

# TroopMon 2 Manual

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## Table of Content

<i>Introduction</i>	<b>Page 2</b>
<i>Installation</i>	<b>Page 2</b>
<i>Usage</i>	<b>Page 2</b>
<i>Features</i>	<b>Page 2</b>
<i>User Interface Elements</i>	<b>Page 4</b>
<b>Main Panel</b>	
<b>Unit info display</b>	
<b>Groups list box</b>	
<b>Units list box</b>	
<b>Class list box</b>	
<b>Side list box</b>	
<b>View mode Selection</b>	
<b>Camera control</b>	
<b>Function buttons</b>	
<i>Troop count Display</i>	<b>Page 9</b>
<i>Armament Display</i>	<b>Page 10</b>
<i>Details Display</i>	<b>Page 11</b>
<i>Map Displays</i>	<b>Page 12</b>
<i>Waypoint Menu</i>	<b>Page 14</b>
<b>Create group</b>	
<b>Add units to group</b>	
<b>Delete current unit</b>	
<b>Create WP</b>	
<b>Edit WP</b>	
<b>Delete WP</b>	
<i>Waypoint Attributes</i>	<b>Page 15</b>
<i>Mouse Control</i>	<b>Page 17</b>
<i>Advanced</i>	<b>Page 18</b>
<i>Known Issues</i>	<b>Page 19</b>
<i>Disclaimer</i>	<b>Page 20</b>

## Introduction

**TroopMon 2 is a GUI console for Arma2 that is designed to help mission makers to precisely monitor the combat behaviour of the placed units in their missions.**

**Lost, inactive or ineffective combatants are easily identified to raise the quality of a mission and achieve mission objectives with a minimal troopcount. Missions with uncertainty about the location of the involved units are a thing of the past.**

## Installation

**Unrar and put the file “CHN\_TroopMon2.pbo” into your Bohemia Interactive\Arma2\Addons folder or use it like a mod.**

## Usage

**Hit ESC during the mission to bring up the game menu. Below the standard Arma2 buttons you find a new button which starts TroopMon 2.**

## Features

**- A camera with 8 View modes:**

- 1. A fixed 3rd Person view**
- 2. Free/fixed camera mode that can be positioned around the watch-unit or independently moved around the whole scenario.**
- 3. A gunner's view through the ironsights of the watch-unit's weapons.**
- 4. A 1st person view to find out where the watch-unit is looking at.**
- 5. A 3rd person view that cycles through a random selection of units. primarily, units that are in combat are shown.**
- 6. A top view onto the watch-unit suitable for CQB or urban scenarios.**
- 7. A more cinematic camera motion view of randomly chosen units**
- 8. A projectile-following camera that shows a slow motion of fired projectiles of the currently watched unit. This is helpful to evaluate the effectiveness of a firing position, the feasibility of the used weapon or the skill of the shooter.**

**This can be combined with the view mode 3 to see what the unit is Aiming at before making the shot.**

**To choose a different view mode just deselect the V8 button.**

**In case the projectile is experiencing ricochet or misses the target the button ABORT PROJCAM can be used to discontinue tracking the projectile.**

- **Total overview of all mission relevant AI variables.**

**Crucial battle data is constantly updated such as:**

- **which enemy is targetting, firing at or wounding the watch unit with the ability to switch the view to that enemy to evaluate it.**

- **which enemy is the assigned target of the unit and which enemy is being fired upon by the watch unit.**

- **Troopmon 2 automatically recognizes the dimensions of custom island addons and is compatible with all kinds of custom soldier/weapon/vehicle etc. addons.**

- **The GUI console allows for very intuitive unit selection even in high Unit-count battle situations, selections can be made with the mouse. All status data can be shown or hidden by little toggle switches.**

- **New groups can be created and sent into the battle to try out new attack strategies or enforce groups of insufficient strength without having to edit/restart the mission.**

- **Waypoints for created or existing groups can be created and groups can be combined. Existing waypoints can be edited at runtime.**

- **Infantry can be moved around with transports using TroopMon 2-created waypoints.**

- **Favourites and camera positions can be saved/loaded for points of interest of the battle theater.**

## User Interface Elements



- 1 Main panel
- 2 Troop count display
- 3 Armament display
- 4 Details display

The element display areas show different types of data mainly attributable to the camera-focused unit (from now on referred to as watch unit).

