



DCS AI C-130 Airdrop Mod Mission Editor Guide

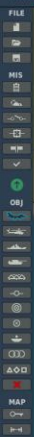
Backy 51 Productions

Kudos to Mario, Hawk, & Patrick for a great mod!



- Open Mission Editor
- Select Aircraft Icon
- Place Aircraft on Map
- Change Map to SAT (Satellite) View to find a good **Drop Zone**





- Choose AIRPLANE GROUP settings
 - TASK: Runway Attack
 - TYPE: Aircraft Mod Name
 - SKILL: Excellent

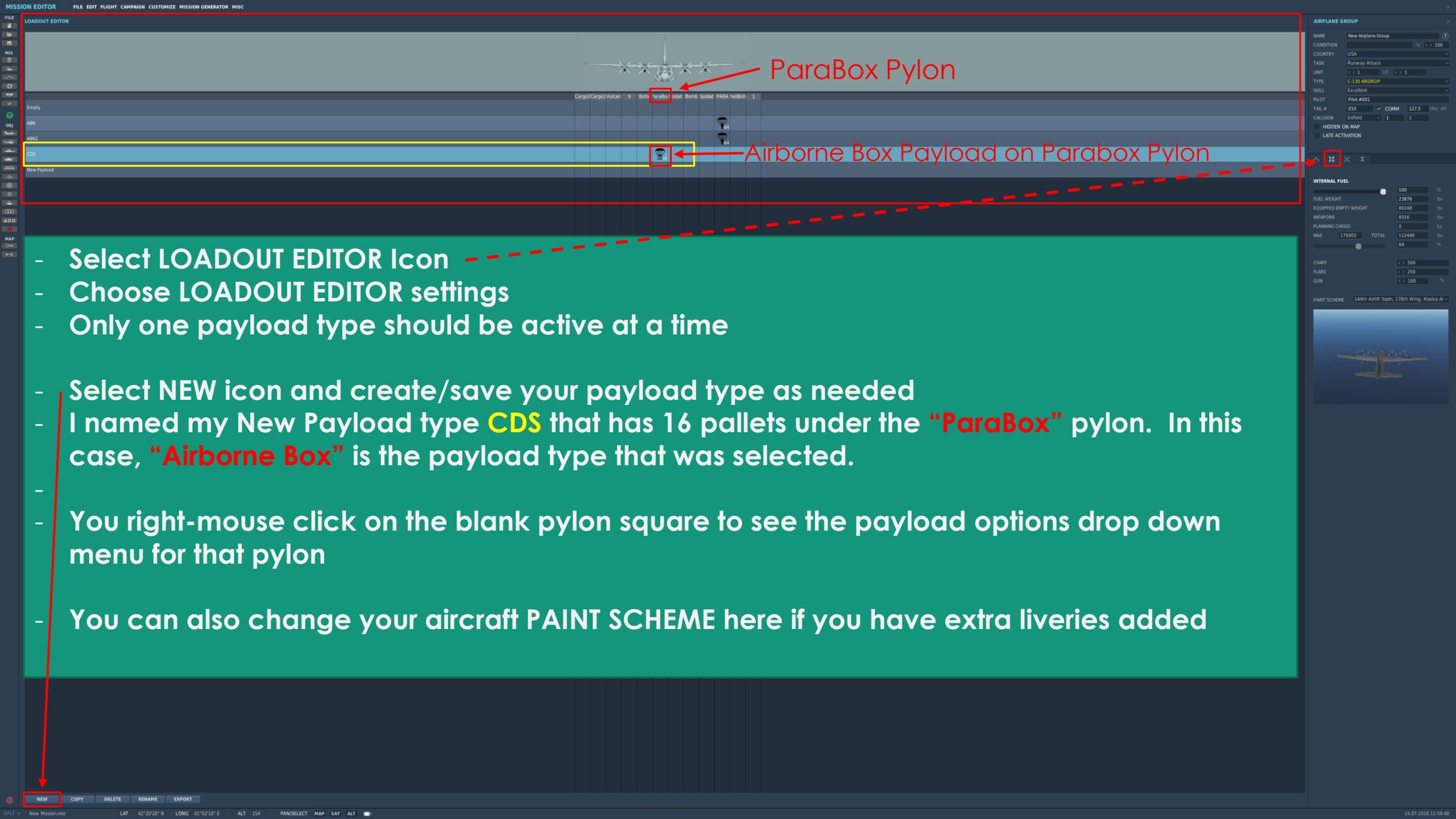
AIRPLANE GROUP

NAME	New Airplane Group		
CONDITION	%		
COUNTRY	USA		
TASK	Runway Attack		
UNIT	< > 1		
TYPE	C-130 AIRDROP		
SKILL	Excellent		
PILOT	Pilot #001		
TAIL #	010	<input checked="" type="checkbox"/> COMM	127.5 MHz AM
CALLSIGN	Enfield	1	1
<input type="checkbox"/> HIDDEN ON MAP			
<input type="checkbox"/> LATE ACTIVATION			

