

Adding Ship Components via Config File (Add Magazine, Add Comms, Add Weapons etc).

<http://www.matrixgames.com/forums/tm.asp?m=3569867>

You can add new **magazines** to any ship, sub or facility using an INI config fil. This is basically a script that can apply various mods to the units in the scenario without having to edit the database.

To rebuild a scenario using an INI file you first need to make an INI template file. Go to Editor -> SBR -> Generate Template. This will generate a template file listing all units in the simulator. If you have manually altered magazines, mounts, etc, in the scenario editor, go to Editor -> SBR -> Generate Delta Template to only export the diff between the scenario setup and the database.

Then edit the exported INI file by opening it in Notepad. When you open the file it contains an entry for all platforms in the scenario. Delete everything except the unit you want to edit, like this:

```
<?xml version="1.0" encoding="utf-8"?>
<ScenarioUnits>
<Unit_a25be2bd-d06f-4162-959b-b3d7ccc1e5ff>
<!--LCS 1 Freedom (LCS 1 Freedom [1839])-->
</Unit_a25be2bd-d06f-4162-959b-b3d7ccc1e5ff>
</ScenarioUnits>
```

Note that 'Unit_a25be2bd-d06f-4162-959b-b3d7ccc1e5ff' is the unique identifier for the LCS 1 in the test scenario that I've used on this end. It will be different on your end. The line '<!--LCS 1 Freedom (LCS 1 Freedom [1839])-->' is a comment and can be altered as you see fit. It is good practice to always add comments for all lines in the INI.

Then add a 'Add Magazine' line, like this:

```
<MagAdd_240 /><!--Torpedo Magazine [Internal Tubes] -- USN, 2005-->
```

The above line will add Magazine #240 to the ship. I've also added a comment for future reference.

The full file look like this:

```
<?xml version="1.0" encoding="utf-8"?>
<ScenarioUnits>
<Unit_a25be2bd-d06f-4162-959b-b3d7ccc1e5ff>
<!--LCS 1 Freedom (LCS 1 Freedom [1839])-->
<MagAdd_240 /><!-- Torpedo Magazine Internal Tubes, USN 2005 -->
</Unit_a25be2bd-d06f-4162-959b-b3d7ccc1e5ff>
</ScenarioUnits>
```

Then go to Editor -> SBR -> Apply SBR to apply the changes. Open the Magazines window for the LCS and check that the magazine has been added.

Magazine with ID# 240 adds 8 Mk54s. If you want 18 torps used ID# 244, and for 30 torps use ID# 246.

INI Config file commands are:

Add mount, ID# 434 used as an example. Note that Coverage has to be added as well, either each segment of a limited arc, or a full 360 deg arc:

```
<MountAdd_434>
<!--CADS-N-1 [3M87 Kortik]-->
```

```

<Cov>
Alternative 1:<Seg>PMA1,PMA2,PMF1,PMF2,PS1,PS2,PB1,PB2</Seg>
Alternative 2:<Seg>360</Seg>
</Cov>
</MountAdd_434>

```

Add magazine, ID# 240 used as an example:

```

<MagAdd_240 /><!-- Torpedo Magazine Internal Tubes, USN 2005 -->

```

Add sensor, ID# 4 used as an example. Note that Coverage has to be added as well, both search coverage and illumination/target tracking coverage (the two coverages have been given different arcs for illustration purposes):

```

<SensorAdd_4>
<!--Toad Stool [RBP-2]-->
<Cov>
<Seg>360</Seg>
</Cov>
<Cov_Ill>
<Seg>PMA1,PMA2,PMF1,PMF2,PS1,PS2,</Seg>
</Cov_Ill>
</SensorAdd_4>

```

Add comm link (typically missile guidance link), ID# 3 used as an example:

```

<CommAdd_3 /><!--SA-10 Missile Datalink-->

```

Delete mount, mag, sensor and comm link, item #3 on the unit used as an example, with ID#222 (a ship may carry several instances of a given mount/mag/etc, so have to specify exactly which one to remove):

```

<MountRemove_3_222 />
<MagRemove_3_222 />
<SensorRemove_3_222 />
<CommRemove_3_222 />

```

Edit, add and remove weapon record on mount, in mount magazines or in magazines. In this case mount #3 on the ship, which has ID# 552 and is a Sea Sparrow mount (as per comment). Also note that we're playing around with the mount magazine a bit:

```

<Mount_3_552><!--Mk29 Sea Sparrow-->
<WeaponRecAdd_5188 /><!--RIM-8J Talos-->
<WeaponRecAdd_1557 /><!--RUM-139A VLA [Mk46 Mod 5]-->
<WeaponRecAdd_2626 /><!--Roland 3-->
<WeaponRecAdd_944 /><!--RUR-5A Mod 3 ASROC RTD [10kT Nuclear DC]-->
<WeaponEdit_1687_2 /><!--RIM-7M Sea Sparrow-->
<WeaponEdit_885_22 /><!--RIM-8J Talos-->
<WeaponEdit_1643_77 /><!--RUR-5A Mod 3 ASROC RTD [10kT Nuclear DC]-->
<WeaponRemove_233 /><!--Mk182 SRBOC Chaff [Seduction]-->
<MountMag>
<WeaponRecAdd_5188 /><!--RIM-8J Talos-->
<WeaponRecAdd_154 /><!--RUM-139C VLA [Mk54]-->
<WeaponRecAdd_4015 /><!--S-8KO 80mm Rocket-->
<WeaponRecAdd_2765 /><!--SAM-3 Kin-SAM [Type 93]-->
<WeaponEdit_885_3 /><!--RIM-8J Talos-->
<WeaponEdit_1193_88 /><!--SAM-3 Kin-SAM [Type 93]-->
<WeaponRemove_233 /><!--Mk182 SRBOC Chaff [Seduction]-->
</MountMag>

