

# Manual

## Auenburg Multiplayer Modification

For Emergency 4



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## Auenburg Multiplayer

The Auenburg Multiplayer Modification for Emergency 4 depicts the operations of the professional fire brigade including the rescue service in the fictional German city of Auenburg. In single or multiplayer, the player takes control of the four fire and rescue stations of the professional fire brigade. The volunteer fire brigade and other medical services from outside the map are used to provide additional support. The modification is designed for four to five players in multiplayer but can also be played with fewer players. The Auenburg modification has been developed by OG-Experience for about three years.

### Largest professional fire brigade in Emergency 4

With the fictitious professional fire brigade Auenburg, we have created the largest fire brigade that we have ever depicted in an Emergency 4 modification. Distributed in a uniform design across four newly built fire and rescue stations, more than 60 emergency vehicles and 10 roll-off containers can be controlled. This guarantees that even with 4 players in multiplayer, there is always something for everyone to do.

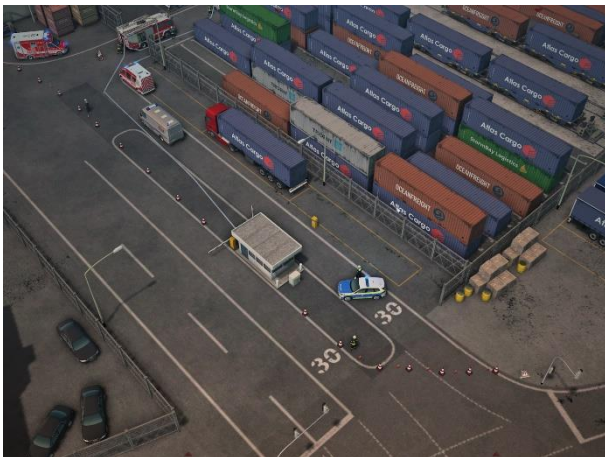


### Variety of new missions

The Auenburg Multiplayer Modification includes about 100 different types of operations only for the fire and rescue services. This results in several thousand individual missions, so that even after many hours of play, there is still variety to be had. The game concept of the missions is based on the Fuchsburg multiplayer modification released in 2023. However, 40 types of callouts, which did not yet exist in Fuchsburg, were newly developed only for Auenburg.

### Modern and extensive fleet

For the Auenburg modification, we have completely built from scratch the majority of the fleet. This allows us to realistically recreate the modern fleet of a German professional fire brigade. In addition to the classic vehicles in the fire brigade, there are a number of specially made special vehicles. For example, a tower platform, a special rescue vehicle or even a functional fireboat.



### Largest mission map in Emergency 4

In order to be able to realistically represent four stations of the professional fire brigade, we have built the largest map for Auenburg that could ever be played in an Emergency 4 modification. In addition, the vehicles are all scaled to the size to the people, so that a realistic experience is offered despite the large map. The Rosenberg modification was created as a test project for this scaling, but it was originally developed for Auenburg.

### 5-player mode with control centre

For the first time, a control centre software was developed especially for the Auenburg modification, with which the modification can also be played with five players. Four players take control of the vehicles in Emergency 4, the fifth player dispatches the vehicles via the control centre. If a call comes in, it is only reported to the control centre at the beginning. Only when vehicles have been alerted are the players informed about the event.





## Team Auenburg

### Modding Team:

No team? No mod!

Name	Responsibilities
Antiphon	Map, Scripts, 3D Models, Textures
D4rk_Bone	3D Vehicles, Texture Vehicles
Fixx	Skins Vehicles
Flo17	SVN Management, 3D Vehicle, Manual
Floko	Control centre software
Leutnant_Lunte	Lights, Map
Matti	3D Vehicles, Texture Vehicles
TimTim	Skins People, 3D Guards, Texture Guards

### Test Team:

We would like to thank our testers for the countless multiplayer and single-player rounds, in which various new features were tested, bugs were found and reported, and suggestions for improvement and feedback on all areas of the modification were introduced. Thank you for your support!

Name
FF-NRÜ
Eagle's Eye
Fireveit
Flash_Over
Jan Moo
Liam
Mama
SheapRocka
Torcota
Zyanon

## Installation Modification

The modification is provided exclusively via the Emergency Hub and the Emergency Explorer. Redistribution or publication outside of this link is prohibited. In particular, re-uploads are prohibited!

For the installation, the downloaded ZIP file must be unzipped into the modification folder of Emergency 4. After successful installation, the "AUBMP" folder should be present in the mods folder.

**IMPORTANT: For multiplayer games, the folder must be named the same for all players!  
Otherwise, compatibility problems will occur!**

## Installation GUI

The GUI interface known from the Bieberfelde modification can also be used in the Auenburg modification. For this purpose, individual interface elements have been revised and adapted. The installation file is included in the download and can be found in the mod folder under "2\_GUI".

The installation file replaces the original interface with the Bieberfelde/Auenburg interface. To exchange the original files, the file must be executed with a double-click. After playing the mod, the original interface with the enclosed file `gui_deinstaller` from the same subdirectory must be deactivated again – otherwise problems may occur when playing EMERGENCY 4 or other modifications.

## Installation English translation

The modification comes with an English translation, which consists of two parts for technical reasons.

- (a) The translation of all calls and hints for the player.
- (b) The translation of all names of vehicles and commands.

Part (a) of the translation depends on the Em4 language setting. If Em4 is set to English, part (a) is automatically active. Since the modification in for example the vehicle skins also uses the German names of the vehicles, we recommend playing the modification only with part (a) of the translation. For players who want to use the full translation, part (b) can be installed by copying the xml files from the `AUBMP/strings/EN/` folder to the main `AUBMP/strings` folder. As a backup, `AUBMP/string/DE/` also includes a copy of the German files. To use the English vehicle names for the control centre, an English control centre config can be copied from the folder `AUBMP/4_LST/EN/` to the main folder `AUBMP/4_LST/`.

## Start of modification

### General information

To start the modification, EMERGENCY 4 must first be started regularly. Afterwards, the *Auenburg modification* can be selected and loaded in the menu under Modifications. The loading process may take several minutes.

