

# Arma 3 Antistasi Server Configs

Listed on this page are all our config files for Arma 3, sanitized for security.



## Spoiler alert!

Reading configs will betray certain mechanics before you discover them in-game!



## Admin's warning!

Do NOT blindly copy these contents into the live server!!!

## Server.cfg

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## Admin's warning!

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## Server.cfg

```
// GLOBAL SETTINGS
hostname = "TCGC: Crucible";          // The name of the server that shall
be displayed in the public server list
password = <REDACTED>;                // Password for
joining, eg connecting to the server
passwordAdmin = "<REDACTED>";         // Password to become
server admin. When in Arma MP and connected to the server, type '#login
xyz'
serverCommandPassword = <REDACTED>;   // Password required by
alternate syntax of [[serverCommand]] server-side scripting.
logFile = "server_console.log";       // Where the logfile should
go and what it should be called

// WELCOME MESSAGE ("Thanks For Joining Us!")
// It can be several lines, separated by comma
// Empty messages "" will not be displayed at all but are only for
```

```
increasing the interval
motd[] = {
    "", "", "", "", "", "", "", "", "", "", "", "",
    "Welcome to The Collective's Arma 3 Antistasi server!",
    "",
    "We hope you enjoy your stay.",
    "",
    "Rules:",
    "1. Don't be an ass",
    "2. Follow rule 1.",
    "",
    "", "", "", "", "", "",
    "Join Us On Discord! https://thecollectivegc.com/discord"
};
motdInterval = 5; // Time interval (in seconds)
between each message

// JOINING RULES
maxPlayers = 10; // Maximum amount of players.
Civilians and watchers, beholder, bystanders and so on also count as
player.
kickDuplicate = 0; // Each Arma version has its own ID.
If kickDuplicate is set to 1, a player will be kicked when he joins a
server where another player with the same ID is playing.
verifySignatures = 0; // Verifies .pbos against .bisign
files. Valid values 0 (disabled), 1 (prefer v2 sigs but accept v1 too)
and 2 (only v2 sigs are allowed).
equalModRequired = 0; // Outdated. If set to 1, player has
to use exactly the same -mod= startup parameter as the server.
allowedFilePatching = 1; // Allow or prevent client using -
filePatching to join the server. 0, is disallow, 1 is allow HC, 2 is
allow all clients (since Arma 3 v1.50)
filePatchingExceptions[] = {"123456789", "987654321"}; // Whitelisted
Steam IDs allowed to join with -filePatching enabled
//requiredBuild = 12345; // Require clients joining to have
at least build 12345 of game, preventing obsolete clients to connect

// VOTING
voteMissionPlayers = 1; // Tells the server how many
people must connect so that it displays the mission selection screen.
voteThreshold = 0.33; // 33% or more players need to vote
for something, for example an admin or a new map, to become effective

// INGAME SETTINGS
disableVoN = 0; // If set to 1, Voice over Net will
not be available
vonCodec = 1; // If set to 1 then it uses IETF
standard OPUS codec, if to 0 then it uses SPEEX codec (since Arma 3
```

```
update 1.58+)
vonCodecQuality = 30;           // since 1.62.95417 supports range 1-20
//since 1.63.x will supports range 1-30 //8kHz is 0-10, 16kHz is 11-20,
32kHz(48kHz) is 21-30