```

</Mount_3_552>

<Mag_1_717><!--Mk36 SRBOC-->

<WeaponRecAdd_2541 /><!--Generic Chaff Salvo [5x Cartridges]-->

<WeaponRecAdd_5188 /><!--RIM-8J Talos-->

<WeaponRecAdd_154 /><!--RUM-139C VLA [Mk54]-->

<WeaponRecAdd_4015 /><!--S-8KO 80mm Rocket-->

<WeaponRecAdd_2765 /><!--SAM-3 Kin-SAM [Type 93]-->

<WeaponEdit_232_222 /><!--Mk182 SRBOC Chaff [Seduction]-->

<WeaponEdit_885_3 /><!--RIM-8J Talos-->

<WeaponEdit_1193_88 /><!--SAM-3 Kin-SAM [Type 93]-->

<WeaponRemove_233 /><!--Mk182 SRBOC Chaff [Seduction]-->

</Mag_1_717>

Here is the list of weapon datalinks:

ID Name Type

241 ABM Command Datalink ABM Weapon Link
6 ABM Missile Datalink ABM Weapon Link
163 ADATS Command Datalink ADATS Weapon Link
82 ADATS Missile Datalink ADATS Weapon Link
42 AEGIS Command Datalink [AN/SPY-1A] AEGIS Weapon Link
41 AEGIS Command Datalink [AN/SPY-1AB] AEGIS Weapon Link
126 AEGIS Command Datalink [AN/SPY-1B] AEGIS Weapon Link
230 AEGIS Command Datalink [AN/SPY-1D(V)] AEGIS Weapon Link
149 AEGIS Command Datalink [AN/SPY-1D] AEGIS Weapon Link
140 AEGIS Command Datalink [AN/SPY-1F] AEGIS Weapon Link
66 AEGIS Command Datalink [AN/SPY-3] AEGIS Weapon Link
188 AEGIS Command Datalink [APAR] AEGIS Weapon Link
141 AEGIS Command Datalink [DKX-2] AEGIS Weapon Link
185 AEGIS Command Datalink [Iroquis TRUMP] AEGIS Weapon Link
174 AEGIS Missile Datalink AEGIS Weapon Link
245 AGM-12 Command Datalink Bullpup Weapon Link
34 AGM-12 Missile Datalink Bullpup Weapon Link
248 AGM-142 Command Datalink AGM-142 Weapon Link
214 AGM-142 Missile datalink AGM-142 Weapon Link
43 AIM-120 Command Datalink AIM-120 Weapon Link
168 AIM-120 Missile Datalink AIM-120 Weapon Link
151 AJ.168 Command Datalink AJ.168 Weapon Link
159 AJ.168 Missile Datalink AJ.168 Weapon Link
150 AN/AAW-9/13 Command Datalink AN/AAW-9/13 Weapon Link
25 AN/AAW-9/13 Missile Datalink AN/AAW-9/13 Weapon Link
155 APK-8/9 Command Datalink APK-8/9 Weapon Link
154 APK-8/9 Missile Datalink APK-8/9 Weapon Link
192 Arrow Command Datalink Arrow Weapon Link
191 Arrow Missile Datalink Arrow Weapon Link
55 AS.11/12 Missile Command AS.11/12 Weapon Wire
171 AS.11/12 Missile Wire AS.11/12 Weapon Wire
80 AS.30 Command Datalink AS.30 Weapon Link
169 AS.30 Missile Datalink AS.30 Weapon Link
156 AS-7/AS-10 Command Datalink AS-7 Weapon Link
157 AS-7/AS-10 Missile Datalink AS-7 Weapon Link
211 ASM/SSM Command Datalink [1 Channel] ASM/SSM Weapon Link (Soviet/Russia)
49 ASM/SSM Command Datalink [2 Channels] ASM/SSM Weapon Link (Soviet/Russia)
98 ASM/SSM Command Datalink [24 Channels] ASM/SSM Weapon Link (Soviet/Russia)
276 ASM/SSM Command Datalink [4 Channels, Offboard] ASM/SSM Weapon Link (Soviet/Russia)
97 ASM/SSM Command Datalink [4 Channels] ASM/SSM Weapon Link (Soviet/Russia)
96 ASM/SSM Missile Datalink ASM/SSM Weapon Link (Soviet/Russia)
215 Aster Command Datalink [CV] Aster Weapon Link
75 Aster Command Datalink [DDG] Aster Weapon Link
30 Aster Command Datalink [FFG] Aster Weapon Link
249 Aster Missile Datalink Aster Weapon Link
48 AT-2/3/6/12/16 Command Datalink AT-2/3/6/12/16 Weapon Link
147 AT-2/3/6/12/16 Missile Datalink AT-2/3/6/12/16 Weapon Link
287 Barak Command Datalink Patriot Weapon Link

