

VBS4 Administrator

Level One Course



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



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. VBS4 Overview
3. VBS4 Launcher Overview
 - a. Student vs. Administrator presets
4. Adjusting Options
 - a. Video Settings
 - b. Audio Settings
 - c. Keyboard Controls
 - d. Simulation Settings (Difficulty Settings)
5. 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. Remote Execution of VBS4 via Batch Launch
- 29. Practical Exercise - Scenario Creation (OBJ Whiskey & OBJ Tango)
- 30. Practical Exercise - Scenario Execution and AAR
- 31. 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 with VBS Geo
- 37. Positioning, Scaling, and Rotating Objects
- 38. Adding Light and Sound (Immersion)
- 39. 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 VBS4

47. Using VBS4 Beyond the Course