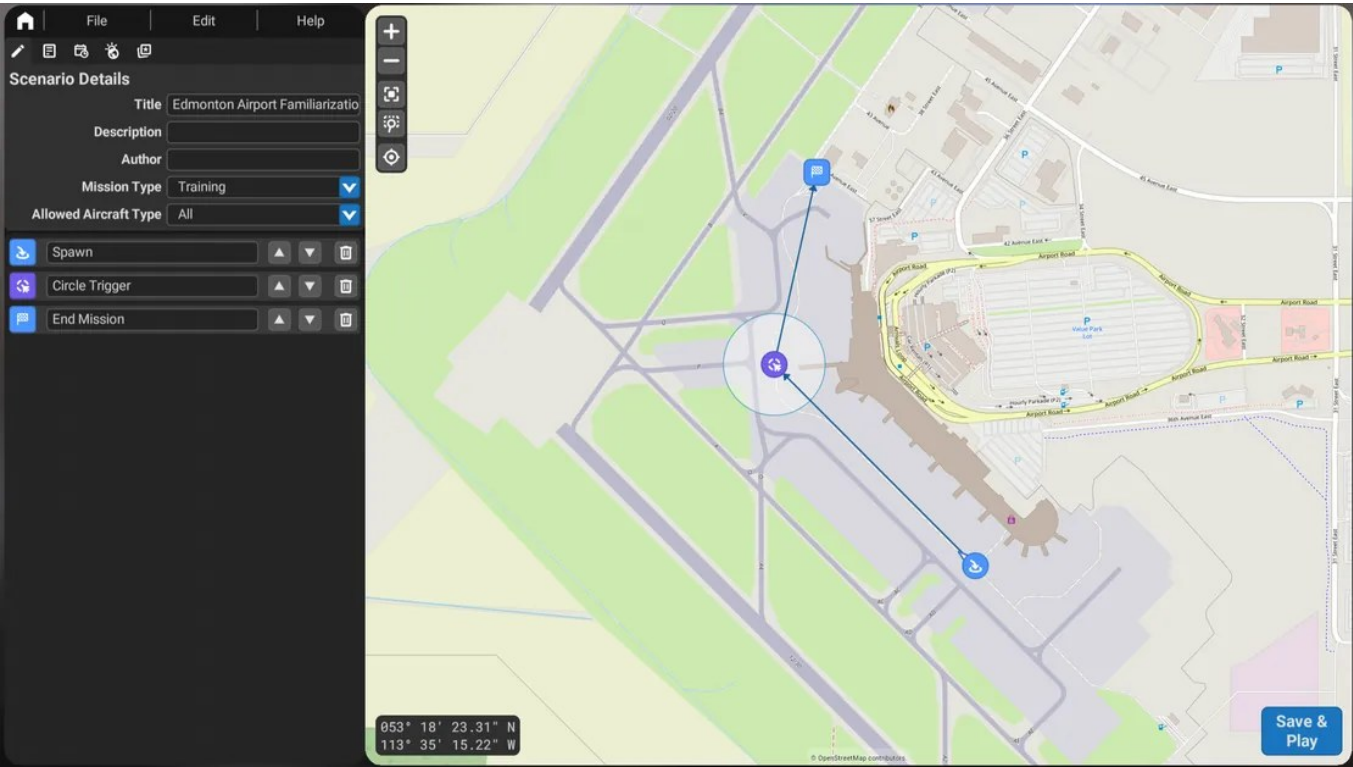


Mission Editor

Draft content

1 unfinished section in this article. Highlighted reminders show what still needs to be expanded.

The Mission Editor lets instructors author new scenarios on the airport map without programming. Use it to build local scenarios after delivery, to adapt missions when the airfield changes, and to create exercises for specialist programs.



What you can set up

- **Location.** Route, stand, gate, deicing pad, runway or incident location on your digital twin.
- **Vehicle.** Any unit modeled for your fleet.
- **Traffic.** Moving aircraft and vehicle traffic, with triggers that start movements and create conflicts.
- **Conditions.** Time of day, season, precipitation, visibility, wind and surface contamination.
- **Constraints.** The pass and fail rules and the violations that are logged.

Examples by program

Program	What the instructor configures
Airside driver training	Route, traffic, time of day and weather

Program	What the instructor configures
ARFF and rescue	Incident aircraft placement, time, weather and traffic
Ground handling	Stand, aircraft type and turnaround traffic
Boarding bridge	Gate, aircraft type and door, and day, night, rain or wind
Snow removal	Season, precipitation, visibility, surface contamination and traffic
Deicing	Stand or pad, aircraft type, weather and traffic

Training ahead of change

A new taxiway, a relocated stand or a construction closure is added to the digital twin, and instructors build missions on the new layout so drivers learn the new routing before it goes live.

Authoring a mission step by step

Planned content: the Mission Editor workflow with screenshots: creating a mission, placing the start position and route, adding traffic and triggers, setting conditions, defining constraints, testing and publishing to stations.

⚠ **Manual section incomplete**
Expand this section before final publication. Pending: TO ADD