persistent = 1;                // If 1, missions still run on even
after the last player disconnected.
timestampFormat = "short";     // Set the timestamp format used on each
report line in server-side RPT file. Possible values are "none"
(default), "short", "full".
BattlEye = 0;                  // Server to use BattlEye system
allowedLoadFileExtensions[] =
{"hpp", "sqs", "sqf", "fsm", "cpp", "paa", "txt", "xml", "inc", "ext", "sqm", "ods",
" fxy", "lip", "csv", "kb", "bik", "bikb", "html", "htm", "biedi"}; //only
allow files with those extensions to be loaded via loadFile command
(since Arma 3 build 1.19.124216)
allowedPreprocessFileExtensions[] =
{"hpp", "sqs", "sqf", "fsm", "cpp", "paa", "txt", "xml", "inc", "ext", "sqm", "ods",
" fxy", "lip", "csv", "kb", "bik", "bikb", "html", "htm", "biedi"}; //only
allow files with those extensions to be loaded via
preprocessFile/preprocessFileLineNumber commands (since Arma 3 build
1.19.124323)
allowedHTMLLoadExtensions[] = {"htm", "html", "xml", "txt"}; //only allow
files with those extensions to be loaded via HTMLLoad command (since
Arma 3 build 1.27.126715)
zeusCompositionScriptLevel = 2;
//allowedHTMLLoadURIs[] = {}; // Leave commented to let
missions/campaigns/addons decide what URIs are supported. Uncomment to
define server-level restrictions for URIs

// TIMEOUTS
disconnectTimeout = 90;
maxDesync = 350;
maxPing = 300;
maxPacketLoss = 75;
kickClientsOnSlowNetwork[] = { 0, 0, 0, 0 };
kickTimeout[] = { {0, -1}, {1, 180}, {2, 180}, {3, 180} };
votingTimeOut[] = { -1, -1 }; // Kicks users from server if they
spend too much time in mission voting
roleTimeOut[] = { -1, -1 }; // Kicks users from server if
they spend too much time in role selection
briefingTimeOut[] = { -1, -1 }; // Kicks users from server if
they spend too much time in briefing (map) screen
debriefingTimeOut[] = { -1, -1 }; // Kicks users from server if they
spend too much time in debriefing screen
lobbyIdleTimeout = 300;
steamProtocolMaxDataSize = 3196;

// SCRIPTING ISSUES
onUserConnected = "";
```

```
onUserDisconnected = "";
doubleIdDetected = "";

// SIGNATURE VERIFICATION
onUnsignedData = "kick (_this select 0)"; // unsigned data detected
onHackedData = "kick (_this select 0)"; // tampering of the
signature detected
onDifferentData = ""; // data with a valid signature, but
different version than the one present on server detected

// MISSIONS CYCLE (see below)
randomMissionOrder = false; // Randomly iterate through Missions list
autoSelectMission = false; // Server auto selects next mission in
cycle

class Missions {
    class Mission1 {
        template = "Antistasi_Tanoa.Tanoa";
        difficulty = "Custom"; //can be Recruit, Regular, Veteran or
Custom. Custom needs setting up though.
        class Params {
            autoLoadLastGame = 60; //Automatically starts the mission 60
seconds after the first player connected to the server and no admin is
logged in. {"No automatic load", "1min", "2min", "3min", "5min", "10min"}
            LogLevel = 2; //Sets the log level during the setup. {"Error",
"Info", "Debug", "Verbose"}
            A3A_logDebugConsole = 1; //Sets the Log debug console use
during setup. {"None", "All non-dev", "All"}
        };
    };
};

missionWhitelist[] = {}; // An empty whitelist means there is no
restriction on what missions available

// ADMINS
admins[] = {
    <REDACTED>
};
```

