

DCE campaigns Quick installation guide (CEF versions) v3

(ONLY DCS WORLD Stable Released version – but with conversion to OpenBeta possible*)

DCE is a creation of Mbot who made all those campaigns possible, big thanks to him. CEF campaigns are modified versions of his original code made by Miguel21 with Mbot's agreement.

This guide is specifically made for those campaigns using **ScriptsMod 20.38.00** :

- Falcon, Mirage, Harrier, IRIAF Tomcat, Tomcat, Hornet, Hornet Super Carrier, Tomcat SuperCarrier, Viggen Over PG
- TF-74 Hornet, Tomcat and Flanker
- TF-68 Hornet, Tomcat and Fishbed 80s
- TF-71 Hornet and Tomcat SuperCarrier
- TF-71 80S Hornet and Tomcat SuperCarrier
- Iran-Irak War Tomcat, Tiger and Fishbed
- India-Pakistan War 1971 Mig-19, Sabre and Mig-21

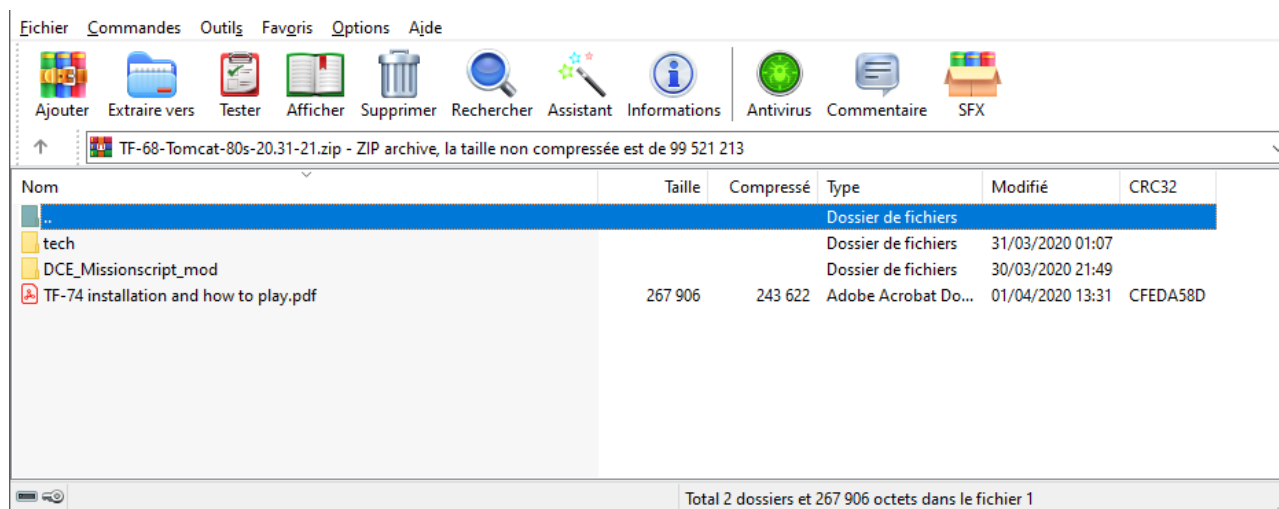
What you will find :

1- Download the campaign.....	Page 1
2- Tech installations.....	Page 2
3- DCE_Missionscript_mod installation.....	Page 3
4- DCE campaigns adaptation to your DCS World installation.....	Page 4
5- Special notes for India-Pak War 71 campaigns.....	Page 6
6- Adaptation for DCS World OpenBeta*.....	Page 7
7- How to play a DCE campaign ?.....	Page 8
8- More tips about DCE Campaigns	Page 9
9- Frequently Asked Questions	Page 12

1 - Download a new DCE campaign zip file (TF, XXX over PG or India-Pakistan War 71)

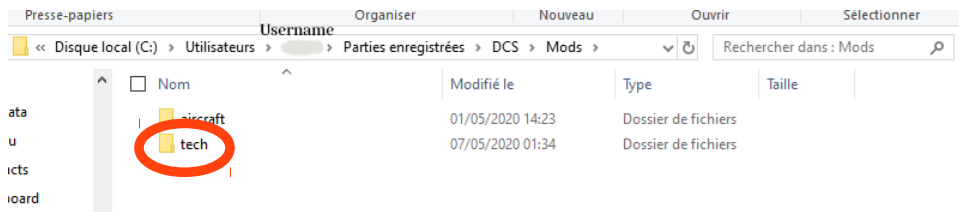
-Open it with an unzipper program 7zip, Winzip, Winrar etc.

TF and **XXX over PG** will look like that :

