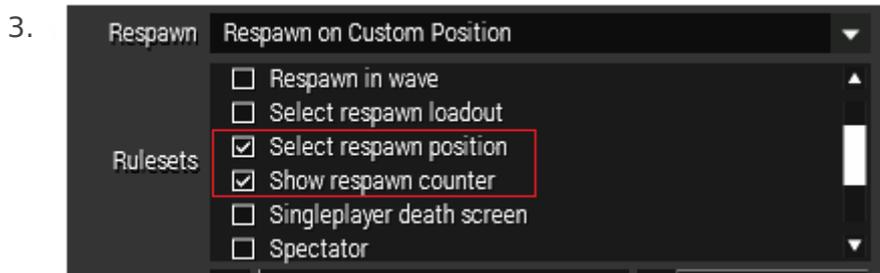
We need to tweak various settings of the new mission file to ensure it not only works in MP, but is consistent with other CJTF files.

1. In  Settings

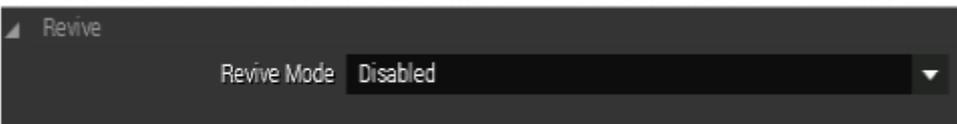
2. Set respawn to “custom position”



Set the respawn delay to any value that isn't zero, even 1 second is sufficient.



4. Ensure the vanilla “revive” settings are turned off. CJTF uses Ace Medical and add-on settings are determined by the mission file.

with Ace Medical. 

5. To change the name and author of the mission file's Description.Ext file and c

```
1 onLoadMission = "OPERATION NAME HERE";
2 author = "YOURNAME | CJTE";
3 onLoadName = "OPERATION NAME HERE";
4
5 #include "GREUH\UI\GREUH_interface.hpp"
6
7 class CfgFunctions
8 {
9     class Intel
10    {
11        tag = "TAG";
12        class documentViewer
13        {
14            file = "functions";
15            class ViewDocument {};
16        };
17    };
18 };
19
```

this example i will be using Sublime Text 3.

From here on out, it is now up to you what to do with the mission file, as in it is now your responsibility to ensure that everything is in the right place, that everything is tested, and that the mission itself is enjoyable. Don't hesitate to contact staff or those with experience with any questions that you may have.