## ServerSettings.ini

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**ServerSettings.ini**

```
# Players can hurt and kill other players
PVP=false

# PVP is logged to admin chat
PVPLogToolChat=true

# PVP is logged to file
PVPLogToolFile=true

# Game time stops when there are no players online
PauseEmpty=true

# Toggles global chat on or off.
GlobalChat=true

ChatStreams=s,r,a,w,y,sh,f,all

# Clients may join without already having an account in the whitelist.
If set to false, administrators must manually create username/password
combos.
Open=true

# The first welcome message visible in the chat panel. This will be
displayed immediately after player login. you can use RGB colours to
change the colour of the welcome message. You can also use <LINE>,
without the space, to create a separate lines within your text. Use:
\<RGB:1,0,0> This message will show up red!
ServerWelcomeMessage=<RGB:255,153,0>Welcome to TCGC: Necropolis!<LINE>
<LINE> To interact with the Chat panel: press Tab, T, or Enter. <LINE>
<LINE> The Tab key will change the target stream of the message. <LINE>
<LINE> Global Streams: /all <LINE> Local Streams: /say, /yell <LINE>
Special Steams: /whisper, /safehouse, /faction. <LINE> <LINE> Press the
Up arrow to cycle through your message history. Click the Gear icon to
customize chat. <LINE> <LINE> Get your server at GTXGaming.co.uk

ServerImageLoginScreen=

ServerImageLoadingScreen=

ServerImageIcon=

# Add unknown usernames to the whitelist when players join. Clients
```

```
will supply their own username/password on joining. (This is for
Open=true servers)
AutoCreateUserInWhiteList=true

# Display usernames above player's heads in-game.
DisplayUserName=true

# Display first & last name above player's heads.
ShowFirstAndLastName=false

UsernameDisguises=false

HideDisguisedUserName=false

SwitchZombiesOwnershipEachUpdate=false

# Force every new player to spawn at these set x,y,z world coordinates.
Find desired coordinates at map.projectzomboid.com. (Ignored when
0,0,0)
SpawnPoint=0,0,0

# Players can enter and leave PVP on an individual basis. A player can
only hurt another player when at least one of them is in PVP mode - as
shown by the unobscured skull and crossbones on the left of the screen.
When SafetySystem=false, players are free to hurt each other at any
time if PVP is enabled.
SafetySystem=true

# Display a skull icon over the head of players who have entered PVP
mode
ShowSafety=true

# The time it takes for a player to enter and leave PVP mode Min:
Max: 1000 Default: 2
SafetyToggleTimer=2

# The delay before a player can enter or leave PVP mode again, having
recently done so Min: 0 Max: 1000 Default: 3
SafetyCooldownTimer=3

# Min: 0 Max: 60 Default: 60
SafetyDisconnectDelay=60

# Item types new players spawn with. Separate multiple item types with
commas. Example: Base.Axe,Base.Bag_BigHikingBag
SpawnItems=

# Default starting port for player data. If UDP, this is this one of
two ports used. Min: 0 Max: 65535 Default: 16261
DefaultPort=17200
```

```
# Min: 0 Max: 65535 Default: 16262
UDPPort=17300

# Reset ID determines if the server has undergone a soft-reset. If this
number does match the client, the client must create a new character.
Used in conjunction with PlayerServerID. It is strongly advised that
you backup these IDs somewhere Min: 0 Max: 2147483647 Default: 99654781
ResetID=905010

# Enter the mod loading ID here. It can be found in
\Steam\steamapps\workshop\modID\mods\modName\info.txt
Mods=

# Enter the foldername of the mod found in
\Steam\steamapps\workshop\modID\mods\modName\media\maps\
Map=Muldraugh, KY

# Kick clients whose game files don't match the server's.
DoLuaChecksum=true

DenyLoginOnOverloadedServer=true

# Shows the server on the in-game browser. (Note: Steam-enabled servers
are always visible in the Steam server browser)
Public=true

# Name of the server displayed in the in-game browser and, if
applicable, the Steam browser
PublicName=TCGC: Necropolis

