Trigger 1	
Unit	**Description**
X1	Activates trigger
AI1	Activates trigger
AI5	Is activated (starts moving to waypoint)
AI6	Is activated (starts moving to waypoint)
Trigger 2	
Unit	**Description**
X1	Activates trigger
AI2	Is activated (starts moving to waypoint)
AI3	Is activated (starts moving to waypoint)
AI7	Is activated (escapes place)
AI8	Is activated (escapes place)

Tab. 6 –Functions of triggers.

5 Conclusion

In the first part of this paper, the VBS2 scenario creation options were described. A description of the scenario was successfully presented in the second part of this paper. The third part described the development process of this scenario in 2D and 3D in detail; especially object preparation and modification, and adding entities which are essential for the simulation.

This research shows the process of transformation the scenario paper to virtual simulator scenario. Moreover, the research proves the suitability of the VBS2 simulator for the training of the employees of the private security industry; however it is primarily designed for army.

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