

Dear Tech support

I've spend approximately 10 months developing a huge scenario. Russia vs NATO.

I have encountered several technical issues I would like your help with.

Issue number 1

Although I've changed the postures to "unfriendly" time and time again, when the scenario is loaded, postures start "hostile".

I've had some Lua help from the community to force this and there is now an event "Postures" that forces "unfriendly" postures when the scenario is loaded.

However, this activates every time the scenario is loaded. So when you've re-load the scenario, what should be hostile starts "unfriendly".

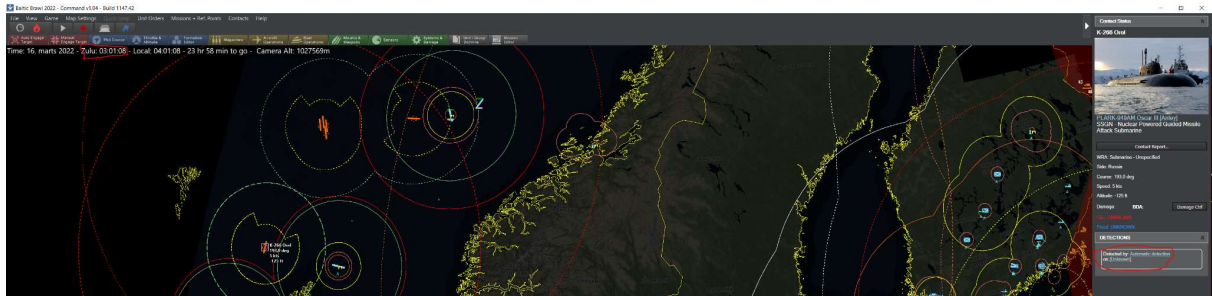
How do I make the postures "unfriendly" from when the scen loads?

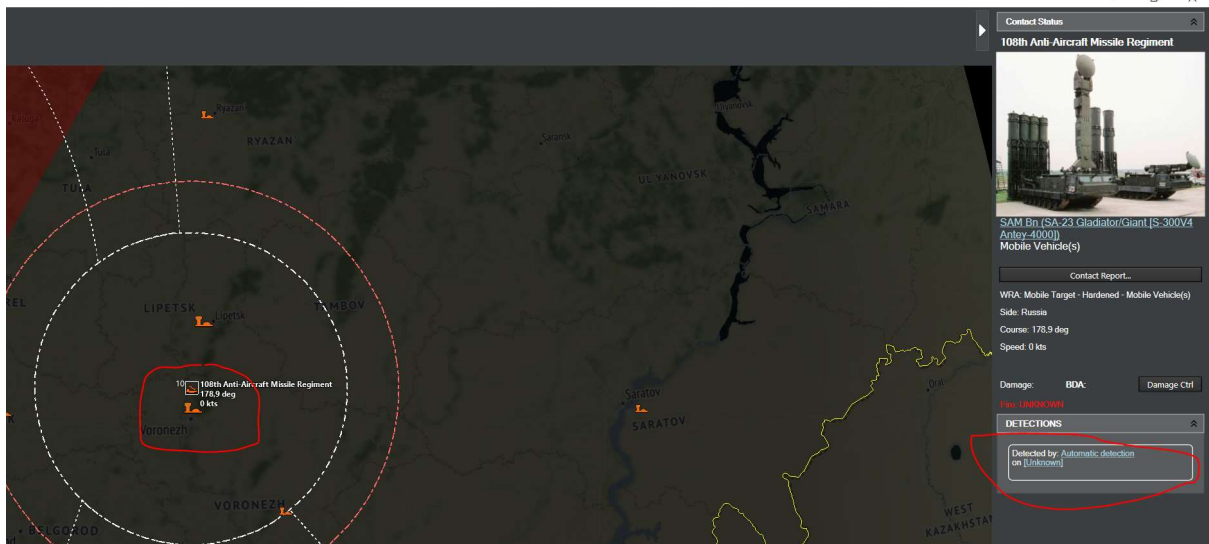
Issue number 2

All Russian forces are auto detected.

After app. 01:06 all Russian forces are autodetected. Submarines and ground units deep inside Russia.

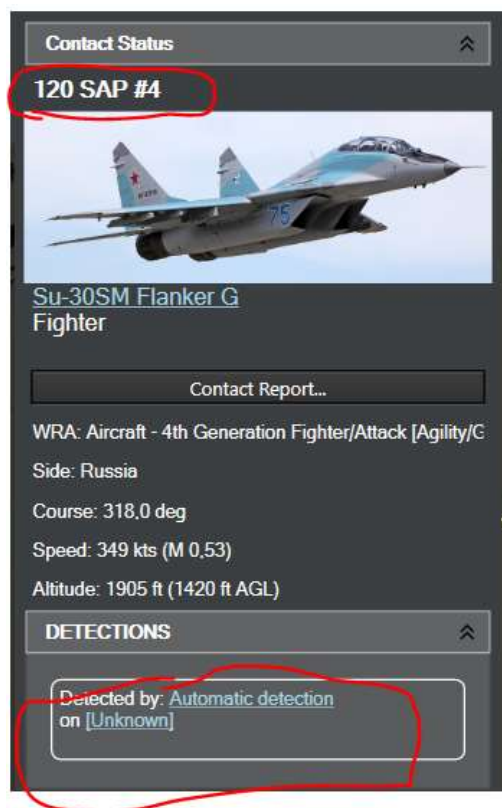
For all sides I've run "Drop all contacts". I've unchecked "unit is auto-detected" and "Collective responsibility".





When Russian planes scrambles they are immediately identified by type and unit number.

In the below case a SU-30SM from 120 SAP.



I hope you are able to solve these issues.

Best
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