

# A command interface for the Nimitz

The Nimitz in ArMA 3 offers a lot of possibilities using planes, helicopters and men on the ship. While destined for aircraft operations, it can be used as an off shore infantry base for air and amphibious landings as well.

The idea for a commander interface (read GUI) for the Nimitz is to have one place for all aircraft carrier operations. Ideally it will provide ways to create, operate and delete vehicles on the carrier and probably in the immediate proximity. Further assistance for flight operations might be provided.

## Requirements

The Nimitz command interface shall meet the different needs of players to use the carrier in multiple ways. There is the need for basic operations, grouped by different categories and used at different locations. The basic operations are:

1. Vehicle creation aka spawn
2. Vehicle deletion aka despawn
3. Vehicle repair
4. Vehicle refuel
5. Vehicle armament
6. Vehicle taxi
7. Vehicle launch

The different categories are:

1. Planes
2. Helicopters
3. Boats and mini submarines

The locations are:

1. Flightdeck
2. Hangar
3. Briefing
4. Boat room
5. Water access room
6. Weapons room

Challenging for the locations is that special locations like ammo and fuel are present in some locations, but not others.

## Suggested GUI

Based on the above requirements the GUI shall allow to perform actions on categories in locations. The question is which ordering in the GUI presentation will be followed. The following ideas take different approaches. Be aware that not all permutations are followed.

### **All in one: Location, Category, Action**

1. Show graphics for different locations
2. Radiobutton for categories
3. Radiobutton for action

### **Separate pages: Category, Location, Action**

1. Select category button, move to next screen
2. Select location button, move to next screen
3. Select action button, perform action

### **Action menu: Action, Location, Category**

1. Select action via scrollwheel
2. Select location on page
3. Select category on page

A brief discussion: All in one looks most promising on paper, a succinct GUI that allows to manipulate all the parameters at once. However, shortcoming might be how to tackle actions with multiple locations, such as taxiing. The separate page approach makes defining custom pages for special activities possible. For example, when selecting planes as category, different locations either don't show or are greyed out on the location page. The last approach via scrollwheel actions is quite old fashioned for arma and might make it easier to customize location and category pages. However, that might also be a disadvantage as a uniform GUI might be beneficial for player experience and usability.

### **Questions**

The challenge will be to have only few conflicts between the world, e.g. The game engine state and GUI state. What happens when a player is located at a spawn location? Is the idea to spawn via GUI contemporary or old fashioned? Wouldn't a Zeus like approach with showing bounding boxes for vehicles not be more beneficial? Also, should the Nimitz provide the above described functionality or isn't this better left to mission makers?

### **Coding**

No ideas there yet.