**IMPORTANT! The warning message about incorrect compatibility of the modification with EMERGENCY 4 can be ignored or confirmed!**

There are two different options available in the main menu:

- Free game starts the single-player mode of the modification
- Multiplayer starts the multiplayer mode of the modification

To ensure multiplayer capability, the spawn system of the vehicles has been completely reworked since the Bieberfelde modification. The emergency vehicles are automatically initialized and placed on the map after loading the map. This may take some time.

Call generation is deactivated until the Callouts are started using the debug control centre (group 6). Before the start, the event level (group 6) can be adjusted if necessary. The differences between the spawning of the vehicles in single and multiplayer are explained below.

## Singleplayer

In singleplayer, all vehicles are automatically initialized and placed on the map. After all vehicles have been initialized, a corresponding message appears at the top of the screen. The mission generation can now be started via the debug control centre (group 6). Groups 1 to 5 can be used to call up the alarm panels of the individual stations. In addition, the open calls can be displayed and shown up via the debug overview (group 6).

Group 1	Group 2	Group 3	Group 4	Group 5	Group 6
FuRW 1	FuRW 2	FuRW 3	FuRW 4	POL + TD	(Debug) Control centre

## Multiplayer without a control centre

In multiplayer, all vehicles are automatically initialized and placed on the map. After all vehicles have been initialized, a corresponding message appears at the top of the screen. Now the units must be assigned to the respective players. For this purpose, there are four selectable fire and rescue stations in the Vehicle Browser. Each player calls the station assigned to him on the map and then selects it and clicks on the command "Initialize". For the 3-player mode, there is also an optional selection that only controls the ambulance services on the entire map. When this option is initialized, no other player will be able to alert their station's ambulance services.

**IMPORTANT! After triggering the command, click NOTHING for about 5 seconds! Otherwise the vehicles will not be initialized correctly!**

After successful initialization, each player has pre-assigned an alarm tableau for his units (groups 1-4), a tableau for the police and technical service (group 5), and the debug control centre (group 6).

## Multiplayer with control centre

Before starting the game, the control centre should be started by the host through the file in the AUBMP/4\_LST/EmLst.exe folder. If the log folder and the config under AUBMP/4\_LST/AUBMP.cfg have been selected correctly, a session can be started via "Request Token". The two lower buttons open the website of the control centre and then start the game. The control centre software may not be closed

during an active session, otherwise the game will no longer be synchronized with the control centre. In multiplayer, all vehicles are automatically initialized and placed on the map. After all vehicles have been initialized, a corresponding message appears at the top of the screen. Now the units must be assigned to the respective players. For this purpose, there are four selectable fire and rescue stations in the Vehicle Browser. Each player calls the station assigned to him on the map and then selects it and then clicks on the command "Initialize".

**IMPORTANT! After triggering the command, click NOTHING for about 5 seconds! Otherwise the vehicles will not be initialized correctly!**

After successful initialization, each player has pre-assigned a debug control centre (group 6). The vehicles can only be alerted by the control centre, the calls or events are only reported to the control centre until a vehicle is alerted to the call.

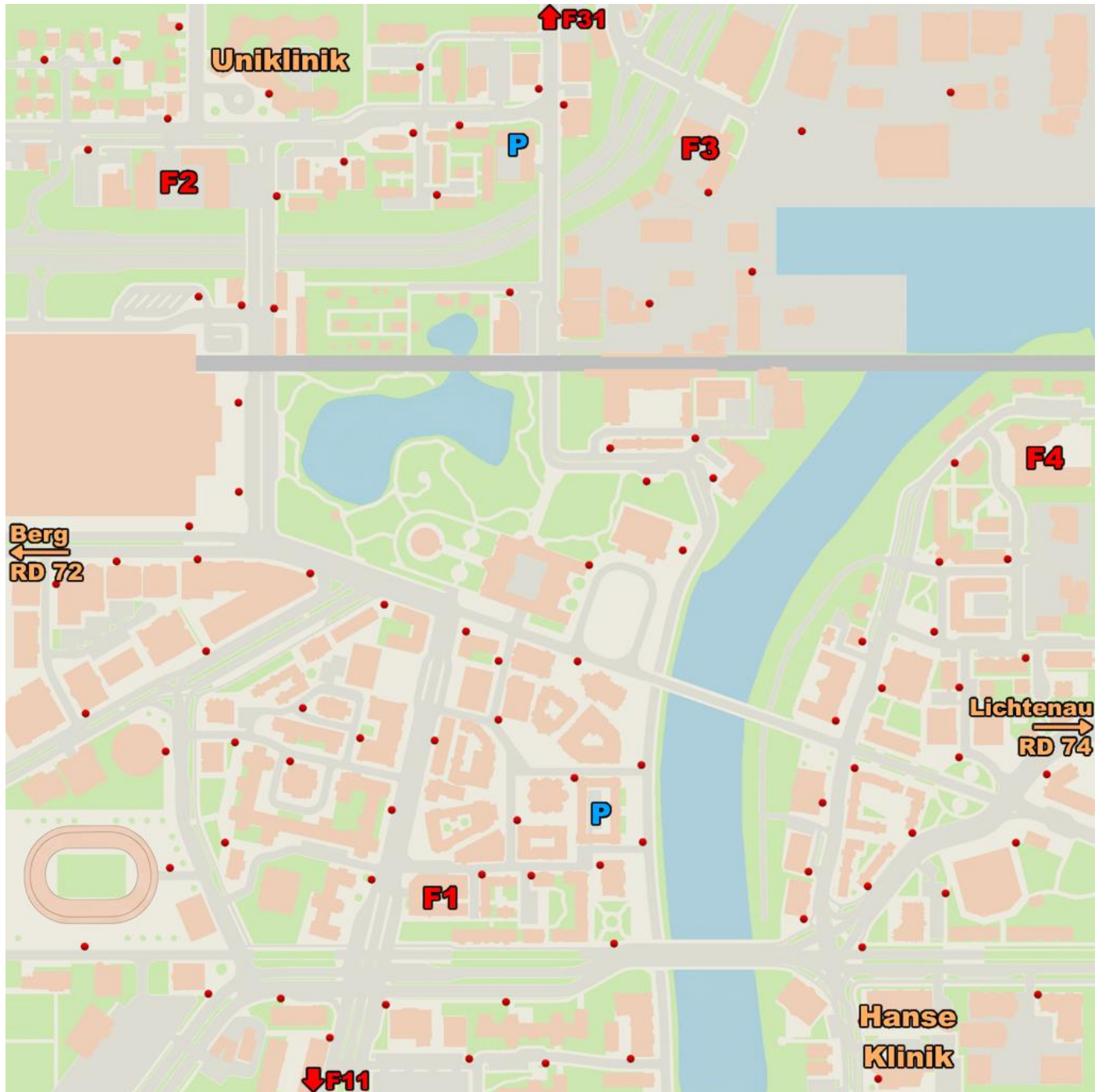
If necessary, the control centre session can be protected by a pin, then only the player with a pin can use the control centre. All players without a pin can only watch the control centre but cannot take any action. The player with a pin has to put `&pin=xyz` in the address bar of the browser after the link to the control centre, where xyz is the self-chosen pin.

