Red Baron Mission Builder

New Red Baron Features

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One of the few Fokker D.VIII's delivered before the end of the war. The D.VIII never lived up to its potential due to manufacturing problems at the Fokker factory. (Courtesy Smithsonian Institution)

New Red Baron Features

New Aces
New aces will be added automatically to the Dogfight a Famous Ace menu of Red Baron when you install *Red Baron Mission Builder.*

Delete a Pilot
You can now delete a pilot from your career roster. Scroll through the list of pilots to make your selection, then press Delete. You will be asked to confirm your deletion or cancel it.

Dual Joystick and Rudder Support
Red Baron Mission Builder supports either rudder pedals or a second joystick. To enable/disable these features, press ALT-J.

Restart Mission
If, at the conclusion of a mission, you are dissatisfied with the result, you can now choose to restart the mission. Restarting a mission removes the previous results and immediately places you at the beginning of the mission simulation.

Throttle Adjustment
You can now adjust the throttle from either the keyboard or the keypad with the + or - keys. The + key increases the throttle setting, the - key reduces it.

VCR Tapes
You can play original Red Baron tapes with the *Red Baron Mission Builder*. While original tapes have a .VCR extension, new tapes have a .TAP extension.

Note: *Red Baron Mission Builder* is an enhancement of the original *Red Baron* program. Because of this, basic game controls will not be covered in this manual. If you have questions regarding flight controls and basic game play, please refer to the "Game Play" section of your *Red Baron* manual.

Mission Builder Introduction

With *Red Baron Mission Builder* you can now create challenging custom missions for *Red Baron.* The point and click interface makes mission building a simple, yet rewarding activity.

Starting Mission Builder
1. From your Baron Directory, type "BARONCD" and press Enter.
2. From the Main Menu, select Fly Single Mission.
3. Select Build A Custom Mission.

Cursor Control
Actions are executed with button 1 and 2 on the mouse and joystick. When using the keypad, Insert corresponds to button 1 and Delete corresponds to button 2. Using a mouse is the recommended method of cursor control.

Exiting to DOS
Pressing **control-ESC** or **alt-Q** will quit to DOS at any time.

Handling Custom Mission Files

At the top of the main Mission Builder screen is a button labeled File... Press this button to choose a file option.

New
The New option lets you start building a custom mission from scratch.

Load
Allows you to select a previously saved customized mission for modification or review. Scroll through the list of missions to select one.

Save
When you first save a customized mission, you are asked to name it. If you try to save a mission with the name of an existing customized mission, you are asked to confirm the overwrite. You can save a modified custom mission as a new, separate file by typing a new name.

Fly
Fly the mission you have built.
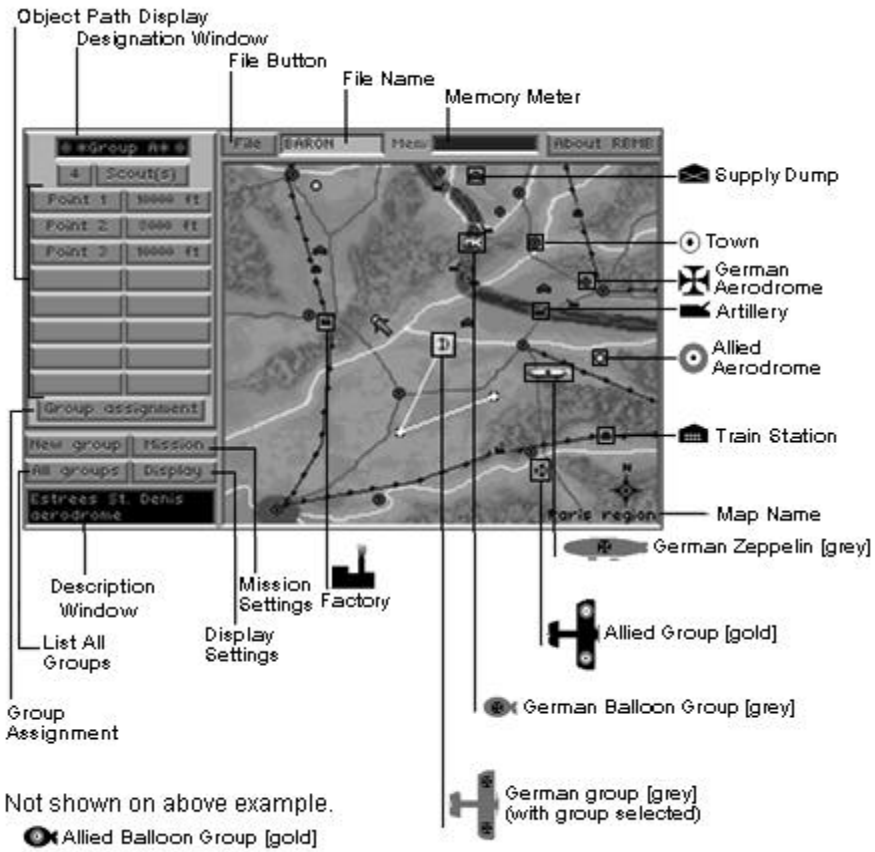
Delete
Scroll through the list of saved missions to choose the mission to be deleted.