All interface elements except the main panel can be maximized by pressing the respective toggle buttons.

Selections can be made in the Main panel list boxes and the Troop count display.

Mouse inputs that represent world coordinates can be made in an input area That is centered in the middle of the screen and expands until close to the displays on the left, right and the bottom.

## MAIN PANEL

The main panel consists of displays, list boxes and a set of control buttons.



- 1 Unit info display
- 2 Groups list box
- 3 Units list box
- 4 Class list box
- 5 Side list box
- 6 Hot buttons
- 7 Camera control
- 8 Function buttons

- 1** The unit info display shows the most critical tactical data about the unit that is currently selected (from now on referred to as watch unit).
- 2** Here the user can select the group that he wants to view. Groups that have less then 4 living members are displayed in dark red, groups in which all members are dead are light red.
- 3** This box lists all members of the selected group. If there is vehicles in the group, the vehicle itself is marked with “(Vehicle)” in green. The crew is listed under the vehicle with their position inside the vehicle in brackets (i.e. “(Gunner)”). Injured/damaged units will be displayed in dark red, dead or destroyed units in light red (color is damage dependant).
- 4** The class box shows the vehicle class of the watch unit. If the user selects a class here, all groups that have units of that vehicle class will be updated in the groups list box.
- 5** The watch unit’s side is indicated in this list box. Upon changing the side here, all groups that belong to the new selected side and are of the currently selected vehicle class will be displayed in the groups list box.
- 6** The hot buttons and their function:

<b>V1-V8</b>	Changes the view mode.
<b>RADIO</b>	Turns Arma2’s radio message display on (green)/off (red).
<b>TARGET</b>	Selects the enemy that the watch-unit has been ordered to target.
<b>FIR AT</b>	Selects the unit that the watch-unit is firing at.
<b>WOUNDER</b>	Selects the unit that has damaged the watch-unit.
<b>TAR BY</b>	Selects the enemy that has been ordered to target the watch-unit.
<b>FIR BY</b>	Selects the unit that the watch-unit is fired upon by.
<b>KILLER</b>	Selects the unit that has killed the watch-unit.

**MAP1 & MAP2** Brings up the selected map overlay and the additional map function buttons.  
Map1 is a big map and Map2 is a small map that allows watching the units in the 3D world as well as on the map.

**TARGET, FIR AT, WOUNDER, FIR BY and KILLER** are toggle buttons.  
For example pressing **TARGET** switches TroopMon2's focus temporarily to the watch unit's assigned target. Now the button text turns blue to indicate that the target is displayed.  
The list boxes show all information about that target now.  
On pressing the button again, the focus returns back to the original watch unit and the button text will have its default color (black).

**7** The camera control panel allows the positioning of the camera.

<b>&lt;</b>	rotates the camera around the watch-unit clockwise.
<b>&gt;</b>	rotates the camera around the watch-unit counter-clockwise.
<b>^</b>	Moves the camera closer to the watch-unit.
<b>v</b>	Moves the camera further away from the watch-unit.
<b>UP</b>	Moves the camera up.
<b>DN</b>	Moves the camera down.
<b>FX</b>	Switches the camera mode to fixed mode. A green FX indicates that the camera mode is the fixed mode. If you press FX again the camera mode will change to CT mode (CT displayed in green)

**8** Attached to the right edge of the main panel are the function buttons :

<b>HEAL</b>	Completely heals the watch unit.
<b>KLWU</b>	Kills the watch unit.
<b>KLGRP</b>	Kills the entire watch group.
<b>KL TYP</b>	Kills all units of the selected type & watch side
<b>KLSID</b>	Kills all units of the watch side
<b>DSARM</b>	Disarms the watch unit of all magazines
<b>STOP</b>	Stops the watch unit, "unstops" the watch unit.
<b>CAPT</b>	Sets the watch unit to captive / free status.
<b>CEAS</b>	Toggles between "Never Fire" (combat mode "BLUE") and the old combat mode. Be aware that this alters the combat mode for the ENTIRE watch group !