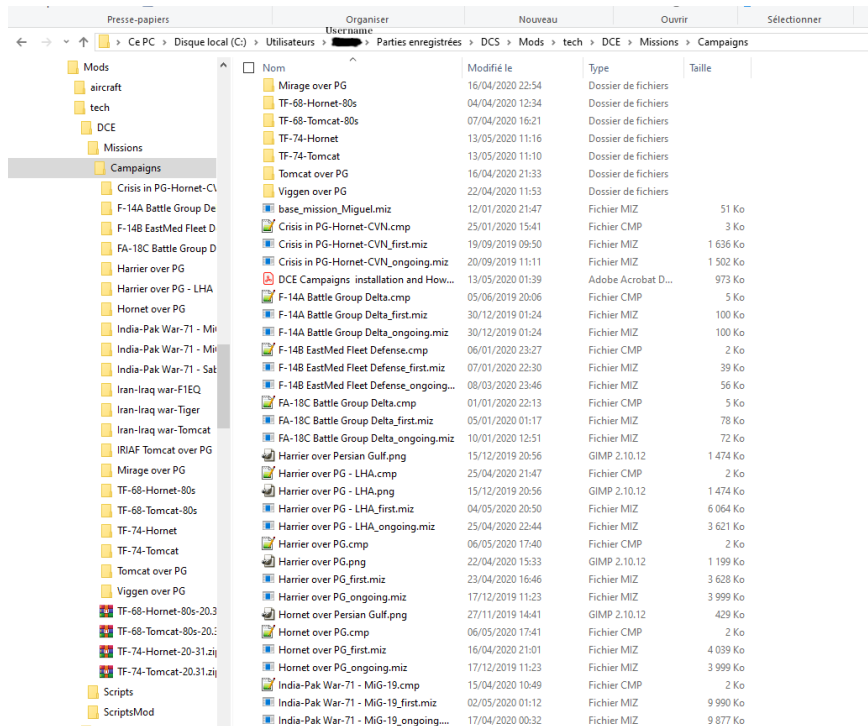


TF and **XXX over PG** are simpler to install :

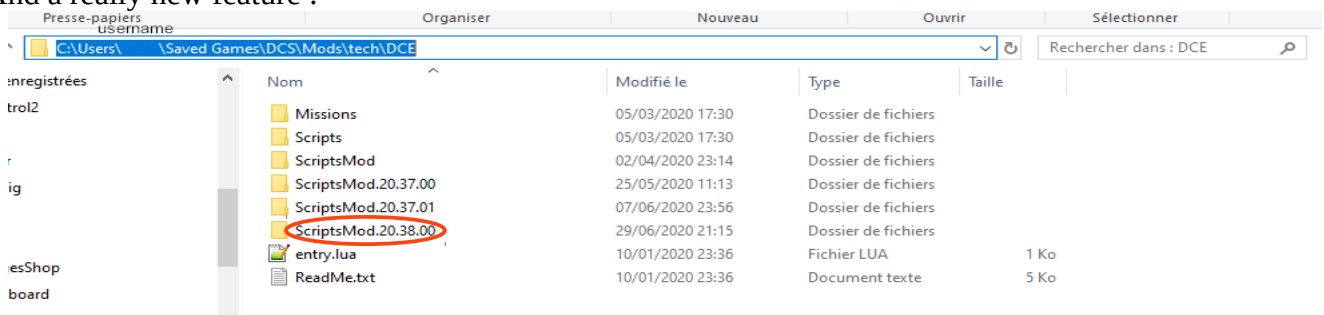
2- Copy/paste (or unzip) « **tech** » folder in your « **Users/UserName/saved games/Dcs/Mods/** » folder :



You should see that :

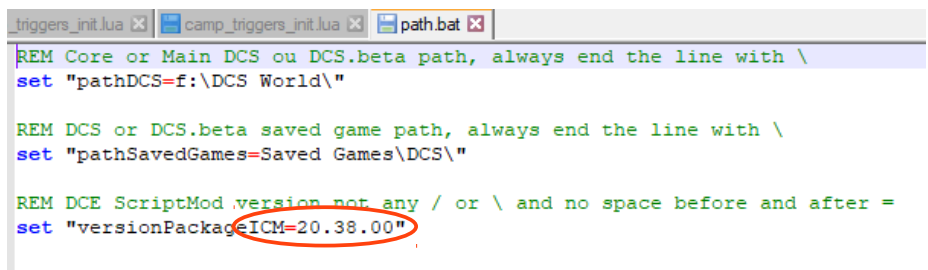
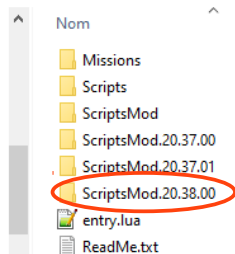


And a really new feature :



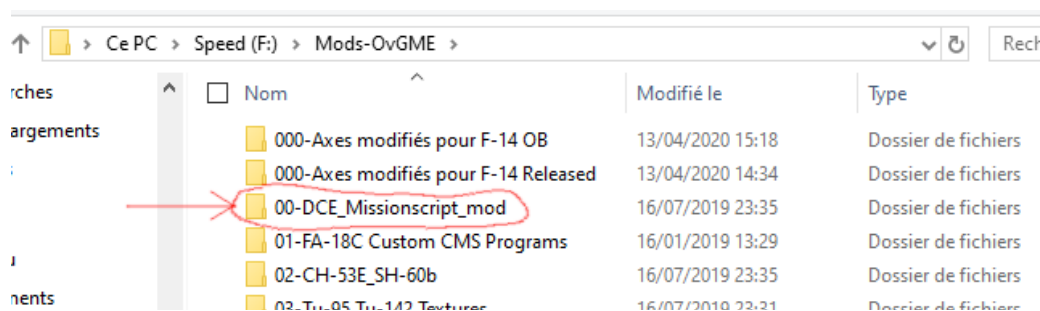
This folder will permit to play different versions of DCE at the same time. So you will be able to finish a long played campaign while playing a brand new campaign with new features (of course not with the same campaign name) !
It's really important to understand that ScriptsMod folders are really linked to campaigns versions and that it's really not a good idea to use Campaigns with the incorrect ScriptsMod version. Always look in the **path.bat** file of your campaign if it's the same as the **ScriptsMod** folder in **DCE** folder.

