

Documentation

Dynamic Artillery Pieces (DAP)

Last update: v1.0

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What is this

DAP is an *Arma 3* script that allows the Mission Editor (you) to create real (or virtual) artillery/mortar fire missions faster and smarter for one or multiple sides, using *Eden* marker's positions and an external fire missions list where you plan the caliber, ammo type, rounds, cycle of repetition and more. **DAP** doesn't change any original *Arma* AI behavior, saving server performance, and preserving the *Arma* integrity and compatibility with any mod.

DAP supports the scheduling of unlimited fire missions per side, each of which can be configured separately:

Per fire-mission:

1. Real or virtual **Virtual is WIP**
2. The side that owns the fire mission;
3. Potential target sectors (*Eden* markers);
4. How much weaponry you want in the fire mission;
5. What caliber these weaponry will be (Light, Medium, Heavy, Super Heavy);
6. Ammunition type (HE, Cluster, Smoke, Flare etc);
7. Control the volume of rounds;
8. How many cycle repetitions;
9. Triggers that will trigger the fire mission (trigger activation, timer, kill/destruction).

Global settings:

- Custom callsign for artillery side;
- Which pieces can use CommandChat to report (On/Off)
- Infinite ammunition (On/Off);
- Fire mission areas visible on the player map (On/Off) **WIP**
- Custom cooldown between cycles of fire mission repetition;
- Pre-defined whitelist of weaponry working (Arma, DLCs, RHS, CUP, etc);
- Pre-defined whitelist of ammunition working (Arma, DLCs, RHS, CUP, etc);
- Pre-defined blacklist of currently bugged vehicles;
- Pre-defined blacklist of currently bugged ammunition;
- Debug mode;
- Etc...

Creation concept: make use of artillery pieces practical and fast for multiplayer or single-player missions.

For multiplayer and single-player

DAP works for all game purposes, including multiplayer and single-player.

For Hosted and Dedicated servers

DAP was built for both server types.

Compatible with ACE, RHS, CUP, or any others

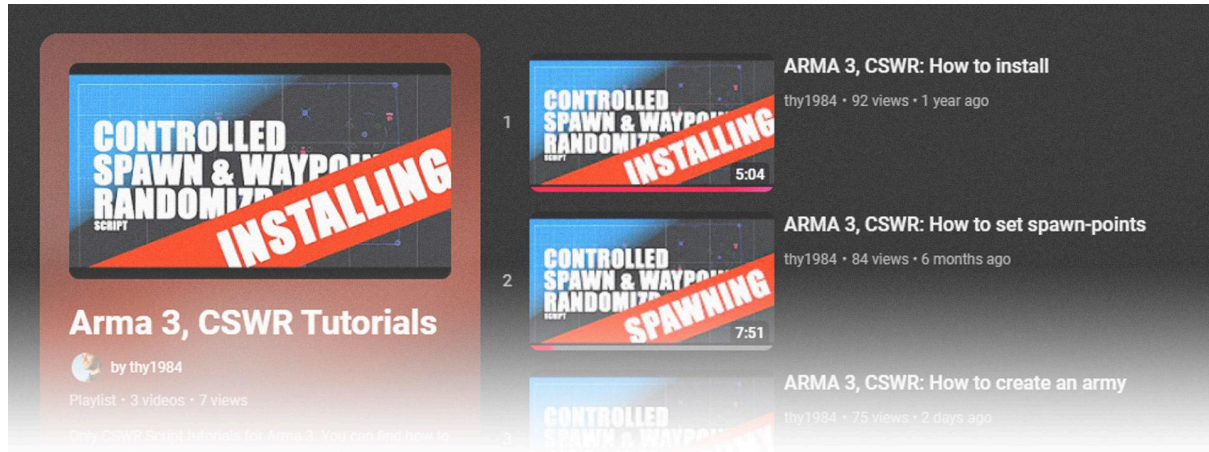
Yes! *DAP* has in its `fn_DAP_management.sqf` file a whitelist of vehicles and weapons that are considered Artillery Pieces, and this list contains assets from mods such as RHS and CUP that have already been tested with *DAP* and approved. The same occurs for each ammunition that these pieces employ.

Debug monitor and feedback available

DAP was built to make the Mission Editor life easier, so if you want to get to know the [debug monitor now, check this out](#).

Video Tutorials

Soon. But subscribe to my channel to be notified on the day I release the DAP video tutorials: <https://www.youtube.com/@thy1984>



On YouTube, a playlist to help you too.