ROT+	Rotates the watch unit +90 degrees.
ROT-	Rotates the watch unit -90 degrees.
SETP	Positions the watch unit at a position clicked on the map or 3D.
CNTR	Centers the map display relative to the watch unit.
NVS	Between 7 PM and 6AM this button becomes available and switches on/off the (green) night vision camera effect for better visibility of the units at night.
OPTNS	Opens the options window. (Not yet implemented).
PAUSE	Pauses the game, so the mission maker has more time for placing groups or making decisions.
3DMA	Displays 3D markers around the watch group`s units.
ENMA	Displays 3D markers around enemy units to the watch unit.
ACMA	Displays 3D action markers (target, fired, firedupon).
MAPTXT	Displays knowsabout values for each unit related to the watch unit in orange and the editor given names in grey (toggled) on the map.
S	Clicking the S button saves and adds the current camera position to the camera saves list labelled P1, P2 and so on. Clicking the arrow opens up a drop-down menu that contains previously saved (fixed) camera positions.
WMENU	Brings up the waypoint menu window.
ROUTE	Shows a dotted 3D marker line from group leader to waypoint pos.
SKIPWP	Skips the current waypoint and continues with the next one.
MKFAV	Pressing the button adds the current watch unit to the favourites.
FAVS	This toggles the units list box between Favourite and normal mode.
CMDL	Opens an edit field in which all valid Arma2 scripting commands can be entered. Hit the EXEC button to run the command.
FOV+	Increases the camera`s field of view (FOV).
DFLT	Sets the camera`s field of view (FOV) back to default (0.7).
FOV-	Decreases the camera`s field of view (FOV).
MIN (MAX)	Minimizes the entire GUI, same button brings it back up again.



- TIME ACCEL**      The little + and - toggle switches allow to change the time acceleration which is useful for long missions.  
Max value is 4, min value is 0.125 (for slow motion view)
- EXIT**              Ends TroopMon2 (also pressing the escape button) and returns to the normal player ingame view. TroopMon2 can be re-activated at any time.

## TROOP COUNT DISPLAY



This display shows the numbers of units/vehicles in each vehicle class for each side.

The number at the bottom is the sum of all units/vehicles in the individual classes.

- 1      The “i” button maximizes/minimizes the troop count display.
- 2      Once maximized these 3 buttons will appear:

- ALIVE**              When selected (green) only units/vehicles that are alive are counted.
- CASUAL**            When selected (red) ALL units/vehicles that are dead/destroyed are counted.
- TOTAL**              This number relates to all casualties the respective side has suffered since TroopMon2 was started. When selected (white) the total number of ALL units/vehicles that have been in the mission since TroopMon was started is being shown.

The user can also comfortably make a selection in this display. By selecting a class of an arbitrary side, all groups of that vehicle class and of that respective side are updated in the groups list box and the current selections in the class and side list boxes are changed to new vehicle class and side.

## ARMAMENT DISPLAY



This display informs the user about the armament of the watch unit. Numerically in the list box and visually by little images of the weapons and the number of magazines.

Vehicles don't have images for their weapons.

The weapons are sorted for Rifles / MGs / Cannons, Grenadelaunchers / Launchers and Pistols / Handgrenades, so that no unimportant elements of the weapons array like map items are being listed.

When the watch unit fires a weapon the respective ammo-count will flash in an orange color.

- 1 The "ARMAMENT" button maximizes/minimizes the armament display.
- 2 An image of the watch unit's primary weapon.
- 3 An image of the watch unit's secondary weapon.
- 4 The number of the primary weapon's magazines is represented by the number of images of the magazine.
- 5 The number of the secondary weapon's magazines is represented by the number of images of the magazine.

## DETAILS DISPLAY

The “DETAILS” and “DETAILS2” buttons maximize/minimize the details display.

