

# VBS Integrator

Level One Course



A course that quickly ramps up learners to be proficient in basic Admin and Scripting usage in order to support SDK or other product integration.



Course Syllabus

“Every now and then a man's mind is stretched by a new idea or sensation, and never shrinks back to its former dimensions.”

- Oliver Wendell Holmes Sr.



## Course Topic Information

The course will cover the following topics, but it should be noted:

- There is no guarantee that each topic will be covered depending on a variety of factors such as oversized classes, student prerequisite knowledge not being met, desired focus towards a common class goal (organization's need for conducting the class), etc;

## Course Topics

### Introduction and Setup

1. Introduction to the Course
2. VBS Overview
3. VBS Launcher Overview
  - a. Student vs. Administrator presets
4. Creating a New Profile
  - a. Profile Mission Folder
5. Adjusting Options
  - a. Video Settings
  - b. Audio Settings
  - c. Keyboard Controls
  - d. Simulation Settings (Difficulty Settings)
6. Host and Join a Multiplayer Session

### Basic Controls and Administrator Tasks

7. Basic Character Controls (Buttonology)
8. Weapons and Inventory Interaction

### Common Scenario Elements

9. Placing Vehicles, Units, and Objects
10. AI Individual and Group Movement via Waypoints
11. Adjusting Environmental Settings (Weather, Time)

### Scripting

12. Basic Scripting Fundamentals
13. Create and Control AI, Vehicles, and Objects
14. Executing Scripts and Passing Parameters
15. Debugging and Troubleshooting

Other topics are subject to learner business objectives and professional goals