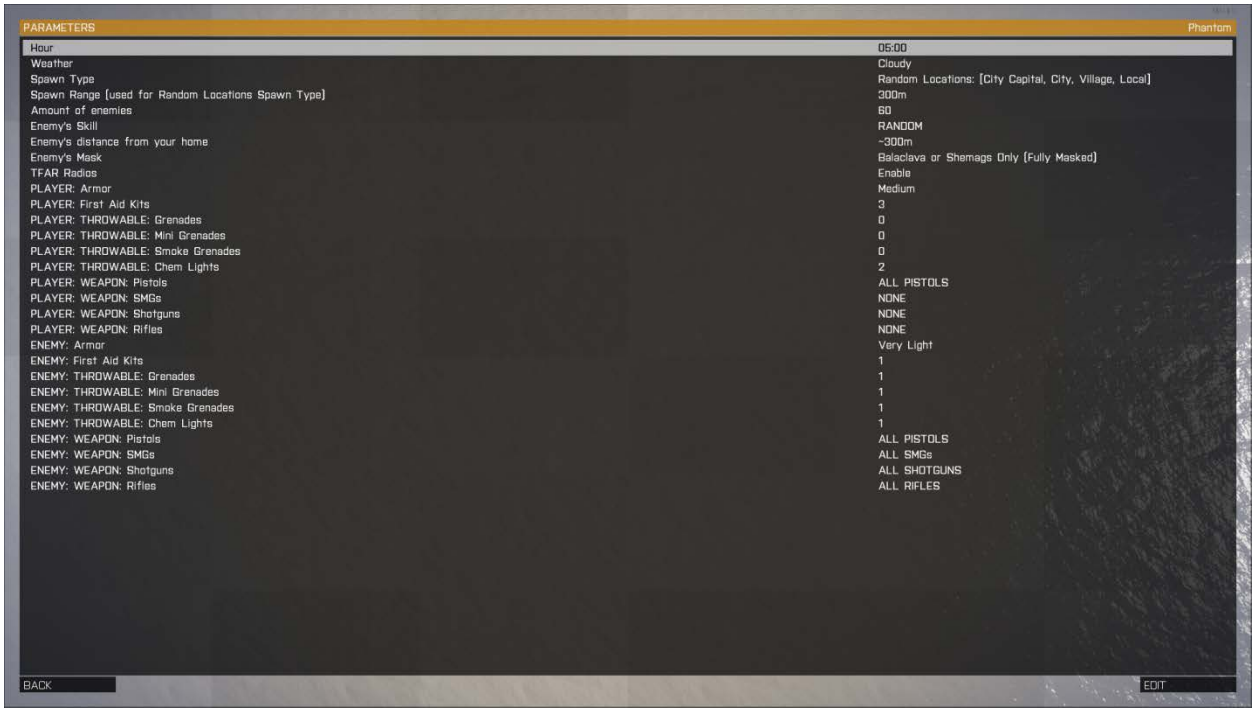
Home Unlimited



Parameter Guide

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Hour

- *Default:* 5 AM
- Sets time of day. Uses default BIS time day hour parameter.

Weather

- *Default:* 25
- Sets weather (overcast and rain).
- The higher the value, the poorer the weather. 0 would be clear sky.