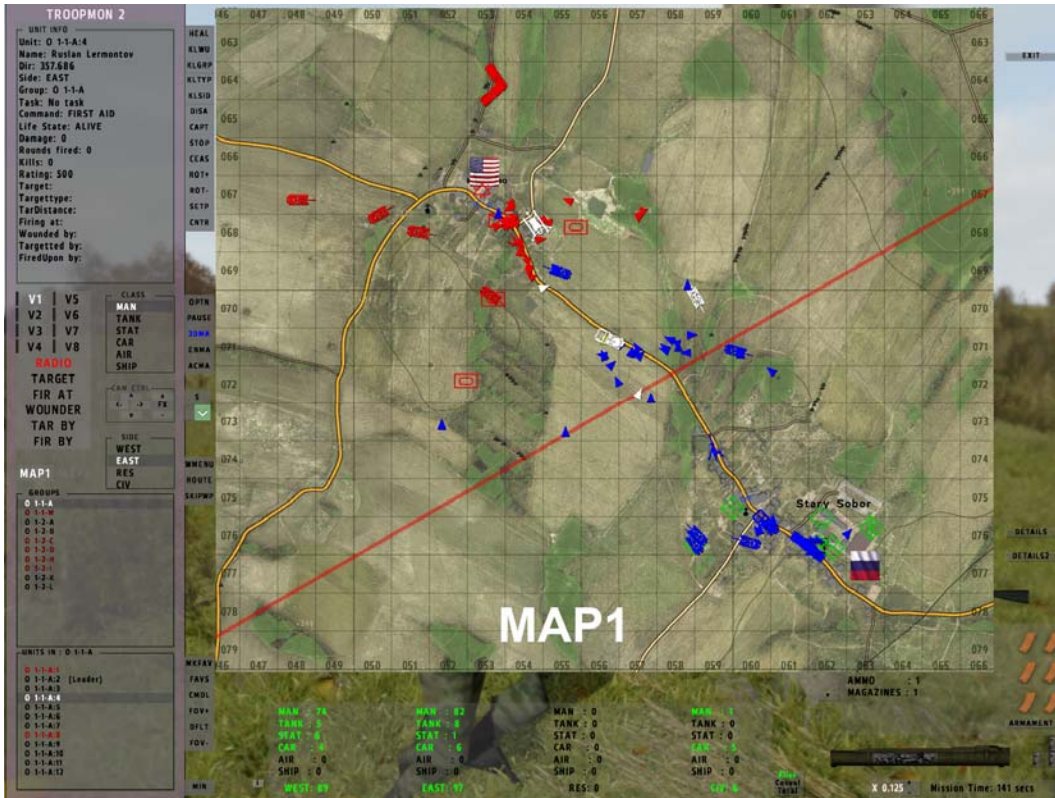
The “DETAILS” display contains nearly all the information about the watch unit’s combat status. Arma2 attributes (like weapon direction) are also taken into consideration. Depending on if the watch unit is a vehicle or a soldier unit, some attributes are shown or not shown.

In the “DETAILS2” display the user can find out concrete values for certain config entries in the config.bin section of the watch unit like “CanDeactivateMines” and so forth.





## MAP DISPLAYS



Pressing the “MAP1” or “MAP2” button in the main panel opens up/closes the map display.

Here, like in the regular Arma2 map display (M key), a cartographic overview of the mission terrain is shown.

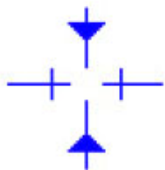
TroopMon2 symbolizes all other members of the watch unit’s group (from now on referred to as watch group) with blue icons and the watch unit with a green icon. The leader of the watch group is given a yellow icon.

By default ALL units on the island are being displayed.

If the user makes use of the view modes 3 or 4, Arma2 treats the watch unit like the player and will start to assign icons to units in the vicinity of the watch unit, which results in two icons being produced for the units which is looking a bit chaotic.

If the user makes heavy use of tactical map functions, switching to view modes 3 or 4 is therefore disadvised.

In addition to the above mentioned icons, TroopMon2 also illustrates tactical information with the following icons:



Assigned target of the watch-unit



Enemy unit that is targeting the watch-unit



Enemy unit that has wounded the watch-unit

The map section can be moved and zoomed with the right-mouse button and the mousewheel just like in the regular ArmA map (M key). Also while looking for spawn/WP locations!

## WAYPOINT MENU

Upon clicking the WMENU button, a window opens which provides the user a couple of waypoint and spawn functions:

### Create Group



Creates a new group of the **SELECTED** vehicle class (as selected in the class list box) and the **SELECTED** side (as selected in the side list box).

