

This list was compiled originally by Yuji Higaki and edited by LockNLoad with **comments or explanations by LockNLoad in red**. Underneath each Check or Action is a reference for a mission where the Check or Action may be found in *italics*, for example: *Tiger Hunt*.

Some of these triggers can only be used in certain circumstances.

.Check

.Time xxx.xxxx

.EndCheck

(Checks whether a certain amount of time has elapsed.)

Tiger Hunt

.Check

.PLANEREACHED

.TagIdentifier xxxx

.WayPoint xxx

.EndCheck

(Checks to see whether a specific plane reached a specific waypoint.)

tx_03

.Check

.FLIGHTREACHED

.TagIdentifier xxxx

.WayPoint xxx

.EndCheck

(Checks whether a flight reached a specific waypoint.)

Tiger Hunt, Anybody's Guess, Flak Alley

.Check

.REACHEDMINALT

.Squad xxxxx .EndString

.Flight xxxxx .EndString

.Plane **Leader** .EndString (Use the Callsign in the code here or the name you assigned)

.Altitude xxx

.EndCheck

(Checks whether a specific plane reached a certain altitude or less.)

ta_02, tx_02, tx_03

.Check

.REACHEDMINSPEED

.Squad xxxxx .EndString

.Flight xxxxx .EndString

.Plane **Leader** .EndString (Use the Callsign in the code here or the name you assigned)

.Speed xxx

.EndCheck

(Checks whether a specific aircraft has reached a certain speed or less.)

ta_02, tx_02

```
.Check
    .REACHEDMAXSPEED
        .Squad xxxxx .EndString
        .Flight xxxxx .EndString
        .Plane Leader .EndString    (Use the Callsign in the code here or the name you assigned)
        .Speed xxx
```

```
.EndCheck
    (Checks whether a specific aircraft has reached a certain speed or greater.)
    tx_03
```

```
.Check
    .PLANEDAMAGED
        .Squad xxxxx .EndString
        .Flight xxxxx .EndString
        .Plane Wing_1 .EndString    (Use the Callsign in the code here or the name you assigned)
        .Amount xx                    (Is a percentage)
```

```
.EndCheck
    (Checks whether a specific aircraft has received a certain amount of damage.)
    tx_02, tx_03, tx_04
```

```
.Check
    .TANKDAMAGED
        .TagIdentifier xxxx
        .Amount xx                    (Is a percentage)
```

```
.EndCheck
    (Checks whether a specific tank has received a certain amount of damage.)
```

```
.Check
    .OBJECTDAMAGED
        .TagIdentifier xxxx            (Can substitute .BridgeName Duren_1 .EndString)
        .Amount xx                    (Is a percentage)
```

```
.EndCheck
    (Checks whether an object has received a certain amount of damage.)
    Tiger Hunt, Flak Alley
```

```
.Check
    .OBJECTNOTDAMAGED
        .TagIdentifier xxxx            (Can substitute .BridgeName Duren_1 .EndString)
        .Amount xx                    (Is a percentage)
```

```
.EndCheck
    (Checks whether an object has received less than a certain amount of damage.)
    sa02
```

.Check
 .PLANENOTDAMAGED
 .Squad xxxxx .EndString
 .Flight xxxxx .EndString
 .Plane **Wing_1** .EndString (Use the Callsign in the code here or the name you assigned)
 .Amount xx (Is a percentage)

.EndCheck
 (Checks whether a plane has received less than a certain amount of damage.)
 Tiger Hunt, Anybody's Guess, ta_02

.Check
 .TANKNOTDAMAGED
 .TagIdentifier xxxx
 .Amount xx (Is a percentage)

.EndCheck
 (Checks whether a tank has received less than a certain amount of damage.)

.Check
 .PLANESREMAINING
 .Squad xxxxx .EndString
 .Flight xxxxx .EndString
 .Amount x (Can be any number from 0 to 4)

.EndCheck
 (Checks whether a certain number of planes or fewer are alive.)
 Tiger Hunt, Anybody's Guess, Flak Alley, tx_04
 If the Squad and Flight you are checking is to be awakened by the Action AWAKEOBJ, this Check must be used ONLY by a Triggeratrigger from the AWAKEOBJ trigger or it will not activate since AWAKEOBJ considers the Object dead until activated.