Exit
Exits the Mission Builder and returns to *Red Baron.*

Note: **New, Load, Exit** and **Fly** will ask you if you wish to save any unsaved work in progress.

Main Mission Builder Screen

Object Path Display
Designation Window
File Button
File Name
Memory Meter

File | BARON | Menu | About REMB

Supply Dump

Town

German Aerodrome

Artillery

Allied Aerodrome

Train Station

Paris region — Map Name

German Zeppelin [grey]

Allied Group [gold]

German Balloon Group [grey]

German group [grey] (with group selected)

* *Group A* *
4 | Scout(s)
Point 1 | 10000 ft
Point 2 | 0000 ft
Point 3 | 10000 ft

Group assignment

New group | Mission
All groups | Display

Estrees St. Denis aerodrome

Description Window

Mission Settings

Factory

Display Settings

List All Groups

Group Assignment

Not shown on above example.
Allied Balloon Group [gold]

Mission Conditions

Mission Button
Located on the main Mission Builder screen, this button allows you to choose conditions that will apply to the entire mission. The following section deals with the menu that appears when you press the Mission button.

Mission Type
The type of mission depends on the target and orders given to the player's scout group (chart on this page). See the section describing the Group Assignment screen for more information on orders and targeting.

Map
Select a map from those used in Red Baron. Each map is 80 miles on each side with one mile equaling roughly 2.25 pixels.

Clouds
You can specify both cloud altitude and the amount of cloud cover from Clear to Overcast. Changes are not shown when you are using the Mission Builder menu. They will only appear in the simulation.

Time of Day
To control the amount of light in the simulation, specify the time of day you wish to fly. Changes are not shown when you are using the Mission Builder menu. They will appear only in the simulation.

Briefing Text
Enter text that describes the mission you are building. This text will appear when a player selects a mission created with the Mission Builder.

Requirements for Specific Mission Types

Mission Type	Player's Target
Dogfight	Enemy Scouts
Escort Bombers	Friendly Bombers
Stop Bombers	Enemy Bombers with a bombing target
Destroy a Zeppelin	Enemy Zeppelin without a bombing target
Intercept a Zeppelin	Enemy Zeppelin with a bombing target
Escort Reconnaissance	Friendly Recon Planes
Balloon Defense	Friendly Balloons
Balloon Busting	Enemy Balloons
Patrol	Any other target or no target

Display..
The Display menu contains two buttons: **Grid** and **Show All Paths**.

Grid Button
Press this button to superimpose the map grid onto your Mission Builder map. Use this grid to determine mission briefing instructions, such as target coordinates, to include in your briefing text. Press the Grid button again to hide the grid. Note that the map does not scroll, it is fixed in place.

Show All Paths

Press this button to see all paths simultaneously. Pressing this button a second time returns the display to showing one path at a time (the path of the currently selected group). The selected group's path is brighter than any other paths shown.

Main Mission Builder Screen with Mission button selected
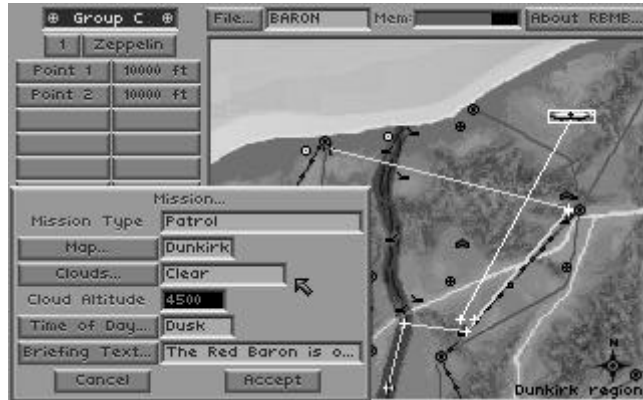
Aircraft Groups

You' ve set the stage by adjusting the mission settings, now you need the actors: the planes, balloons, and Zeppelins that will drive the action.