The spawn location for the group to be created is communicated to TroopMon2 with a double-click on the map screen (map can still be zoomed) and will be confirmed with the SPAWN icon at the selected map position.

Now the empty group should be filled with units that are selectable from the unit info display in the main panel.

Once the group is filled with enough units, the OK button finalizes the group creation and the unit info display will display watch-unit information again.

### Add units to Group

With this function new units can be added to an **EXISTING** group.

The unit selection process is identical to the one described above. It is important to press OK to let TroopMon2 know that the unit selection is finished.

### Delete current unit

Deletes the watch-unit (deletevehicle), can be used also to correct wrong selections with the previous 2 functions

### Create WP

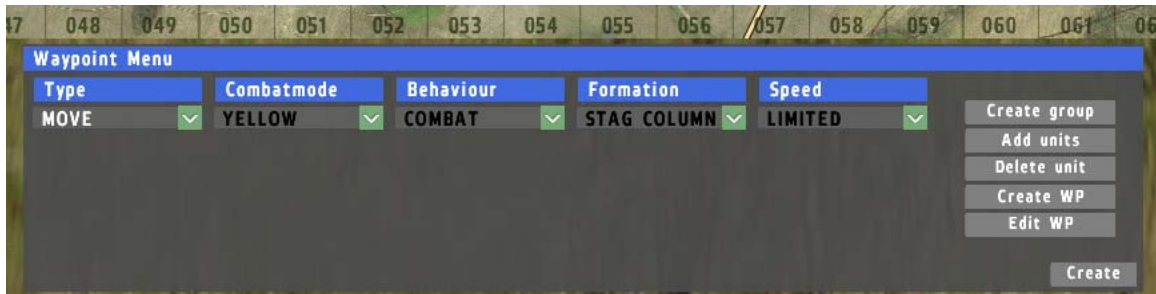


Creates a new waypoint for the watch-group. The waypoint destination is entered with a double-click on the map and is confirmed with the WP icon (again the map can still be be scrolled/zoomed). After setting the waypoint destination, the waypoint attributes are determined in the waypoint panel.

### Edit WP

Allows to edit the watch group`s current waypoint parameters, in case the mission designer is not happy with the current waypoint or stuck in a battle situation.

## WAYPOINT ATTRIBUTES



## WAYPOINT TYPE

MOVE

**Move**

DESTROY

Upon selection, a potential target in the vicinity of the waypoint destination is searched and displayed in the lower left of the waypoint panel as **TARGET**. If the target suggestion is not matching the intended target, the user can select the target from the main panel like selecting the watch unit. Once the correct target is selected, the **SELECT** button confirms the new target selection and will also switch back to the previous watch-unit of the waypoint-related group.

SAD

**Seek and Destroy**

HOLD

**Hold**

SENTRY

**Sentry**

GUARD

**Guard**

SUPPORT

This works for medics and all kinds of supporting units, the unit to support is suggested like described above and confirmed with the **SELECT** button. Medics tend to support injured units also autonomously.

JOIN	The group members of the watch group will join the group that the user selects from the main panel.
JOIN&LEAD	The group members of the watch group will join the group that the user selects from the main panel and their leader will become the new group leader of the combined groups.
LAND	Helicopters will land at the assigned waypoint destination.
GETIN	An infantry group with this waypoint type will board the vehicle that is selected just like in the DESTROY/SUPPORT waypoint.
GETOUT	ALL crew members of the vehicle will exit the vehicle once the vehicle has stopped/landed.
LAND&LOAD	Helicopters will land at the assigned waypoint destination and load up an infantry group.
LAND&UNLOAD	Helicopters will land at the assigned waypoint destination and unload an infantry group.
UNLOAD	Land vehicles will stop at the assigned waypoint destination and unload an infantry group
TR UNLOAD	TR Unload

## **WAYPOINT COMBAT MODE**

**RED**  
**GREEN**  
**YELLOW**  
**WHITE**  
**BLUE**



## **WAYPOINT BEHAVIOUR**

**CARELESS**

**SAFE**

**AWARE**

**COMBAT**

**STEALTH**

## **WAYPOINT FORMATION**

**COLUMN**

**STAG COLUMN**

**WEDGE**

**ECH LEFT**

**ECH RIGHT**

**VEE**

**LINE**

**FILE**

**DIAMOND**

## **WAYPOINT SPEED MODE**

**LIMITED**

**NORMAL**

**FULL**

**Most waypoint attributes are the same as the ones used in Arma2.  
Therefore only the more complex waypoint types are described here.**

