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 Topics

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

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

1. Specific Launcher (VBS3) Startup Options
2. Overview of Scripting
    a. Purpose of scripting
    b. Scripting Terminology
    c. Variables
    d. Naming Conventions
3. Scripting by Example
    a. Moving Units Into/Out of Vehicles
    b. Basic AI Control and Management
    c. Invulnerability and Damage
    d. Adding and Removing Unit Equipment
    e. Changing Unit Appearance
    f. Basic Vehicle Scripts
    g. Triggers, Waypoints, and Conditions
    h. Disabling UAV Detection
    i. Attaching and Detaching Objects
4. More Complex Scripting through Triggers
    a. Trigger Lists
    b. Multiple Scripts
5. Debug Scripts
    a. Developer Console for Testing
6. Complex Scripting Topics
    a. Object Creation and Deletion
    b. View Object Info
    c. Function Calls
7. Scripting References
8. Script Troubleshooting