286 Barak Missile Datalink Patriot Weapon Link
99 Blowpipe Command Datalink Blowpipe Weapon Link
182 Blowpipe Missile Datalink Blowpipe Weapon Link
107 C-701 Command Datalink C-701 Weapon Link
108 C-701 Missile Datalink C-701 Weapon Link
277 CEC Missile Command Datalink [AN/USG-2 CETPS] CEC
278 CEC Missile Command Datalink [AN/USG-2 CETPS] CEC
9 Derby Command Datalink Derby Weapon Link
184 Derby Missile Datalink Derby Weapon Link
161 EFOGM Command Datalink EFOGM Weapon Link
160 EFOGM Missile Datalink EFOGM Weapon Link
148 Gabriel Command Datalink Gabriel Weapon Link
23 Gabriel Missile Datalink Gabriel Weapon Link
153 GBU-15 Command Datalink GBU-15 Weapon Link
152 GBU-15 Missile Datalink GBU-15 Weapon Link
273 H-2 [Raptor 1] Command Datalink Hakim Weapon Link
274 H-2 [Raptor 1] Missile Datalink Hakim Weapon Link
265 Hakim Command Datalink Hakim Weapon Link
266 Hakim Missile Datalink Hakim Weapon Link
272 HJ-8 Command Datalink HOT Weapon Link
271 HJ-8 Missile Datalink HOT Weapon Link
70 HOT Command Datalink HOT Weapon Link
64 HOT Missile Datalink HOT Weapon Link
65 HUMRAAM Command Datalink HUMRAAM Weapon Link
51 HUMRAAM Missile Datalink HUMRAAM Weapon Link
121 IKARA Command Datalink IKARA Weapon Link
85 IKARA Missile Datalink IKARA Weapon Link
79 Marte Mk2 Command Datalink Marte/Sea Killer Weapon Link
92 Marte Mk2 Missile Datalink Marte/Sea Killer Weapon Link
122 MICA Command Datalink MICA Weapon Link
170 MICA Missile Datalink MICA Weapon Link
115 NASAMS Command Datalink NASAMS Weapon Link
78 NASAMS Missile Datalink NASAMS Weapon Link
190 NTU Missile Datalink NTU Weapon Link
288 Otomat Command Datalink Otomat Weapon Link
45 Otomat Command Datalink Otomat Weapon Link
11 Otomat Missile Datalink Otomat Weapon Link
44 Patriot Command Datalink [AN/MPQ-53] Patriot Weapon Link
53 Patriot Command Datalink [AN/MPQ-65] Patriot Weapon Link
181 Patriot Missile Datalink Patriot Weapon Link
117 Rapier Command Datalink FSA Rapier Weapon Link
24 Rapier Command Datalink FSC Rapier Weapon Link
243 Rapier Missile Datalink Rapier Weapon Link
136 RB 05 Command Datalink Bullpup Weapon Link
137 RB 05 Missile Datalink Bullpup Weapon Link
116 RB 15 Command Datalink RBS-15 Weapon Link
247 RB 15 Missile Datalink RBS-15 Weapon Link
29 RB 23 Command Datalink Bamse Weapon Link
22 RB 23 Missile Datalink Bamse Weapon Link
254 RB 70/90 Command Datalink RBS 70/90 Weapon Link
189 RB 70/90 Missile Datalink RBS 70/90 Weapon Link
118 Roland Command Datalink Roland Weapon Link
27 Roland Missile Datalink Roland Weapon Link
119 SA-10 Command Datalink [12 Channels] SA-10/SA-N-6 Weapon Link

138 SA-10 Command Datalink [24 Channels] SA-10/SA-N-6 Weapon Link
258 SA-10 Command Datalink [8 Channels] SA-10/SA-N-6 Weapon Link
3 SA-10 Missile Datalink SA-10/SA-N-6 Weapon Link
120 SA-12 Command Datalink [12 Channels] SA-12 Weapon Link
180 SA-12 Missile Datalink SA-12 Weapon Link
261 SA-17/SA-N-12 Command Datalink [12 Channels] SA-17/SA-N-12 Weapon Link
260 SA-17/SA-N-12 Command Datalink [4 Channels] SA-17/SA-N-12 Weapon Link
262 SA-17/SA-N-12 Command Datalink [8 Channels] SA-17/SA-N-12 Weapon Link
259 SA-17/SA-N-12 Missile Datalink SA-17/SA-N-12 Weapon Link
267 SA-21 Command Datalink [20 Channels] SA-10/SA-N-6 Weapon Link
268 SA-21 Missile Datalink SA-10/SA-N-6 Weapon Link
106 SAM-1 Command Datalink SAM-1 Weapon Link
105 SAM-1 Missile Datalink SAM-1 Weapon Link
88 SAM-4 Command Datalink SAM-4 Weapon Link
87 SAM-4 Missile Datalink SAM-4 Weapon Link
62 Sea Cat/Tiger Cat Command Datalink Sea Cat Weapon Link
77 Sea Cat/Tiger Cat Missile Datalink Sea Cat Weapon Link
284 Sea Dart ADIMP Command Datalink AEGIS Weapon Link
285 Sea Dart ADIMP Missile Datalink AEGIS Weapon Link
83 Sky Bow Command Datalink Sky Bow Weapon Link
162 Sky Bow Missile Datalink Sky Bow Weapon Link
251 Sky Sword II Command Datalink Sky Sword II Weapon Link
250 Sky Sword II Missile Datalink Sky Sword II Weapon Link
186 Spike ER/LR Guidance Unit TOW Weapon Link
21 Spike ER/LR Missile Wire TOW Weapon Link
246 Starstreak Command Datalink Starstreak Weapon Link
76 Starstreak Missile Datalink Starstreak Weapon Link
74 THAAD Command Datalink THAAD Weapon Link
4 THAAD Missile Datalink THAAD Weapon Link
134 Tomahawk Command Datalink TacTom Weapon Link
135 Tomahawk Missile Datalink TacTom Weapon Link
38 Torpedo Wire Two-Way Wire Guidance
35 Torpedo Wire Control [1 Wire] Two-Way Wire Guidance
36 Torpedo Wire Control [2 Wires] Two-Way Wire Guidance
37 Torpedo Wire Control [4 Wires] Two-Way Wire Guidance
146 TOW Guidance Unit TOW Weapon Link
145 TOW Missile Wire TOW Weapon Link
269 YJ-63 Command Datalink ASM/SSM Weapon Link (Soviet/Russia)
270 YJ-63 Missile Datalink ASM/SSM Weapon Link (Soviet/Russia)
144 AA-12 Command Datalink AA-10/12 Weapon Link
167 AA-12 Missile Datalink AA-10/12 Weapon Link
109 AA-13 Command Datalink AA-9/13 Weapon Link
110 AA-13 Missile Datalink AA-9/13 Weapon Link
73 AA-6 Command Datalink AA-6 Weapon Link
114 AA-6 Missile Datalink AA-6 Weapon Link
90 AAM-4 Command Datalink [J/ARG-1 Transmitter] AAM-4 Weapon Link
89 AAM-4 Missile Datalink [J/ARG-1 Receiver] AAM-4 Weapon Link

<http://www.matrixgames.com/forums/tm.asp?m=3766341&mpage=1&key=modifications%26%2365533%3B>

WORKING WITH INI FILES AND SBRS

Be careful with this, may hurt your scenario if something isn't done correctly

How to share and apply unit modifications.

1. After the "creator" has tested his modifications, (made sure all weapons have the correct and working FCR, datalinks, etc). **If they are not correct you may "break" somebody's scenario.**
2. The "creator" will "Generate Delta Template", this will make a file that has all the deviations to all the units in their scenario.
3. Open this file with the Notepad and copy
4. Post in thread, noting the DB ID and all the changes, weapons, sensors, datalinks, etc. So others know what they are getting.