VIDEO TUTORIALS

If you need an SQF editor

Sure, I'm using *Visual Studio Code* with this customs specific for *Arma 3*:

<https://forums.bohemia.net/forums/topic/239960-vs-code-tutorial-how-to-config-vs-code-for-arma-3-2023/>

If you need something simpler:

<https://notepad-plus-plus.org/>, install it and, when you open some script file, go to Notepad++ main menu, "Language" and select "C" as file language. That's it.

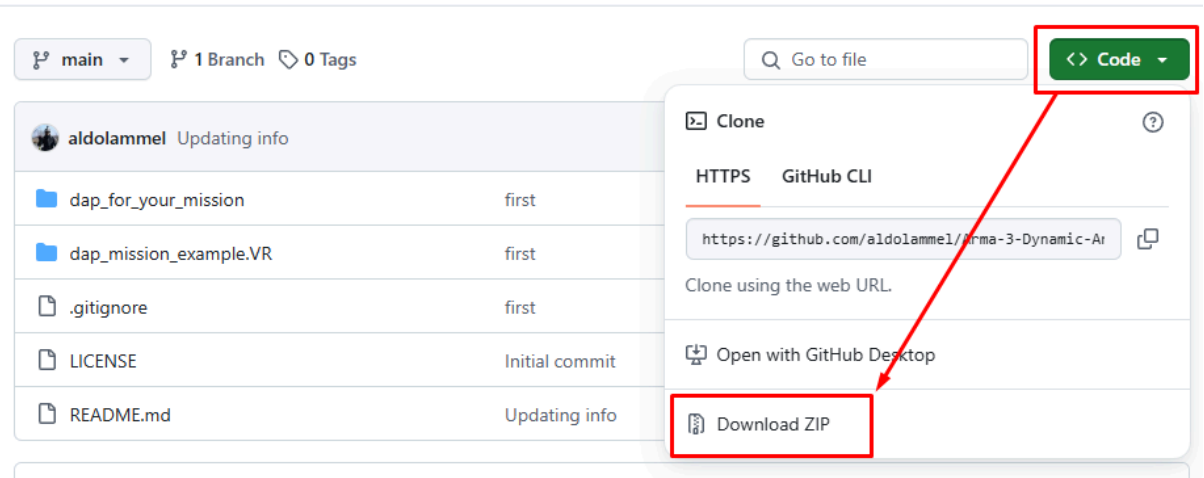
Run the script for a first look

1. Go to <https://steamcommunity.com/sharedfiles/filedetails/?id=3371824030>
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 “Virtual Reality” map and, after that, select “*DAP (...)*”;
5. Play.

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

Install the script in my mission ★★

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



3. In zip, get in the “dap_for_your_mission” folder;
4. Copy all “dap_for_your_mission” content to your mission folder root:
DRIVE:\Users\yourName\Documents\Arma 3\yourProfile\missions\yourMission\
5. **WARNING:** in the mission folder root, if you already have a “description.ext” file, don’t replace the current file with the new one. Just add the code below in the current file:

```
class cfgFunctions
{
    // DAP: DYNAMIC ARTILLERY PIECES
    #include "DynamicArtilleryPieces\THY_DAP_functions.hpp"
};
```

6. **WARNING:** still in the mission folder, if you already have an “init.sqf” file, don’t replace the current file with the new one. Just add the code below in the current file:

```
// DAP > HIDE THE SCRIPT MARKERS:
if ( !DAP_isOn || !DAP_debug_isOn ) then {{private _mkr = toUpper _x; private
_mkrChecking = _mkr splitString DAP_spacer; if ( _mkrChecking find DAP_prefix
isNotEqualTo -1) then { _x setMarkerAlpha 0}} forEach allMapMarkers};
```

7. **WARNING:** finally, in the mission folder, if you already have an “initPlayerLocal.sqf” file, don’t replace the current file with the new one. Just add the code below in the current file:

```
// DAP: DYNAMIC ARTILLERY PIECES v1.0  
[player] execVM "DynamicArtilleryPieces\fn_DAP_playerLocal.sqf";
```

8. Now, [let's tell DAP what you want from it!](#)

SOON

Soon.

Contribute to the *DAP* script

Discussion on Bohemia Forums

<https://forums.bohemia.net/forums/topic/290962-release-dynamic-artillery-pieces-dap/>

Changelog on GitHub

<https://github.com/aldolammel/Arma-3-Dynamic-Artillery-Pieces-Script?tab=readme-ov-file#changelog>

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thy [@aldolammel](#)

If you care

Just give a like for *DAP* on Workshop to spread the word :)

<https://steamcommunity.com/sharedfiles/filedetails/?id=3371824030>