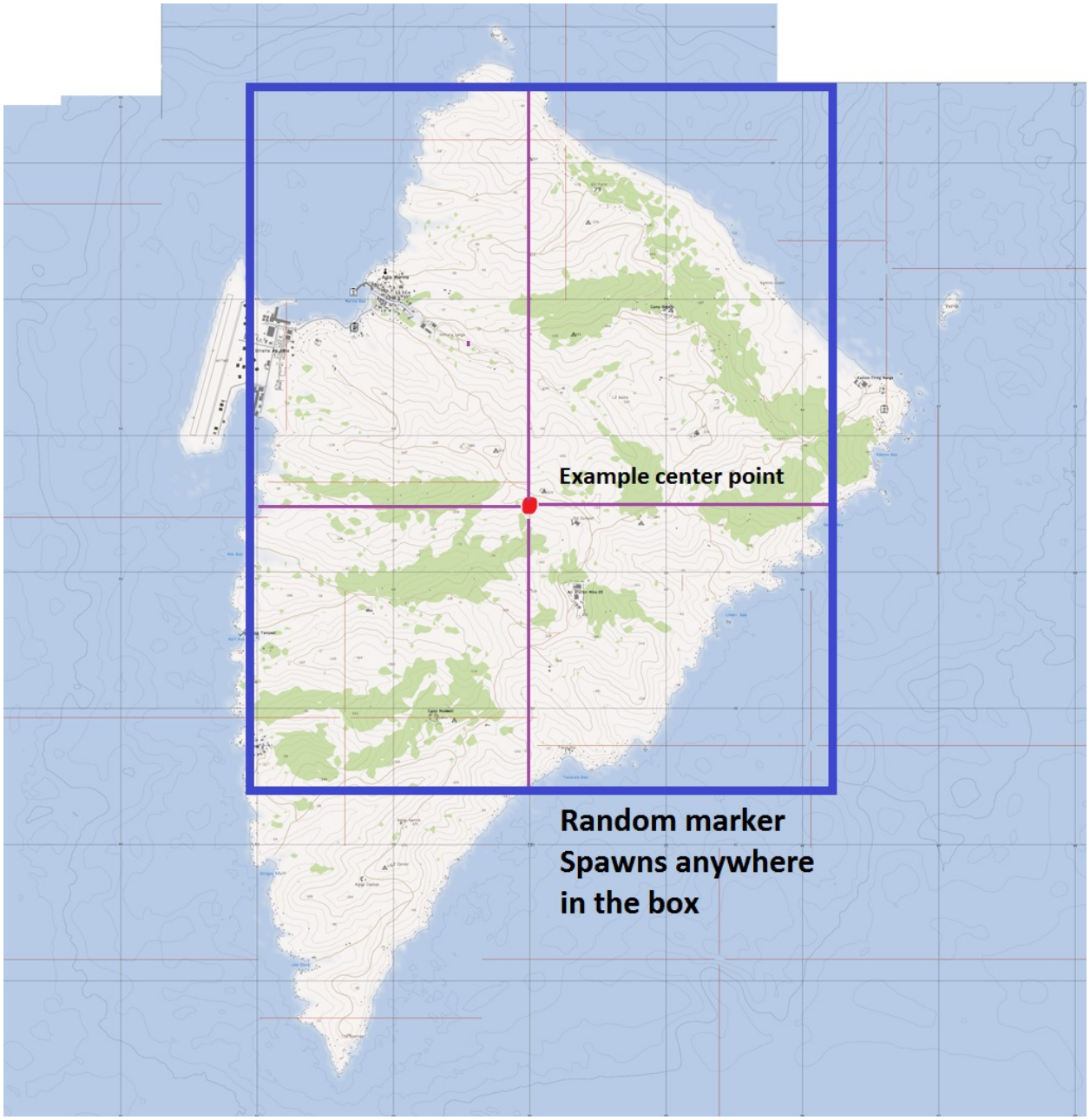
Spawn Type

- *Default:*
    - Random Creator Defined Buildings (Stratis)
    - Random Locations: [City Capital, City, Village, Local] (Altis)

- Choose a method to pick random spawn locations for players.

    - Random Marker-Based Nearest Building
        - A random marker is generated anywhere on the map (including water)
        - The position of the nearest building to that marker will be selected, and then players will be spawned within that building.
        - This method tends to favor buildings in the coast.

    - Random Marker-Based Nearest Building (Avoid Water)
        - A random marker is generated on the map based on a boxed location
            - The box is based on the center point of the island to where the width and height meets the water.
                - See the picture below for an example
        - The position of the nearest building to that marker will be selected, and then players will be spawned within that building.



Random marker-based spawn (avoid water) explanation diagram

- Random Locations: City Capital
- Random Locations: [City Capital, City]
- Random Locations: [City Capital, City, Village]
- Random Locations: [City Capital, City, Village, Local]
- Random Locations: Marine
    - Random Locations spawn randomly picks a random Location object in Arma 3 to spawn the player.
        - See nearestLocations for more details https://community.bistudio.com/wiki/nearestLocations
    - Based on the Spawn Range, a random marker will be spawned in a random area away from the randomly selected location.
    - The nearest building to that marker will be selected, then players will be spawned within that building
    - Random Locations: Marine will place players on shoreline area
        - See Location for more details about location objects https://community.bistudio.com/wiki/Location

- Random Creator Defined Buildings
    - Randomly spawn players in an area that was randomly defined by the mission maker

- LOCATION ITSELF
    - Spawn players directly on the handpicked location itself if available.
        - The location itself is the name of the site.