Parties enregistrées > DCS > Mods > tech > DCE



3 - Copy/paste « DCE_Missionscript_mod » folder in you JSGME or OvGME MODS folder :

Here is mine for OvGME :



a - To use OvGME (<https://forums.eagle.ru/showpost.php?p=3594613&postcount=29>) or **JSGME** (<https://forums.eagle.ru/showthread.php?t=98607>). The "DCE_Missionscript_mod" folder provided will modify MissionScripting.lua file in "DCS World\Scripts\", **preventing you to make this modification manually after each update :**

b- If you don't want to use OvGME or JSGME Mods Folder !!! ===== Open the file "DCS World\Scripts\MissionScripting.lua". Add two minus signs in front of line 16 "sanitizeModule('os')\" and line 17 "sanitizeModule('io')\". The code block from line 16 to line 20 should then look like this:

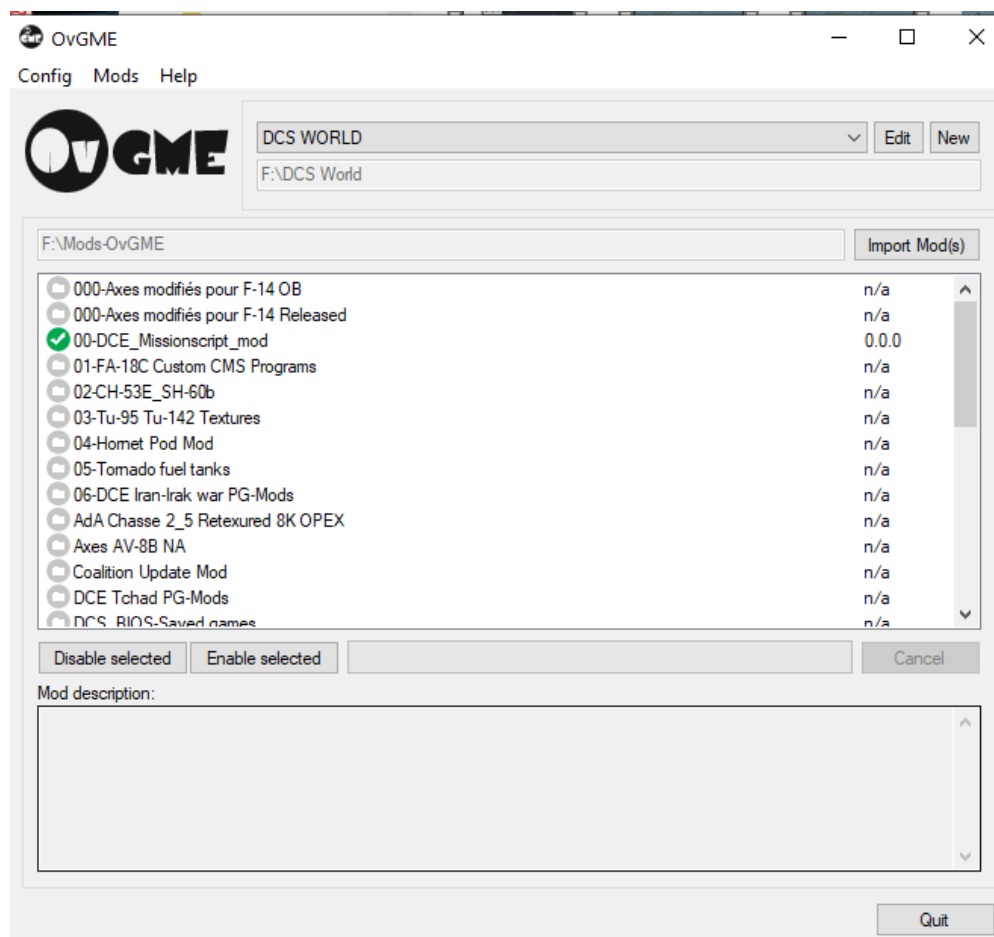
```
--sanitizeModule('os')
--sanitizeModule('io')
sanitizeModule('lfs')
require = nil
loadlib = nil
```

This modification has to be repeated after each update of DCS World, as each update reverts the file back to its original state.

You will need Notepad++ with **ANSI** ou **UTF8 codification** (default settings) to make all modifications in files(program)

===== **Not needed anymore with OvGME or JSGME Mods Folder !!!**

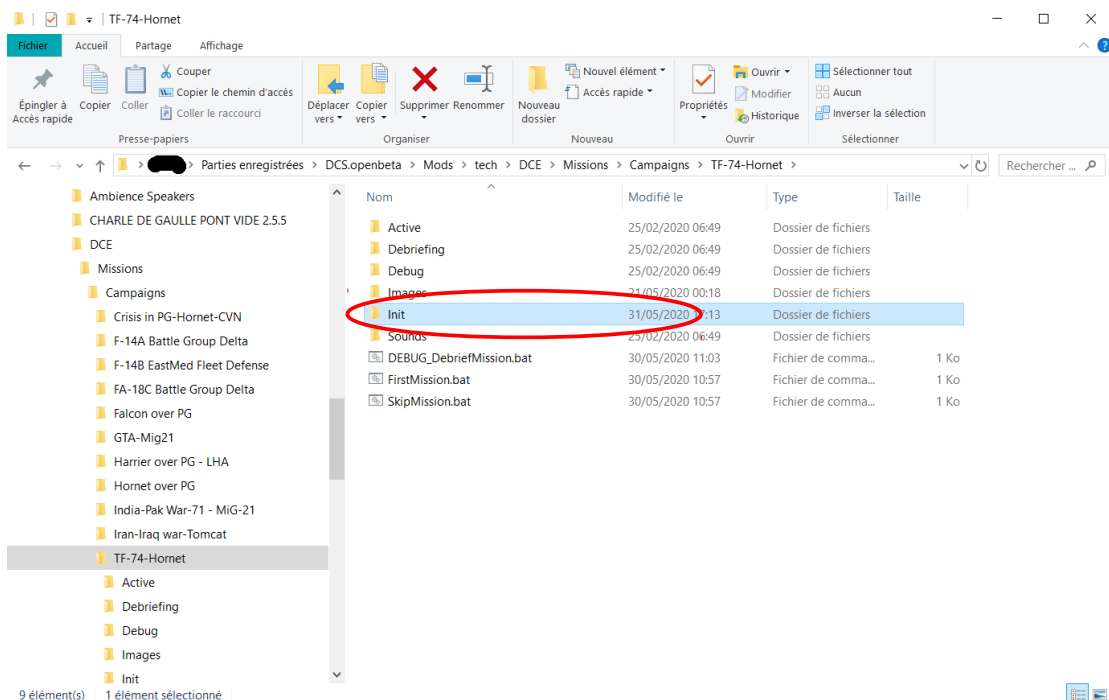
With OvGME you must then activate DCE_Missionscript_mod in DCS World like this :