## Launch of the FMS tool

In the folder AUBMP/3\_FMS/ there is an FMS tool for the modification, which can be started *after* starting the game via the file *Emergency X FMS Client.exe*. Here an overview of the statuses of all vehicles is displayed.

## Locations of Stations and Hospitals

The playable map houses 4 fire stations, the University Hospital and the Hansetic Clinic with an emergency doctor station. Additionally, fire stations 11 and 31 as well as ambulance stations 72 and 74 can be called from outside the map. In addition, patients can be transported to the Berg and Lichtenau hospitals located outside of the playable area. Hydrants are marked with red dots.











## Stations and vehicles

### Fire and Rescue Station 1 – Downtown

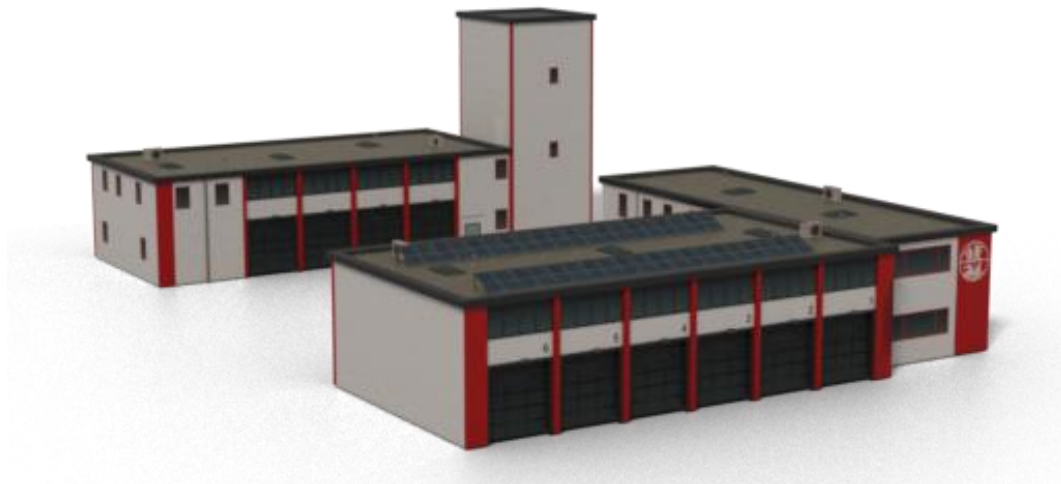


Fire and Rescue Station 1 is located in the south of the playable map and is home to multiple fire engines, an ambulance and other special units for the entire city area. For support in larger operational situations, another command service and an equipment truck for respiratory protection/radiation protection are available. For small technical assistance, the KLAFF responds throughout the city from FuRW1 in the city centre.



Unit	Image	Staff	Special feature
Florian Auenburg 1-KDOW-1		Chief (A-Dienst)	
Florian Auenburg 1-ELW-1		1 battalion chief (C-Dienst) 1 firefighter	Additional units Alert level increases
Florian Auenburg 1-HLF-1		1 squad leader 1 engineer 4 firefighters	Flow Rescuer
Florian Auenburg 1-DLK-1		1 engineer 1 firefighter	Chimney sweep tool
Florian Auenburg 1-HLF-2		1 squad leader 1 engineer 4 firefighters	Flow Rescuer












Unit	Image	Staff	Special feature
Florian Auenburg 1-GW AS-1		2 Firefighters <i>cross-staffed: KLAF</i>	Reserve SCBA Hazmat Suit types
Florian Auenburg 1-KLAF-1		2 firefighters <i>cross-staffed: GWAS</i>	Animal rescue box
Florian Auenburg 1-RTW-A		2 paramedics	

## Fire and Rescue Station 2 – Bahnstadt

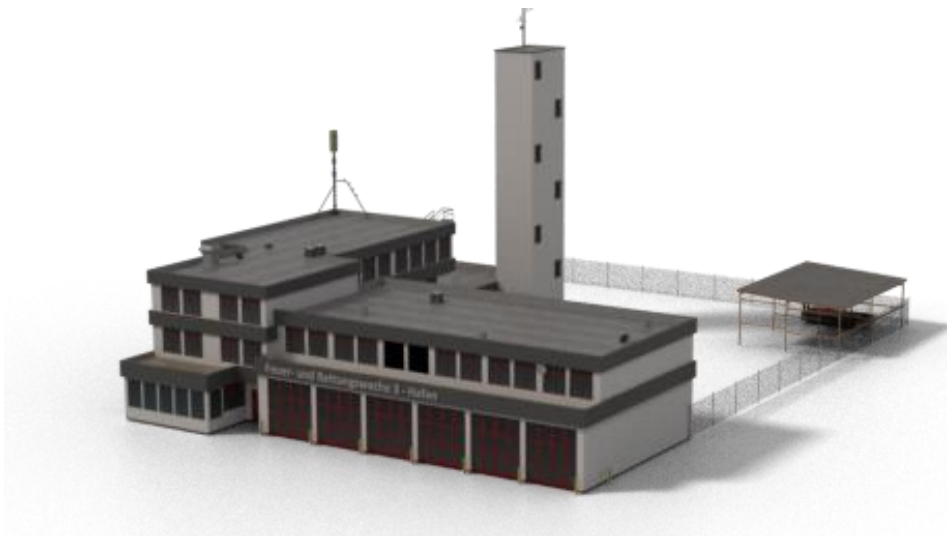


Fire and Rescue Station 2, located in the north-west, houses the main technical rescue component of the city of Auenburg. A rescue vehicle, the fire brigade crane, and a WLF with several roll-off containers are used throughout the city for larger THL situations. In addition, an emergency doctor, two ambulances and an intensive care transport vehicle (reserve) are stationed at FuRW 2.