# Description displayed in the in-game public server browser. Typing
will create a new line in your description
PublicDescription=Powered by The Collective Gaming Community

# Maximum number of players that can be on the server at one time. This
excludes admins.
# WARNING: Server player counts above 32 will potentially result in
poor map streaming and desync. Please advance with caution. Min: 1 Max:
100 Default: 32
MaxPlayers=10

# Ping limit, in milliseconds, before a player is kicked from the
server. (Set to 0 to disable) Min: 0 Max: 2147483647 Default: 0
PingLimit=0

# Items will not respawn in buildings that players have claimed as a
safehouse
SafehousePreventsLootRespawn=true

# Remove player accounts from the whitelist after death. This prevents
players creating a new character after death on Open=false servers
```

```
DropOffWhiteListAfterDeath=false

# All forms of fire are disabled - except for campfires
NoFire=true

# If checked, every time a player dies a global message will be
displayed in the chat
AnnounceDeath=true

# Loaded parts of the map are saved after this set number of real-world
minutes have passed. (The map is usually saved only after clients leave
a loaded area) Min: 0 Max: 2147483647 Default: 0
SaveWorldEveryMinutes=30

# Both admins and players can claim safehouses
PlayerSafehouse=true

# Only admins can claim safehouses
AdminSafehouse=false

# Allow non-members to enter a safehouse without being invited
SafehouseAllowTrepass=false

# Allow fire to damage safehouses
SafehouseAllowFire=false

# Allow non-members to take items from safehouses
SafehouseAllowLoot=false

# Players will respawn in a safehouse that they were a member of before
they died
SafehouseAllowRespawn=true

# Players must have survived this number of in-game days before they
are allowed to claim a safehouse Min: 0 Max: 2147483647 Default: 0
SafehouseDaySurvivedToClaim=0

# Players are automatically removed from a safehouse they have not
visited for this many real-world hours Min: 0 Max: 2147483647 Default:
144
SafeHouseRemovalTime=144

# Governs whether players can claim non-residential buildings.
SafehouseAllowNonResidential=true

SafehouseDisableDisguises=true

# Min: 0 Max: 2147483647 Default: 20000
MaxSafezoneSize=20000

# Allow players to destroy world objects with sledgehammers
```

```
AllowDestructionBySledgehammer=true

# Allow players to destroy world objects only in their safehouse
# (require AllowDestructionBySledgehammer to true).
SledgehammerOnlyInSafehouse=false

# Time in seconds before the war starts. Min: 60 Max: 2147483647
Default: 600
WarStartDelay=600

# War duration in seconds. Min: 60 Max: 2147483647 Default: 3600
WarDuration=3600

# Safehouse hit points limit. Min: 0 Max: 2147483647 Default: 3
WarSafehouseHitPoints=3

# ServerPlayerID determines if a character is from another server, or
# single player. This value may be changed by soft resets. If this number
# does match the client, the client must create a new character. This is
# used in conjunction with ResetID. It is strongly advised that you
# backup these IDs somewhere
ServerPlayerID=<REDACTED>

# The port for the RCON (Remote Console) Min: 0 Max: 65535 Default:
27015
RCONPort=<REDACTED>

# RCON password (Pick a strong password)
RCONPassword=<REDACTED>

# Enables global text chat integration with a Discord channel
DiscordEnable=false

# Discord bot access token
DiscordToken=

# The Discord channel name. (Try the separate channel ID option if
# having difficulties)
DiscordChannel=

# The Discord channel ID. (Use if having difficulties with Discord
# channel name option)
DiscordChannelID=

# The Slack incoming webhook URL
WebhookAddress=

# Clients must know this password to join the server. (Ignored when
# hosting a server via the Host button)
Password=<REDACTED>
```

```
# Limits the number of different accounts a single Steam user may
create on this server. Ignored when using the Hosts button. Min: 0 Max:
2147483647 Default: 0
MaxAccountsPerUser=0

# Allow co-op/splitscreen players
AllowCoop=true

