What is an MSO?

The Multi-Session Operation (MSO) is a reality-based game mode: it is a persistent mission simulating real-life warfare to the best of our abilities with ARMA 2's capabilities. Unlike hour-long single-session missions that restart when the players disconnect, an MSO mission can persist for days, weeks even. When you disconnect, your location, health, weapons and ammunition are saved for when you reconnect. Up to 4,000 enemy units could be out there waiting for you 24 hours a day. Most of the components revolve around realism, although its up to the mission editor what their MSO consists of.

The seeds of the MSO began with Rommel during ARMA 1 until recently when a request was put out to assist in developing this game mode. Nov, 2010 - Wolffy joined in the development of the game mode to the point where we are today. Other members have contributed greatly testing and creating documentation.

Here are two of our manuals:
- [MSO User's Manual](#)
- [MSO Editor's Manual](#)

The MSO is a collaboration between [Australian Armed Forces clan](#) and [AEF Combat Team Bravo](#).

If you have any questions or are truly interested in making and developing MSO missions with us, then contact us on our website, Skype or Teamspeak.
Forums: http://www.ausarma.org/forum/viewforum.php?f=49
Dev-Heaven: http://dev-heaven.net/projects/mso
Skype: ryeonaaf, rommel160 or wolffy.au
Teamspeak: ts.ausarma.org port 9987

What are MSO modules?

The MSO is really a mission building framework, with 3 example missions provided. It contains a number of modules that can be included in your missions if you wish.

The modules provided are:
- **RMM After-Action Reports**: You'll need a radio to submit AAR's. Let players that come online after you know where you engaged, how many were there, etc. Usually good to mark it up with a JIP marker.
- **RMM Close Air Support**: Call in an A10, Apache or Cobra to lend a hand.
- **RMM CASEVAC** (in development): Call in a dust-off chopper.
- **CEP AI Unit Caching**: Originally based on Myke's CEP AI Caching, reduces AI squads to squad leaders only if all players are 1000m away.
- **CRB Ambient Civilians, Traffic, Vehicles and Animals**: A patched version of the BIS modules that works perfectly on dedicated servers with minimal CPU load.
- **RMM Construction**: Simplified Construction module
- **CRB Convoys**: Spawns random convoys from the edges of the map to a destination. Great for recon and ambushing.
- **RMM Call To Prayer**: Initiates a Call To Prayer multiple times of the day while in

Takistan or Zargabad.

- **RMM Developer Debug Console**: Great for debug or spawning objects.
- **CRB Dogs**: Uses Big Daddy's Blitzy code to provide wild dog packs and patrol dogs.
- **Random Enemy Population**: Spawn random enemy throughout the map on hill tops, in forests and within towns. Can populate the map with thousands of AI waiting to spawn when you come within range of them.
- **CRB ATV/Motorbike Flippable**: Useful for up-righting ATVs and Motorbikes
- **Gen Carvers Pack Cow**: Uses General Carvers Insurgency Pack Cow.
- **RMM JIP Markers**: Persistent time stamped markers that stay on the map between sessions.
- **RMM Logbook**: Journal for general information
- **RMM Logistics**: Simplified Logistics system
- **Multiplayer Rights**: Restrict players to infantry, crew and pilot roles (see below).
- **RMM NOMAD**: This is the MSO module. NOMAD maintains the persistence in between sessions.
- **R3F Logistics**: R3F Logistics for MSO.
- **Recruitment**: Recruit and control AI for your squad. Uses Dr Eyeball's Team Status UI.
- **RMM Revive**: Simplified Medic Revive system.
- **RMM View Distance Settings**: Set your view distance and terrain grid detail.
- **RMM JIP Tasks**: Persistent tasks that stay with players between sessions.
- **RMM Tyres**: Allows the changing of tyres on vehicles
- **RMM Weather**: Randomly synchronised weather generation and forecast.
- **Customised ZORA**: Using BIS ZORA module, generates enemy randomly who will head towards you within a few kilometers of your position. Great for those random incursions.

Item Re-Supply

Due to the length of these mission, re-supply of building supplies, ammunition and vehicles needs to be catered for. There are 2 types of re-supply:

- static re-supply (building materials, ammo crates, etc) whereby items are respawned once they have been move 10m from their original location, and
- vehicle re-supply (vehicles, artillery pieces) whereby, once the item is destroyed will it be respawned.

Sample Missions

Mission: GUE/PMC vs RU/INS on Utes
Version: 3.3
Developer(s): Wolffy.au
Required Add-Ons: CBA

Mission: BAF/USA vs TK_GUE on Takistan
Version: 3.3
Developer(s): Wolffy.au
Required Add-Ons: CBA (optionally BAF)

Mission: AAW/ACE vs GUE on Chernarus
Version: 3.3
Developer(s): Wolffy.au
Required Add-Ons: CBA, ACE, ACEX, AAW_OA (optionally ACEX_RU)

How do you play the sample missions for?

It is really up to the imagination of your Commanding Officer. Typically this will involve recon, patrols, assaulting static positions, clearing areas and settings up Checkpoints and Fire-bases, or recon and ambush of enemy convoys.

If you're by yourself, go do some recon or covert ops. Place JIP Markers for what you see and add Tasks to the mission. When the next bunch of guys come in, they can take over where you left off.

Take a moment to familiarise yourself with the layout of your FOB and the resources available to you. When you find the infantry ammunition crates, carefully select your equipment to ensure you can remain combat effective for several days on patrol. Do not count on resupply in the field.

Frequently Asked Questions

- **Why can't I connect anymore?**
  Most likely, you're trying to connect as a different class than you did the first time. Just choose the class you previously used and it should be fine.
  The only other reason is that you've run out of lives. You'll have to wait until the mission is restarted to join again.
- **What am I supposed to do again?**
  Go on a patrol or recon an MSR. Make sure you mark what you engage and see using JIP Markers and fill out your AAR's ASAP for the rest of the team to benefit.
- **Will the vehicles respawn?**
  They'll only respawn if completely destroyed. If they are repairable, mark them on the map using JIP Markers and treat it as an objective to recover them.
- **What should I take with me on patrol?**
  MASH tent, ammunition, a mortar is handy, some spare tyres and anything else you think would be great to have in a squeeze.
- **Why is there so much mess at the base?**
  Its all building materials for you to go forth and reproduce. Pack what you need in a shipping container (transport by heli) or in a truck, and go setup a Fire Base on a hill top somewhere. Your team will really appreciate the Artillery if you need to take down something big.

Server Installation and Setup

The one thing the server admins will need to do is setup MP Rights. Create an **mso**

directory under your server's ARMA2 directory (for example *C:\Program Files\Bohemia Interactive\ArmA 2\mso*) and create a text file called **mso_uids.txt**.

Its contents should look something like this:

```
[
     ["1234",   "CORPORAL",      ["crew"]], /*namex*/
     ["4567",   "PRIVATE",       ["pilot"]],     /*namey*/
     ["7890",   "LIEUTENANT",    ["admin"]],     /*adminx*/
     ["6789", "SERGEANT",  ["pilot","crew"]] /*namez*/
]
```

Each line identifies a players UID, rank and roles. Without these, new players should not be able to crew armour, pilot aircraft or use the admin debug console.