ARMA III

&DEN OBJECTS

PORTABLE GCS UNIT



USER'S MANUAL

INTRODUCTION

Having considered the vital and interesting role of automated vehicles in *Arma 3*, I decided to introduce a fully functional **Ground Control Station (GCS)** for the general use of fellow mission makers. The model itself consists of two separate components: a simple interface headed by twin monitors and a modular hub system, containing a diversity combiner, two telemetry receivers and a chargable battery unit, cooled by two internal fans.

Some of you will no doubt recognise the similarities this asset bears to the Data Terminal object, released by Bohemia Interactive as part of their new multiplayer mode, *End Game*. Indeed, my intention was to try and blur the boundaries between official and non-official content in order to establish a sense of aesthetic continuity with items already in game, while still exercising a degree of individual creativity. With any luck, the Ground Control Station will not look too out of place upon the battlefields of Altis, Stratis, and soon, Tanoa.

Regarding the model's real-world equivalent, I drew heavily from systems currently in use with the U.S. military at Creech Air Force Base, Nevada (below), as well as technology designed and produced by civilian manufacturer, Microdyne. Although such hardware may feel outmoded in terms of *Arma 3*'s futuristic setting, it does seem to fit well with the game's wider narrative, of a West in sharp, economic decline. Besides that, I fear any attempt by me to create a functional holographic variation, like those already being developed in China, would probably end in disaster!

Anyhow, I genuinely hope you enjoy this little project of mine and find some use for it in your own scenarios.

— Kydoimos



A team at Creech Air Force Base, piloting a Predator drone in Khandahar. Photograph: Veronique de Viguerie. Getty Images.

PRODUCT INFORMATION



Model Description:

Mark VI Portable Ground Control Station

Manufacturer:

ARMEX / MacroTech Corporation

Module Hardware:

Model 1400-MR Telemetry Receivers x 2

FM Demodulator 1666-D x 2

IF Filter Amplifier 1420 WB Series x 2

Spectrum Display Unit 1661-S x 2

RF Tuner Model 2086 DAX 10Khz-15Mhz x 2

Model 6200 PCA Diversity Combiner x 2

Model 6210 Dual Fan Cooling System x 1

Internal Rechargable Battery Unit (RBU) x 1

Production History:

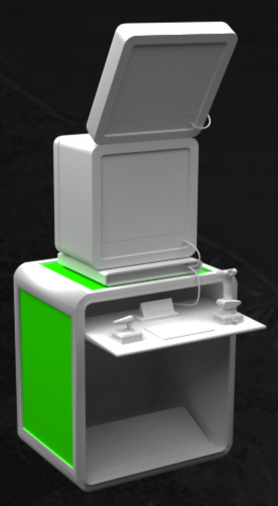
Tested in the field and part-developed by military expositionist group, ARMEX, Macrotech's Portable Ground Control Station is a reliable and effective asset in terms of combat communications. First unveiled during the ARMEX Paris trade show in 2019, it has since found buyers with almost every NATO member state.

HIDDEN SELECTIONS

There are several textures on the Ground Control Station which can be altered via the setObjectTexture and setObjectMaterial commands. The index numbers for these are as follows:

Portable GCS

0



1



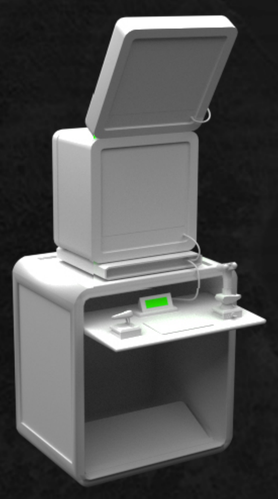
2



3

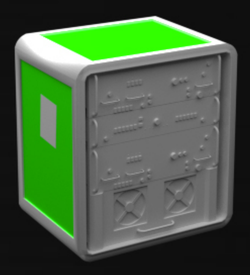


4



Portable GCS Hub

0





ANIMATIONS

Four animations are available for compositions involving the Ground Control Station. It is worth noting too, that the seated pilot position is only intended for the Office Chair object (Land_OfficeChair_01_F) and has not been correctly configured for any other seating arrangement.



UAV_Pilot_Idle

Unarmed. Seated with both hands on GCS controls, occasionally looking up.

UAV_Pilot_KIA

Unarmed. Death animation. Slouching forwards over GCS controls.

Unarmed_Reading_Clipboard

Unarmed. Standing and reading from clipboard (Land_Clipboard_F).

UAV_Observer_Idle

Unarmed. Standing with left hand on top GCS monitor and right hand on hip.

UAV LIVE FEED

To connect a UAV live feed to a Ground Control Station monitor screen, you will need to execute an SQF script such as the one provided below:

```
// Variables

_UAV = My_UAV_Unit;
_GCS = My_GCS_Unit;

/* Text in Green Indicate Variable Names Assigned to your Object in the Editor */

// Set GCS Screen's Texture

_GCS setObjectTexture [0, "#(argb,1024,1024,1)r2t(uavrtt,1)"];

// Lock Camera to UAV

_UAV lockCameraTo [_GCS, [0]];

// Create Camera and Render to Screen

_camera = "Camera" camCreate [0,0,0];
_camera cameraEffect ["Internal", "Back", "uavrtt"];

// Attach Camera to UAV Memory Point

_camera attachTo [_UAV, [0,0,0], "PiP0_pos"];

/* The Names of Memory Points will Vary, Depending on the Object being Used */

// Adjust Zoom

_camera camSetFov 0.1;

// Adjust Camera Orientation

addMissionEventHandler ["Draw3D", {
    _dir =
        (_UAV selectionPosition "PiP0_pos")
            vectorFromTo
        (_UAV selectionPosition "PiP0_dir");
    _camera setVectorDirAndUp [
    _dir,
        _dir vectorCrossProduct [-(_dir select 1), _dir select 0, 0]
    ];
}];
```

CLASSNAMES

Portable Ground Control Station

Portable_GCS_F

Portable Ground Control Station Hub

Portable_GCS_Hub_F

Portable Ground Control Station (Packed)

Portable_GCS_Packed_F

Portable Ground Control Station (CTRG)

Portable_GCS_CTRG_F

Portable Ground Control Station Hub (CTRG)

Portable_GCS_Hub_CTRG_F

Portable Ground Control Station (Packed) (CTRG)

Portable_GCS_Packed_CTRG_F