Spawn Range

- *Default:* 300 meters
- Parameters: 0-2500 meters
    - Increment of 100 meters
- This parameter applies to the Spawn Type parameters.
    - Spawn range affects Spawn Type if Spawn Type is a Random Location type.
- After a random location is chosen for spawn, a random marker will be placed at a random area within the specified spawn range.
    - The position of the nearest building to that marker will be selected and players will be spawned into that building.

Amount of Enemies

- *Default:* 60
- Parameters: 4-120
    - Increments of 4
- Sets the amount of enemies that will be attacking you.

Enemy's Skill

- *Default:* RANDOM
- Parameters: 0-1
    - Increments of 0.1
- Sets the enemy skill.

Enemy's distance from your home

- *Default:* 300 meters
- Parameters: 50, 100, 150, 200, 300, 400, 500, 600, 700, 800
- Sets how far the enemies spawn away from you.

Enemy's Mask

- *Default:* Balaclava or Shemags Only (Fully Masked)
- Parameters: Balaclava or Shemags Only (Fully Masked), ALL MASKS
- Sets whether enemies wear only Balaclava and Shemags (basically cover their entire faces) or enemies can wear any masks (includes bandannas that only cover their mouths)

TFAR Radios

- Default: Enable
- Parameters: Disable, Enable
- Sets whether players have radios.

PLAYER: Armor

- *Default:* Medium
- Parameters: Very Light, Light, Medium, Heavy, Very Heavy
- You will receive the following armor depending on which parameter you choose:
    - Very Light
        - Chest Rig – 1 Armor
    - Light
        - LBV Harness – 2 Armor
    - Medium
        - Tactical Vest – 3 Armor
    - Heavy
        - Carrier Lite – 4 Armor
    - Very Heavy
        - Carrier Rig – 5 Armor

PLAYER: First Aid Kits

- *Default:* 3
- Parameters: 0-10
    - Increments of 1
- Sets the amount of First Aid Kits that players will start with.

PLAYER: THROWABLE: Grenades

- *Default:* 0
- Parameters: 0-10
    - Increments of 1
- Sets the amount of RGO grenades players will start with.

PLAYER: THROWABLE: Mini Grenades

- *Default:* 0
- Parameters: 0-10
    - Increments of 1
- Sets the amount of RGN grenades players will start with.

PLAYER: THROWABLE: Smoke Grenades

- *Default:* 0
- Parameters: 0-10
    - Increments of 1
- Sets the amount of smoke grenades players will start with.

PLAYER: THROWABLE: Chem Lights

- *Default:* 2
- Parameters: 0-10
    - Increments of 1
- Sets the amount of chem. lights players will start with.

PLAYER: WEAPON: Pistols

- *Default:* ALL PISTOLS
- Parameters: NONE or ALL PISTOLS
- Adds pistols to the types of weapons you may be randomly spawned with.

PLAYER: WEAPON: SMGs

- *Default:* NONE

- Parameters: NONE, WWII SMGs Only (Requires MASSI), ALL SMGs
- Adds SMGs to the types of weapons you may be randomly spawned with.
    - If you choose WWII SMGs Only, then only WWII SMGs will be added to the random weapon selection pool. WWII SMGs require MASSI addon.

PLAYER: WEAPON: Shotguns

- *Default:* NONE
- Parameters: NONE, NO AA-12, ALL SHOTGUNS
- Adds shotguns to the types of weapons you may be randomly spawned with.
    - If you choose NO AA-12, then you may be randomly spawned with any other shotgun, but not the AA-12.
    - You will need either Community Upgrade Pack – Weapons, HLC AK, Massi Weapon Pack, or RHS US Army in order to use Shotgun parameters.
    - You will need either Community Upgrade Pack – Weapons or Massi Weapon Pack in order to get an AA-12

