Arma 3 Mission Skeleton concept

By longbow

Version 1.0

# 1. Introduction

Hello and welcome to Arma 3 Mission Skeleton, a mission template to ease and standartize your mission and script development process. This projects aims to unification of workflow for script makers and mission makers. It contains a set of files, directories and documentation to introduce you the suggested process of development.

This is not about a mission framework, which provides tools for building missions, but about a collaboration of those, who develop such tools and resources (script makers, dialog designers, sound/music editors), and those, who uses these tools and resources.

**What does it mean for mission makers?**

It means a quicker kick start for your mission, saving your time on routine work of creating various files and thining of how to manage them in a good manner. It means for scripts, packaged according to offered guidelines would have a coprehensive, detailed and straightforward documentation about how to add them to your mission and use, taking the chance of errors, typos to minimum.

**What does it mean for script makers?**

This sckeleton suggests a file and directory structure for mission and your script package, you also benefit from managing files, like mission makers do, but besides that you receive a detailed documentation template, which will save your time and efforts supporting users of your software.

# 2. Terms and conventions

## 2.1.Terms

**%username%** - your username in your operating system.

**%nickname%** - your in-game nickname.

**%island%** - world name of your mission, in vanilla Arma – VR, Stratis, Tanoa or Altis

**%missionsdir%** - a directory, where your edited missions are stored on your computer, in general case it is either “C:\Users\**%username%**\Documents\Arma 3\missions\” or “C:\Users\**%username%**\Documents\Arma 3 - Other Profiles\**%nickname%**\missions”.

**%missionname%** - mission name, as you save it in editor. It is not a name displayed in game

**%missionroot%** - mission directory, where your mission files are located, equal to “**%missionsdir%\%missionname%.%island%\**”

## 2.2. Conventions

When we refer to a file path inside your %missionroot% directory, we highlight such text with gray color, like this:

‘\settings\game.hpp’

# 3. File and directory structure.

Files and directory structure is a subject for improvement and is documented in \doc\en\_missiondir.txt. In this file every directory and filename are described with their purpose. For more details about particular files, refer to comments in the begging of these files.

# 4. Localization

‘\stringtable.xml’ file is used to localize texts, making your mission multilingual and thus making it available for more players. The concept of stringtable is described at <https://community.bistudio.com/wiki/Stringtable.xml> . Even if you are not going to translate your mission or script right now, still consider using ‘\stringtable.xml’ file to store texts, as some people may will to contribute your mission with translation. If you are a script maker, consider using the power of stringtable’s structure: entire project is enclosed with <Project />, providing lower levels: <Project /> => <Package /> => <Container /> => <Key />. Use a separate <Package /> for your script, use <Container /> level to group your localization keys. In the <Package >tag specify the package name in this way: **<Package name="TAG: Script name">**, where **TAG** is your unique set of characters you use for tagging your functions, localization keys and prefixing your variables’ names. An example of your unique localization key:

STR\_TAG\_MYSTRING