.Check
 .PLANESALIVEMO
 .Squad xxxxx .EndString
 .Flight xxxxx .EndString
 .Amount x (Can be any number from 0 to 4)

.EndCheck
 (Checks whether a certain number of planes or greater is alive in a flight.)
 Anybody's Guess
 If the Squad and Flight you are checking is to be awakened by the Action AWAKEOBJ, this Check must be used ONLY by a Triggeratrigger from the AWAKEOBJ trigger or it will not activate since AWAKEOBJ considers the Object dead until activated.

.Check
 .DIVISIONHEALTHGREATERTHAN
 .Division xxxxx .EndString (Use division name, ie, 62nd VGD)
 .Amount xx (Is a percentage)

.EndCheck
 (Checks whether a divisions health is a certain amount or greater.)

.Check
 .DIVISIONHEALTHLESSTHAN
 .Division xxxxx .EndString (Use division name, ie, 62nd VGD)
 .Amount xx (Is a percentage)

.EndCheck
 (Checks whether a divisions health is a certain amount or less.)

.Check
 .ALLIEDVEHICLESDESTROYED
 .Type xxxxx .EndString (armor, artillery, etc.)
 .Number xx

.EndCheck
 (Checks whether a certain amount or greater of allied vehicles have been destroyed.)
 tx_07, tx_05

.Check
 .AXISVEHICLESDESTROYED
 .Type xxxxx .EndString (armor, artillery, etc.)
 .Number xx

.EndCheck
 (Checks whether a certain amount or greater of axis vehicles have been destroyed.)
 Tiger Hunt, sa02

.Check
 .DIVISIONVEHICLESDESTROYED
 .Division xxxxx .EndString (Use division name, ie, 62nd VGD)
 .Type xxxxx .EndString (armor, artillery, etc.)
 .Number xx

.EndCheck
 (Checks whether a certain amount or greater of vehicles in a division have been destroyed.)

.Check
 .ALLMOCOMPLETED

.EndCheck
 (Checks whether all objectives have been met.)

```

.Check
    .UNITSDESTROYED
        .Type xxxxx .EndString    (armor, artillery, etc.)
        .Number xx
.EndCheck
    (Checks whether a certain number of vehicles of a set type have been destroyed.)

.Check
    .FUELLEVEL
        .Squad xxxxx .EndString
        .Flight xxxxx .EndString
        .Plane Wing_1 .EndString    (Use the Callsign in the code here or the name you assigned)
        .Fuel xxxx                    (Not sure if this is a percentage or gallons or liters)
.EndCheck
    (Checks whether the fuel level of an aircraft has reached a certain amount or less.)

.Check
    .RANDOM xx                        (This is a percentage of likelihood, ie 50 or 70 or 85)
.EndCheck
    (Will randomly activate the trigger. The amount entered determines how likely the trigger is
    to activate.)
    Tiger Hunt, Anybody's Guess, Flak Alley, sa02

.Check
    .FLIGHTCLOSETOFLIGHT
        .Squad xxxxx .EndString
        .Flight xxxxx .EndString
        .Squad xxxxx .EndString
        .Flight xxxxx .EndString
        .Distance xxxx                (ie, 8000 = 4.8 miles)
.EndCheck
    (Checks whether a flight is a certain distance from another flight or less.)
    Tiger Hunt, Flak Alley

.Check
    .CLOSETOTARGET
        .Squad xxxxx .EndString
        .Flight xxxxx .EndString
        .TagIdentifier xxxx
        .Distance xxxx                (ie, 6000 = 3.6 miles)
.EndCheck
    (Checks whether a flight is a certain distance from an object or less.)
    tx_03

```

.Check

.FLIGHTCLOSETOTARGET

.Squad xxxxx .EndString

.Flight xxxxx .EndString

.TagIdentifier xxxx

(Can substitute .BridgeName Duren_1 .EndString)

.Distance xxxx

(ie, 6000 = 3.6 miles)

.EndCheck

(Checks whether a flight is a certain distance from an object or less.)

Achtung Jabos, Anybody's Guess, Flak Alley, sa02

.Check

.FLIGHTCLOSETODIVISION

.Squad xxxxx .EndString

.Flight xxxxx .EndString

.TagIdentifier xxxx

.Distance xxxx

(ie, 6000 = 3.6 miles)

.EndCheck

(Checks whether a flight is a certain distance from an division or less.)