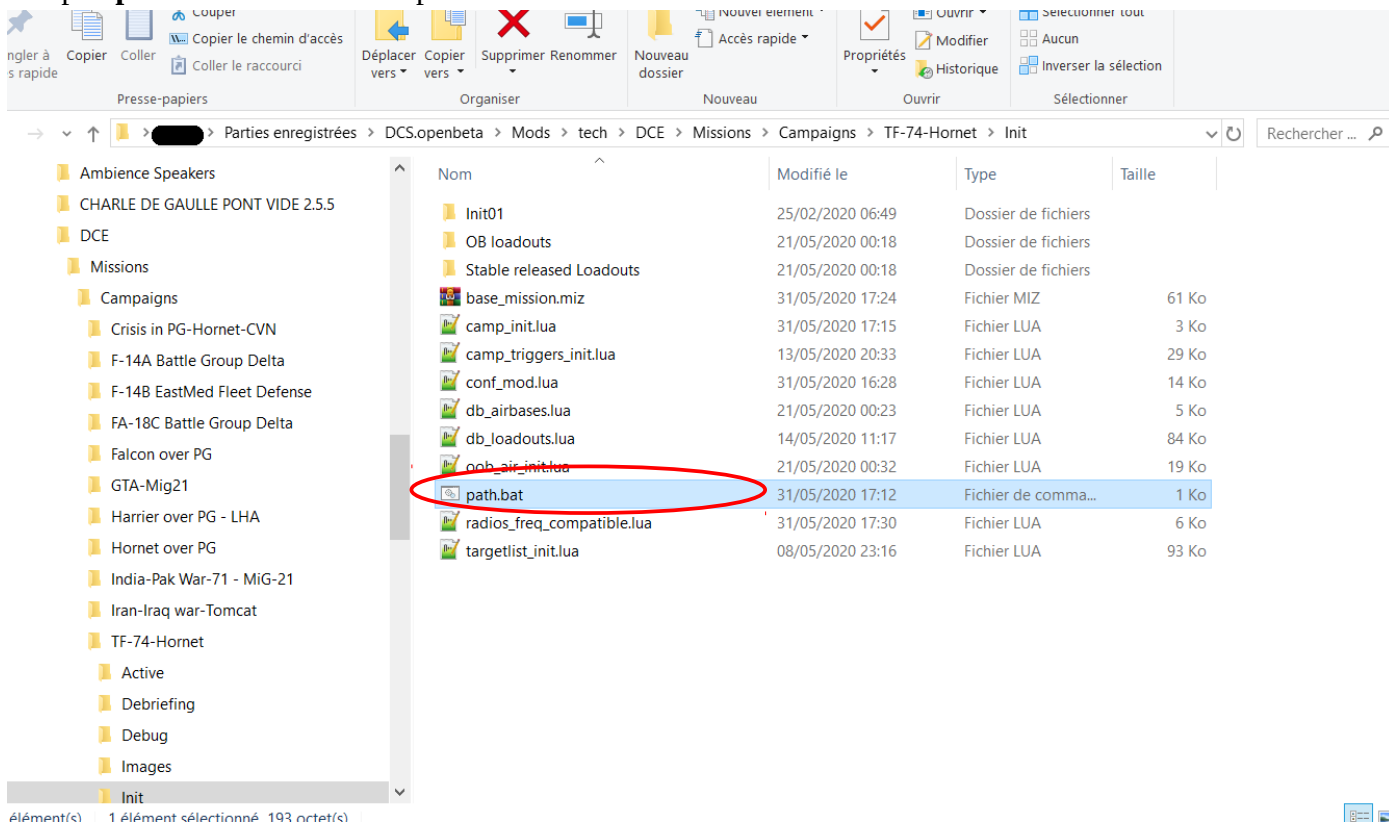
Main installation is done !

