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Server config - Mission header

A very interesting parameter allows the mod and scenario to be modified directly from your configuration file.

This feature is used, for example, by the **ACE Medical** mod, which lets you configure certain ACE parameters for your server.

It is also used by **vanilla servers** to configure a scenario without publishing a separate mod.

The problem is that it is **poorly explained**

https://community.bistudio.com/wiki/Arma_Reforger:Server_Config

A typical server config can look like this:

```
{
  "bindAddress": "0.0.0.0",
  "bindPort": 2001,
  "publicAddress": "192.168.9.10",
  "publicPort": 2001,
  "a2s": {
    "address": "192.168.9.10",
    "port": 17777
  },
  "rcon": {
    "address": "192.168.9.10",
    "port": 19999,
    "password": "changeme_withoutspaces",
```

```
  "permission": "monitor",
  "blacklist": [],
  "whitelist": []
},
"game": {
  "name": "Server Name - Mission Name",
  "password": "",
  "passwordAdmin": "changeme",
  "admins" : [
    "76561198200329058"
  ],
  "scenarioId": "{ECC61978EDCC2B5A}Missions/23_Campaign.conf",
  "maxPlayers": 32,
  "visible": true,
  "crossPlatform": true,
  "supportedPlatforms": [
    "PLATFORM_PC",
    "PLATFORM_XBL"
  ],
  "gameProperties": {
    "serverMaxViewDistance": 2500,
    "serverMinGrassDistance": 50,
    "networkViewDistance": 1000,
    "disableThirdPerson": true,
    "fastValidation": true,
    "battlEye": true,
    "VONDisableView": true,
    "VONDisableViewDirectSpeechUI": true,
    "missionHeader": {
      "m_iPlayerCount": 40,
      "m_eEditableGameFlags": 6,
      "m_eDefaultGameFlags": 6,
      "other": "values"
    }
  },
  "mods": [
    {
      "modId": "59727DAE364DEADB",
      "name": "WeaponSwitching",
      "version": "1.0.1"
    }
  ]
}
```

```

    },
    {
      "modId": "59727DAE32981C7D",
      "name": "Explosive Goats beta",
      "version": "0.5.42"
    }
  ],
  "operating": {
    "lobbyPlayerSynchronise": true,
    "joinQueue": {
      "maxSize": 12
    },
    "disableNavmeshStreaming": [
      "Soldiers",
      "BTRlike"
    ]
  }
}
}

```

The part mission header is the part to use to customise these parameters.

Here is the English version of your **Mission Header variables** list for your wiki page:

Variables in the SCR_MissionHeader Class:

1. **m_sName** (*string*) - The name of the mission.
2. **m_sAuthor** (*string*) - The author of the mission.
3. **m_sPath** (*string*) - The file path to the mission.
4. **m_sDescription** (*string*) - A brief description of the mission.
5. **m_sDetails** (*string*) - A detailed description of the mission, including rules and objectives.
6. **m_slcon** (*ResourceName*) - The icon displayed in menus.
7. **m_sLoadingScreen** (*ResourceName*) - The image displayed when the mission is loading.

8. **m_sPreviewImage** (*ResourceName*) - The mission's preview image.
 9. **m_sGameMode** (*string*) - The game mode of the mission (e.g., "Sandbox").
 10. **m_iPlayerCount** (*int*) - The number of players supported in the mission.
 11. **m_eEditableGameFlags** (*EGameFlags*) - Game flags that can be modified by the player.
 12. **m_eDefaultGameFlags** (*EGameFlags*) - Default game flags.
 13. **m_bIsSavingEnabled** (*bool*) - Determines whether mission state saving is enabled.
 14. **m_sSaveFileName** (*string*) - The name of the save file for this mission. If undefined, the associated world file name will be used.
 15. **m_sBriefingConfig** (*ResourceName*) - Configuration file for the briefing screen.
 16. **m_bOverrideScenarioTimeAndWeather** (*bool*) - If true, the scenario's time and weather will be overridden by the values defined in this mission header.
 17. **m_iStartingHours** (*int*) - The starting hour of the mission (0-23).
 18. **m_iStartingMinutes** (*int*) - The starting minutes of the mission (0-59).
 19. **m_bRandomStartingDaytime** (*bool*) - If true, the starting time will be randomized.
 20. **m_fDayTimeAcceleration** (*float*) - Time acceleration during the day (1 = 100%, 2 = 200%, etc.).
 21. **m_fNightTimeAcceleration** (*float*) - Time acceleration during the night.
 22. **m_bRandomStartingWeather** (*bool*) - If true, the starting weather will be randomized.
 23. **m_bRandomWeatherChanges** (*bool*) - If true, weather will dynamically change during gameplay.
 24. **m_fXpMultiplier** (*float*) - Player XP multiplier.
 25. **m_bMapMarkerEnableDeleteByAnyone** (*bool*) - If true, map markers can be deleted by any player within the faction.
 26. **m_iMapMarkerLimitPerPlayer** (*int*) - The maximum number of map markers a player can place at a time.
 27. **m_bLoadOnStart** (*bool*) - Determines if the mission is loaded on start.
 28. **m_sOwner** (*string*) - The owner of the mission.
-

Additional Variables in the **SCR_MissionHeaderCampaign Class:**

1. **m_iControlPointsCap** (*int*) - The limit on the number of control points in the campaign.

2. **m_fVictoryTimeout** (*float*) - Time before automatic victory if conditions are met.
3. **m_iStartingHQSupplies** (*int*) - Initial supply count at the headquarters.
4. **m_iMinimumBaseSupplies** (*int*) - Minimum amount of supplies required for a base.
5. **m_iMaximumBaseSupplies** (*int*) - Maximum amount of supplies a base can store.
6. **m_bCustomBaseWhitelist** (*bool*) - Indicates whether a custom base whitelist is used.
7. **m_bIgnoreMinimumVehicleRank** (*bool*) - If `true`, ignores the minimum rank required for vehicles.
8. **m_aCampaignCustomBaseList** (*array*) - List of custom bases for the campaign.

These additional variables are specific to the `SCR_MissionHeaderCampaign` class and are used to define settings for campaign-style missions.

Sources:

- [SCR_MissionHeader Interface Reference](#)
- [SCR_MissionHeaderCampaign Interface Reference](#)

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