Anybody's Guess

.Action

.CHANGEFLIGHTWAYPOINT

.Squad xxxxx .EndString

.Flight xxxxx .EndString

.Waypoint xx

.EndAction

(Changes the next waypoint for a flight.)

Tiger Hunt, Anybody's Guess, Flak Alley

.Action

.CHANGEWAYSET

.TagIdentifier xxxx

.WaySet xx

.EndAction

(Changes the entire way point set for a flight.)

Anybody's Guess

The WaySet to be changed to MUST have the same number or greater waypoints as the WaySet leaving or it will not change.

.Action
 .PLAYSOUND
 .SoundID xxx
.EndAction
 (Plays a recorded speech sample.)
 Tiger Hunt, Anybody's Guess, Flak Alley, sa01
 A list of the recorded speeches and their ID numbers are attached.

.Action
 .PLAYEFFECT
 .Effect xxx
.EndAction
 (Plays a pre recorded sound effect.)
 I have not found the sound effects to test these

.Action
 .DISPLAYTEXT
 .StartString xxxxxxxxxxxx .EndString
.EndAction
 (Displays a text message on the screen for approximately 7 seconds.)
 Tiger Hunt

.Action
 .DISPLAYSCROLLINGTEXT
 .TimeDuration xx.xx
 .RightCorner 0
.EndAction
 (Scrolls the mission summary across the page. RightCorner 0 = left / RightCorner 1 = right.)
 Tiger Hunt

.Action
 .DISPLAYFADINGTEXT
 .StartString xxxxxxxxxxxx .EndString
 .Xpos xx.xxx
 .Ypos xx.xxx
.EndAction
 (Displays a fading text message on the screen for approximately 7 seconds.)
 Tiger Hunt

.Action
 .DISPLAYLOGO
.EndAction
 (Displays the WW2F logo from the opening movie.)

.Action
 .ENDSIM
.EndAction
 (Ends the mission.)
 tx_07

.Action
 .DAMAGEOBJ
 .TagIdentifier xxxx
 .Amount xx
.EndAction
 (Damages an object a set amount.)
 Anybody's Guess, sa02

.Action
 .DAMAGEDIVISION
 .Division xxxxxxxx .EndString
 .Amount xx
.EndAction
 (Damages a division a set amount.)

.Action
 .AWAKEOBJ
 .TagIdentifier xxxx
.EndAction
 (Awakens an object. The object will be treated as dead until it is activated.)
 Tiger Hunt, Flak Alley, sa01

.Action
 .TRIGGERATRIGGER
 .TriggerName xxxxxx .EndString
.EndAction
 (Activates another trigger. The named trigger will remain asleep until activated.)
 Tiger Hunt, Anybody's Guess, Flak Alley

.Action

.BRAINSET

.TagIdentifier xxxx

.Brain Off

.EndAction

(Used to turn off the AI of a flight. Works only on flights.)

see trigger attached

.Action

.BRAINSET

.TagIdentifier xxxx

.Brain On

.EndAction

(Used to turn on the AI of a flight. Works only on flights.)

see trigger attached

Brain off / on is useful when delaying a flight from taxi to the runway during the intro movie. This allows the mission builder to display the flight in an intro cinema, but they won't move until the BRAINSET is on, thus allowing a pilot to start his engine and taxi.

.Action

.CHANGESIDE

.TagIdentifier xxxx

.EndAction

(Changes a units side. From Axis to Allied or Allied to Axis.)

.Action

.PARACHUTEDROP

.TagIdentifier xxxx

.Number xxx (Number can be 0 and it will activate)

.EndAction

(Causes a bomber or transport to drop parachutes.)

Doctor Drop

.Action

.STARTCINEMA

.CamType xxxxxxxx

.TagIdentifier xxxx

EXIT

.Yaw x.xxxx

.Pitch x.xxxx

.Distance xxx.xxxx

.EndAction

(Starts a cinema, and determines the target of the camera, type of camera, distance from camera, yaw, pitch, and whether you can exit the cinema.)