4- DCE campaign adaptation to your DCS World installation :

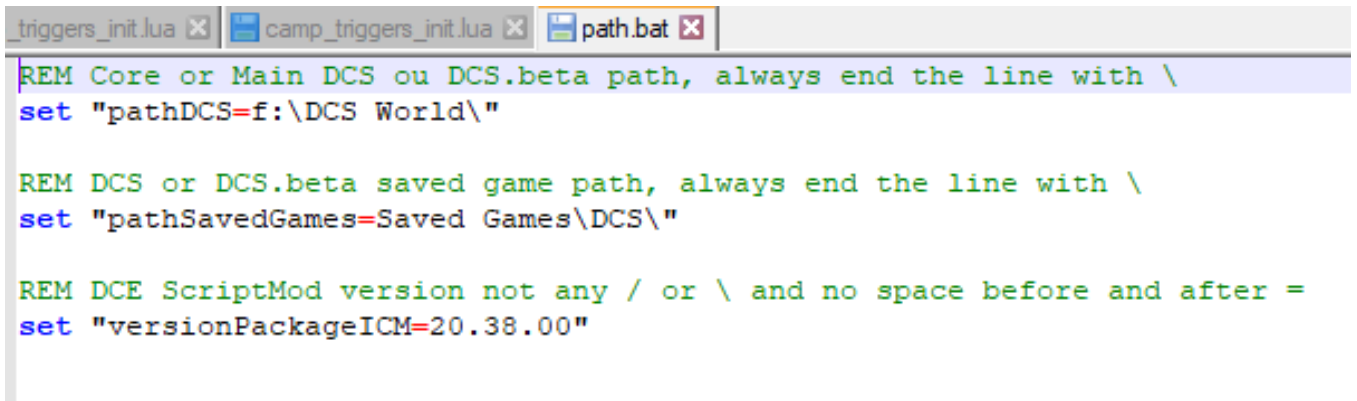
a- Open the **Init** folder you will find here :



b- Open **path.bat** file with Notepad++ :



You should see that :



```
triggers_init.lua X camp_triggers_init.lua X path.bat X
REM Core or Main DCS ou DCS.beta path, always end the line with \
set "pathDCS=f:\DCS World\"

REM DCS or DCS.beta saved game path, always end the line with \
set "pathSavedGames=Saved Games\DCS\"

REM DCE ScriptMod version not any / or \ and no space before and after =
set "versionPackageICM=20.38.00"
```

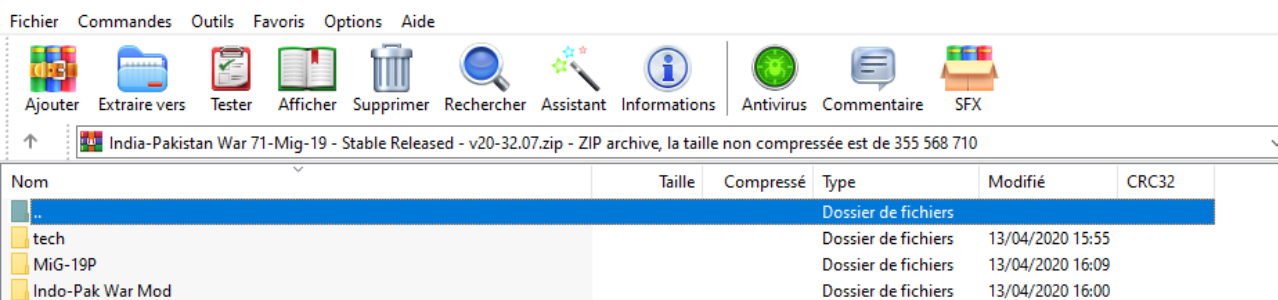
Help lines should be clear enough to understand what to do and what to change to adapt to your own configuration... Version package should be exactly the same as in section 2

Then you must use « FirstMission.bat » file to generate a new campaign after all modifications you made !

And that's all ...

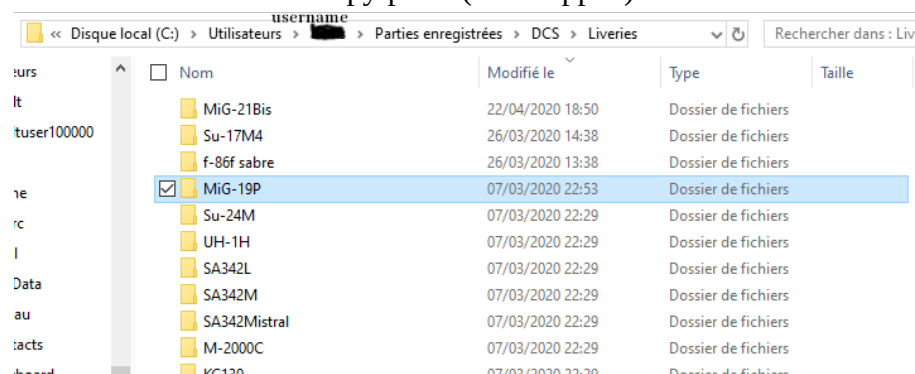
5- Special notes for India-Pak War 71 campaigns :

The zip file you loaded will look like this :



folder will be installed like the N°2 step above.

« **MiG-19P** » folder will have to be copy/paste (or unzipped) here :



- To load and install Pakistan Mig-19P more skin <https://www.digitalcombatsimulator.com/en/files/3309692/>
- To load and install Indian Mig-21 skin : <https://www.digitalcombatsimulator.com/en/files/1850019/>
- To load and install Pakistan F-86F sabre skins : <https://www.digitalcombatsimulator.com/en/files/3306864/>

« **Indo-Pak War Mod-OB** » (compatible with Stable version) folder will now include

« **DCE Missionscript mod** » : put it in you OvGME or JSGME Mod Folder and activate it in DCS World (see step 3) so no need to activate another « **DCE Missionscript mod** » :



(It will be the same with Iran-Iraq war Mod which will not need any other mod installation)

You can then do the **Step 4** above to adapt the campaign to your installation in the **path.bat** file

