

Documentation ★★★

Vehicles Overhauling Script (VO)

Last update: VO Script v1.5

[Documentation ★★★](#)

[What is this script?](#)

[Can I use it for multiplayer missions?](#)

[Can I use it on Hosted and Dedicated servers?](#)

[Can I use it for single-player missions?](#)

[Is it compatible with ACE?](#)

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

[How to inspect the mission example?](#)

[How to install the script in my own mission? ★★★](#)

[How to config the fn_VO_parameters.sqf?](#)

[How to add service stations to my mission?](#)

[The asset is not working as a station. What should I do?](#)

[Where can I find the asset classname?](#)

[How to make a non-editable building from any map become a station?](#)

[Parking helper for planes](#)

[How can I contribute to the VO script?](#)

[Author](#)

What is this script?

Vehicles Overhauling (VO) is a free Arma 3 script. VO is a system of repair, refuel and rearm stations for multiplayer missions that simultaneously require resources by doctrine: ground, air and nautical vehicles. Each doctrine or service (as you prefer) is easily turned Off or On, according to the editor's needs. Triggering or code via Eden Editor is needless, even opening multiple files for script settings. VO prioritizes implementation simplicity and quick change management that the mission editor might want.

Changelog:

<https://github.com/aldolammel/arma-3-vehicles-overhauling/blob/main/README.md>

Can I use it for multiplayer missions?

Yes, VO 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?

Probably, yes, but not tested yet.

Is it compatible with ACE?

Yes. As an editor, you can ask easily to VO ignore the rearming, refueling, and repairing from ACE, preserving the other ACE configs. As a NOT recommended option, you can also tell VO to work along with ACE services system.

How to just run the script for a first look?

1. Go to <https://steamcommunity.com/sharedfiles/filedetails/?id=2758919670>
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 “VEHICLES
OVERHAULING SCRIPT”;
5. Play.

Important: in this way, you cannot read the instructions added through comment pins. To check these comments, you must [inspect the example](#) via Eden Editor.

How to inspect the mission example?

1. Go to <https://github.com/aldolammel/arma-3-vehicles-overhauling>
2. Download the zip and open it;
3. Copy the folder “vehicles-overhauling.VR” into the editable mission folder:
DRIVE:\Users\yourName\Documents\Arma 3\yourProfile\missions\
4. Open Arma 3, and try the example on Eden Editor.

Important: In Eden Editor, after the mission loading, press “E” to show the assets folders and to unlock them when needed.

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

1. Go to <https://github.com/aldolammel/arma-3-vehicles-overhauling>
2. Download the zip and open it;
3. In zip, find the folder “vehiclesOverhauling” 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
{
    // VEHICLES OVERHAULING: REPAIR, REARM, REFUEL
    #include "vehiclesOverhauling\THY_functions.hpp"
};
```

5. Still in your mission folder, open `\vehiclesOverhauling\fn_VO_parameters.sqf` file and perform all customs you need.

How to config the *fn_VO_parameters.sqf*?

fn_VO_parameters.sqf is the only file you need to check if the script will run as you need. There, you can turn ON or OFF each service (rearm, refuel, repair) by doctrine (ground, air, nautical). It means you can allow repairing only for ground vehicles but keep it unavailable for nautical and air vehicles, for example.

Also, you can set if drone vehicles will need a player presence to start a service or if only the terminal connection is enough for.

```
// File: your_mission\vehiclesOverhauling\fn_VO_parameters.sqf
// by thy (@aldolammel)

if (!isServer) exitWith {};

// EDITOR'S OPTIONS:

VO_debugMonitor = false;           // true = turn on the editor h
VO_feedbackMsgs = true;            // true = the station shows ser
VO_dronesNeedHuman = false;        // true = player presence i
ACE_servicesToo = false;           // true = also use ACE refueli