Tiger Hunt, Anybody's Guess

.Action
 .CHANGECAM
 .CamType xxxxxxxx
 .TagIdentifier xxxx
.EndAction
 (Changes the camera in a cinema to another object. CamType determines the type of camera.)
 No Fuel

.Action
 .ROTATECAMYAW
 .StartYaw x.xxxx
 .EndYaw x.xxxx
 ..Time xx.xxx
.EndAction
 (Changes the yaw of a camera in a cinema.)
 Tiger Hunt, Anybody's Guess

.Action
 .ROTATECAMPITCH
 .StartPitch x.xxxx
 .EndPitch x.xxxx
 ..Time xx.xxx
.EndAction
 (Changes the pitch of a camera in a cinema.)
 Anybody's Guess

.Action
 .MOVECAMDIST
 .StartDist x.xxxx
 .EndDist x.xxxx
 ..Time xx.xxx
.EndAction
 (Changes the distance of a camera from the target in a cinema.)
 Tiger Hunt, Anybody's Guess

.Action
 .ENDCINEMA
.EndAction
 (Ends a cinema.)
 Tiger Hunt, Anybody's Guess

.Action
 .LOADNEXTMISSION
 .MissionName xxxxxx.mis .EndString
.EndAction
 (Starts another mission.)

Distances

Km		Miles
20000	=	12.4301
19000	=	11.8086
18000	=	11.1871
17000	=	10.5656
16000	=	9.9441
15000	=	9.3226
14000	=	8.7011
13000	=	8.0796
12000	=	7.4580
11000	=	6.8365
10000	=	6.2150
9000	=	5.5935
8000	=	4.9720
7000	=	4.3505
6000	=	3.7290
5000	=	3.1075
4000	=	2.4860
3000	=	1.8645
2000	=	1.2430
1000	=	0.6215

Sound ID - WWII Fighters

SoundID 1	Bomber: IP reached. Commencing bombing. Voice: IP reached. Commencing air craft run.
SoundID 2	Bomber: Approaching target.
SoundID 3	Bomber: Approaching drop zone. Voice: Approaching drop point.
SoundID 4	Bomber: Steady boys and make it count.
SoundID 5	Bomber: Approaching drop zone. Voice: Let get this drop right on target.
SoundID 6	Bomber: Bomb run complete, turning back.
SoundID 7	Bomber: Air drop complete. Voice: Laundry hung out, heading back.
SoundID 8	End Sim 1 minute
SoundID 9	End Sim 30 seconds
SoundID 10	End Sim 10 seconds
SoundID 11	End Sim 5 seconds
SoundID 12	Leader: Mission Failed. Voice: Think we screwed up.
SoundID 13	Leader: Mission Accomplished.
SoundID 14	Leader: Speed Up. Voice: Pin the throttle.
SoundID 15	Leader: Slow down.
SoundID 16	Leader: Up against an expert pilot. Voice: This guys good.
SoundID 17	Leader: Go back to base.
SoundID 18	Leader: Follow me. Voice: Stay with me.
SoundID 19	Leader: Search for targets.
SoundID 20	Leader: Free to engage.
SoundID 21	Leader: Free to engage.
SoundID 22	Leader: Break left.
SoundID 23	Leader: Break right.
SoundID 24	Leader: Break high.
SoundID 25	Leader: Break low.
SoundID 26	Leader: Close formation.
SoundID 27	Leader: Loose formation. Voice: Combat formation.

Special placement of an opposing aircraft:

```
.Trigger
    .Name Wake109c .EndString
    .Check
        .TIME 0.000000
    .EndCheck
    .Action
        .AWAKEOBJ
            .TagIdentifier 1762
            .Placement
                .TagIdentifier 1759
                .Angle 290
                .Distance 10000
                .RelativeOrientation TOWARDS
    .EndAction
.EndTrigger
```

(This trigger places an aircraft at an angle of 290 degrees at a distance of 10000 flying towards you when it awakens. You can change the angle, distance and orientation to TOWARDS or AWAY. This trigger can be used without a wayset assigned to the opposing aircraft. By special manipulation of random triggers, that same aircraft might show up in a different location each time the mission is flown.)

BRAINSET Trigger Example:

.Trigger

.Name Trigger 10 .EndString

.Check

.TIME 1.000000

.EndCheck

.Action

.BRAINSET

.TagIdentifier 1471

.Brain OFF

.EndAction

.EndTrigger

.Trigger

.Name Trigger 11 .EndString

.Check

.TIME 67.000000

.EndCheck

.Action

.BRAINSET

.TagIdentifier 1471

.Brain ON

.EndAction

.EndTrigger

(If this trigger is used, the aircraft can be seen but will not move. If you use AWAKEOBJ instead, you can't see the planes. Useful for cinema openings or placing aircraft on the runway for later takeoff - must be placed behind your flight.)