

Documentation

PAC: Playable Area Control

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[What is this script?](#)

[If you need an SQF editor](#)

[How to just run the script for a first look?](#)

[Install the script in my own mission ★★★](#)

[Define the Playable Area settings](#)

[Contribute to PAC script](#)

[Author](#)

What is this script?

PAC is a script for ARMA 3 that provides a full solution to control the map limits for players in multiplayer (Coop, PvP, TvT), preventing players from leaving the mission area.

Creation concept: to be super easy to implement and customize, compatible with any mainstream mod, and functional for all types of servers: coop missions, PvP, and TvT.

Demo on YouTube (old): <https://www.youtube.com/watch?v=bDq5DH6xwJg>

Can I use it for multiplayer missions?

Yes, PAC was mainly built for multiplayer missions such as PvP, Coop/PvE, TvT.

Can I use it on Hosted and Dedicated servers?

Yes, the script was built for both server types, mainly dedicated ones.

Can I use it for single-player missions?

Yes.

Does PAC support missions with BIS Respawn system?

Yes. Missions that are using [onPlayerRespawn.sqf](#) script will need a different PAC install.

Don't worry, in this document I'll help you in this matter too.

Is it compatible with ACE, RHS or CUP?

Yes! You can use PAC with any mod.

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.

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>

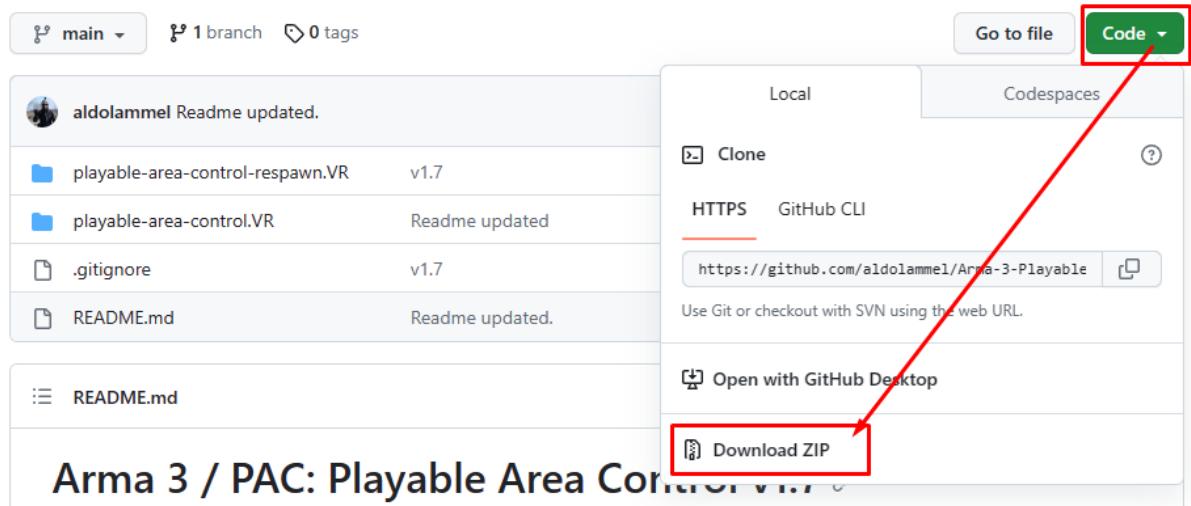
After that:

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](#).

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;



3. In zip, find the folder "PAC" and copy it to your mission folder root:

DRIVE:\Users\you\Documents\Arma 3\your_profile\missions\your_mission_folder\

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

1. Return to the zip, and find the “*description.ext*” file. In the mission folder root, if you don’t have it, create the file and add the code down below:

```
class CfgFunctions
{
    // PAC: PLAYABLE AREA CONTROL
    #include "PAC\THY_PAC_functions.hpp"
};
```