New Group button
To create a new group of aircraft, press the New Group button. You will be asked to specify the group's alliance - German or Allied - and an aircraft type - scout, reconnaissance, bomber, balloon, or Zeppelin. (Note: Balloon groups are automatically defended by anti-aircraft guns.) When a new group is created, a corresponding symbol appears centered on the mission map. Allied and German groups are differentiated by letter labels (A, B, C etc.) and color.

Selecting A Group
Select a group by moving your cursor over the group's icon. The corners of a box appear around the group. Press button 1 (joystick or mouse) to select the group. The selected group's letter designation will appear in the Designation Window near the top of the Mission Builder screen. When a group is selected, its path points appear in the Object Path Display box located to the left of your Mission map. (See Navigation)

Deleting a Group
Delete a group by moving the cursor onto the group's map icon and pressing button 2. You will be asked to confirm the deletion. You cannot delete the group containing the player's plane.

All Groups
Lists all groups you have created for both sides, showing opposing forces side by side for comparison. From this list any group can be selected.

Moving the cursor over the map icons highlights them with brackets. A group that has been selected by pressing button 1 will have a box around it. A group that is about to be deleted with button 2 will display a box with a X .

Navigation

Creating a Group Path
Set the path a group will follow by marking a series of navigation points. When a group or a Zeppelin is created, it will have a starting point (denoted by an aircraft icon) and end point (denoted by a cross). Additional points are added to a currently selected group of planes by pressing button 1. A group of airplanes can have at most eight path points. Zeppelins are only allowed a start and finish path point. Since balloons remain fixed in place, they are allowed only one path point.

Moving Path Points
Once a path point has been created for a group, place the cursor on it and hold down button 1 to drag it to a new
location.

Deleting Navigation Points
Place the cursor on the path point and press button 2.

Object Path Display
As path points are created for the currently selected group, corresponding entries appear on the **Object Path Display**. Pressing a navigation point button (such as Point 1) will highlight that point on the map. Pressing the altitude button for a navigation point will allow you to type a new altitude for that point. Pressing **Change All** will set all navigation points to the new altitude.

Main Screen with navigation points selected.
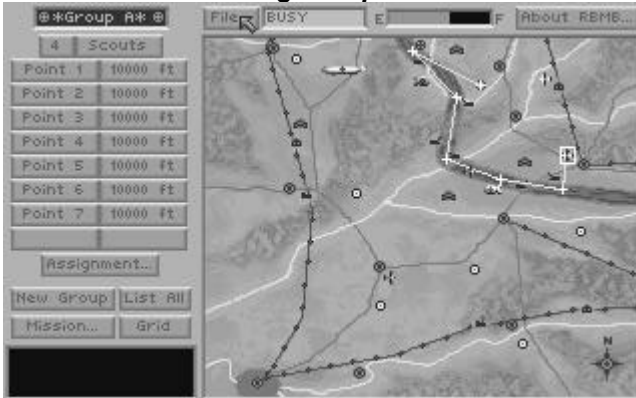
Group Assignments

Press the **Group Assignment** button to adjust the currently selected group's characteristics. (Note: Balloon and Zeppelin groups are not given an assignment screen. To change the number of balloons, click the box immediately under the designation window.)

For any group: *How Many*
Aircraft and balloon groups can have up to four objects. Only one Zeppelin can appear in a mission.

For Airplanes: *Formation*
The formation depends on the number of aircraft in the group. One aircraft must fly Solo, whereas two aircraft may choose to fly in an Echelon, Line Astern, or Line Abreast formation.

Orders and Targeting:
Each group can target a group or map feature. Only one target can be designated for a given group. To have a group (Group A, for example) target a group or map feature, move one of Group A's path points onto the path or location of the item to be targeted. When a target is specified, orders can be issued that pertain to the target. The orders allowed depend upon the type of target selected and its alliance (friend or foe).

