

Documentation

SD: Super Dome

Last update: v1.0

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What is this script?

SD is an *Arma 3* script that's a smart protection for players, vehicles, and AI when at base(s) against damage.

Creation concept: xxxxxxxxxxxxxxxxxxxx.

Works for multiplayer?

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

Works on Hosted and Dedicated servers?

Yes, the script was built for both server types.

Works for single-player?

Yes.

Compatible with ACE, RHS, or CUP?

Yes! You can use SD 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.

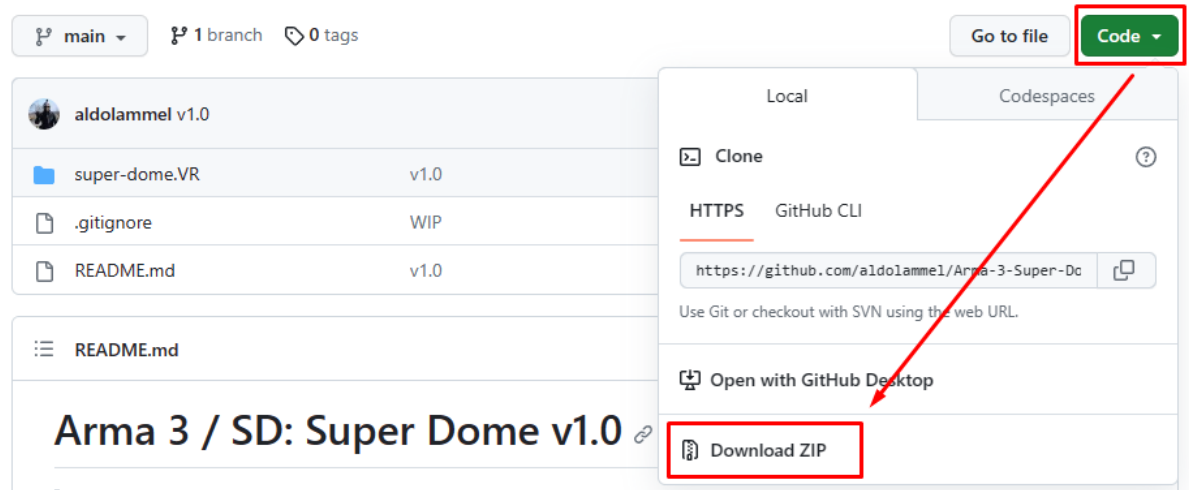
How to just run the script for a first look?

1. Go to: <https://steamcommunity.com/sharedfiles/filedetails/?id=3068011817>
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 "SUPER-DOME";
5. 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-Super-Dome-Script>
2. Download the zip and open it;



3. In zip, find the folder “superDome” and copy it to your mission folder root:
DRIVE:\Users\you\Documents\Arma 3\your_profile\missions\your_mission_folder\
4. 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 {  
  
    // SUPER DOME:  
    #include "superDome\THY_SD_functions.hpp"  
  
};
```

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

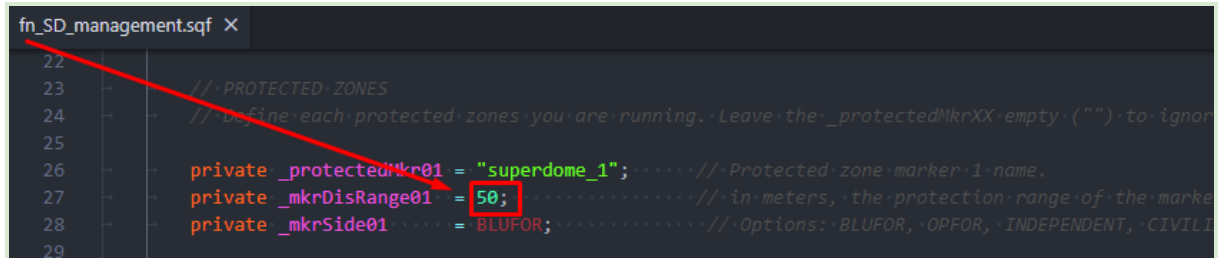
1. Again in zip, and find the “*initPlayerLocal.sqf*” file. In the mission folder root, if you don't have it too, create the file and add the code down below:

```
// SUPER DOME:  
execVM "superDome\fn_SD_clientSide.sqf";
```

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

2. In Eden Editor, create a marker (Assets menu = F6), name it, for example, “`superdome_1`” and set the range of the protection in the “`fn_SD_management.sqf`” file.

`DRIVE:\Users\you\Documents\Arma 3\yourProfile\missions\missionFolder\superDome\fn_SD_management.sqf`



```
fn_SD_management.sqf X
22
23 // PROTECTED ZONES
24 // Define each protected zones you are running. Leave the _protectedMkrXX empty (") to ignore
25
26 private _protectedMkr01 = "superdome_1"; // Protected zone marker 1 name.
27 private _mkrDisRange01 = 50; // in meters, the protection range of the marker
28 private _mkrSide01 = BLUFOR; // Options: BLUFOR, OPFOR, INDEPENDENT, CIVILIAN
29
```

3. Play!

Set your Super Dome

```
fn_SD_management.sqf X
1 // SUPER-DOME v1.0
2 // File: your_mission\superDome\fn_SD_management.sqf
3 // Documentation: your_mission\superDome\SD_Documentation
4 // by: thy (@aldolammel)
5
6
7 // Only server can access:
8 if !isServer exitWith {};
9
10 [] spawn {
11
12     // EDITOR'S OPTIONS //////////////////////////////////////
13     // Define where are your protect zones and stuff:
14
15     SD_isOnSuperDome = true; // true == enable
16     SD_isOnDebugGlobal = true; // true == a debug
17     SD_isOnAlerts = true; // true == player
18     SD_isProtectedPlayer = true; // true == Protecte
19     SD_isProtectedVehicle = true; // true == Protecte
20     SD_isProtectedAI = true; // true == Protecte
21     SD_checkDelay = 3; // in seconds, tin
22
23     // PROTECTED ZONES
24     // Define each protected zones you are running. Lea
25
26     private _protectedMkr01 = "superdome_1"; // Pr
27     private _mkrDisRange01 = 50; // tr
28     private _mkrSide01 = BLUFOR; //
29
30     private _protectedMkr02 = "superdome_2"; //
31     private _mkrDisRange02 = 50; //
32     private _mkrSide02 = BLUFOR; //
33
34     private _protectedMkr03 = ""; //
35     private _mkrDisRange03 = 100; //
36     private _mkrSide03 = BLUFOR; //
37
38     private _protectedMkr04 = ""; //
39     private _mkrDisRange04 = 100; //
40     private _mkrSide04 = BLUFOR; //
41
42     private _protectedMkr05 = ""; //
43     private _mkrDisRange05 = 100; //
44     private _mkrSide05 = BLUFOR; //
45 }
```

You decide! With a parameter config, you can make some easy changes for the script to fit better with you. Check the `"fn_SD_management.sqf"` file in your `superDome` folder:

Contribute to SD script

Discussion on Bohemia Forums:

<https://forums.bohemia.net/forums/topic/244082-release-sd-super-dome-script-protecting-bases-and-zones/>

Changelog on GitHub:

<https://github.com/aldolammel/Arma-3-Super-Dome-Script#changelog>

Author

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thy [@aldolammel](#)

If you care

Paypal:

https://www.paypal.com/donate/?business=ZMHJNZMZEWKLO&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):

aldolammel@gmail.com

Or just gimme a like on Workshop:

<https://steamcommunity.com/sharedfiles/filedetails/?id=3068011817>