VBS3 Administrator

ADMIN

A course that gives a quick and concise route to create, modify, execute, and review practical scenarios in a training environment.

Course Topics

"Without continual growth and progress, such words as improvement, achievement, and success have no meaning."
- Benjamin Franklin

Bohemia Interactive
SIMULATIONS

Course Topic Information

The course will cover the following topics, but it should be noted:
- There is no guarantee that each topic will be covered depending on a variety of factors such as oversized classes, student prerequisite knowledge not being met, desired focus towards a common class goal (organization's need for conducting the class), etc;

Course Topics

Introduction and Setup
1. Introduction to the Course
2. VBS3 Overview
3. VBS3 Launcher Overview
    a. Student vs. Administrator presets
4. Creating a New Profile
    a. Profile Mission Folder
5. Adjusting Options
    a. Video Settings
    b. Audio Settings
    c. Keyboard Controls
    d. Simulation Settings (Difficulty Settings)
6. Host and Join a Multiplayer Session

Basic Controls and Administrator Tasks
7. Basic Character Controls (Buttonology)
8. Weapons and Inventory Interaction
9. AAR Recording and Playback
10. VBS Radio
11. Group Movement (Buttonology, Radio Communication, and AAR)
12. Basic Vehicle Operations (Buttonology)
13. Convoy Movement with Admin AI Enemy Control

Administration and Common Scenario Elements
14. Indirect Fire Support (enemy and friendly CFF effects)
15. Enemy AI Individual and Group Movement via Waypoints
16. Adjusting Environmental Settings (Weather, Time)
17. MEDEVAC Requests
18. Towing Vehicles
19. Advanced AAR Features and Editing

Triggers

20. Enemy Ambushes via Presence Triggers
21. Radio-triggered IEDs
22. Timed IEDs (Trigger timers)
23. Proximity IEDs to Create AI VBIEDs

Unmanned Vehicles

24. Creating and Controlling UAVs
25. Scenario Pausing and Branch Point Saving/Loading
26. Creating and Controlling UGVs and Security Cameras

Servers and Basic Scenario Design

27. Dedicated Servers
28. Simulation Clients
29. Remote Execution of VBS3 via Batch Launch
30. Practical Exercise - Scenario Creation (OBJ Whiskey & OBJ Tango)
31. Practical Exercise - Scenario Execution and AAR
32. Practical Exercise - Scenario Modification to Prevent "Gaming"

Introduction to Scripting

33. Introduction to Scripting
    1. Terminology overview
34. Placing Units in Vehicles via Script
35. Making Units Invulnerable via Script

Increasing Immersion and Complexity

36. Terraforming and Map Object Editing
37. Flood Modification Tool
38. Positioning, Scaling, and Rotating Objects
39. Adding Light and Sound (Immersion)
40. Exporting Maps
41. Practical Exercise (x3) – Create Your Own Scenario
    1. Execute and conduct an AAR

Layers and Overlays

42. Layers and Overlays

Troubleshooting

43. Practical Exercise – Troubleshooting a Scenario

Gateway

44. Gateway
    1. Common protocols
    2. Common settings
    3. Troubleshooting

Lesson Design and Final Topics

45. Lesson Planning Topics
    1. Productive training
    2. KISS – Keep It Simple
    3. Lesson Plans
46. Comparison of Training With and Without VBS3
47. Using VBS3 Beyond the Course