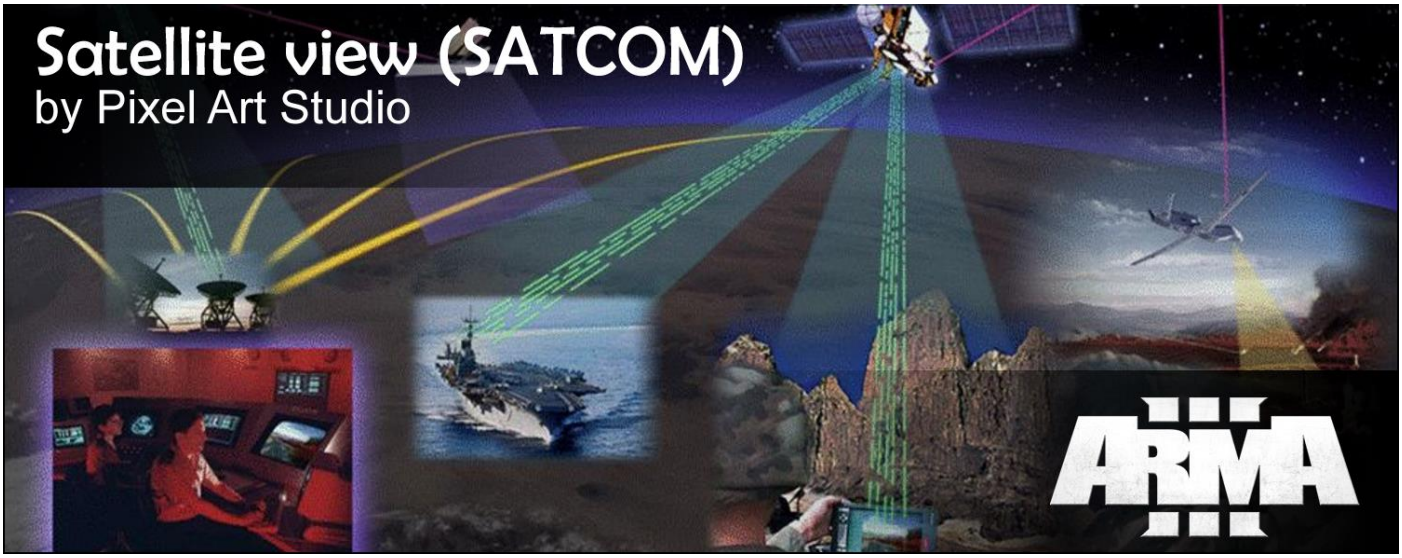


Content

Basic information

It's basically a simulation of satellite communication system (SATCOM), satellite view for the video game, called ARMA 3.
Because this is already third version of SATCOM in the community and I have experienced with its creation, for now, I tried to make it to look more realistic, although there's no possibility to implement all parts of satellite systems as it is in real life or military services. Because of it, all coordinates and the others output values in SATCOM have real based format and values. But of course, there was a space for an imagination as well.

Script variant available only

For now, there's available only script variant of SATCOM system because the unknown issue has appeared with packing and binarizing of the add-on file. Soon as I will solve this problem, I will release the add-on version.

Compatibility and support

The add-on is SP and MP compatible and it was tested on 1.18 version of ARMA 3.
For reporting some errors or bugs, please go to the official SATCOM release thread on BI forums or contact me through my BI forum profile (chicago).

License agreement

The official Pixel Art Studio designation banner

Installation

Extract pxs_satcom_a3 directory into your mission directory. Then you have to implement the STACOM interface and initialize the variables by following:

#include “pxs_satcom_a3\init_interface.hpp”; write into your description.ext file

_variable = [] execVM “pxs_satcom_a3\init_satellite.sqf”; write into your initialization file, by default it’s init.sqf file