WAYPOINT

NAME	< > OP		
TYPE	PRK		
ALT	< > 0	best	MSL Above
SPEED	12	0	0 0
ETA	ADD EDIT DEL		
ADVANCED (WAYPOINT ACTIONS)			

ADD	INS	EDIT	DEL	UP	DOWN
CLONE					



- Select LOADOUT EDITOR Icon
- Choose LOADOUT EDITOR settings
- Only one payload type should be active at a time
- Select NEW icon and create/save your payload type as needed
- I named my New Payload type **CDS** that has 16 pallets under the **"ParaBox"** pylon. In this case, **"Airborne Box"** is the payload type that was selected.
- You right-mouse click on the blank pylon square to see the payload options drop down menu for that pylon
- You can also change your aircraft PAINT SCHEME here if you have extra liveries added



- Choose AIRPLANE GROUP WAYPOINT settings
 - TYPE: Turning point
 - ALT: 2000 MSL
 - SPEED: 180 kts

AIRPLANE GROUP

NAME: New Airplane Group

COUNTRY: USA

TASK: Runway Attack

UNIT: 1 of 1

TYPE: C-130 AIRDROP

SKILL: Excellent

PILOT: Pilot #001

TAL # 010

CALLSIGN: Enfield

HIDDEN ON MAP: 1

LATE ACTIVATION: 1

WAYPOINT

NAME:

TYPE: Turning point

ALT: 2000 feet MSL

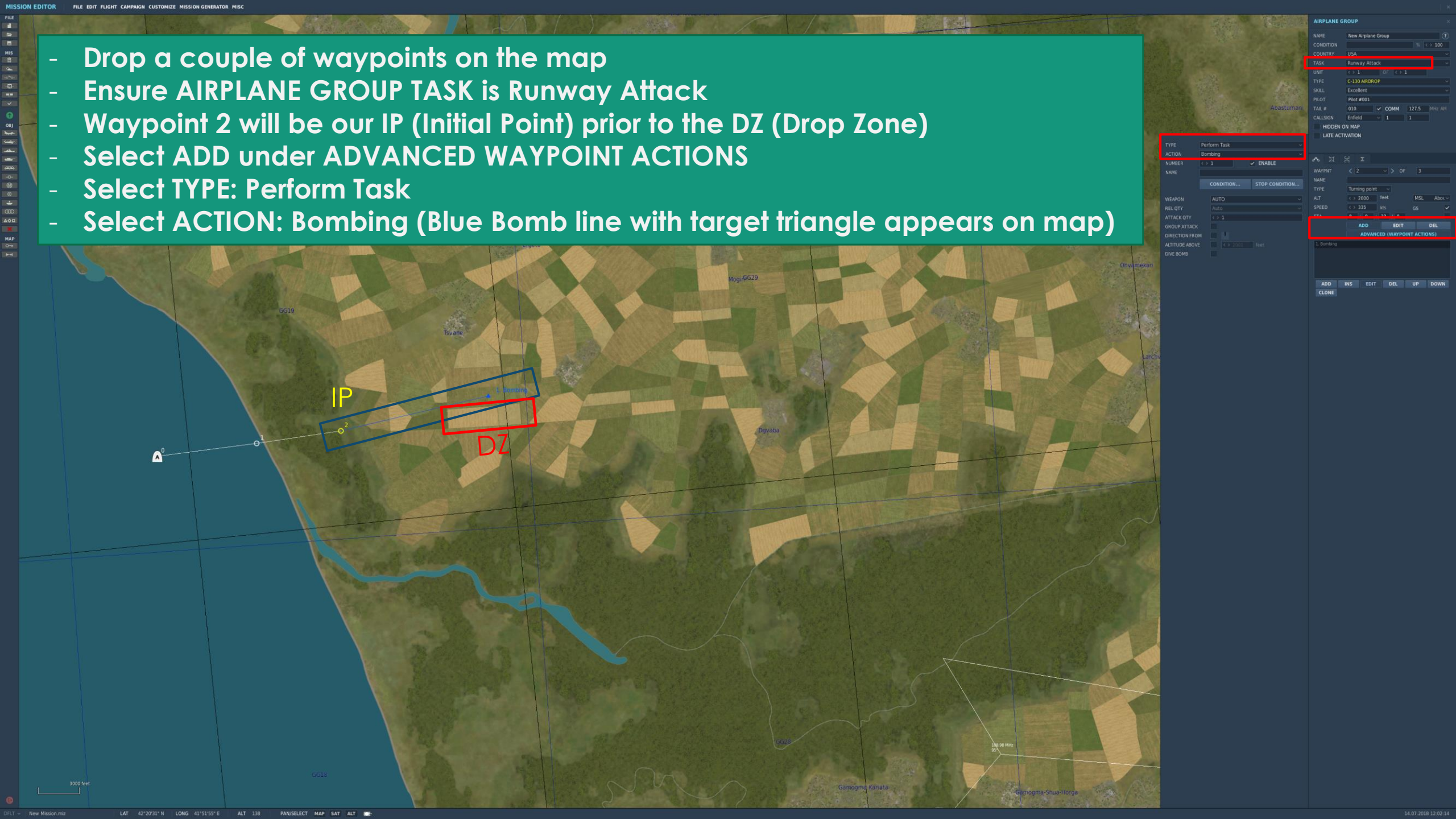
SPEED: 180 kts GS

START: 8 0 0 0

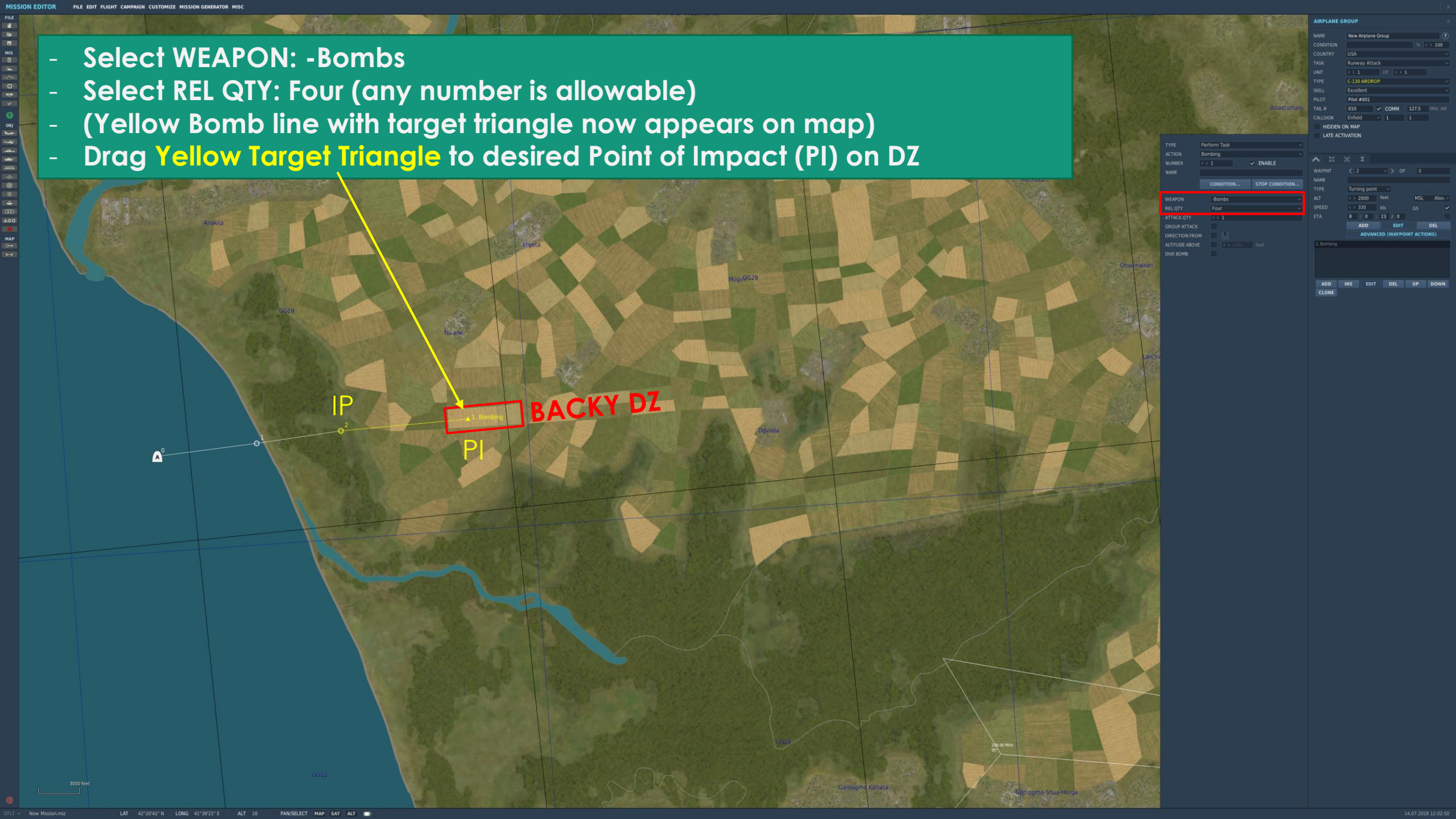
ADD EDIT DEL

ADVANCED (WAYPOINT ACTIONS)

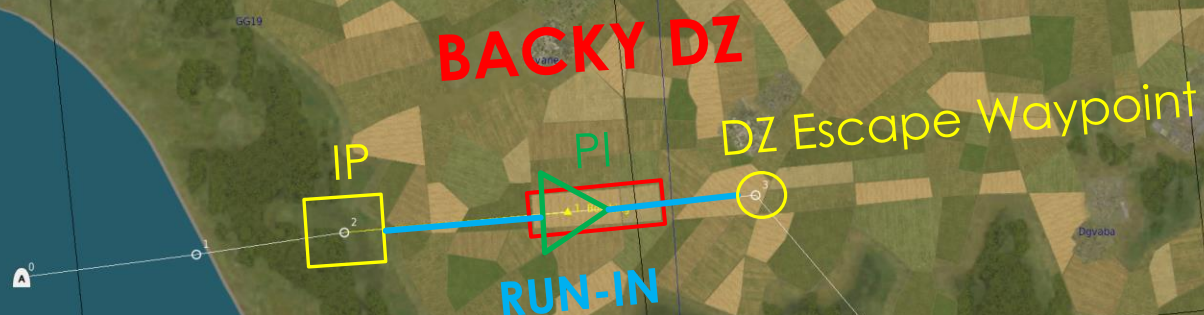
- Drop a couple of waypoints on the map
- Ensure AIRPLANE GROUP TASK is Runway Attack
- Waypoint 2 will be our IP (Initial Point) prior to the DZ (Drop Zone)
- Select ADD under ADVANCED WAYPOINT ACTIONS
- Select TYPE: Perform Task
- Select ACTION: Bombing (Blue Bomb line with target triangle appears on map)



- Select WEAPON: -Bombs
- Select REL QTY: Four (any number is allowable)
- (Yellow Bomb line with target triangle now appears on map)
- Drag **Yellow Target Triangle** to desired Point of Impact (PI) on DZ



- Drop additional waypoint routing to depart DZ area
- Make sure IP waypoint (#2 below) is aligned over /across DZ to DZ Escape waypoint (#3 below). We call this the **Run-In ...**



- **Additional Airdrop Info for DCS Mission Planners:**