PLAYER: WEAPON: Rifles

- *Default:* NONE
- Parameters: NONE, Assault Rifles ONLY, Lee Enfield ONLY (requires CUP or MASSI), ALL RIFLES
- Adds rifles to the types of weapons you may be randomly spawned with.
    - If you choose Assault Rifles ONLY, then you may be randomly spawned with an assault rifle that's available. You'll not get a Lee Enfield.
    - If you choose Lee Enfield ONLY, then you may be randomly spawned with a Lee Enfield that's available. No assault rifles will be randomly chosen. If you did not load either Massi weapon pack or Community Upgrade Project – Weapons, then Lee Enfield ONLY is equivalent to NONE.
    - If you choose ALL RIFLES, you may be randomly spawned with any rifle including Lee Enfields. If either Massi weapon pack or Community Upgrade Project – Weapons are not available, then this parameter is equivalent to Assault Rifles only.

ENEMY: Armor

- *Default:* Very Light
- Parameters: Very Light, Light, Medium, Heavy, Very Heavy
- Enemy will receive the following armor depending on which parameter you choose:
    - Very Light
        - Chest Rig – 1 Armor
    - Light
        - LBV Harness – 2 Armor
    - Medium

        - Tactical Vest – 3 Armor
    - Heavy
        - Carrier Lite – 4 Armor
    - Very Heavy
        - Carrier Rig – 5 Armor

ENEMY: First Aid Kits

- *Default:* 1
- Parameters: 0-10
    - Increments of 1
- Sets the amount of First Aid Kits that enemies will start with.

ENEMY: THROWABLE: Grenades

- *Default:* 1
- Parameters: 0-10
    - Increments of 1
- Sets the amount of RGO grenades enemies will start with.

ENEMY: THROWABLE: Mini Grenades

- *Default:* 1
- Parameters: 0-10
    - Increments of 1
- Sets the amount of RGN grenades enemies will start with.

ENEMY: THROWABLE: Smoke Grenades

- *Default:* 1
- Parameters: 0-10
    - Increments of 1
- Sets the amount of smoke grenades enemies will start with.

ENEMY: THROWABLE: Chem Lights

- *Default:* 1
- Parameters: 0-10
    - Increments of 1
- Sets the amount of chem. lights enemies will start with.

ENEMY: WEAPON: Pistols

- *Default:* ALL PISTOLS

- Parameters: NONE or ALL PISTOLS
- Adds pistols to the types of weapons enemies may be randomly spawned with.

ENEMY: WEAPON: SMGs

- *Default:* ALL SMGs
- Parameters: NONE, WWII SMGs Only (Requires MASSI), ALL SMGs
- Adds SMGs to the types of weapons enemies may be randomly spawned with.
    - If you choose WWII SMGs Only, then only WWII SMGs will be added to the random weapon selection pool. WWII SMGs require MASSI addon.

ENEMY WEAPON: Shotguns

- *Default:* ALL SHOTGUNS
- Parameters: NONE, NO AA-12, ALL SHOTGUNS
- Adds shotguns to the types of weapons enemies may be randomly spawned with.
    - If you choose NO AA-12, then you may be randomly spawned with any other shotgun, but not the AA-12.
    - You will need either Community Upgrade Pack – Weapons, HLC AK, Massi Weapon Pack, or RHS US Army in order to use Shotgun parameters.
    - You will need either Community Upgrade Pack – Weapons or Massi Weapon Pack in order to get an AA-12

ENEMY: WEAPON: Rifles

- *Default:* ALL RIFLES
- Parameters: NONE, Assault Rifles ONLY, Lee Enfield ONLY (requires CUP or MASSI), ALL RIFLES
- Adds rifles to the types of weapons enemies may be randomly spawned with.
    - If you choose Assault Rifles ONLY, then you may be randomly spawned with an assault rifle that's available. You'll not get a Lee Enfield.
    - If you choose Lee Enfield ONLY, then you may be randomly spawned with a Lee Enfield that's available. No assault rifles will be randomly chosen. If you did not load either Massi weapon pack or Community Upgrade Project – Weapons, then Lee Enfield ONLY is equivalent to NONE.
    - If you choose ALL RIFLES, you may be randomly spawned with any rifle including Lee Enfields. If either Massi weapon pack or Community Upgrade Project – Weapons are not available, then this parameter is equivalent to Assault Rifles only.