Not sure if this has all the correct FCRs, datalinks, etc. but this is [orca's hypothetical SSC](#) based on the Independence LCS[2595]:

Weapons/Mounts:

- 4x 12.7mm MG
- 1x 57mm
- 2x LaWS Laser
- 8x JSM
- 1x Mk15 SEARAM
- 2x Mk36 SRBOC
- 1x Mk41(8cells)
- 2x M53 Nulka

Sensors:

- 4x CEA-MOUNT
- 6x CEA-FAR
- Etc., etc

quote:

```
<?xml version="1.0" encoding="utf-8"?>
<ScenarioUnits>
<Unit_91902350-5e15-4399-bfee-3d6877657fa9>
<!--LCS 2 Independence (LCS 2 Independence [2595])-->
<MountAdd_1196>
<!--Mk41 VLS [8 Cells]-->
<Cov>
<Seg>360</Seg>
</Cov>
</MountAdd_1196>
<MountAdd_2286>
<!--LaWS Laser Gun Prototype-->
<Cov>
<Seg>PB2,SB1,SB2,SMA1,SMA2,SMF1,SMF2,SS1,SS2,</Seg>
</Cov>
</MountAdd_2286>
<MountAdd_2286>
<!--LaWS Laser Gun Prototype-->
<Cov>
<Seg>PB1,PB2,PMA1,PMA2,PMF1,PMF2,PS1,PS2,SB1,</Seg>
</Cov>
```

```
</MountAdd_2286>
<Mount_6_2279>
<!--LCS Mission Module-->
<WeaponRecAdd_7100 />
<!--Joint Strike Missile (JSM)-->
</Mount_6_2279>
<Mount_7_2279>
<!--LCS Mission Module-->
<WeaponRecAdd_7100 />
<!--Joint Strike Missile (JSM)-->
</Mount_7_2279>
<Mount_13_1196>
<!--Mk41 VLS [8 Cells]-->
<WeaponRemove_15 />
<!--RIM-162A ESSM-->
<WeaponRecAdd_143 />
<!--RUM-139C VLA [Mk54]-->
<WeaponRecAdd_713 />
<!--RIM-162B ESSM-->
<WeaponEdit_927_16 />
<!--RIM-162B ESSM-->
</Mount_13_1196>
<SensorAdd_4491>
<!--Generic Gun Director [IR/CCD/Laser Rangefinder]-->
<Cov>
<Seg>360</Seg>
</Cov>
<Cov_Ill>
<Seg>360</Seg>
</Cov_Ill>
</SensorAdd_4491>
<SensorAdd_4019>
<!--UMS 4249 CAPTAS Mk2(V)2-->
<Cov>
<Seg>360</Seg>
</Cov>
<Cov_Ill>
<Seg>360</Seg>
</Cov_Ill>
</SensorAdd_4019>
<SensorAdd_3796>
<!--Bridgemaster E ATA-->
<Cov>
<Seg>360</Seg>
</Cov>
<Cov_Ill>
<Seg>360</Seg>
</Cov_Ill>
</SensorAdd_3796>
<SensorAdd_223>
<!--AN/SLQ-32(V)5 Sidekick [ECM]-->
<Cov>
<Seg>PB1,PB2,PMA1,PMA2,PMF1,PMF2,PS1,PS2,</Seg>
</Cov>
<Cov_Ill>
<Seg>PB1,PB2,PMA1,PMA2,PMF1,PMF2,PS1,PS2,</Seg>
</Cov_Ill>
</SensorAdd_223>
<SensorAdd_223>
<!--AN/SLQ-32(V)5 Sidekick [ECM]-->
<Cov>
<Seg>SB1,SB2,SMA1,SMA2,SMF1,SMF2,SS1,SS2,</Seg>
```



```
</Cov>
<Cov_Ill>
<Seg>SB1,SB2,SMA1,SMA2,SMF1,SMF2,SS1,SS2,</Seg>
</Cov_Ill>
</SensorAdd_223>
<SensorAdd_3328>
<!--CEA-MOUNT-->
<Cov>
<Seg>PB1,PB2,PMF1,PMF2,SB1,</Seg>
</Cov>
<Cov_Ill>
<Seg>PB1,PB2,PMF1,PMF2,SB1,</Seg>
</Cov_Ill>
</SensorAdd_3328>
<SensorAdd_3328>
<!--CEA-MOUNT-->
<Cov>
<Seg>PMA1,PMA2,PMF1,PS1,PS2,</Seg>
</Cov>
<Cov_Ill>
<Seg>PMA1,PMA2,PMF1,PS1,PS2,</Seg>
</Cov_Ill>
</SensorAdd_3328>
<SensorAdd_3328>
<!--CEA-MOUNT-->
<Cov>
<Seg>PS1,PS2,SMA1,SMA2,SMF2,SS1,SS2,</Seg>
</Cov>
<Cov_Ill>
<Seg>PS1,PS2,SMA1,SMA2,SMF2,SS1,SS2,</Seg>
</Cov_Ill>
</SensorAdd_3328>
<SensorAdd_3328>
<!--CEA-MOUNT-->
<Cov>
<Seg>PB2,SB1,SB2,SMA1,SMA2,SMF1,SMF2,</Seg>
</Cov>
<Cov_Ill>
<Seg>PB2,SB1,SB2,SMA1,SMA2,SMF1,SMF2,</Seg>
</Cov_Ill>
</SensorAdd_3328>
<SensorAdd_3327>
<!--CEA-FAR-->
<Cov>
<Seg>PB1,PB2,PMF2,SB1,SB2,SMF1,</Seg>
</Cov>
<Cov_Ill>
<Seg>PB1,PB2,PMF2,SB1,SB2,SMF1,</Seg>
</Cov_Ill>
</SensorAdd_3327>
<SensorAdd_3327>
<!--CEA-FAR-->
<Cov>
<Seg>PMA1,PMA2,PS1,PS2,SS1,SS2,</Seg>
</Cov>
<Cov_Ill>
<Seg>PMA1,PMA2,PS1,PS2,SS1,SS2,</Seg>
</Cov_Ill>
</SensorAdd_3327>
<SensorAdd_3327>
<!--CEA-FAR-->
<Cov>
```

```

<Seg>PB1,PB2,PMF1,PMF2,SB1,</Seg>
</Cov>
<Cov_Ill>
<Seg>PB1,PB2,PMF1,PMF2,SB1,</Seg>
</Cov_Ill>
</SensorAdd_3327>
<SensorAdd_3327>
<!--CEA-FAR-->
<Cov>
<Seg>PB2,SB1,SB2,SMA1,SMA2,SMF1,SMF2,</Seg>
</Cov>
<Cov_Ill>
<Seg>PB2,SB1,SB2,SMA1,SMA2,SMF1,SMF2,</Seg>
</Cov_Ill>
</SensorAdd_3327>
<SensorAdd_3327>
<!--CEA-FAR-->
<Cov>
<Seg>PMA1,PMA2,PMF1,PS1,PS2,</Seg>
</Cov>
<Cov_Ill>
<Seg>PMA1,PMA2,PMF1,PS1,PS2,</Seg>
</Cov_Ill>
</SensorAdd_3327>
<SensorAdd_3327>
<!--CEA-FAR-->
<Cov>
<Seg>PS1,PS2,SMA1,SMA2,SMF2,SS1,SS2,</Seg>
</Cov>
<Cov_Ill>
<Seg>PS1,PS2,SMA1,SMA2,SMF2,SS1,SS2,</Seg>
</Cov_Ill>
</SensorAdd_3327>
<SensorRemove_3_4490 />
<!--TB-37/U MFTA [AN/SQR-20]-->
<SensorRemove_1_5226 />
<!--AN/SPS-77(V)1 [Sea Giraffe AMB 3D]-->
<CommAdd_174 />
<!--AEGIS Missile Datalink [One-Way]-->
</Unit_91902350-5e15-4399-bfee-3d6877657fa9>
</ScenarioUnits>