Unit	Image	Staff	Special feature
Florian Auenburg 2-ELW-1		1 battalion chief (C-Dienst) 1 firefighter	Additional units Alert level increases
Florian Auenburg 2-HLF-1		1 squad leader 1 engineer 4 firefighters	Flow Rescuer







Unit	Image	Staff	Special feature
Florian Auenburg 2-TMF-1		1 engineer 1 firefighter	Chimney sweep tool
Florian Auenburg 2-RW-1		1 squad leader 1 engineer 2 firefighter <i>Cross-staffed: 2-RTW-Z</i>	Truck Rescue Platform Wooden Supports
Florian Auenburg 2-KRAN-1		1 firefighter	
Florian Auenburg 2-WLF-1		1 engineer	
Florian Auenburg AB Rüst		-	Truck Rescue Platform Wooden Supports
Florian Auenburg AB Dekon-P		-	Decontamination of people who are able to walk
Florian Auenburg AB Pumpe		-	
Florian Auenburg 2-NEF-A		1 paramedic 1 emergency doctor	
Florian Auenburg 2-RTW-A		2 paramedics	
Florian Auenburg 2-RTW-Z		2 paramedics <i>Cross-staffed: 2-RW-1</i>	
Florian Auenburg 2-ITW-R		2 paramedics 1 emergency doctor	Infection transport <i>Available in the event of an alert level increase</i>

## Fire and Rescue Station 3 – Port



The industrial area in the north-east of the city is home to Fire and Rescue Station 3. Due to the location in the industrial area, a tender truck and a swap body vehicle with the AB Gefahrgut (Hazmat), as well as other roll-off containers, are stationed at this station. In addition, the FuRW 3 dive truck is used in the nearby harbour or on other bodies of water in the city area. In the harbour there is also the fire boat station with two boats, which are usually manned by FuRW 3 personnel.

Unit	Image	Staff	Special feature
Florian Auenburg 3-ELW-1		1 battalion chief (U-Dienst) 1 firefighter	Additional units Alert level increases
Florian Auenburg 3-HLF-1		1 squad leader 1 engineer 4 firefighters	Flow Rescuer
Florian Auenburg 3-DLK-1		1 engineer 1 firefighter	Chimney sweep tool
Florian Auenburg 3-TLF-1		1 engineer 1 firefighter <i>Cross-staffed: 3-GW W-1</i>	
Florian Auenburg 3-GW W-1		1 squad leader 1 firefighter 2 divers <i>Divers cross-staffed: 3-TLF</i>	Diver

Unit	Image	Staff	Special feature
Florian Auenburg 3-WLF-1		1 engineer	
Florian Auenburg AB Gefahrgut		-	Sealing material 2x Hazmat Suit
Florian Auenburg AB Mulde		-	Transport of e-cars
Florian Auenburg AB Bindemittel		-	Oil Binders
Florian Auenburg 3-RTW-A		2 paramedics	
Florian Auenburg 3-RTW-B		2 paramedics	






### Fire Boat Station












Unit	Image	Staff	Special feature
Florian Auenburg KLB <i>"Bad Greifszoll"</i>		<i>up to 4 firefighters</i>	
Florian Auenburg FLB <i>"Oberschwaben"</i>		<i>At least 4 and up to 9 firefighters</i>	

## Fire and Rescue Station 4 – Newtown







Fire and Rescue Station 4 is located in the east of the city and takes on special tasks in medical services. In addition to two emergency doctors, three ambulances and an intensive care transport vehicle, a GW-SAN and a swap body vehicle with an AB-MANV are available at FuRW 4. In addition to the extensive resources for the medical service, the rescue dog vehicle and the explosive ordnance disposal service vehicle are stationed on the FuRW 4.







Unit	Image	Staff	Special feature
Florian Auenburg 4-ELW-1		1 battalion chief (B-Dienst) 1 firefighter	Additional units Alert level increases
Florian Auenburg 4-HLF-1		1 squad leader 1 engineer 4 firefighters	Flow Rescuer
Florian Auenburg 4-GW RH-1		1 squad leader 1 firefighter 2 dog handlers + dog <i>Cross-staffed GW-KMRD</i>	Search and rescue dogs
Florian Auenburg 4-GW KMRD-1		1 engineer 1 firefighter <i>Cross-staffed GW-RH</i>	Explosive ordnance disposal service
Florian Auenburg 4-WLF-1		1 engineer	



Unit	Image	Staff	Special feature
Florian Auenburg AB MANV		-	Tent for 12 injured
Florian Auenburg AB Dekon-V		-	Decontamination of injured persons
Florian Auenburg AB Wasser		-	
Florian Auenburg AB Oelsperre		-	Oil barrier
Florian Auenburg 4-NEF-A		1 paramedic 1 emergency doctor	
Florian Auenburg 4-NEF-K		1 paramedic 1 emergency doctor	<i>Emergency doctor manned by clinic</i>
Florian Auenburg 4-RTW-A		2 paramedics	
Florian Auenburg 4-RTW-B		2 paramedics	
Florian Auenburg 4-RTW-R		2 paramedics	<i>Available in the event of an alert level increase</i>
Florian Auenburg 4-ITW-A		2 paramedics 1 emergency doctor	Infection transport
Florian Auenburg 4-GW SAN-1		2 firefighters	Tent for 12 injured