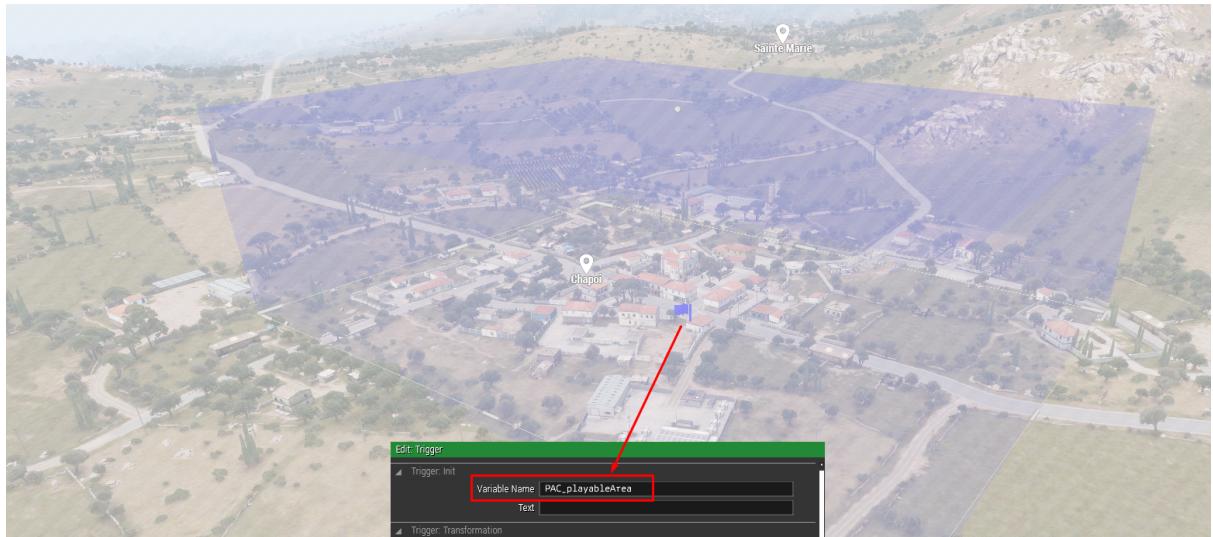
DRIVE:\Users\you\Documents\Arma 3\your_profile\missions\your_mission_folder\description.ext

2. Again in zip, and find the “*initPlayerLocal.sqf*” file. In the mission folder root, if you don’t have it too, create the file and add the code down below:

```
// PAC, PLAYABLE AREA CONTROL:
[player] execVM "PAC\fn_PAC_clientSide.sqf";
```

DRIVE:\Users\you\Documents\Arma 3\your_profile\missions\your_mission_folder\initPlayerLocal.sqf

3. In Eden Editor, create a trigger (Assets menu > F3), name it “*PACPlayableArea*” and resize it to cover all the areas the players should stay in. Don’t forget the height.



4. Play!

For mission **WITH RESPAWN** point system by Bohemia:

1. Return to the zip, and find the “*description.ext*” file. In the mission folder root, if you don't have it, copy the entire file and edit it with your mission info. If you already have, make sure you are calling PAC script in there;

DRIVE:\Users\you\Documents\Arma 3\your_profile\missions\your_mission_folder\description.ext

2. Again in zip, and find the “*onPlayerRespawn.sqf*” file. In the mission folder root, if you don't have it too, create the file and add the code down below:

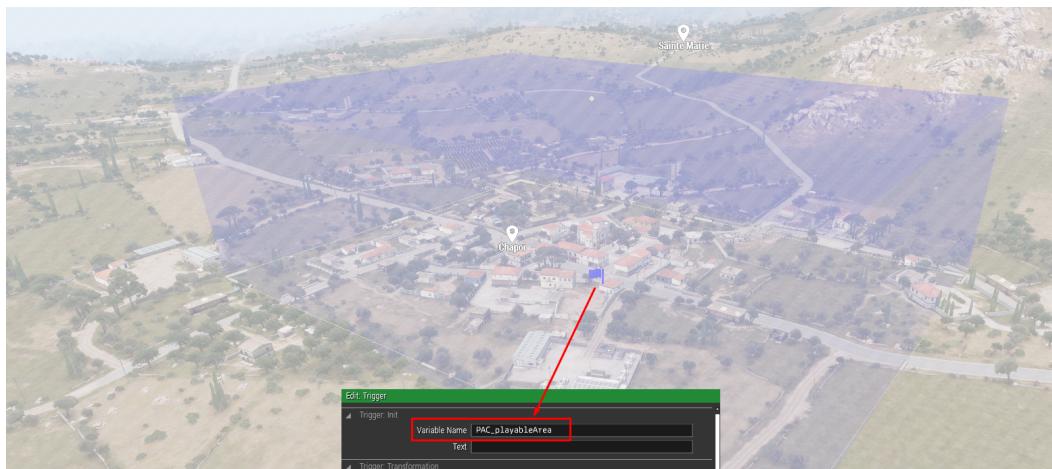
```
// BOHEMIA ON-PLAYER-RESPAWN SYSTEM:  
params ["_newUnit", "_oldUnit", "_respawn", "_respawnDelay"];  
  
// When applicable, drop here all your respawn codes, etc...  
  
// PAC, PLAYABLE AREA CONTROL:  
[_newUnit] execVM "PAC\fn_PAC_clientSide.sqf";
```

