

FLASHPOINT CAMPAIGNS: PROFESSIONAL EDITION

As of 23 Aargumenty 2202245

## License Tiers & Types

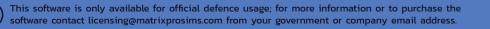
FLASHPOINT CAMPAIGNS PRO LICENSE TIERS	\$59	\$999	\$999	\$2,499	\$4,999
FEATURES	Student	Mil/Gov	Academic	Standard	Premium
Built-in tutorials and scenarios for play or editing					
Edit and create scenarios					
Multiplayer Mode					
Viewable National Data Files					
Access commercial and open professional maps			<b>e</b>		
Map Editor Application	Ø	<b>S</b>	<b>~</b>		$\checkmark$
Access to Help Desk					
Umpire/White Cell Mode			Ø		<b>S</b>
Detailed Game Logging			<b>e</b>		
Editable National Data Files				$\checkmark$	$\checkmark$
Editable Simulation Parameters				0	0
Connect to external processes via Lua scripting					
Run in a secure environment					0

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## **FEATURES DETAILS**

Built-in tutorials and scenarios for play or editing	Modern era tutorials and scenarios, plus all commercial Cold War scenarios.
Edit and create scenarios	Flashpoint Campaigns' GUI-based scenario editor provides a powerful scenario creation capability
Multiplayer Mode	Go head-to-head with modern combat systems and an adjustable fog of war that supports tactics education and training
Viewable National Data Files	Review the combat hierarchies and organization, equipment, weapons, sensors and more
Access commercial and open professional maps	Choose your batteground from over 40 commerical maps and any unlocked professional maps
Map Editor Application	Create the battleground for your scenario
Access to Help Desk	Users are supported by our online help desk
Umpire/White Cell Mode	Control synchronous multiplayer matches and make changes to keep your audience challenged
Detailed Game Logging	Export simulation events for analysis by your AI Agents
Editable National Data Files	Edit combat hierarchies and organization; make changes or create equipment, weapons, sensors and effects
Editable Simulation Parameters	Change the core simulation values that determine behaviors and effects such as command range, duration of an air strike, impact of electronic warfare systems and more
Connect to external processes via Lua scripting	Lua interface allows manual or automated querying and manipulating units, subunits, markers, doctrine, order, emissions and more
Run in a secure environment	Run without an internet connection



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