

Ethics Minefields

Last update: v1.0

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What is this script?

ETHICS 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 ETHICS 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.

Complete list of script features:

<https://github.com/aldolammel/Arma-3-Ethics-Minefields-Script#readme>

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 ETHICS with any mod.

Does ETHICS support missions with BIS Respawn system?

Not tested yet.

How to just run the script for a first look?

1. Go to: <https://steamcommunity.com/sharedfiles/filedetails/?id=2926204522>
2. Subscribe and wait for Steam to download it;
3. Open Arma 3, go to Multiplayer > Server browser > Host server > click Host Server button;
4. Select “Malden” map and, after that, select “Ethics Minefields”;
5. 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-Ethics-Minefields-Script>
2. Download the zip and open it;
3. In zip, find the folder “ETHICSMinefields” and copy it to your mission folder root: `DRIVE:\Users\yourName\Documents\Arma 3\yourProfile\missions\yourMission\`
4. In the mission folder root, if you don't have a “description.ext” file, create one and there add the code down below:

```
class cfgFunctions
{
    // ETHICS MINEFIELDS:
    #include "ETHICSMinefields\THY_ETHICS_functions.hpp"
};
```

5. Now, [let's create your first minefield!](#)

How do I create a minefield?

Already in Eden Editor, follow this:

1. Press F6 and select the “Area Markers”;
2. Select, for example, an ellipse and, pressing Shift, click over the map and drag until the desired size;
3. After that, go to your new area-marker attributes, clicking twice over it;
4. In “Variable Name”, type one of these logics down below:

Variable Name possibilities:	Description:
mf_ap_1	Minefield with Anti-Personnel doctrine;
mf_am_1	Minefield with Anti-Material doctrine;
mf_ap_blu_1	Minefield known only to Blufor;
mf_ap_ind_1	Minefield known only to Independent;
mf_hy_opf_1	Hybrid minefield (AP+AM) known only to Opfor;

5. If you want to add more minefields, just copy and paste the area marker on Eden and it will increase the variable name’s number automatically through each new marker.
6. Now just run your mission to test it.

Important: for more customization, in your mission’s folder, access this file:

[\ETHICSMinefields\fn_ETHICS_management.sqf](#)

How do I increase or decrease the number of mines in each minefield?

The amount of mines in a minefield is automatically calculated, based on its size and the intensity of mines the mission editor sets. You might change the minefield intensity through 4 preset levels: LOW, MID, HIGH, and EXTREME.

This setting will impact all minefields in your mission. Nowadays still not possible to change the mines' intensity for each minefield created.

How do I create a minefield that a faction (including its AI) can avoid?

Soon

How do I customize the doctrine ammunition from a minefield?

Soon

How can I see each mine in all minefields for debug purposes?

Soon

Can I add a new ammunition doctrine?

Easily you might change the ammunition from an existing doctrine, but adding a new doctrine is not easily possible nowadays.

How can I contribute to the ETHICS script?

Discussion on Bohemia Forums

<https://forums.bohemia.net/forums/topic/241257-release-ethics-minefields/>

Changelog on Github

<https://github.com/aldolammel/Arma-3-Ethics-Minefields-Script>

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