```

The “user” will have to have a unit of the same DB ID, in this case [2595], in their scenario.

MAKE SURE TO SAVE A LOT, THIS PROCESS WILL DESTROY YOUR SCENARIO IF DONE WRONG!

1. The “user” will “Generate Template” from the “SBR”.

2. Open that file with the Notepad.

It will look something like this:

quote:

```

<?xml version="1.0" encoding="utf-8"?>
<ScenarioUnits>
<Unit_b7f67e4c-ae10-4c43-bafb-9957b6243f31>
<!--LCS 2 Independence (LCS 2 Independence [2595])-->
</Unit_b7f67e4c-ae10-4c43-bafb-9957b6243f31>
<Unit_a1132263-5ab6-48db-81d4-6b3700832064>

```

```
<!--LCS 1 Freedom (LCS 1 Freedom [2594])-->
</Unit_a1132263-5ab6-48db-81d4-6b3700832064>
</ScenarioUnits>
```

Above scenario example has a stock Independence class[2595] and a stock Freedom class[2594], most scenarios will have many more units, I'm sure.

3. Copy the text in **black from the "creator's" post** and paste in between, in this case lines 4 and 5.

```
<!--LCS 2 Independence (LCS 2 Independence [2595])-->
</Unit_b7f67e4c-ae10-4c43-bafb-9957b6243f31>
```

4. Save, Then "Apply SBR script" from the SBR to your scenario.

5. Be sure to keep your scenario's units unique ID numbers

Your stock Independence class should now be orca's hypothetical SSC!

Hope this is useful.