DRIVE:\Users\you\Documents\Arma 3\your_profile\missions\your_mission_folder\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 // BOHEMIA ON-PLAYER-RESPAWN SYSTEM:  
5 params [ "_newUnit", "_oldUnit", "_respawn", "_respawnDelay" ]; // Do not change  
6  
7
```

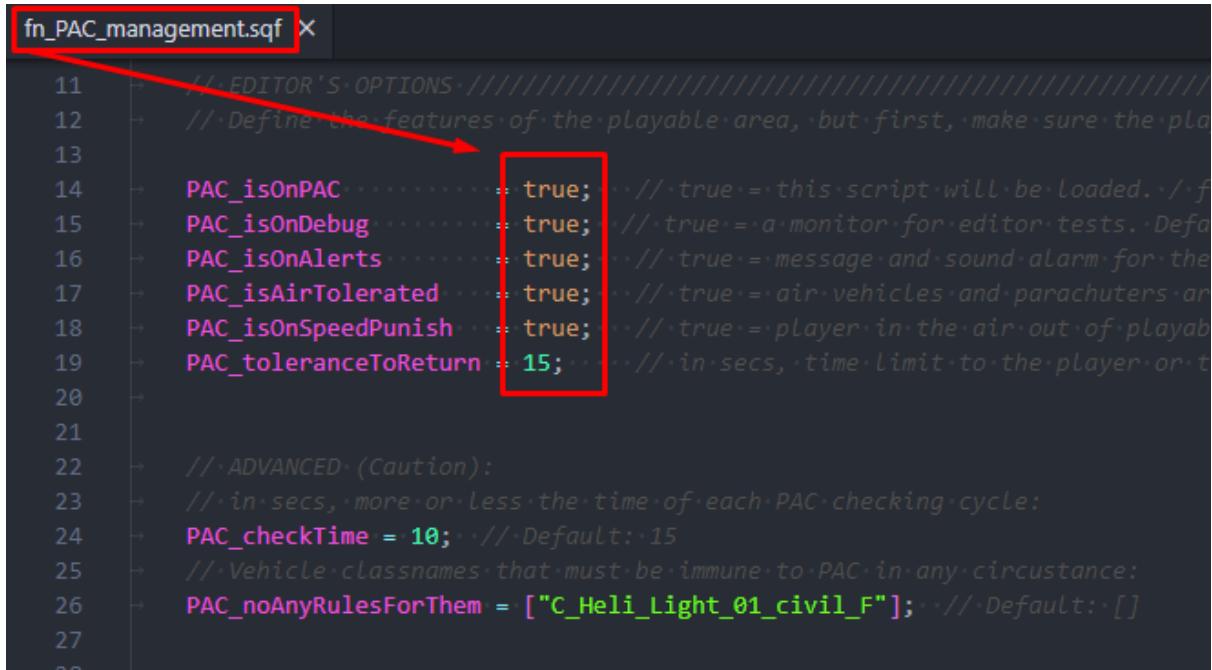
3. In Eden Editor, create a trigger (Assets menu > F3), name it “*PAC_playableArea*” and resize it to cover all the areas the players should stay in. Don't forget the height.



4. Play!

Define the Playable Area settings

You decide! With a parameter config, you can make some easy changes for the script fit better with you. Check the “*fn_PAC_management.sqf*” file in your PAC folder:



```
fn_PAC_management.sqf X

11 //EDITOR'S OPTIONS /////////////////////////////////////////////////
12 //Define the features of the playable area, but first, make sure the pla
13
14 PAC_isOnPAC = true; //true == this script will be loaded. //f
15 PAC_isOnDebug = true; //true == a monitor for editor tests. Defa
16 PAC_isOnAlerts = true; //true == message and sound alarm for the
17 PAC_isAirTolerated = true; //true == air vehicles and parachutes ar
18 PAC_isOnSpeedPunish = true; //true == player in the air out of playab
19 PAC_toleranceToReturn = 15; //in secs, time limit to the player or t
20
21
22 //ADVANCED (Caution):
23 //in secs, more or less the time of each PAC checking cycle:
24 PAC_checkTime = 10; //Default: 15
25 //Vehicle classnames that must be immune to PAC in any circumstance:
26 PAC_noAnyRulesForThem = ["C_Heli_Light_01_civil_F"]; //Default: []
27
28
```

Contribute to 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>

Author

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thy [@aldolammel](https://twitter.com/aldolammel)

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Paypal:

https://www.paypal.com/donate/?business=ZMHJNZMZEWKLQ&no_recurring=1&item_name=Creating+free+content+on+the+internet+just+for+love+to+create+and+make+people+happy+through+simple+things.¤cy_code=USD

PIX (Brazil):

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Or just gimme a like on Workshop:

(w/ respawn) <https://steamcommunity.com/sharedfiles/filedetails/?id=2835759780>

(no respawn) <https://steamcommunity.com/sharedfiles/filedetails/?id=2835758829>