### Other fire brigade units (outside the map)


Unit	Image	Staff	Special feature
Florian Auenburg 11-HLF-1		1 squad leader 1 engineer 4 firefighters	
Florian Auenburg 11-TLF-1		1 engineer 2 Firefighter	
Florian Auenburg 31-HLF-1		1 squad leader 1 engineer 4 firefighters	
Florian Auenburg 31-GW L-1		1 engineer 3 firefighters	Portable pump

### Other rescue service units (outside the map)

Unit	Image	Staff	Special feature
Florian Auenburg 72-NEF-A		1 paramedic 1 emergency doctor	
Florian Auenburg 72-RTW-A		2 paramedics	
Florian Auenburg 72-RTW-B		2 paramedics	
Florian Auenburg 74-NEF-A		1 paramedic 1 emergency doctor	
Florian Auenburg 74-RTW-A		2 paramedics	
Florian Auenburg 74-RTW-B		2 paramedics	

Unit	Image	Staff	Special feature
Christoph 82		1 paramedic 1 emergency doctor 1 pilot	<i>On the map</i>
Christoph 84		1 paramedic 1 emergency doctor 1 pilot	

## Police and Technical Service

Unit	Image	Staff	Special feature
Auenburg Police FuSTW		2 police officers	
City of Auenburg Technical Service 1		1 technician	Repair of units
City of Auenburg Technical Service 2		1 technician	Repair of units



## Station Setup in Multiplayer

The following divisions of the stations are recommended in multiplayer mode:

### 2 Players

Player 1		Player 2	
FuRW 1	FuRW 4	FuRW 2	FuRW 3

### 3 players without control centre

Player 1		Player 2		Player 3
FuRW 1	FuRW 4	FuRW 2	FuRW 3	Medical service

### 3 players with control centre

Player 1		Player 2		Player 3
FuRW 1	FuRW 4	FuRW 2	FuRW 3	Control centre

### 4 players without control centre

Player 1	Player 2	Player 3	Player 4
FuRW 1	FuRW 2	FuRW 3	FuRW 4

### 4 players with control centre

Player 1		Player 2		Player 3	Player 4
FuRW 1	FuRW 4	FuRW 2	FuRW 3	Medical service	Control centre

### 5 players with control centre

Player 1	Player 2	Player 3	Player 4	Player 5
FuRW 1	FuRW 2	FuRW 3	FuRW 4	Control centre

## Game Features

The game functions of this modification as well as the user controls differ drastically from other modifications, the latter mostly for technical reasons. The key features are listed below.

### Overview of operations without control centre

Active events are no longer displayed in the drop-down menu at the top of the screen, but in the event summary on group 6. By clicking on an event, the camera jumps to the corresponding event, and a description of the event is displayed in the bottom right. The preview image of the event shows whether it is a fire, medical or police call. Vehicles must be alerted by each player independently to the missions. After completing an event, it will be displayed in the Stake History in the Menu drop-down menu at the top.

### Overview of operations with control centre

In a game with a control centre, events are only displayed in the mission overview (group 6) after the control centre dispatcher has dispatched vehicles for the respective operation. As soon as the control centre dispatcher has alerted the vehicles for an operation, the operation appears in the incident overview. In addition, the well-known mission message with DME is displayed. If an event is displayed in the mission overview with a gray icon, no units of the player were alerted for this mission. With a red icon and additional red indicators next to the unit overview, units of the player were alerted to this mission. By clicking on the red operation icon, the alerted vehicles are displayed. These can be selected and then moved out by right-clicking on the map.

### Fog of War

When the calls are received, they are not shown on the map. Like a dispatcher, the player does not know the exact facts when accepting the emergency call. Only when an emergency worker (vehicle or person) comes close to the scene of the incident is the operation revealed. In the meantime, the operation continues to develop covertly. If it takes a very long time to uncover an operation, it may be that a fire has spread, people have been injured or died or criminals have escaped.

## Functions of the debug control centre

### Increase or decrease the event level

These two buttons can be used to increase or decrease the event level. This determines the number of events that can occur at the same time. The following settings are recommended:

1 Player: Event Level 2-4

2 Player: Event Level 4-6

3 Player: Event Level 6-8

4 Player: Event Level 8-10

5 players: Event level 10-12

### Difficulty

The difficulty determines the type of operations that can occur. On the Easy difficulty level, only small calls occur, but these can still develop into large events. On Medium difficulty, all normal events can occur. Large scale events only occur on the difficulty level hard. In order to have as much variance as possible in the events, it is recommended to always play on the highest difficulty level. The difficulty level is preset to medium by default in singleplayer and hard in multiplayer.

### Event start/stop

This function can be used to interrupt or restart the event generation. In the normal course of the game, the game should automatically interrupt the event generation in large operational situations so as not to overwhelm the players. This function is therefore usually not required. It can be used if you only want to work through one more event and then end the game.

### Call Type on/off

With this function, fire and rescue service operations can be switched on or off. This is useful if you mainly want to play with only one organization. However, it is quite possible that several organizations are needed during operations. Turning off the event categories will only disable the events that are mainly assigned to the respective categories.

### Taking over units

With this function, vehicles or people can be taken over by other players. This is useful, for example, if a player is overworked. In this way, other players can support the processing of an event. If the function is performed in single-player or on a vehicle that already belongs to you, then the vehicle will be made controllable again. For example, if a vehicle is bugged and cannot be controlled or selected, it can be made selectable again.

### Ignite Object (Debug - CTRL Protected)

This feature can be used to ignite objects on the map.

### **Delete Vehicle (Debug - CTRL Protected)**

Right-clicking on a vehicle deletes this vehicle. This only works for civilian vehicles and not for emergency vehicles. Emergency vehicles can only be reset via the debug function in the vehicle commands.

### **Delete Person (Debug - CTRL Protected)**

By right-clicking on a person, it will be deleted. This works for both civilians and emergency personnel.