## **MOUSE CONTROL**

Selecting the watch unit with the mouse:

**Double-click the unit with the mouse pointer above it (or slightly to the lower right of the unit). That selects the closest unit to the spot on the ground position where the mouse pointer is pointing to.**

**You can also just select any location on the terrain and TroopMon2 will find the closest unit within 1000 meters and select it for you.**

**Tip: To set the input focus to the mouse input, click the screen with a single click until you hear the click sound, then the input device is ready for your mouse inputs.**

**Note: This option doesn't work with view modes 3 and 4! (no real camera)**

Setting waypoints in the 3D view:

**Right-click the location where you want the waypoint destination to be. If the camera is in fixed mode (green FX button in Cam CTRL panel), hold "CTRL" key while right-clicking.**

**The group that is assigned the waypoint will keep all previous combat status/waypoint information for the new waypoint. If multiple waypoints are created the group will complete them one after the other.**

**Camera Control with the mouse:**

**In unit follow mode (V1,V2) holding the left mouse button and moving the mouse lets you freely rotate the camera around the watch unit.**

**Upwards/downwards motions will increase/decrease the altitude of the camera.**

**The mousewheel increases/decreases the distance to the watch unit.**

**In fixed mode (FX green in the camera ctrl panel) holding the left mouse button and moving the mouse changes the camera's absolute horizontal and vertical angles.**

**Holding the right mouse button and moving the mouse changes the absolute camera X and Y coordinates while the mousewheel changes the Z coordinate. THE CT mode is not supported with the mouse (obvious).**

Note for all mouse actions:

**Sometimes you have to first set the focus to the mouse input window by left clicking slightly below the middle of the screen (tip: hold the button 2 seconds). Once you hear the typical clicking sound, the focus is set and you can make mouse inputs. There is no way to avoid that little inconvenience.**

## ADVANCED

**If you make a mission that might require night vision even during the day you can set the variable CHN\_NVSAWAYS=true in any of your scripts and the NVS toggle will be available also during daytime.**

**Favorites:** You can pre-load your favourites from your mission init script by adding: `CHN_FAVS=CHN_FAVS+[YOURUNITS]`.

If you are using RESISTANCE units in your mission you have to state the side that it is friendly to in your init.sqf.

If it is friendly to WEST add `CHN_RESSIDE="WEST"`.

Friendly to EAST is `CHN_RESSIDE="EAST"`, friendly to no-one is

`CHN_RESSIDE="RESISTANCE"` and friendly to everyone is

`CHN_RESSIDE="CIVILIAN"`. If you don't add this, TroopMon2 assumes that resistance is friendly to west and will print an error message.

## KNOWN ISSUES

- The "Firing At" and "Fired Upon by" function is still experimental.  
In fact it is really hard to calculate, as the projectile direction results are not exact. An additional parameter `_target=_this select 5` to the "fired" EH is desirable.
- Units inside of vehicles can't be tracked by the camera correctly, only the proxies are actually in the vehicle, but no pointer to the units.

## ARMA2 IMPROVEMENT SUGGESTIONS

- An additional parameter to the FIRED and KILLED Eventhandlers, like for FIRED a 5th value that returns the enemy that the unit is firing at and for KILLED a 3rd value that returns the ammo type that has killed the unit.

## DEVELOPMENT

**TroopMon2** was written by Charon in august/September 2009 as an advancement of TroopMon 1 for Arma 1 .

**Contact :** Charon Productions (User name in BI forums)

For discussion about TroopMon2 go to the official thread on the BI forums.

Many thanks to the beta-testers: SnakeMan, Kremator and froggyluv especially SnakeMan for his invaluable improvement suggestions

## DISCLAIMER

**This is an unsupported and unofficial addon. Use it at your own risk.  
I will not be held responsible for damage of any kind this addon might incur.  
Arma2 is a product of Bohemia Interactive.**