# Players are allowed to sleep when their survivor becomes tired, but
they do not NEED to sleep
SleepAllowed=true

# Players get tired and need to sleep. (Ignored if SleepAllowed=false)
SleepNeeded=false

# WIP: Activating this setting may cause visual desynchronization of
player positions.
KnockedDownAllowed=false

SneakModeHideFromOtherPlayers=true

UltraSpeedDoesnotAffectToAnimals=false

# List Workshop Mod IDs for the server to download. Each must be
separated by a semicolon. Example: WorkshopItems=514427485;513111049
WorkshopItems=

# Show Steam usernames and avatars in the Players list.
SteamScoreboard=false

# Enable the Steam VAC system
SteamVAC=true

# Attempt to configure a UPnP-enabled internet gateway to automatically
setup port forwarding rules. The server will fall back to default ports
if this fails
UPnP=true

# VOIP is enabled when checked
VoiceEnable=true

# The minimum tile distance over which VOIP sounds can be heard. Min:
0.00 Max: 100000.00 Default: 10.00
VoiceMinDistance=10.0

# The maximum tile distance over which VOIP sounds can be heard. Min:
0.00 Max: 100000.00 Default: 100.00
VoiceMaxDistance=100.0

# Toggle directional audio for VOIP
Voice3D=true
```

```
# Min: 10.00 Max: 150.00 Default: 70.00
SpeedLimit=70.0

LoginQueueEnabled=false

# Min: 20 Max: 1200 Default: 60
LoginQueueConnectTimeout=60

# Set the IP from which the server is broadcast. This is for network
configurations with multiple IP addresses, such as server farms
server_browser_announced_ip=

# Players can respawn in-game at the coordinates where they died
PlayerRespawnWithSelf=false

# Players can respawn in-game at a split screen / Remote Play player's
location
PlayerRespawnWithOther=false

# Governs how fast time passes while players sleep. Value multiplies
the speed of the time that passes during sleeping. Min: 1.00 Max:
100.00 Default: 40.00
FastForwardMultiplier=40.0

# Safehouse acts like a normal house if a member of the safehouse is
connected (so secure when players are offline)
DisableSafehouseWhenPlayerConnected=false

# Players can create factions when true
Faction=true

# Players must survive this number of in-game days before being allowed
to create a faction Min: 0 Max: 2147483647 Default: 0
FactionDaySurvivedToCreate=0

# Number of players required as faction members before the faction
owner can create a group tag Min: 1 Max: 2147483647 Default: 1
FactionPlayersRequiredForTag=1

# Disables radio transmissions from players with an access level
DisableRadioStaff=false

# Disables radio transmissions from players with 'admin' access level
DisableRadioAdmin=true

# Disables radio transmissions from players with 'gm' access level
DisableRadioGM=true

# Disables radio transmissions from players with 'overseer' access
level
```

```
DisableRadioOverseer=false

# Disables radio transmissions from players with 'moderator' access
level
DisableRadioModerator=false

# Disables radio transmissions from invisible players
DisableRadioInvisible=true

# Semicolon-separated list of commands that will not be written to the
cmd.txt server log. For example: -vehicle. Inputting * means do NOT
write any vehicle command. Inputting: +vehicle.installPart means DO
write that command
ClientCommandFilter=-
vehicle.*;+vehicle.damageWindow;+vehicle.fixPart;+vehicle.installPart;+
vehicle.uninstallPart

# Semicolon-separated list of actions that will be written to the
ClientActionLogs.txt server log.
ClientActionLogs=ISEnterVehicle;ISExitVehicle;ISTakeEngineParts;

# Track changes in player perk levels in PerkLog.txt server log
PerkLogs=true

# Maximum number of items that can be placed in a container. Zero
means there is no limit. (PLEASE NOTE: This includes individual small
items such as nails. A limit of 50 will mean only 50 nails can be
stored.) Min: 0 Max: 9000 Default: 0
ItemNumbersLimitPerContainer=0

# Number of days before old blood splats are removed.
# Removal happens when map chunks are loaded.
# Zero means they will never disappear Min: 0 Max: 365 Default: 0
BloodSplatLifespanDays=0