### **Sound Debug (Debug - CTRL Protected)**

All sounds on the map will be reset. This means that any sound will be stopped.

### **Delete all civilian traffic (Debug - CTRL Protected)**

All civilian vehicles driving on the map will be deleted. Parked vehicles are not affected.

### **Extinguish all fires (Debug - CTRL Protected)**

All existing fires on the map are extinguished. However, this can take some time and is not done immediately after clicking on the command.

### **Complete Event (Debug - CTRL Protected)**

With this function, the oldest, revealed and still open event is closed if it is bugged. Multiple events can be closed by clicking several times.

## **Alerting**

Units can be alerted either directly via the respective vehicle, or via central alarm panels (groups 1 – 5).

### **Alerting via vehicles**

To alert about the respective vehicle, each vehicle has a corresponding command. If you right-click on the map, the vehicle will approach the respective point. If the command is triggered directly on the vehicle, it drives in front of the station after being deployed and waits for further commands.

### **Alarm Panels**

Furthermore, alarms can be sounded via so-called alarm panels. In singleplayer, these are assigned to groups 1-6 by default. In multiplayer, these are assigned after initialization of the dispatchers. Here, several vehicles can be selected one after the other by clicking on the respective command and then alerted by right-clicking on the map. In control room mode, only the control centre can alert vehicles.

**ATTENTION:** The vehicles remain selected after clicking. Even if you leave the group and then return to the group, or trigger the alarm from another group, selected vehicles will be alerted. To deselect vehicles again, simply press the corresponding icon again. Whether a vehicle is selected or not is indicated by a white triangle in the upper left corner of the command. When hovering over the command icons, the type of the respective vehicle is also displayed. Vehicles can only be alerted via the panel if they are in status 2 or 1.

## Shortcuts

When alerting the vehicles, there are two shortcuts, which can also be combined:

Left shift - Vehicles automatically equip themselves with SCBA after moving out.

Left Ctrl - Vehicles are placed automatically. This only works if no more than one vehicle is alerted at the same time. By holding down the Ctrl key, the marker can be oriented without selecting it. This means that several vehicles can be quickly alerted and placed at the same time.

## Orienting emergency vehicles

In the Auenburg modification, it is possible to place emergency vehicles exactly at the scene of the incident with the help of a special *placement tool*. To do this, select the vehicle and place a virtual auxiliary object (box with three arrows) on the map with CTRL + right-click. The helper object is then selected and can be adjusted in its orientation by right-clicking on the map. The direction of the arrows always indicates the orientation of the vehicle. Once the desired position has been reached, the vehicle is automatically sent to the position. In addition, the placement can be canceled in the menu.

If the placed position is blocked, the vehicle is placed in an empty space nearby, so that it remains controllable and is not blocked.

## Fire Brigade

### Respiratory protection

All emergency vehicles only have a certain number of breathing apparatus. Fire engines have four breathing apparatus, turntable ladders have two. Only on the GW Atemschutz (GW-A/S) are unlimited breathing apparatus loaded.

After an interior attack (represented by a cloud of smoke above the SCBA firefighter), the firefighter needs new clothing. This can be equipped with the GW A/S. If the breathing apparatus is placed on another emergency vehicle in this state, the affected firefighter puts on a tracksuit and can no longer be used until he returns to the station

### Fire extinguisher

Fire extinguishers have a onetime use. A fire extinguisher is absolutely necessary to extinguish burning electrical systems, the use of water or foam leads to injuries to the extinguishing firefighter.

### Water Logic

Every water-carrying vehicle has a water tank that gradually empties when extinguished, cooled or fed into another vehicle. The water level can be viewed in the vehicle's Command menu.

In addition, the water logic simulates different flow rates for water discharge and withdrawal. The delivery and transfer quantities are shown below. The values are based on real conditions but have been optimized for gameplay.

Type	Water release (in l/s)
Hose	10
Water cannon DLK/TMF	24
Water Cannon TLF / AB Wasser	36
Vehicle pump HLF / TLF	50 per outlet
TMF Vehicle Pump	50 per outlet
Portable pump / AB pump	50 per outlet
Underfloor hydrant (1 outlet)	36
Underfloor hydrant (2 outlets)	20 per outlet
Above-ground hydrant (1 outlet)	48
Above-ground hydrant (2 outlets)	30 per outlet

## B and C hoses

The hose system distinguishes between B and C hoses. B-hoses (Supply Hoses) are required for the connection between the water intake point (hydrant, AB pump, other fire engine) and a fire engine. C-hoses (Attack Hoses) are used for firefighting from a distributor or a fire truck. B-hoses can be extended indefinitely.

**ATTENTION:** With each extension, the flow rate of the hose line decreases by about 10%

## Rapid Attack

Using the Rapid Attack Command, the squad leader of a fire engine can order the construction of the rapid attack installed in the vehicle. The assault team and the engineer automatically dismount and start the rapid attack.

## Distributor

With the Command *Distributor*, a firefighter equips himself with a distributor with a B-hose and couples it directly to the associated fire engine. Up to 3 C-hoses can be connected to one distributor.

## Foam

To smother vehicle fires and other fires, a foam attack can be carried out with a foam pipe or a water cannon. For foam attack with foam tube, the foam tube can be connected directly to a vehicle with a foam concentrate tank (HLF, TLF, AB tank). In order to carry out a foam attack via a water cannon, the corresponding command must be activated on a TLF/AB Wasser when the water cannon is set up. The burning object can now be extinguished by right-clicking.

## AB Mulde

The roll-off container Mulde is needed for the removal of burned-out electric vehicles. For this purpose, the extinguished electric vehicle must be lifted into the Mulde with the crane. Then the open pit (Mulde) must be filled with water. After the pit has been filled, it can be returned to the station. After a few minutes on the station ground, the burned-out electric vehicle is removed from the AB Mulde again.

## Portable pumps

In order to be able to bridge long distances in the water supply, some fire engines have portable pumps. These can also be used to extract water from an open body of water (river, stream or pool). In order to remove a portable pump from a vehicle, exactly 4 firefighters must be selected. In order to take water from the public water, 4 suction hoses must also be brought to the portable pump. Then the portable pump can be selected and the suction line can be set up with a right-click on a nearby water surface. In order for the pump to pump water, it still has to be started by an engineer.