Great Example of Chinese Hypothetical CV18/19

<http://www.matrixgames.com/forums/tm.asp?m=3766341&mpage=1&key=modifications%26%2365533%3B>

```
<?xml version="1.0" encoding="utf-8"?>
<ScenarioUnits>
<Unit_07737bcc-87e1-4e1b-bd94-23b52b4c195d>
<!--CV-18/19 (CVN 68 Nimitz [1637])-->
<MountAdd_2176>
<!--30mm China H/PJ-14 [Type 1130]-->
<Cov>
<Seg>PB1,PB2,PMF1,PMF2,</Seg>
</Cov>
</MountAdd_2176>
<MountAdd_2176>
<!--30mm China H/PJ-14 [Type 1130]-->
<Cov>
<Seg>SB1,SB2,SMF1,SMF2,</Seg>
</Cov>
</MountAdd_2176>
<MountAdd_2176>
<!--30mm China H/PJ-14 [Type 1130]-->
<Cov>
<Seg>SMA1,SMA2,SS1,SS2,</Seg>
</Cov>
</MountAdd_2176>
<MountAdd_2176>
<!--30mm China H/PJ-14 [Type 1130]-->
<Cov>
<Seg>PMA1,PMA2,PS1,PS2,</Seg>
</Cov>
</MountAdd_2176>
<MountAdd_2178>
<!--HQ-10 [FL-3000N, 18 rnds]-->
<Cov>
<Seg>PB1,PB2,PMA1,PMA2,PMF1,PMF2,PS1,PS2,</Seg>
</Cov>
</MountAdd_2178>
<MountAdd_2178>
<!--HQ-10 [FL-3000N, 18 rnds]-->
<Cov>
<Seg>PB1,PB2,PMA1,PMA2,PMF1,PMF2,PS1,PS2,</Seg>
</Cov>
</MountAdd_2178>
<MountAdd_2178>
<!--HQ-10 [FL-3000N, 18 rnds]-->
<Cov>
<Seg>SB1,SB2,SMA1,SMA2,SMF1,SMF2,SS1,SS2,</Seg>
</Cov>
</MountAdd_2178>
<MountAdd_2178>
<!--HQ-10 [FL-3000N, 18 rnds]-->
<Cov>
<Seg>SB1,SB2,SMA1,SMA2,SMF1,SMF2,SS1,SS2,</Seg>
</Cov>
</MountAdd_2178>
<MountAdd_2177>
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```
<!--China Type xxx DL-->
<Cov>
<Seg>SB1,SB2,SMA1,SMA2,SMF1,SMF2,SS1,SS2,</Seg>
</Cov>
</MountAdd_2177>
<MountAdd_2177>
<!--China Type xxx DL-->
<Cov>
<Seg>SB1,SB2,SMA1,SMA2,SMF1,SMF2,SS1,SS2,</Seg>
</Cov>
</MountAdd_2177>
<MountAdd_2177>
<!--China Type xxx DL-->
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</Cov>
</MountAdd_2177>
<MountAdd_2177>
<!--China Type xxx DL-->
<Cov>
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</Cov>
</MountAdd_2177>
<MountAdd_401>
<!--RBU-12000 [UDAV-1]-->
<Cov>
<Seg>PB1,PB2,PMA1,PMA2,PMF1,PMF2,PS1,PS2,</Seg>
</Cov>
</MountAdd_401>
<MountAdd_401>
<!--RBU-12000 [UDAV-1]-->
<Cov>
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</Cov>
</MountAdd_401>
<MountRemove_16_1313 />
<!--Mk33 RBOC-->
<MountRemove_15_1313 />
<!--Mk33 RBOC-->
<MountRemove_14_1313 />
<!--Mk33 RBOC-->
<MountRemove_13_1313 />
<!--Mk33 RBOC-->
<MountRemove_12_499 />
<!--Mk25 BPDMS-->
<MountRemove_11_499 />
<!--Mk25 BPDMS-->
<MountRemove_10_499 />
<!--Mk25 BPDMS-->
<MountRemove_9_1308 />
<!--AN/SLQ-25 Nixie-->
<MountRemove_8_439 />
<!--7.62mm MG-->
<MountRemove_7_439 />
<!--7.62mm MG-->
<MountRemove_6_439 />
<!--7.62mm MG-->
<MountRemove_5_439 />
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<!--7.62mm MG-->
<MountRemove_4_439 />
<!--7.62mm MG-->
<MountRemove_3_439 />
<!--7.62mm MG-->
<MountRemove_2_439 />
<!--7.62mm MG-->
<MountRemove_1_439 />
<!--7.62mm MG-->
<Mag_1_1315>
<!--7.62mm MG-->
<WeaponRemove_1415 />
<!--7.62mm MG Burst [20 rnds]-->
</Mag_1_1315>
<Mag_2_522>
<!--Carrier Magazine-->
<WeaponRemove_1864 />
<!--LA-610 TARPS Pod [IR + EO]-->
<WeaponRemove_1498 />
<!--Mk20 Rockeye II CB [247 x Mk118 Dual Purpose Bomblets]-->
<WeaponRemove_1688 />
<!--Mk46 LWT Mod 2-->
<WeaponRemove_1647 />
<!--Mk46 NEARTIP Mod 5-->
<WeaponRemove_1814 />
<!--Mk82 500lb LDGP-->
<WeaponRemove_1925 />
<!--Mk83 1000lb LDGP-->
<WeaponRemove_1839 />
<!--Mk84 2000lb LDGP-->
<WeaponRemove_1924 />
<!--GBU-16B/B Paveway II LGB [Mk83]-->
<WeaponRemove_1906 />
<!--GBU-12D/B Paveway II LGB [Mk82]-->
<WeaponRemove_1920 />
<!--GBU-10E/B Paveway II LGB [Mk84]-->
<WeaponRemove_381 />
<!--CBU-78/B GATOR [45 x BLU-91/B Bomblets + 15 x BLU-92/B Mines]-->
<WeaponRemove_715 />
<!--CBU-59/B APAM [717 x BLU-77/B Dual-Purpose Bomblets]-->
<WeaponRemove_1569 />
<!--B-61 Tactical/Strategic Bomb [340kT Nuclear]-->
<WeaponRemove_1567 />
<!--B-57 Multipurpose Surface Bomb [20kT Nuclear]-->
<WeaponRemove_1570 />
<!--B-57 Multipurpose Sub Bomb [20kT Nuclear]-->
<WeaponRemove_909 />
<!--AN/AVQ-10 Pave Knife Pod [EO + LRMTS, 12k ft]-->
<WeaponRemove_1870 />
<!--AN/ALQ-99D [ICAP-1] ECM Pod-->
<WeaponRemove_1861 />
<!--AN/AAW-9 Datalink Pod-->
<WeaponRemove_444 />
<!--AIM-54A Phoenix-->
<WeaponRemove_1841 />
<!--AGM-78D Standard [ARM]-->
<WeaponRemove_1862 />
<!--AGM-62B Walleye II ER/DL-->

<WeaponRemove_226 />
<!--AGM-45B Shrike [ARM]-->
<WeaponRemove_404 />
<!--AGM-84A Harpoon IP-->
<WeaponRemove_1401 />
<!--AIM-9L Sidewinder-->
<WeaponRemove_181 />
<!--AIM-7E2 Sparrow III-->
<WeaponRemove_1053 />
<!--AIM-9H Sidewinder-->
<WeaponRemove_150 />
<!--AIM-7F Sparrow III-->
<WeaponRemove_1766 />
<!--AGM-84C Harpoon IB-->
<WeaponRemove_615 />
<!--AN/ALQ-99C [EXCAP] ECM Pod-->
<WeaponRemove_431 />
<!--AIM-7E4 Sparrow III-->
<WeaponRemove_1664 />
<!--AGM-62B Walleye II-->
<WeaponRemove_1057 />
<!--AGM-62A Walleye I ER/DL-->
<WeaponRemove_1665 />
<!--AGM-62A Walleye I-->
<WeaponRemove_1104 />
<!--AIM-9G Sidewinder-->
<WeaponRemove_2089 />
<!--Mk65 Mod 0 Quickstrike [2000lb]-->
<WeaponRemove_2088 />
<!--Mk63 Quickstrike [Mk83]-->
<WeaponRemove_2086 />
<!--Mk62 Quickstrike [Mk82]-->
<WeaponRemove_2090 />
<!--Mk52 [1000lb]-->
<WeaponRemove_2091 />
<!--Mk55 [2000lb]-->
<WeaponRemove_2422 />
<!--Mk60 CAPTOR [Encapsulated Torpedo]-->
<WeaponRemove_1891 />
<!--Generic Buddy Store-->
<WeaponRemove_1404 />
<!--Mk82 500lb Snakeeye-->
<WeaponRecAdd_4379 />
<!--250kg GPB-->
<WeaponRecAdd_4381 />
<!--500kg GPB-->
<WeaponRecAdd_4989 />
<!--APR-3-->
<WeaponRecAdd_4610 />
<!--AS-17 Krypton C [Kh-31P, ARM]-->
<WeaponRecAdd_5897 />
<!--C-803K [YJ-83]-->
<WeaponRecAdd_4761 />
<!--PL-12-->
<WeaponRecAdd_4768 />
<!--PL-9-->
<WeaponRecAdd_4769 />
<!--PL-9-->

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<WeaponRecAdd_4867 />
<!--S-8KO 80mm Rocket [HEAT]-->
<WeaponRecAdd_5011 />
<!--Yu-7-->
<WeaponRecAdd_6364 />
<!--30mm China H/PJ-14 [Type 1130, 500 rnds]-->
<WeaponRecAdd_6367 />
<!--Generic Flare Rocket [Single Spectral]-->
<WeaponRecAdd_3287 />
<!--Generic Chaff Rocket-->
<WeaponEdit_1581_1000 />
<!--250kg GPB-->
<WeaponEdit_221_400 />
<!--500kg GPB-->
<WeaponEdit_482_80 />
<!--APR-3-->
<WeaponEdit_276_40 />
<!--AS-17 Krypton C [Kh-31P, ARM]-->
<WeaponEdit_2137_80 />
<!--C-803K [YJ-83]-->
<WeaponEdit_1116_240 />
<!--PL-12-->
<WeaponEdit_29_240 />
<!--PL-9-->
<WeaponEdit_542_240 />
<!--PL-9-->
<WeaponEdit_1025_1280 />
<!--S-8KO 80mm Rocket [HEAT]-->
<WeaponEdit_534_80 />
<!--Yu-7-->
</Mag_2_522>
<Mag_3_430>
<!--Mk33 RBOC-->
<WeaponRemove_1278 />
<!--Mk171 RBOC Chaffstar Chaff-->
<WeaponRemove_1233 />
<!--RBOC HIRAM Flare-->
</Mag_3_430>
<SensorAdd_2116>
<!--China Type 346 PAR [HQ-9]-->
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</Cov_Ill>
</SensorAdd_2116>
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<!--China Type 346 PAR [HQ-9]-->
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<Cov_Ill>
<Seg>SMA1,SMA2,SMF1,SMF2,</Seg>
</Cov_Ill>
</SensorAdd_2116>
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<!--China Type 346 PAR [HQ-9]-->
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<Cov>
<Seg>PS1,PS2,SS1,SS2,</Seg>
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<Cov_Ill>
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<!--China Type 346 PAR [HQ-9]-->
<Cov>
<Seg>PMA1,PMA2,PMF1,PMF2,</Seg>
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<Cov_Ill>
<Seg>PMA1,PMA2,PMF1,PMF2,</Seg>
</Cov_Ill>
</SensorAdd_2116>
<SensorAdd_1167>
<!--China Type 381 Rice Screen-->
<Cov>
<Seg>360</Seg>
</Cov>
<Cov_Ill>
<Seg>360</Seg>
</Cov_Ill>
</SensorAdd_1167>
<SensorAdd_1916>
<!--Generic Navigation Radar-->
<Cov>
<Seg>360</Seg>
</Cov>
<Cov_Ill>
<Seg>360</Seg>
</Cov_Ill>
</SensorAdd_1916>
<SensorAdd_1916>
<!--Generic Navigation Radar-->
<Cov>
<Seg>360</Seg>
</Cov>
<Cov_Ill>
<Seg>360</Seg>
</Cov_Ill>
</SensorAdd_1916>
<SensorAdd_1593>
<!--Generic ESM [Advanced]-->
<Cov>
<Seg>360</Seg>
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<Cov_Ill>
<Seg>360</Seg>
</Cov_Ill>
</SensorAdd_1593>
<SensorAdd_825>
<!--Generic DECM [Advanced]-->
<Cov>
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<Cov_Ill>
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<Seg>360</Seg>
</Cov_III>
</SensorAdd_825>
<SensorRemove_10_1139 />
<!--AN/WLR-1G-->
<SensorRemove_9_767 />
<!--AN/WLR-11-->
<SensorRemove_8_1040 />
<!--Mk51 [Mk115 MFCS]-->
<SensorRemove_7_1040 />
<!--Mk51 [Mk115 MFCS]-->
<SensorRemove_6_1040 />
<!--Mk51 [Mk115 MFCS]-->
<SensorRemove_5_1501 />
<!--Furuno-->
<SensorRemove_4_1481 />
<!--AN/SPS-48C-->
<SensorRemove_3_1621 />
<!--AN/SPS-43-->
<SensorRemove_2_1627 />
<!--AN/SPS-10B-->
<SensorRemove_1_3148 />
<!--AN/SPN-43A-->
</Unit_07737bcc-87e1-4e1b-bd94-23b52b4c195d>
</ScenarioUnits>