6- Adaptation for DCS World OpenBeta :

a- See section 4 for this easy adaptation : all is in the **path.bat** file !

```
triggers_init.lua x camp_triggers_init.lua x path.bat x
REM Core or Main DCS ou DCS.beta path, always end the line with \
set "pathDCS=f:\DCS World\"

REM DCS or DCS.beta saved game path, always end the line with \
set "pathSavedGames=Saved Games\DCS\"

REM DCE ScriptMod version not any / or \ and no space before and after =
set "versionPackageICM=20.38.00"
```

b- Don't forget to adapt installations of files like « **Indo-Pak War Mod** » « **DCE_Missionscript_mod** » or the skin folder to the OpenBeta !

c- If you edit Base_mission.miz in OpenBeta there will be a problem to use this mission back in Stable version. Be careful of that ! To use it again in Stable DCS World open this file in Stable mission editor and save it. You should be able to use this Base_mission.miz again to generate campaigns in Stable version.

d- In all Over PG campaigns, AI AV-8BNA are currently not able to take off from an airbase so I had to replace them by Marines FA-18C Hornet. If you use those campaigns in OpenBeta you can replace FA-18C by AV8BNA :

Instead of :

```
428 [25] = {
429     name = "VMA 311",
430     player = false,
431     type = "FA-18C hornet",
432     country = "USA",
433     livery = "VMFA-312",
434     base = "Sharjah Intl",
435     skill = "High",
436     tasks = {
437         ["Strike"] = true,
438         ["SEAD"] = false,
439     },
440     number = 12,
441 },
442 [26] = {
443     name = "VMA 331",
444     type = "FA-18C hornet",
445     base = "Reserves",
446     tasks = {
447     },
448     number = 30,
449 },
```

Change for :

```
426 -- tasks = {},
427 -- number = 6,
428 [25] = {
429     name = "VMA 311",
430     player = false,
431     type = "AV8BNA",
432     country = "USA",
433     livery = "VMA-311",
434     base = "Sharjah Intl",
435     skill = "High",
436     tasks = {
437         ["Strike"] = true,
438         ["SEAD"] = false,
439     },
440     number = 12,
441 },
442 [26] = {
443     name = "VMA 331",
444     type = "AV8BNA",
445     base = "Reserves",
446     tasks = {
447     },
448     number = 30,
449 },
```

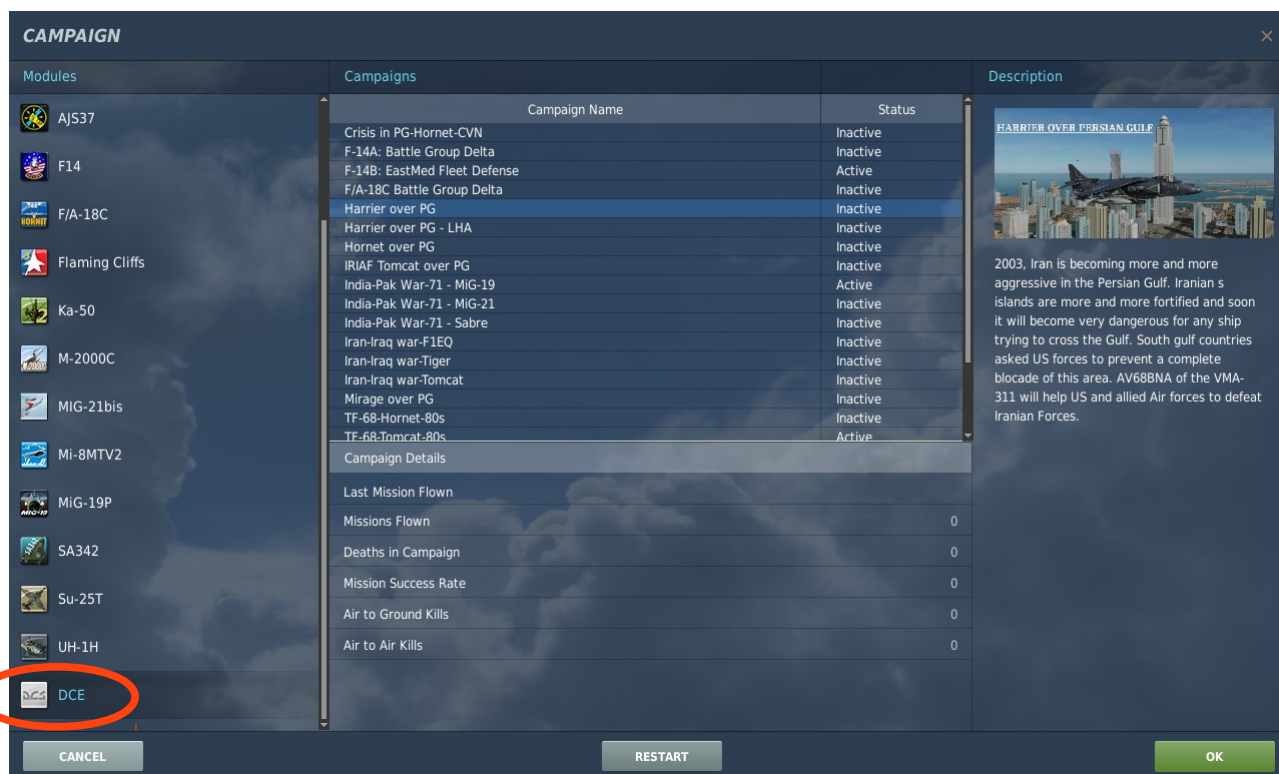

7- How to play a DCE campaign ?

