

VBS3 Scripting

Level One Course



A course that gives students the ability and confidence to enhance scenarios. Students will achieve success through the creation of practical examples employed directly in the Offline Mission Editor.

```
//if Class
if (isClass(_type)) then
{
    //get the class data and start the string
    _parent = str inheritsFrom _type;
    if (_parent != "" && _parent != "*****") then
    {
        _parent = ([_parent, "/"] call fn_trimLeft);
        _html = _html + format["%1class %2 : <a href=\"%3\">%3</a><br>", _tab, _strType, _parent];
        g_arrayOutputText = g_arrayOutputText + [format["%1class %2 : %3", _tab, _strType, _parent]];
    }
    else
    {
        _html = _html + format["%1class %2<br>", _tab, _strType];
        g_arrayOutputText = g_arrayOutputText + [format["%1class %2", _tab, _strType]];
    };

    _html = _html + format["%1{<br>", _tab];
    g_arrayOutputText = g_arrayOutputText + [format["%1{", _tab]];

    //if the class has children, recurse over each child
    if ( count(_type) > 0 ) then
    {
        private ["_recArray"];
    }
}
```

Course Syllabus

“Knowledge is a treasure,
But practice is the key to it.”
– English Proverb

Aim

The aim of this syllabus is to detail the training, administrative, and logistic requirements for the course.

Welcome to the Course

Training is at the heart of Bohemia Interactive Simulations. Our products are developed to enable the most effective training of our military and professional industry customers worldwide. In support of our simulation and development products, and in response to consultation with our customers, we are proud to deliver training courses of the highest caliber.

Course Description

This course is specifically aimed at scenario developers comfortable with using the Offline Mission Editor (OME) to craft training scenarios, but want more fine-grained control or unique activities to occur within the scenario that aren't provided by the OME.

You will learn various methods to enhance scenarios by creating practical examples that you can add to any of your current work. All scripting will be done within the OME, giving you both a strong foundation of what scripting can do, what scripts you can use during scenario development, and where you can include these scripts.

Course Prerequisites

The Administrator Course is a prerequisite for this course, and scenario development experience with VBS3 is highly desirable.

Students will be required to load, modify, and create new scenarios with VBS3.

Students must be familiar with adding editor objects, using the editor object menu, and various object properties.

Students will also be required to copy and paste or type scripting statements in specific object properties controls.

Knowledge of basic Windows file structure and shortcut keys are recommended (folder paths; copy, cut, and paste, etc)

Course Objectives

At the end of this course, students will be able to enhance scenarios using basic scripting features available within the OME in order to demonstrate familiarity with the basics of scripting.

Students will become familiar with researching common scripting commands with the Wiki resource.





Requires Texts and Resources

- Scripting Level One Student Guide
- VBS3 Editor Manuals
- VBS3 Command Reference (Offline or Online Wiki)

Instructional Methods

This course will use the following methods of instruction: Direct Teaching, Lecture, Presentation, Demonstration, Discussion, Cooperative Learning, Step-by-Step Activities, Small Group Activities, Hands-on Practical Application, Reading Assignments, and Simulation.

Course Policies and Requirements

Attendance and Participation

It is required that you attend at least 90% of this course (36 hours) in order to receive the course certificate. Punctuality is necessary to achieve success in this course. Participation in activities and discussion is required.

Grading

This is a Pass / Fail course. If you are unable to complete at least 90% of the lessons successfully, the instructor will meet with you and determine if it is appropriate for you to receive a Course Certificate.

Teamwork

This course depends upon teamwork and cooperation. You will be working with other students to create and modify scenarios, host and join sessions, and troubleshoot items as they may arise. If you have difficulty working in teams, please speak with the instructor. Although you will work in teams, your work must be produced independently.

Professionalism Policy

In order to maintain the optimal learning environment, mobile phones, pagers, tablets **must be silenced** during all classroom activities. Those individuals who do not comply with this policy will be asked to leave the classroom so as not to interfere with other students' learning. Please arrive on time for all class sessions. Students who habitually disturb the class by talking, arriving late, leaving early, etc., and have been warned by the instructor may not receive a Course Certificate.

Indemnity Clause

The instructor reserves the right to modify any and all portions of this syllabus in any way he or she sees fit while maintaining the academic integrity of this course.





Tentative Course Schedule

The times and dates listed are tentative and subject to change.

Monday:	0900 – 1700
Tuesday – Thursday:	0800 – 1700
Lunch:	1100 – 1230
Breaks:	15 Minutes between lesson blocks
Preview/Review:	15 Minutes at start and end of class day



Course Topics

The course will cover preliminary topics to ensure students are capable of performing simple OME tasks as a refreshment from the Administrator Course. Students will also identify the incentives for learning and using scripts to enhance scenarios.

Basic terminology used in scripting and programming languages will be covered, followed by syntax rules and conventions when developing scripts.

Students will then proceed to learn and demonstrate scripting knowledge through practical examples of scenario enhancement in the following areas:

- Unit-specific scripts
- Vehicle-specific scripts
- Object positioning and attachment
- Triggering scripts automatically through scenario events
- Debugging and troubleshooting tools and tips
- Optimization of basic scripts



More Information

Complete details for our primary training sites can be found at: <https://www.bisimulations.com/company/contact-us>

- Farnborough Aerospace Center, UK
- Orlando, Florida, USA
- Williamstown, Australia
- Prague, Czech Republic

Contact our Training Department directly via email at: training@bisimulations.com

You can find more information on other courses at our website via: <https://www.bisimulations.com/training>

Which Courses Do You Need?



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VBS3 terrain development is a very important skill set for a VBS user developer, as it provides the developer with the ability to create sensitive terrain areas with restricted source data, within the security of your own organization. Combined with the VBS3 Rigging and Import Course, the developer is armed with a very powerful skill set which will, with the necessary source data, enable high detail replication of real world terrain locations.



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Three courses are designed to support learners at any level, and provide a pathway towards more advanced scenario and content development in support of training. Courses start at Level One, for those who are unfamiliar with scripting concepts and builds upon lessons learned in the Administrator Course, and end at Level Three for those who want to tap into basic Designer-level tasks.



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The VBS3 Administrator Course is the foundation course for all Bohemia Interactive Simulations-developed training. This course introduces instructors and training facilitators to VBS3. This course covers the following topics: VBS3 capabilities, administrator functions, scenario design, and lesson design.



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The Rigging and Import Course is specifically aimed at model development within the VBS3 Developer Suite, provided with the purchase of a VBS3 license. And in particular to Bohemia Interactive Simulation's proprietary modelling software "Oxygen2." You may already be an experienced 3D artist in Maya, 3DSmax, Modo or any number of other modelling packages, but to import your model into VBS3 requires an understanding of the proprietary tools, workflow and techniques required to set up and rig a model for use in VBS3.