## AB Pumpe

In applications with high water requirements, the AB Pumpe can be placed and set up near open waters. The deployment direction, marked by the lettering on the roof of the AB, must be observed. The AB Pumpe offers the possibility to feed up to eight B-hoses.

## Turntable ladder (DLK)

The turntable ladder can be controlled freely. Before that, the supports must be extended with an engineer. To control the turntable ladder, either the basket or the main control station must be occupied. In order to rescue injured people from buildings with the turntable ladder, the basket stretcher must first be mounted on the basket. The water cannon can be attached to the turntable ladder basket for firefighting via the corresponding command.

## Telescopic mast vehicle (TMF)

The telescopic mast vehicle has the same basic functions as the turntable ladder. In addition, the telescopic mast vehicle has its own vehicle pump and can therefore be used autonomously with an existing water supply. The pump must always be started with the turret to dispense water.

## Procedure in the event of traffic accidents

The procedure in the event of traffic accidents follows the principles of technical rescue, for which a squad leader or battalion leader first determines how many people are trapped in the vehicle and how they are to be rescued. Then the following steps should happen.

1. *Secure* - The scene of the incident should be secured against the flowing traffic. Then the vehicle is stabilized (substructure material) and the glass panes are removed (glass master) so that no one is injured when freeing the trapped person. In addition, fire protection should be ensured so that the vehicles or spilled oil do not ignite in the event of flying sparks.
2. *Create access* - You can use the Halligan tool to gain access to the vehicle. Then the battery can also be disconnected to reduce the risk of fire.
3. *Life-sustaining emergency measures* - Emergency responders, if equipped with an emergency backpack, can treat people while they are still trapped in the vehicle. This should definitely be done, otherwise important seconds will pass during the rescue. If several people are trapped, several paramedics/emergency doctors can usually treat at the same time.
4. *Free* - If the vehicle is secured and the person is being cared for, he or she still has to be freed. If one person is trapped, the spreader is sufficient, for two people the scissors are also needed. A firefighter is equipped with the appropriate device and then sent to the accident vehicle by

right-clicking. However, in order for the hydraulic rescue device to work, the generator must first be started by the engineer. For large vehicles, you also need the rescue platform. To use the scissors or spreader, a second firefighter is usually needed as support. People who are lying under a vehicle must be freed with a lifting bag.

5. *Handed over to the medical service* - if the person is freed, he or she will be taken over by the medical service and must then be transported away by ambulance or helicopter.

Finally, any leaked equipment must be picked up, the vehicles towed away and any witnesses questioned.

## Hydraulic Rescue Tools

On each HLF, the RW and the AB Rüst is loaded a hydraulic rescue kit with scissors and spreader. The devices are hose-bound and accordingly have a limited radius of action around the respective emergency vehicle. To operate the rescue equipment, the power generator of the respective vehicle must be started. Before scissors and spreaders can be used, the accident vehicle must be explored with a unit leader. The crashed vehicle must then be secured with substructure material, and the windowpanes must be removed using a glass master.

## Toolbox

The toolbox can be used to open locked apartment doors. The toolbox can also be used to free trapped animals or to disconnect batteries in traffic accidents.

## Lifting bags

Lifting bags can be used to free people trapped under vehicles. For this purpose, the affected vehicle must be secured with substructure material before the lifting bags can be installed and used.

## Rescue platform

In the case of traffic accidents involving large vehicles, a rescue platform is required for freeing people. This platform is available on the RW and the AB Rüst. The rescue platform is also used to cut up burned-out large vehicles.

## Cutsaw

Each HLF, the RW and the AB Rüst are equipped with a motor cutsaw. This is needed for cutting up burned-out large vehicles and opening containers.

## Tram Rerailing Tool

Derailed trams must be brought back on track with the derailment set. The rerailing set is only loaded on the AB Rüst. It can be placed on a derailed tram by right-clicking. In addition, a set of substructure material and 4 pieces timbers/logs must be used to stabilize the tram. Then the generator must be started at the AB Rüst and the tram must be rerailed by right-clicking on the track set.

## Oil Binders

The oil binder is limited on the vehicles. Engines generally have two bags, while the number carried by logistics vehicles varies. A bag of binder is also carried on each tow truck. For escaping hazardous substances, special hazardous goods binder is loaded on the AB Gefahrgut.

## Oil barrier

If oil has leaked on a body of water, it must be collected with the oil barrier. To do this, the AB Oelsperre is parked next to the river via the corresponding command. Then the oil barrier can be pulled across the river with the multi-purpose boat. If the oil is washed ashore, it can be absorbed with the water binder, which is only on the AB Bindemittel.

## Dangerous goods

Leaked hazardous substances can be inspected with a U-Dienst or the A-Dienst. This gives you relevant information about them. Ultimately, leaked substances must be absorbed with hazardous material binder and the leak must either be sealed or the substance must be reloaded into a sealing barrel.

## Hazmat Protective Suit (CSA)

For various hazmat operations, either protection level II or protection level III suits are required. The level of protection required can be found out with the chief or the hazmat battalion leader from station 3 by right-clicking on the dangerous goods object.

CSA Form 2 are available to every HLF and on the AB Gefahrgut (AB-G) in limited quantities. and on the GW Atemschutz (GW-A/S) available in unlimited quantities.

CSA Form 3 are available in limited numbers on the AB Gefahrgut (AB-G) and an unlimited number on the GW Atemschutz (GW-A/S).

**CAUTION:** If firefighters equipped with CSA come into contact with a hazardous substance, they will be contaminated. The contamination is represented by a green symbol above the affected firefighter.

Contaminated firefighters, unlike contaminated injured persons, are not injured, but must be decontaminated in the AB DekonP after the end of the operation.

## AB Decon Personal

The AB Dekon-P can be used to decontaminate contaminated emergency personnel or civilians, provided they are not injured. To operate, the roll-off container must be set up and manned by two firefighters under CSA Form 2.