```

The screenshot displays the Command - Build 629 interface, showing unit status, sensors, and weapons for CV18/19.

Unit Status: CV18/19

Sensors for CV18/19:

Sensor	Sensor Type	Active	Status
Mk1 Eyeball			Operational
China Type 346 PAR [HQ-9]	Radar, FCR, Surface-to-Air, Medium-Range		Operational
China Type 346 PAR [HQ-9]	Radar, FCR, Surface-to-Air, Medium-Range		Operational
China Type 346 PAR [HQ-9]	Radar, FCR, Surface-to-Air, Medium-Range		Operational
China Type 346 PAR [HQ-9]	Radar, FCR, Surface-to-Air, Medium-Range		Operational
China Type 381 Rice Screen	Radar, Air & Surface Search, 3D Long-Range		Operational
Generic Navigation Radar	Radar, Navigation		Operational
Generic Navigation Radar	Radar, Navigation		Operational
Generic ESM [Advanced]	ELINT		Operational
Generic DECM [Advanced]	DECM, Defensive ECM		Operational
Generic TV Camera	Visual, Weapon Director TV Camera		Operational
China Type 347G [TR-47C, Radar Tracker]	Radar, FCR, Weapon Director		Operational
Generic TV Camera	Visual, Weapon Director TV Camera		Operational
China Type 347G [TR-47C, Radar Tracker]	Radar, FCR, Weapon Director		Operational
Generic TV Camera	Visual, Weapon Director TV Camera		Operational
China Type 347G [TR-47C, Radar Tracker]	Radar, FCR, Weapon Director		Operational
Generic TV Camera	Visual, Weapon Director TV Camera		Operational
China Type 347G [TR-47C, Radar Tracker]	Radar, FCR, Weapon Director		Operational