- C-130 Enroute Speed: 210-250 KIAS
- C-130 CDS Airdrop Speed: 140 KIAS
- C-130 Personnel Airdrop Speed: 130 KIAS
- C-130 Combat Personnel Airdrop Altitude: 500 AGL Training: 800 AGL
- C-130 Container Delivery System (CDS) Airdrop Altitude: 650 AGL

AIRPLANE GROUP

NAME: New Airplane Group

CONDITION: < 100

COUNTRY: USA

TASK: Runway Attack

UNIT: < 1 OF < 1

TYPE: C-130 AIRDROP

SKILL: Excellent

PILOT: Pilot #001

TAIL #: 010

CALLSIGN: Enfield

HIDDEN ON MAP: ☒ 1

LATE ACTIVATION: ☒ 1

WAYPOINT: < 4 OF 5

NAME: Turning point

TYPE: < 2000 feet

ALT: < 335 kts

SPEED: < 11 / 0

ETA: 8

ADD EDIT DEL

ADVANCED (WAYPOINT ACTIONS)

ADD INS EDIT DEL UP DOWN

CLONE

BACKY DZ

One Minute Warning



GREEN LIGHT!

LOAD CLEAR!



“DZCO, BACKY 51; strike report?”



“BACKY 51, DZCO; that would be a shack, report inbound IP!”



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Contact me on the DCS Forums [User Name: Backy 51](#)



LAPES, what manly men do before breakfast ...