## AB Decon Injured

With the AB Dekon-V, injured emergency personnel and civilians can be decontaminated. To operate, the roll-off container must be set up and manned by at least two firefighters under CSA Form 2.

## Sealing material

The sealing material of the AB Gefahrgut is required to seal damaged areas in the event of leaking chemicals.

## Dangerous goods binders

Spilled dangerous goods are sprinkled with hazardous goods binder and can then be removed with a broom.

## Avian influenza

Patients must be treated like infected patients. The dead birds can be collected with dangerous goods barrels from the AB dangerous goods.

## Mutual aid

If a vehicle is requested for mutual assistance by a neighbouring town, it must be alerted. Then there is a command with which you can send them for mutual aid.

## Pack up

All fire brigade command services have a *pack-up command*. When the command is activated, the respective unit dismantles its laid hose lines and equipment back to the vehicles. In the case of squad leaders, the respective vehicle crew pack up. In the case of higher command units, all vehicles in the area pack up. After packing up, the vehicles remain on site free for a new call and can either be sent on new missions or sent back to the station using the status 2 button.

## Medical service

### Treatment system

The treatment system in Auenburg distinguishes between four degrees of severity of injuries and thus also four different types of people to be treated:

*Slightly injured* – sitting on the floor.

Some people are only slightly injured, they usually do not need transport to the hospital. If the person is treated by at least one paramedic, the person is either obliged to be transported or leaves the scene shortly afterwards.

*Severity 1* - 90% or more of the bar

Can be treated by first responders, paramedics, emergency paramedics and an emergency doctor.

*Severity 2* - 40% or more of the bar

Can only be treated by emergency paramedics as well as emergency doctors. First responders and paramedics can only stabilize.

*Severity 3* - 39% or less of the bar

Can be only be treated by emergency doctors. First responders, paramedics and emergency paramedics can only stabilize.

## Triage system

In order to keep track of several injured people, any emergency doctor can triage the injured. After the triage, each victim is marked according to the triage system. The following color scheme applies here:

Color	Degree of injury
Green	Minor injuries
Yellow	Moderate injuries
Red	Serious injuries
Blue	Subject to resuscitation
Black	Deceased

## Spineboard

In the case of injured persons who have been freed from vehicles, it is necessary to stabilize them with a spineboard before transport. Spineboards are loaded on all ambulances and HLFs.

## Hospital Beds

To make the game a little more realistic and difficult, a limited number of beds were implemented for all four hospitals. The distribution of beds should be tactical from the outset in order to have enough free places available in the nearby clinics in the event of major emergencies. The University Hospital and the Hanse Clinic are placed on the map itself, all other clinics are outside the map. They differ in the length of the journey and the respective patient capacity.

At the beginning of the round, there are still relatively many beds available in all hospitals, but the number of these is generated dynamically at the beginning. So, it should always be checked where which and how many beds are available. In addition, a distinction is made in the game between normal bed places and intensive care beds. From a certain degree of injury, it is imperative that the patient receives an intensive care bed.

Hospital	Remarks
University Hospital	In the north of the map
Hanse Clinic	In the south of the map
Berg Hospital	3 minutes outside to the west of the map
Lichtenau Hospital	5 minutes outside in the east of the map

## Accompaniment of ambulance transports

In some cases, an emergency doctor may have to accompany the transport in addition to the personnel of the ambulance. The emergency vehicles of the respective emergency services automatically follow the rescue transport vehicle to the hospital.

## Declaring Major Events

### Alert level

An ELW can raise the alert level in large operational situations, alerting additional personnel from the reserve to the stations. All reserve vehicles can then be manned, and cross-staffed personnel will be supplemented by personnel from the reserve, so that cross-staffed vehicles can move out fully staffed.

### Mass Casualty Incident

From more than 8 injured people, ambulances become scarce. Then a chief can declare a mass casualty incident. As a result, all ambulances drive to the hospitals with lights and sirens and the waiting time at the hospital is reduced.

### Reduce emergency doctor accompaniment

If there are more than 10 injured people, the emergency medical escort can be reduced. Then only patients requiring intensive care will have to be accompanied by an emergency doctor.

**ATTENTION:** The alert level, shortage of rescue equipment and emergency doctor accompaniment are automatically reset if the respective criteria are no longer met.

## Technical notes

The following notes are taken almost unchanged from the manual of the BFEMP modification. They apply equally to Auenburg Multiplayer.

### 4GB Patch

Since the modification requires a lot of resources, all players are strongly recommended to use 4GB of RAM for Emergency4. By default, Emergency 4 only accesses a maximum of 2GB. A corresponding change to the Em4.exe can be made with this tool, for example: <https://em-hub.de/filebase/file/303-emergency-4-memory-patcher/>

### Port Activation

If you want to play EMERGENCY 4 DELUXE on a local area network (LAN) or on the Internet and you are using a router or firewall, you need to make sure that the following ports are unlocked:

- Port 80
- Port 58282 TCP
- Port 54321 TCP
- Port 12345 UDP
- Port 54321 UDP

If necessary, read the operating instructions of your router / firewall!

### Performance

If your computer has performance problems with EMERGENCY 4 DELUXE, this can lead to emergency vehicles "jumping" in multiplayer mode. In this case, before starting a multiplayer game, you should reduce the graphics details in the program settings (Settings menu in the main menu of the game). Deactivating the shadows can be particularly effective! If your computer is the server of a multiplayer game, you should be aware that poor performance on your computer can lead to all connected players having to reckon with impairments in the course of the game! The program may alert you during a multiplayer game if there is a performance problem. Watch out for such messages!

### Match-Making / Server List

The server list of the EMERGENCY 4 multiplayer mode is synchronized via a central matchmaking server. If there are no available matches in the list permanently, there is either an internet connection problem, or the official matchmaking server is unavailable. Alternatively, if the matchmaking servers fail, it is possible to establish a direct connection to the host. To do this, the player who provides the multiplayer server must pass on his IP address to the other players via external means of communication – they can then join the server via the direct play function.