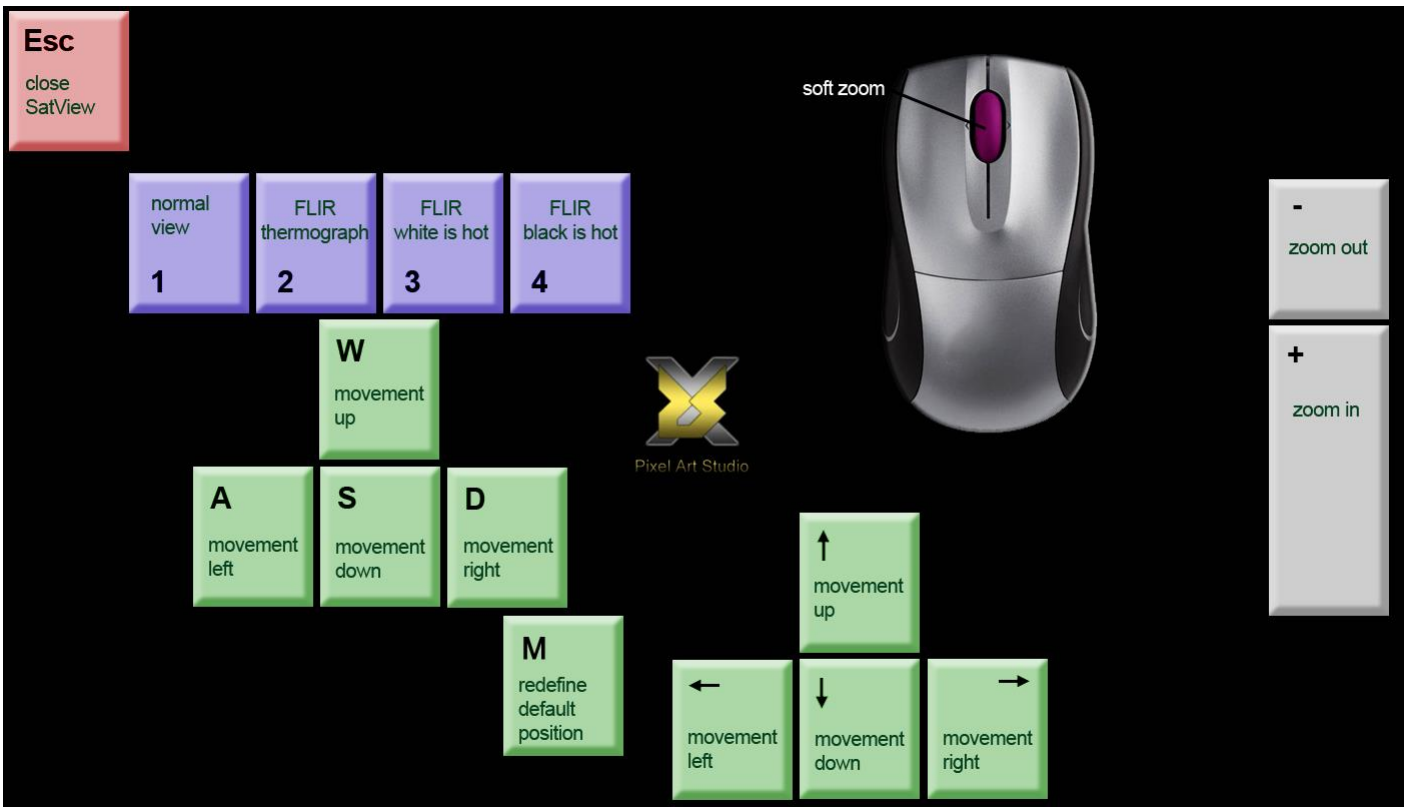
Next you can activate the SATCOM system by the help of function **PXS_switcher**.

User interface

Description of the satellite view interface

UHF ACTIVE	The communication link over UHF (Ultra High Frequency) [300 MHz – 3 GHz] has been activated
FLIR ENABLED	FLIR is available
12:03:18 [UTC+2]	Actual time with time zone
CMODE NORMAL	Camera mode (NORMAL, T-FLIR, W-FLIR and B-FLIR)
56° 10´ 30´´ N	Actual latitude (LAT) in degrees
21° 11´ 10´´ W	Actual longitude (LON) in degrees
2281.88km FOV	Actual satellite FOV to Earth

User controls



NOTE: You can find the picture of user control in PAA format inside of the pxs_satcom_a3 directory:
pxs_satcom_a3\controls_a3.paa

Functions and variables

Functions

PXS_switcher

This function active or deactivate SATCOM system.

Usage:
[unitName, activeStatus] call PXS_switcher;
unitName – unit who will control the SATCOM, if you didn't fill in, it will be used the player value
activeStatus – true or false

PXS_adjustCamera

This function switch the camera mode

Usage:
[mode] call PXS_adjustCamera;
mode – 2 (normal view), 3 (thermograph), 4 (FLIR – white is hot) and 5 (FLIR – black is hot)

PXS_closeCamera

This function will terminate the camera and close satellite view

Usage:
call PXS_closeCamera;

PXS_startSatellite

This function will launch the satellite view. At first, the map will be showed to insert default satellite coordinates.

Usage:

```
call PXS_startSatellite;
```

Variables

PXS_ViewDistanceNew

This is a variable of the view distance in the game while satellite view is switched on. Default value is 3000 m.

PXS_TimeZone

This is a variable of the time zone. Default value is "[UTC+2]" for Eastern and Central European Time.

Credits

PIXEL ART STUDIO

http://www.pxs.armaholic.eu/

Chicago

Project leader, scripts and add-ons

Special thanks to:

EMSI

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kju

for his improvement of my scripts

And finally the other people who joined to beta-testing