Each order elicits different behavior in the group and also determines when the group considers its mission accomplished.

Dogfight: The plane or group will follow its designated path, attacking any enemies it encounters. At the end of its path, the group will circle in place. The group's mission is over when all members of the target group are destroyed.

Possible orders for each group type

Group Type	Target	Orders
Scouts	Enemy Airplane group	Dogfight Intercept Destroy
	Friendly Airplane group	Escort Protect
	Enemy Balloon group or Zeppelin	Destroy
	Friendly Balloon group or Zeppelin	Protect
All Planes	Friendly Airplane group	Escort
Bombers or Zeppelins	Enemy Factory, Supply Dump, Train Station	Bomb
	Friendly Factory, Supply Dump, Train Station	Bomb
Recon Planes, Bombers, Zeppelins	no target	Traverse
Scout groups	no target	Patrol

Balloons are stationary, so they aren' t able to target objects or receive new orders.

Escort: A plane or group will attack any enemy scout group it encounters while following the group it is designated to escort. The group's mission is over when all members of the escorted group are out of danger.

Protect: A plane or group will attack any enemy scout group it encounters while heading directly for the group it is designated to protect. The group's mission is over when all members of the protected group are out of danger.

Intercept: A plane or group will attack its target and any enemy scout group that comes within 1/2 mile of it. It will follow its path until it reaches its target. The group's mission is over when all members of the target group are destroyed.

Destroy: A plane or group will attack its target and any enemy scout group it sees. It will follow its path until it reaches its target. The group's mission is over when all members of the target group are destroyed.

Bombing: Bombing orders are automatically given to any bomber squadron or Zeppelin that has designated a ground target. A group with bombing orders will follow its path and bomb its target when it passes over it. When the bombing group reaches the end of its path, it will circle around the last path point. The group's mission is over when it reaches its last path point. (Note: Bombers will attack their target at 1,200 feet.)

Group assignment screen
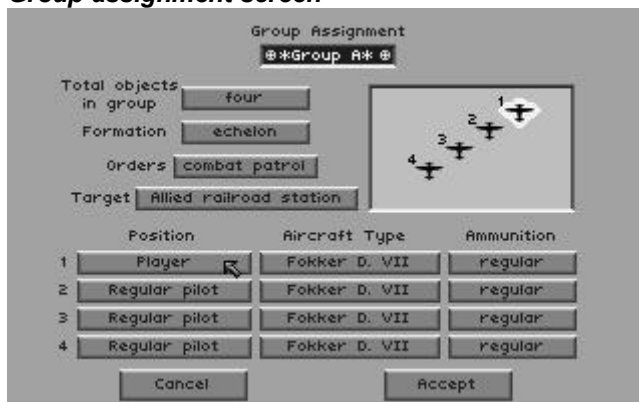
Patrol: Patrol orders are automatically given to any scout group that has no designated target.

A patrolling group follows its path. If the player is piloting a patrolling group, its mission is over when it reaches the map sector containing the last path point. Any other group has completed its mission when it reaches the end of its path.

Traverse: Automatically given to any non-scout group that has not designated a target. A group with traverse orders will follow its path. The group's mission is over when the group reaches its last path point.

More on Targeting...
When a group's path point is used to designate a target, an asterisk (*) appears beside the corresponding

path point listing on the **Object Path Display**. To remove a target designation, move the target path point off of the target or press the target button on the **Group Assignment** Screen and set the target to no target.

Airplane Group Assignment Options

Pilot
For planes, choose **Novice, Regular,** or **Veteran Pilots**, or a **Famous Ace.**

Player's Position
You can assign yourself to any scout position by setting the pilot to **Player.** You will automatically be the leader of the first scout group created until another position is specified.

Aircraft Type
Choose from new planes or planes included in *Red Baron.*

Ammunition
Scout planes can have either regular or incendiary ammunition.

Change All
For each category, pressing the **Change All** button lets you change a setting for the entire group.

Description Window
The Description Window provides information about map locations and groups of aircraft. Move the cursor over a map location or group and a description appears.

Memory Meter
The memory meter provides an estimate of how much memory is being used in a custom mission. The meter warns you by turning red when you may have memory problems. If you have additional memory, you may still be able to run the mission. When too much conventional memory is used, the meter alerts the user with a warning reading, "Too Much!" When this barrier is broken, the mission won' t run, regardless of additional memory your computer might have.