You must first select campaign in the right menu at DCS World start :



Then look for the DCE

Module to the left side and select it then select the campaign you want to play :



Read the briefing and be ready to fly your mission !
Good luck and have fun :)

8- More tips about DCE Campaigns

Mbot DCE is not really like other traditional campaigns. Your goal **will not be** to reach a special goal in each mission to be able to play the next one. Not any mission will be the same like the one you played previously.

Your main goal is to survive ! Your second one is to help your wingmen and other flights package to survive too !

If possible you will have to destroy targets and/or help other flights to destroy those targets and/or prevent enemy to destroy their targets. Targets of opportunity can be destroyed too because all target destroyed will stay destroyed for the whole campaign (see exceptions below with reparations). But if in the first missions you think that the mission is impossible you have the option to go back to your base and avoid losses. The next mission may be easier !

In TF-74 and TF-71 you will start from a carrier and you will have to land to a carrier too. No land bases are available ... Be sure to be able to land on a carrier to avoid heavy losses ;)

You don't have to finish a mission landed but it's really better for immersion no ?

The first mission will start with all forces at 100 % You can see in briefing the squadrons strengths and all the targets you should destroy to win the war ! All those targets ? No I'm kidding ;)

In fact you can win the war if you destroy a certain amount of them. DCE will decide which target will be attacked first. It should be a logical choice : EWR, SAMs and maybe airbases are priorities.

DCE should build a mission with logical waypoints and flights to avoid heavy losses : SEAD if SAMs are present and Escort to fight enemy interceptors and CAPS.

Russians are using mainly Interceptors guidance by EWR stations. When you are detected and entering their zones, Interceptors will take off to attack you. If all EWR are destroyed only CAP will be available.

In TF-74 or TF-71 you will have the state of the art of USA weapons with the best AMRAM , Sidewinders and Air to Ground weapons...

Very efficient B-52 flights will attack important targets at the beginning of the campaign. If you see them on the map just after landing it can be a good idea to wait for them to attack their targets...

In TF-68 or TF-71 80s it will be different : enemy planes are less efficient but your weapons too. You will have to dive on targets to launch iron bombs. Beware of IR SAMs and radar guided guns !

You can change your flight weapons but remember that only authorized modern weapons are laser guided ones and AI don't like weapons style changes ! (you can change Iron bombs for other Iron bombs but Guided bombs instead of Iron Bombs may prevent them to attack the target).

In 1986 Hornet has no GPS so you will need to align with the old method :

<https://forums.eagle.ru/showpost.php?p=4116515&postcount=2>

1. In the case the plane didn't move since start of the mission (works on CVN): coordinates of the first waypoint can be used to set own coordinates after INS align completed

a) on HSI page choose wpt 0 using PB12 "up" or PB13 "dn", then press PB14 "WPDSG"

b) on HSI page press PB7 "UPDT", press PB7 "DSG", press PB6 "ACPT"

2. In the case the plane has moved since start of the mission: you can use TCN position update after INS align completed

a) TACAN beacon data must be saved in MC

b) turn on the TACAN and set channel and band of the beacon, set T/R mode; you must receive bearing and range

c) on HSI page press PB7 "UPDT", press PB6 "TCN", press PB6 "ACPT"

If you are used to Mbot campaigns you should find some few differences in TFs :

- At the end of a mission you will be asked if you want to accept this mission result. If you accept you can choose between Solo or MP mission. MP is still in beta but should allow you to play some coop missions with logical flights : Tomcat escort Hornets for example. You can try a Pvp mission if other players can fly on Su-27 or Mig-29 (in TF-74) or Mig-21 (in TF-68).

- You will have some kind of mission choices (not always) Intercept, Strike, CAP etc. (thanks to Zarbas code ;))

- You will know if it will be a night, day night-day or day-night missions

- you will have the opportunity to generate a new mission or let DCE choose between the different missions for you.

In missions you will be able using F10 menu to :

- Call for an emergency refuel if a tanker is available (No new tanker will take off just for you). This tanker will then try to fly at your altitude and speed (when you called for it) and come to you.
- Call for near CAP help if a CAP is available (No new planer will take off just for you). This CAP fly near your call position (2/3 of the way) and look for enemies to engage them.
- Call all the other flights of your package to RTB if you think that the mission is compromised. For example if you are a striker but you had to jettison your weapons before reaching the target you can ask Escort and SEADs to RTB. It's not a good idea to approach targets for nothing !
- Remove stuck planes on the deck to avoid aborting mission : select aircraft number to remove it ! Wingmen will now tell you when they are Bingo fuel (the real one) so you will be able to send them back home without loosing them.

Enemy targets will be considered definitely destroyed if more than 80 % destroyed : I think stupid to launch a full mission to destroy a lone surviving truck in a SAM site !