// GROUND SERVICES
groundVehiclesOverhauling = true;      // true = the mission

    VO_grdServRepair = true;          // true = repair stations
    VO_grdServRefuel = false;         // true = refuel stations
    VO_grdServRearm = false;         // true = rearm stations f
    VO_grdServFull = true;           // true = chosen assets will
    VO_grdServiceRange = 20;          // in meters, the area ar
    VO_grdCooldown = 10;              // in seconds, time among each
    // Drone vehicles accept (at moment) one ground full function
```

The file path:

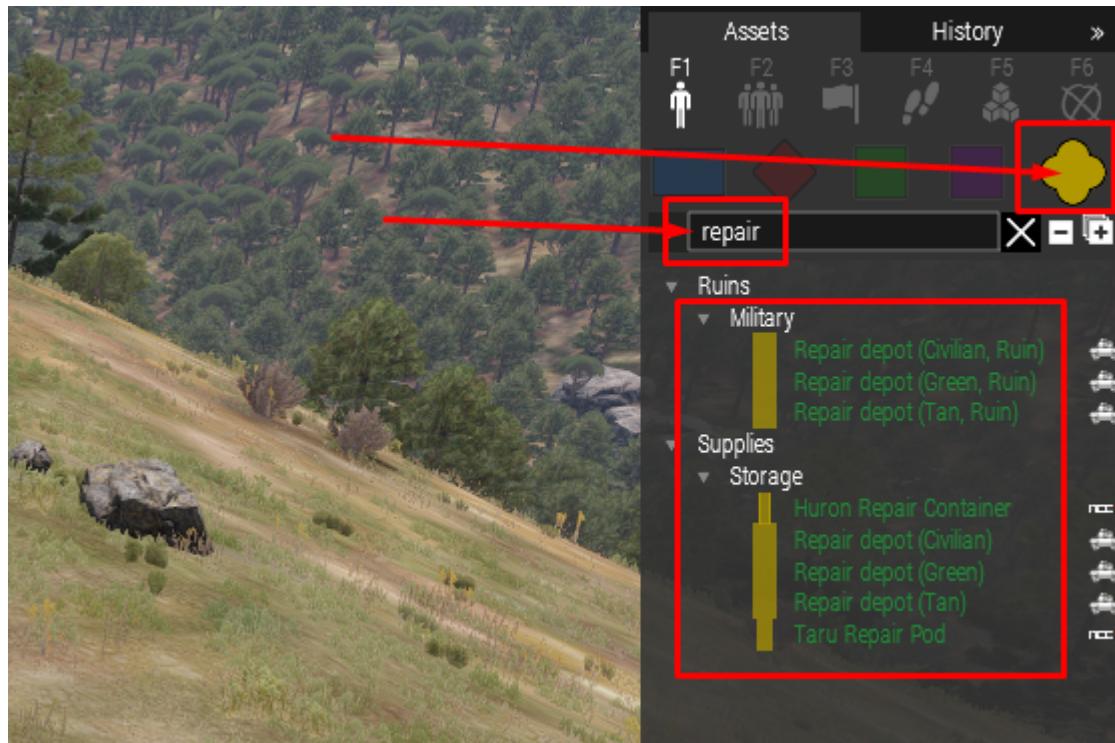
DRIVE:\Users\yourName\Documents\Arma
3\yourProfile\missions\missionFolder\vehiclesOverhauling\fn_VO_parameters.sqf

Important: make sure you got in your mission all assets will be used as service stations. [I will help you to do that as well.](#)

How to add service stations to my mission?

In Eden Editor, open your mission and then, on Assets Menu:

1. Click on Props (yellow icon);
2. Search for “repair” or “fuel” or “ammo”;



3. Drag and drop the asset “Repair depot” (for example) and done! No code, no trigger is needed.

Also, you can find station assets for rearming, refueling, and repairing in other asset categories. Check it out:



Important: don't forget to check if the [classname of the asset you choose is already tracked by VO script](#).

The asset is not working as a station. What should I do?

All Arma 3 vanilla assets that you can consider as repair, refuel, or rearm stations are already configured as a functional station in VO script, as well as assets from Apex, Contact, Jets, Tanks, Helicopters, Karts, and Western Sahara DLCs.

If you are trying to use an asset from some mod, [make sure to add its classname](#) in *fn_VO_parameters.sqf* to the VO track it. In the example next, it's all assets already recognized by VO to be refueling stations for air vehicles:

```
// Define which assets (classnames) are air refuel stations:  
VO_airRefuelAssets =  
[  
    "Land_MobileLandingPlatform_01_F",  
    "C_Van_01_fuel_F",  
    "I_G_Van_01_fuel_F",  
    "O_G_Van_01_fuel_F",  
    "B_G_Van_01_fuel_F",  
    "C_Truck_02_fuel_F",  
    "I_E_Truck_02_fuel_F",  
    "I_Truck_02_fuel_F",  
    "O_T_Truck_02_fuel_F",  
    "O_Truck_02_fuel_F",  
    "O_T_Truck_03_fuel_ghex_F",  
    "O_Truck_03_fuel_F",  
    "B_T_Truck_01_fuel_F",  
    "B_Truck_01_fuel_F",  
    "Land_FuelStation_02_workshop_F",  
    "Land_Pod_Heli_Transport_04_fuel_F",           // Taru fuel pod  
    "B_Slingload_01_Fuel_F"                      // Huron fuel container  
];
```

Important: if you add more assets, be careful with the quote and comma logic for each asset classname added. The last one never gets a comma. The order of inclusion doesn't matter.

Where can I find the asset classname?

The asset classname can be found by putting the mouse arrow over the asset on Eden Editor as shown down below:



Sometimes you don't need or don't wanna include more assets in a map where you already got infrastructure that can be considered a station. In this cases.

How to make a non-editable building from any map become a station?

VO works automatically after installation in your mission, tracking specific assets dropped by the mission editor. However, sometimes you don't need or don't wanna include too much more assets in a map where you already got infrastructure that can be considered a station. In this case, you wanna set a non-editable assets group as a station and **non-editable assets on the map can't be tracked automatically** by VO.

Here is the solution: let's imagine you wanna transform the whole building below (a non-editable building in Altis) into a refuel station for ground vehicles:



1. In Eden Editor > Assets menu > Props category > search for "fuel";
2. Drag and drop an already tracked asset for refueling: *Land_fs_feed_F*;

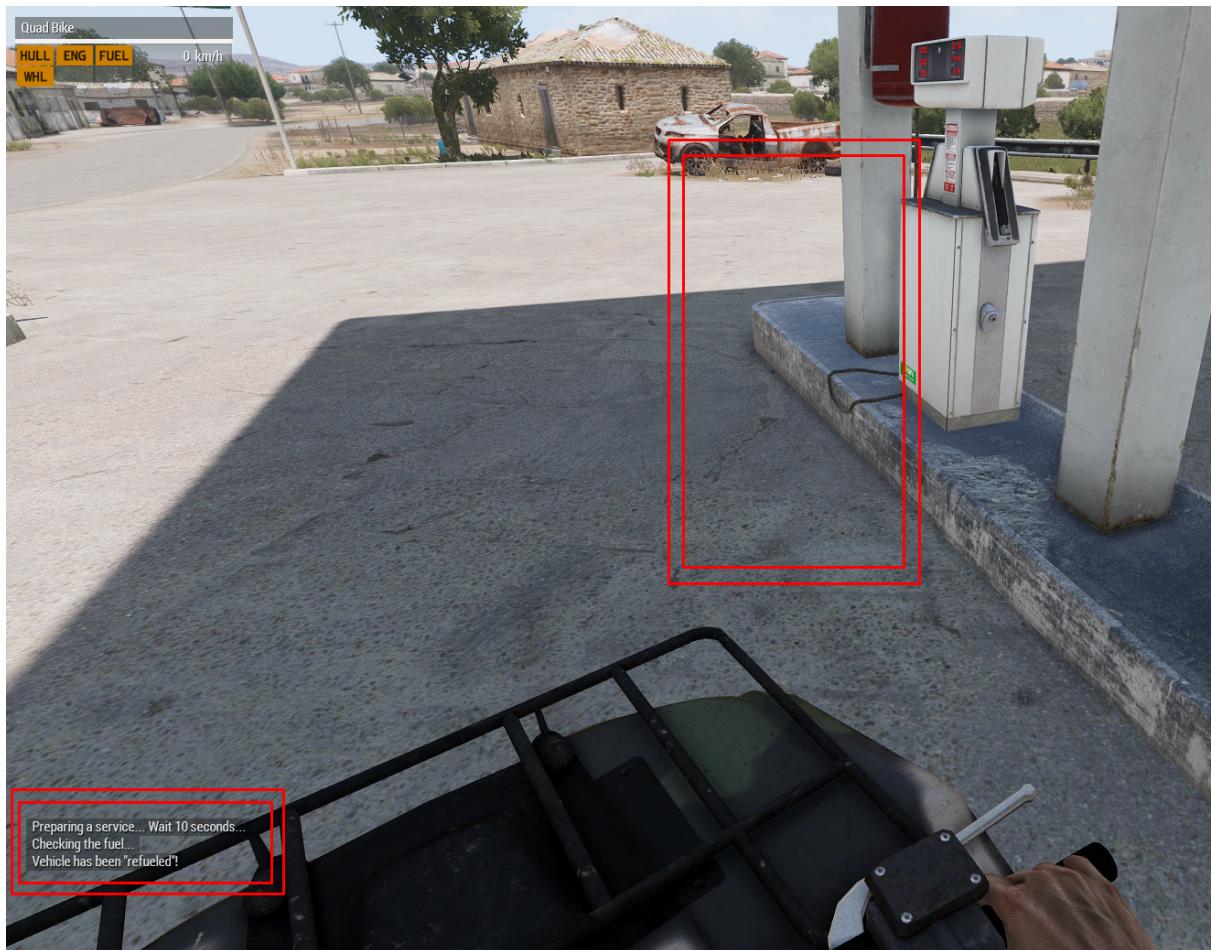