To Play a Customized Mission
1. From Baron directory, type " BARONCD" [Enter]
2. From the Main Menu, select **Fly a Single Mission.**
3. Select **Fly A Custom Mission.**

If no custom missions are detected, make sure that your custom mission is located in the custom directory.

If more than one custom mission exists, you must select which mission you wish to fly. A briefing appears for the currently selected mission. (This is the text that was entered as briefing text). Move the highlight bar to scan each briefing and select the mission you wish to fly.

MISSION BUILDER TIPS

Billy Bishop in front of his blue-nosed Nieuport 17. Bishop's career has been the subject of controversy in recent years. Authorities question the validity of the events for which he was awarded Britain's highest decoration the Victoria Cross. (© Imperial War Museum, London)

NOTE: You cannot play VCR tapes made with the *Red Baron Mission Builder* upgrade with the original *Red Baron* VCR.

Set the final path point of friendly units over friendly territory. If bombers or recon planes are left circling over enemy territory, they are considered in jeopardy, affecting the player's score.

If the player's last path point is placed on a friendly aerodrome, the aerodrome becomes the player's home base. Extra points are earned by landing at the home base. The home base will send up flares to guide the player home at nighttime, dusk, or dawn.

If your groups and path points are too crowded to easily select or modify, use the All Groups menu to select the group you wish to modify. All of the currently selected group's path points are placed on top of any other nearby points. Also, remember that path points can be selected by pressing the corresponding Path Point button on the Object Path Display.

You can't make non-player aircraft land. Instead, they will circle overhead and allow the player to land.

If you have memory constraint problems, try using a different map. London uses the least conventional memory of all maps. In order of decreasing free memory:
London
Dunkirk
Verdun
Somme
Paris

The Red Baron Mission Builder can display a maximum of 200 custom missions.

Overcast clouds are always centered at an altitude of 15,000 feet.

When trading files with friends, compare the memory and speed of each machine. What runs well on your computer might not run on theirs.

If the player is the flight leader, keep the flight path simple (one waypoint is best) to give the group an initial heading. If you want a more complicated flight path, mention landmarks, map coordinates, and compass heading in the briefing. Otherwise, it would be very easy for a player to miss contact with the enemy.

The simulation frame rate is determined, in part, by how many objects are seen in the air at the same time. If a custom mission is running too slowly, send two smaller squadrons (separated by some distance) instead of one large one.

If a mission is against balloons or Zeppelins, make sure the attacking scouts have incendiary ammunition.

When placing balloons, keep their altitude at 5000 feet or lower. If the balloons are too high, they will be above their AA defenses.

If your mission uses too much memory, try reducing the number of aircraft types in the mission. Adding more types of aircraft uses more memory than does adding more aces, for example.

Keep units at approximately the same altitude. If there is too much difference in altitude, units might not be able to see each other.

If you want two flights to encounter each other have them meet head-on. The longer the two groups share a common path, the more likely they are to meet.

The best way to ensure an encounter at a specific location is to have one group circling in place (at the end of its path) and to assign an enemy group to fly through that point.

Beware of using extremely low altitudes. You might order your flights to fly through mountains.

Make sure a target is not flying above the altitude ceiling of the scouts that are to intercept them.

Don't set missions higher than 20,000 feet, since the pilot is likely to black out.

To Scramble: Issue the **Dogfight** Order, start the group at zero altitude and keep the group's second path point above the aerodrome but at a higher altitude. The group will rise to the specified height and circle.

To clear a Cloud or Path Point altitude entry, place the cursor in the altitude text field and press button 2.

There will always be flack over enemy cities. Use this to handicap or help your squadron.

To be sure of getting a hit, bombers will make their attack run at 1200 feet. When setting up an intercept mission, don't put the intercepting scouts too high.

Use clouds to your advantage. Set up a mission where you fly around on your own. Make a mental note of where the clouds are. Then go back in and use clouds to hide prey and/or predators.

You can use sunrise or sunset to make it more difficult to see enemy planes. The Paris front is excellent for this purpose, as it runs East/West for some distance.

Remember that a flight led by the player won't automatically go to its navigation points if Time Compress is used. Use the briefing text to tell the player where to go.