

# JANE'S WWII FIGHTERS

[patched Version 1.08]

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## DYNAMIC MISSION EDITOR QUICK REFERENCE FOR MISSION DESIGNERS [V1.01] [by =Ledersack=]



Motorcade from "Raiding Rommel"

The DME can be accessed in-flight, only! This document assumes that you are familiar with the basic structure of the Dynamic Mission Editor. An article explaining main functions and keys can be found at Jane's or WW2Fighters Online /a highly recommended read! A copy can be downloaded from the \*documents\* section at WW2FightersOnline: <http://members.xoom.com/ww2f>

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## ASSIGNING VEHICLE WAYPOINTS/WAYSETS:

- Put mission on pause (0)
- Start up the DME (Ctrl&ALT&Y)
- Locate the vehicle you want to use (Ctrl&N)



Big tank engagement near Aachen

- ZOOM IN max. (+ | plus key)
- Right Click - menu pops up offering choice of add-assign wayset option -
- Create a new wayset - in fact you may create as many waysets as you like - it's like laying tracks.

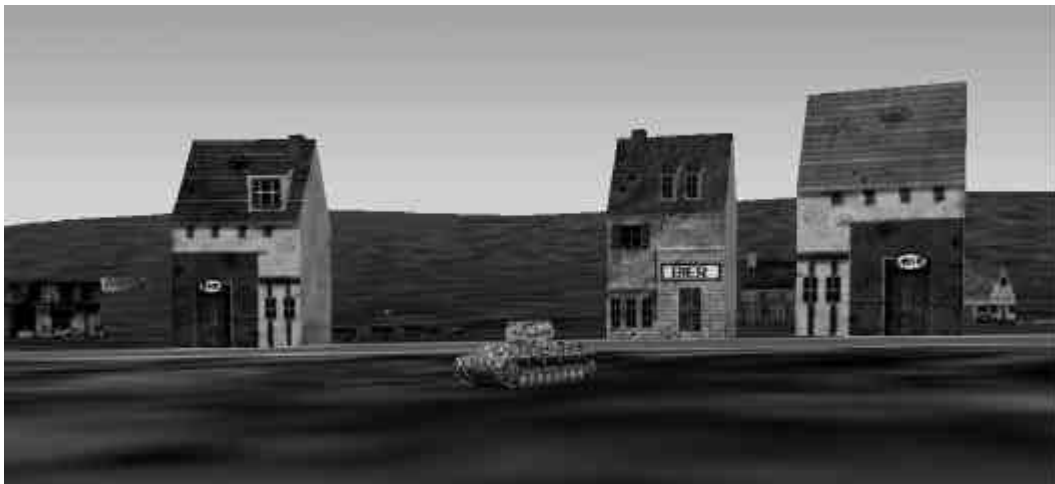


Don't get too close to a Wirbelwind...

Check on it (ZOOM OUT) - a FLAG symbol (named: waypoint 1, used as the starting point, here) will appear next to your vehicle.

Now, don't move the vehicle to add another waypoint, it's easier than that:

- **Press B!** The focus will jump from your vehicle to Wayset 1, Waypoint 1!
- **ZOOM IN AGAIN** - click on the background. You'll notice a yellowish highlight or bubble



...defending Bars & Breweries!

- Feel free to move the waypoint (flag) around the map (using: **numberblock keys 4, 8, 6 & 2** - for rapid moves press **Ctrl &** the corresponding **numberkey**)

Zooming in (**+ | Plus and - | Minus keys**) and out, helps keeping orientated  
- | use **Shift&Arrow keys** to rotate/change camera perspectives.

- Once you've found the desired position for WP1 - **ZOOM IN**  
- click right & choose: Add waypoint.
- **DO NOT ZOOM OUT!** Press **B!**
- Focus has jumped to waypoint 2: Click on the background to activate and adjust the position of WP2 (as you did for WP1)  
- **ZOOM IN** again...same procedure for each additional waypoint.

- For a quick check of your layout, just press **B** to jump from waypoint to waypoint / in numerical order. (**maximum number of waypoints is 99**)
  
- BTW: You may edit properties of each waypoint in a text editor, later.  
They can be individually assigned for triggers as well, I'd assume but haven't tried it myself, YET... :)



Unidentified V-Weapon: "Mutant" (Doubletrack-Flak-Tank)

- **Please note that WP1 will have a STOP command in the script - same applies to your last WP (or WP99) - all other WPs in-between will show the CONTINUE command - guess you can build a loop, if you replace the \*stops\* with \*continues\*...;-) => vehicles will \*run into each other\* at the last WP/or any other \*stop\* point !**
  
- Once you're done with your \*track\*, don't forget to assign vehicles a wayset or different waysets, if that suits your mission!  
(zoom-in, mark/activate, right click, assign choose waysets...)

Play around with it and let me know if you found any other hidden keys!



"Katabatic Mike's" BF109G – the added gunpods should provide for an \*extra katabatic experience\*

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## DISCLAIMER

This document is FREEWARE. Use at your own risk! I'm providing these tips and hints without any sort of guarantee! I don't take any responsibility for any damage, mishap, crash, crisis or anything else that may happen/occur to you or your computer following these guidelines.

If you have any suggestions, corrections or additions to make, please feel free to attach them to this document /naming author & e-mail address for possible feedback and confirmation.

Please provide me with a copy as well.



Good hunting!

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Visit WW2 Fighters Online [<http://members.xoom.com/ww2f/>] - the mission builders choice – for tons of information on WW2F and mission design!