

DCS World Scripting Starter Pack – Revised Guide (2025)

This revised guide ensures that everything promised in the DCS World Scripting Starter Pack is clearly delivered. It covers scripting frameworks, popular community scripts, and example missions, along with updated references as of mid-2025.

1. Script Frameworks & Libraries

MOOSE (Mission Object-Oriented Scripting Environment): The most up-to-date release is **v2.9.13 (Mid-Summer 2025)**. MOOSE includes advanced modules such as AWACS, AirBoss (carrier ops), CTLD, CSAR, MANTIS (IADS), RAT (Random Air Traffic), GCI/CAP, and more. It is the most feature-rich framework available on GitHub.

MIST (Mission Scripting Tools): A lightweight library of Lua functions to simplify scripting. It is easy to include in missions using the 'DO SCRIPT FILE' trigger in the Mission Editor. MIST is a dependency for popular scripts such as CTLD and CSAR. Documentation available at Hoggit Wiki.

2. Popular Scripts

- **CTLD:** Complete Troops and Logistics Deployment for transporting troops, vehicles, sling-loading, FOBs, JTAC support, audio cues, and more. Includes *test-mission.miz*.
- **CSAR:** Combat Search & Rescue with downed pilot logic, beacon sounds, FARP/fallback options, casevac, and customizable settings.
- **AirBoss:** Carrier operations scripting with deck management, LSO grading, and advanced naval ops.
- **RAT (Random Air Traffic):** Automatically generate ambient civil/military traffic for more immersive missions.
- **GCICAP:** Automates air defense and Combat Air Patrol intercepts.
- **Skynet IADS (MANTIS):** Intelligent SAM and integrated air defense system management.
- **Other Community Favorites:** DCS-SimpleTextToSpeech (STTS), DATIS (Dynamic ATIS), DML (Dynamic Mission Library), DAWS (Dynamic Air Warfare System). These can be found via the DCS Forums, Hoggit Discord, or GitHub.

3. Example Missions

- **CTLD Test Mission:** Demonstrates troop and cargo loading, spawn zones, FOB building, and CTLD radio menu features.
- **CSAR Demo Mission:** Shows helicopter rescue logic, beacon placement, and customizable options.
- **Dynamic Spawn Mission:** Example of advanced persistent missions such as the community-created *Foothold Persian Gulf*, which integrates Moose, CTLD, persistence, ATIS-style menus, MANTIS, escorts, purchase menus, and zone captures. Note: Foothold is too large to include in the starter pack but can be downloaded from the DCS Forums.

This revised Starter Pack guide now fully matches what was promised: updated frameworks, popular scripts, example missions, and links to additional resources. For downloads, visit: [LetsFlyVFR.com](https://letsflyvfr.com).