Weapons for CV18/19:

Mount (click weapon for DB info)	Time to fire	Status	Reload	Priority
30mm China H/PJ-14 [Type 1130]	(5/5)	Operational		
5/5 30mm China H/PJ-14 [Type 1130, 500 mds]	Gun	Operational		
30mm China H/PJ-14 [Type 1130]	(5/5)	Operational		
5/5 30mm China H/PJ-14 [Type 1130, 500 mds]	Gun	Operational		
30mm China H/PJ-14 [Type 1130]	(5/5)	Operational		
5/5 30mm China H/PJ-14 [Type 1130, 500 mds]	Gun	Operational		
30mm China H/PJ-14 [Type 1130]	(5/5)	Operational		
5/5 30mm China H/PJ-14 [Type 1130, 500 mds]	Gun	Operational		
China Type xxx DL	(24/24)	Operational		
16/24 Generic Chaff Rocket	Decoy (Expendable)			
8/24 Generic Flare Rocket [Single Spectral]	Decoy (Expendable)			
China Type xxx DL	(24/24)	Operational		
16/24 Generic Chaff Rocket	Decoy (Expendable)			
8/24 Generic Flare Rocket [Single Spectral]	Decoy (Expendable)			
China Type xxx DL	(24/24)	Operational		
16/24 Generic Chaff Rocket	Decoy (Expendable)			
8/24 Generic Flare Rocket [Single Spectral]	Decoy (Expendable)			
China Type xxx DL	(24/24)	Operational		
16/24 Generic Chaff Rocket	Decoy (Expendable)			
8/24 Generic Flare Rocket [Single Spectral]	Decoy (Expendable)			
HQ-10 [FL-3000N, 18 mds]	(18/18)	Operational		
18/18 HQ-10 [FL-3000N]	Guided Weapon			
HQ-10 [FL-3000N, 18 mds]	(18/18)	Operational		
18/18 HQ-10 [FL-3000N]	Guided Weapon			
HQ-10 [FL-3000N, 18 mds]	(18/18)	Operational		
18/18 HQ-10 [FL-3000N]	Guided Weapon			
RBU-12000 [UDAV-1]	(1/1)	Operational		
1/1 RBU-12000 Torpedo Decoy Salvo [UDAV-1, 10 mds] (2 on mount mag)	Decoy (Expendable)			
RBU-12000 [UDAV-1]	(1/1)	Operational		
1/1 RBU-12000 Torpedo Decoy Salvo [UDAV-1, 10 mds] (2 on mount mag)	Decoy (Expendable)			

Magazine status - CV18/19:

Magazine	Status
Carrier Magazine	Operational
1000/10000 250kg GPB	
400/10000 500kg GPB	
80/10000 APR-3	
40/10000 AS-17 Krypton C [th-31P, ARM]	
80/10000 C-803K [Y3-83]	
240/10000 PL-12	
240/10000 PL-9	
240/10000 PL-9	
1280/10000 5-8K0 80mm Rocket [HEAT]	
80/10000 Yu-7	
40/40 30mm China H/PJ-14 [Type 1130, 500 mds]	
40/40 Generic Flare Rocket [Single Spectral]	
80/80 Generic Chaff Rocket	

Weapons for CV18/19:

Mount (click weapon for DB info)

Time to fire Status Reload Priority

30mm China H/PJ-14 [Type 1130] (5/5) Operational

5/5 30mm China H/PJ-14 [Type 1130, 500 mds] Gun Operational

30mm China H/PJ-14 [Type 1130] (5/5) Operational

5/5 30mm China H/PJ-14 [Type 1130, 500 mds] Gun Operational

30mm China H/PJ-14 [Type 1130] (5/5) Operational

5/5 30mm China H/PJ-14 [Type 1130, 500 mds] Gun Operational

30mm China H/PJ-14 [Type 1130] (5/5) Operational

5/5 30mm China H/PJ-14 [Type 1130, 500 mds] Gun Operational

China Type xxx DL (24/24) Operational

16/24 Generic Chaff Rocket Decoy (Expendable)

8/24 Generic Flare Rocket [Single Spectral] Decoy (Expendable)

China Type xxx DL (24/24) Operational

16/24 Generic Chaff Rocket Decoy (Expendable)

8/24 Generic Flare Rocket [Single Spectral] Decoy (Expendable)

China Type xxx DL (24/24) Operational

16/24 Generic Chaff Rocket Decoy (Expendable)

8/24 Generic Flare Rocket [Single Spectral] Decoy (Expendable)

China Type xxx DL (24/24) Operational

16/24 Generic Chaff Rocket Decoy (Expendable)

8/24 Generic Flare Rocket [Single Spectral] Decoy (Expendable)

HQ-10 [FL-3000N, 18 mds] (18/18) Operational

18/18 HQ-10 [FL-3000N] Guided Weapon

HQ-10 [FL-3000N, 18 mds] (18/18) Operational

18/18 HQ-10 [FL-3000N] Guided Weapon

HQ-10 [FL-3000N, 18 mds] (18/18) Operational

18/18 HQ-10 [FL-3000N] Guided Weapon

RBU-12000 [UDAV-1] (1/1) Operational

1/1 RBU-12000 Torpedo Decoy Salvo [UDAV-1, 10 mds] (2 on mount mag) Decoy (Expendable)

RBU-12000 [UDAV-1] (1/1) Operational

1/1 RBU-12000 Torpedo Decoy Salvo [UDAV-1, 10 mds] (2 on mount mag) Decoy (Expendable)

Add Weapon Record Remove Weapon Record(s) Add Mount Remove Mount

Nautical miles