Enemy targets will have chances to be repaired each day if not enough destroyed. It will occur over a certain amount of destruction (of course over 20%)

We are using Tomsk's Prune script adapted by Miguel21 : Map objects far from mission targets are « pruned » erased to avoid a too heavy mission. You can change its options in Conf_Mod.lua (see below)

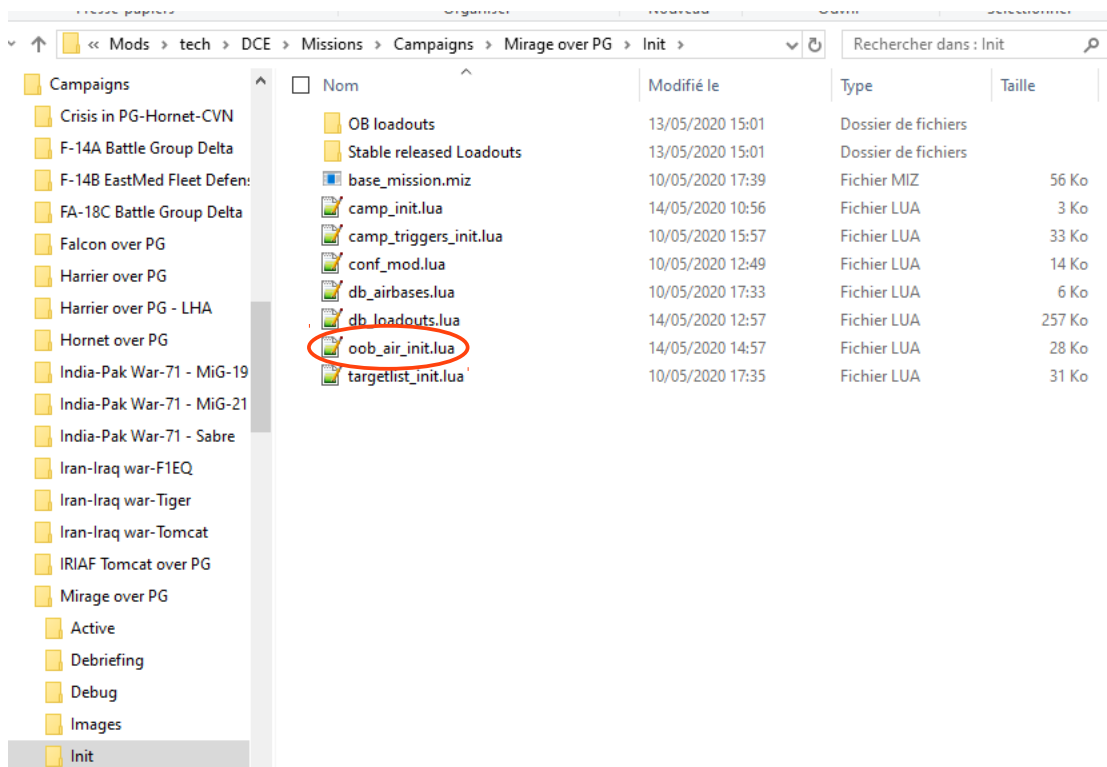
You can change campaign options in Conf_Mod.lua file in the Init folder of the campaign. The changes you make in that file will not need a complete campaign restart only use the SkipMission.bat file.

If you want to restart completely a campaign you can still use the FirstMission.bat file.

Of course you can loose the war ! Many reasons for that :

- You loose too many planes and your Squadron is not able to fly anymore.
- You loose your Carrier : Russians main goal in TFs campaigns will be to sink your boat and they will try ! TF are able to defend against lots of missiles but sometimes some can go through and hit the carrier. Even if not sunk you carrier will not continue her mission if too much damaged. Two to three heavy KH-22 can disable your Carrier !

One more tip : If you want to change you squadron missions to do strike or not for example or if you are fed up of too many CAP go to the **oob_air_init.lua** file in **Init** folder (using Notepad++) :



You can there change the missions types with « true » or « false » :

```
88     number = 30,
89   ], ] --
90   [3] = {
91     name = "EC 1/12",           --unit name
92     player = true,              --player unit
93     type = "M-2000C",           --aircraft type
94     country = "France",         --unit country
95     livery = {"AdA 1-12 Cambresis 103-KN", "AdA 1-12 Cambresis 103-LB", "AdA 1-12 Cambresis 103-YD", "AdA 1-12 Cambresis 103-YE", "AdA 1-12 Cambresis 103-YF"}, --unit livery
96     base = "Al Dhafra AB",      --unit base
97     skill = "High",             --unit skill
98     tasks = {                   --unit tasks
99       ["CAP"] = true,
100       ["Escort"] = true,
101       ["Fighter Sweep"] = true,
102       ["Strike"] = true,
103       ["Intercept"] = true,
104     },
105     number = 12,
106   ],
```

But
be

careful you will need to generate a completely new campaign with Firstmission.bat file loosing all your current campaign stats !

9-Frequently Asked Questions :

Question - 1 : After I stop a mission my game froze with this screen :



I must use Ctrl+Alt+Suppr to kill DCS process and my campaign mission is not registered by DCS

Response : Please try this : <https://forums.eagle.ru/showpost.php?p=4334808&postcount=1574>

Question - 2 : I have this error window at the end of a mission trying to generate the next one :



Response : There's a problem with your campaign installation. Please look this post from Miguel21 : <https://forums.eagle.ru/showpost.php?p=4334520&postcount=1562>

And don't forget to verify [Part n°4](#) and [Part n°6](#) of this tutorial ...

Question - 3 : When I use SEAD missiles then nearly never hit Sam's radar ? Why ?

Response : Historical use of SEAD missiles showed that they were far less efficient than what we thought. Human radar operators were often clever enough to avoid destruction. Mbot decided to use a script to simulate the real effect of SEAD : Suppression of enemy air defenses : so when SAM sites detect SEAD missiles release they shut down radars to avoid destruction : sometimes missiles have enough data to destroy them but it's far from a 100 percent kill rate. Radars are off so SAMs are suppressed for a random period of time so you can attack your target. It's up to you to use them wisely...

We will be waiting for any question here : <https://forums.eagle.ru/showthread.php?t=191858>

Good luck and have fun :)

PB0_CEF