```
// Define which assets (classnames) are ground refuel stations:  
VO_grdRefuelAssets =  
[  
    "Land_fs_feed_F",  
    "Land_RefuelStation_Feed_F",  
    "Land_FuelStation_03_pump_F",  
    "Land_FuelStation_02_pump_F",  
    "Land_FuelStation_01_pump_malevil_F",  
    "Land_FuelStation_01_pump_F",  
    "C_Van_01_fuel_F",  
    "I_G_Van_01_fuel_F",  
    "O_G_Van_01_fuel_F",  
    "B_G_Van_01_fuel_F",  
    "C_ElectricCar_01_F"]
```

3. Double-click over the asset and make it invisible;



4. Done! You now got a fully functional proximity refueling station for ground vehicles. Congrats.



Important: if you wanna make an air station specifically for planes based in a non-editable building, [check the Parking Helper matter](#).

Parking helper for planes

As you know, planes can not reverse themselves and air stations regularly are hangars where it is impossible for a plane to maneuver. Thinking about this issue, by default, all these assets below already park planes automatically after some service. Of course, you can expand the list as you wish through [fn_VO_parameters.sqf](#) file:

```
// Define which assets (classnames) are allowed to automatically park
VO_airParkingHelperAssets =
[
    "Sign_Arrow_Direction_F", // TIP: use this arrow
    "Sign_Arrow_Direction_Blue_F",
    "Sign_Arrow_Direction_Pink_F",
    "Sign_Arrow_Direction_Cyan_F",
    "Sign_Arrow_Direction_Green_F",
    "Sign_Arrow_Direction_Yellow_F",
    "Land_Hangar_F",
    "Land_Airport_01_hangar_F",
    "Land_TentHangar_V1_F"
];
```

If you want to make a non-editable building as an air station:

1. In Eden Editor > Assets Menu > Props category > search for “direction”;



2. Drag and drop one “Arrow Direction” into the non-editable building, always pointing inside the building;

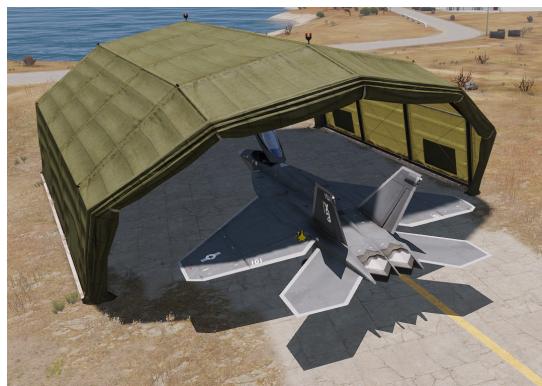




3. To make the Parking Helper invisible during the mission, double-click over it and uncheck “Show model”:



Done! Before/After the plane approach with Parking Helper in-game:



How can I contribute to the VO script?

Go to <https://forums.bohemia.net/search/?q=Vehicles%20Overhauling%20Script>

Author

thy [@aldolammel](#)