

Documentation

Drag Area Markers Minefields (DAMM)

Last update: v1.0

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What is this script?

DAMM is a full solution script for ARMA 3 that provides wide management over minefield creation for single-player and multiplayer missions.

Demo on youtube: [soon](#)

What exactly are DAMM features? What can it do?

- Drag and drop a marker on Eden to create a full and unique minefield;
- Ethics control (ON/OFF) to avoid planting mines through civilian zones;
- Topography control (ON/OFF) to avoid rock clusters, water, and mountains;
- Set (or not) for each minefield which faction is its owner;
- Set for each minefield a doctrine: Anti-personnel, Anti-material, or hybrid;
- Set for the minefield's mines amount intensity: low, mid, high, or extreme;
- Full debug monitor for mission editors;
- Friendly error handling.

Complete list of script features:

<https://xxxxxxxxxxxxxxxxxxxxxxxxxxxxx>

Can I use it on Hosted and Dedicated servers?

Yes, the script was built for both server types.

Is it compatible with ACE, RHS, or CUP?

Yes! You can use DAMM with any mod.

Does DAMM support missions with BIS Respawn system?

Not tested yet.

How to just run the script for a first look?

If you want PAC for missions **without** respawn points:

A) Go to: <https://steamcommunity.com/sharedfiles/filedetails/?id=2835758829>

If you want PAC for missions **with** respawn points:

B) Go to: <https://steamcommunity.com/sharedfiles/filedetails/?id=2835759780>

After that:

1. Subscribe and wait for Steam to download it;
2. Open Arma 3, go to Multiplayer > Server browser > Host server > click Host Server button;
3. Select “Virtual Reality” map and, after that, select “PLAYABLE AREA CONTROL”;
4. Play.

Important: if you want to apply this script in your own missions, [check this out](#).

How to install the script in my own mission? ★★★

1. Go to: <https://github.com/aldolammel/Arma-3-Playable-Area-Control-Script>
2. Download the zip and open it;

For mission **WITHOUT** respawn point system by Bohemia:

1. In zip, copy the "initPlayerLocal.sqf" file to your mission folder:
DRIVE:\Users\you\Documents\Arma
3\your_profile\missions\your_mission_folder\initPlayerLocal.sqf
Important: if you are already using that file with your stuff, make sure to copy and past the PAC code to the last lines of initPlayerLocal.sqf;
2. In Eden Editor, create a trigger (Assets menu > F3), name it
"PAC_playableAreaControl" and resize it to cover all the areas the players should stay. Don't forget the height.
3. Play!

For mission with respawn point system by Bohemia:

1. In zip, copy the "onPlayerRespawn.sqf" file to your mission folder:
DRIVE:\Users\you\Documents\Arma
3\your_profile\missions\your_mission_folder\onPlayerRespawn.sqf
Important: if you are already using that file with your stuff, make sure to copy and past the PAC code to the last lines of onPlayerRespawn.sqf;
Critical: very careful not to add the parameters twice! If you already got onPlayerRespawn.sqf in your mission, probably we will find out the parameters declaration already there. In this case, make sure the parameters are in the file head and not in the footer with the PAC code.

```

4
5 // BOHEMIA ON-PLAYER-RESPAWN SYSTEM:
6 params [ "_newUnit", "_oldUnit", "_respawn", "_respawnDelay" ]; // Do not change
7
8
9
10 // When applicatebla, drop here all your respawn codes, etc...
11
12
13
14 // PAC, PLAYABLE AREA CONTROL, COMPATIBLE WITH RESPAWN POINTS (v1.1):
15 // Important: it must be the last code block of onPlayerRespawn.sqf file.
16 private _pacTolerance = 10; // in seconds, tolerance time to the player return
17
18 while { alive newUnit } do

```

2. In Eden Editor, create a trigger (Assets menu > F3), name it "PAC_playableAreaControl" and resize it to cover all the areas the players should stay. Don't forget the height.
3. Play!

Do air vehicles also need to respect the playable area?

You decide! With a parameter config, you can make some easy changes for the script fits better with you.

```
// EDITOR OPTIONS
_isAirVecTolerated = true;    // if you wanna make the air veh
_lowSpeedPunishment = true;  // if air vec get to slow out of
_toleranceReturn = 15;      // in seconds, tolerance time to the
_showAlerts = true;         // for messages and sound alarms when o
_debug = true;              // a monitor for editor tests. Default false,
```

How can I contribute to the PAC script?

Discussion on Bohemia Forums

<https://forums.bohemia.net/forums/topic/239890-release-pac-playable-area-control-script/>

Changelog on Github

<https://github.com/aldolammel/Arma-3-Playable-Area-Control-Script>

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