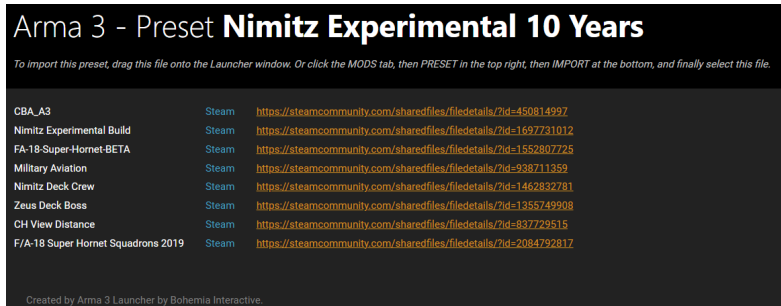# Nimitz and F/A-18 mission tutorial

This tutorial is meant to show how to set up a simple Zeus based mission using the USS Nimitz and F/A-18E/F for Arma 3.

First we need to identify which version of the two core mods we want to use. For this tutorial we will use Nimitz Experimental and F/A-18E/F Beta. A number of additional mods make our life easier or the envisioned mission more interesting, here is an example mod list:
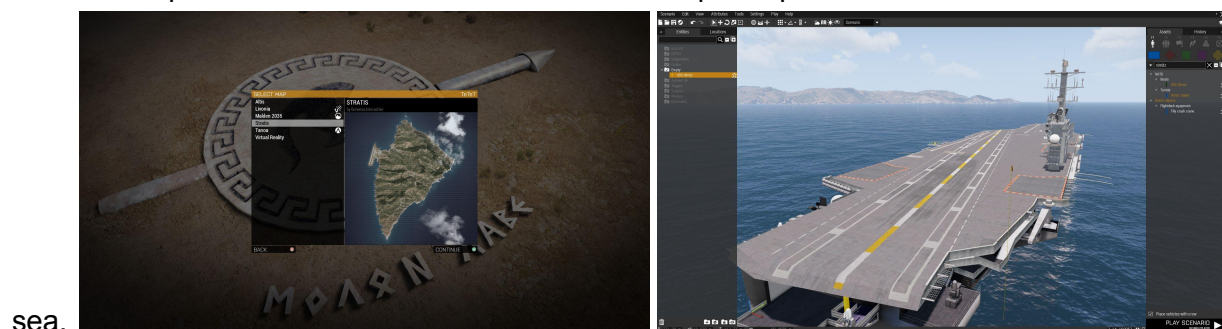

- **CBA_A3** The foundation for the Nimitz and partially for the F/A-18 Beta and other mods
- **Military Aviation** Sab's mod sports the E-2 and C-2 as well as some trainer aircraft
- **Nimitz Deck Crew** More colorful deck crew for manning the catapults
- **Zeus Deck Boss** Utility mod to place vehicles on the flight deck of carriers
- **CH View Distance** Utility mod to change the view distance easily, especially in multiplayer
- **F/A-18 Super Hornet Squadrons 2019** A collection of textures for the F/A-18E/F depicting all active squadrons in 2019

Next we start the Arma 3 game with these mods loaded (and others, as you wish).

For the sample we will use the well known Stratis map and place the Nimitz in the southeastern

sea.

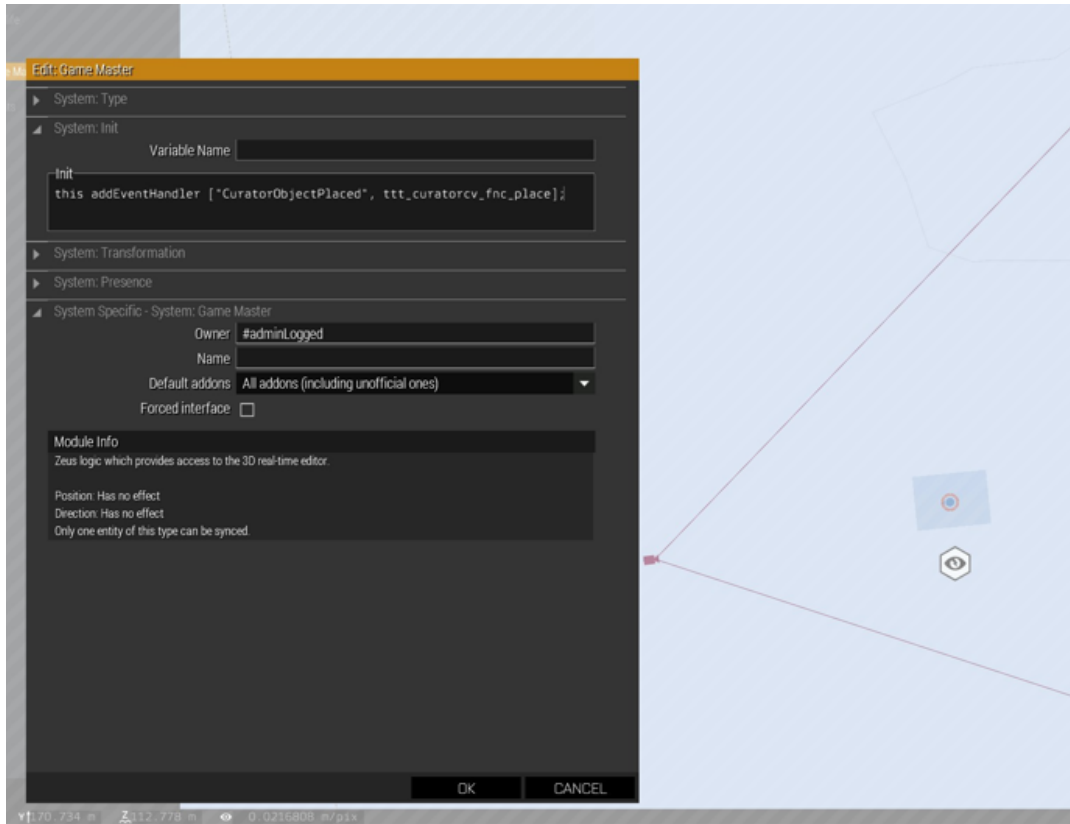As we like to experience the Arma 3 lighting, we change the date and time.

Then a unit that will be Zeus is needed. We pick the Nimitz Deck Crew unit with the white uniform, denoting flight deck personnel in an administrative function (technically white uniforms on the flight deck may also mean other functions).
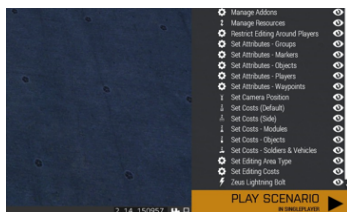

With the unit available the Zeus module Game Master needs to be placed. For owner we use the term #adminLogged , so in multiplayer any logged in admin will be Zeus. Further we add the following code to the init box so the Zeus Deck Boss mod will allow us to place vehicles on the flight deck:

```
this addEventHandler ["CuratorObjectPlaced", ttt_curatorcv_fnc_place];
```

For a first test, this is fully sufficient. We save the mission with a description name and start the game with it.

The default key to open the Zeus interface is y and with help of Zeus Deck Boss we can spawn a Super Hornet right in front of us.

Time to enter the plane, taxi towards a catapult and get into position for the take-off.

When lowering the launchbar (`ctrl-l`), the take-off sequence will be started and the crew is spawned around the plane.

Once the crew is ready, the take-off is initiated with `ctrl-shift-l`.

Eventually the cat will launch us off the carrier.

Enjoy the flight and don't forget to lower the hook when landing on the Nimitz!