# Allow use of non-ASCII (cyrillic etc) characters in usernames
AllowNonAsciiUsername=false

BanKickGlobalSound=true

# If enabled, when HoursForCorpseRemoval triggers, it will also remove
player's corpses from the ground.
RemovePlayerCorpsesOnCorpseRemoval=false

# If true, player can use the "delete all" button on bins.
TrashDeleteAll=true

# If true, player can hit again when struck by another player.
PVPMeleeWhileHitReaction=false

# If true, players will have to mouse over someone to see their display
```

```
name.
MouseOverToSeeDisplayName=true

# If true, automatically hide the player you can't see (like zombies).
HidePlayersBehindYou=true

# Damage multiplier for PVP melee attacks. Min: 0.00 Max: 500.00
Default: 30.00
PVPMeleeDamageModifier=30.0

# Damage multiplier for PVP ranged attacks. Min: 0.00 Max: 500.00
Default: 50.00
PVPFirearmDamageModifier=50.0

# Modify the range of zombie attraction to cars. (Lower values can help
with lag.) Min: 0.00 Max: 10.00 Default: 0.50
CarEngineAttractionModifier=0.5

# Governs whether players bump (and knock over) other players when
running through them.
PlayerBumpPlayer=false

# Controls display of remote players on the in-game map. 1=Hidden
2=Friends 3=Everyone Min: 1 Max: 3 Default: 1
MapRemotePlayerVisibility=1

# Min: 1 Max: 300 Default: 5
BackupsCount=20

BackupsOnStart=true

BackupsOnVersionChange=true

# Min: 0 Max: 1500 Default: 0
BackupsPeriod=0

# Disables vehicle towing
DisableVehicleTowing=false

# Disables trailer towing
DisableTrailerTowing=false

# Disables burnt vehicle towing
DisableBurntTowing=false

# Path to the file with the list of words to be prohibited. Each word
must be on a separate line
BadWordListFile=

# Path to the file with the list of words that should be allowed, even
if they contain bad word. Each word should be on a separate line.
```

```
GoodWordListFile=

# What to do with the sender of a bad word in the chat: 1 - ban, 2 -
kick, 3 - record the violation in the database, 4 - mute
BadWordPolicy=3

# The symbol or piece of text that will replace the bad word
BadWordReplacement=[HIDDEN]

# Disables safety system anti-cheat protection.
AntiCheatSafety=4

AntiCheatMovement=4

# Disables character hit anti-cheat protection.
AntiCheatHit=4

# Disables packet checks anti-cheat protection.
AntiCheatPacket=4

# Disables player permissions anti-cheat protection.
AntiCheatPermission=4

# Disables player XP anti-cheat protection.
AntiCheatXP=4

# Disables fire checks anti-cheat protection.
AntiCheatFire=4

# Disables safehouse anti-cheat protection.
AntiCheatSafeHouse=4

# Disables recipe checks anti-cheat protection.
AntiCheatRecipe=4

AntiCheatPlayer=4

# Disables checksum anti-cheat protection.
AntiCheatChecksum=4

# Disables item checks anti-cheat protection.
AntiCheatItem=4

AntiCheatServerCustomization=4

# Sets the multiplayer update period in seconds. Statistics is disabled
if value is 0. Min: 0 Max: 10 Default: 1
MultiplayerStatisticsPeriod=1

# Disables scoreboard.
DisableScoreboard=false
```

```
# Hides admins in the player list.  
HideAdminsInPlayerList=false  
  
# The worldgen seed used to generate the world.  
# If you want to change this, put a new value in and delete  
map_worldgen.bin in your save directory.  
Seed=UwwcCJmRdilwJyGc  
  
UsePhysicsHitReaction=false  
  
# Min: 64 Max: 1024 Default: 200  
ChatMessageCharacterLimit=200  
  
# Min: 1 Max: 30 Default: 3  
ChatMessageSlowModeTime=3
```

## Spawnpoints.lua

[Click here to expand](#)



### Admin's warning!

Do NOT blindly copy these contents into the live server!!!

[Spawnpoints.lua](#)

```
function SpawnPoints()  
    return {  
        unemployed = {  
            { worldX = 40, worldY = 22, posX = 67, posY = 201 }  
        }  
    }  
end
```

## SpawnRegions.lua

[Click here to expand](#)



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## SpawnRegions.lua

```
function SpawnRegions()

    return {
        { name = "Muldraugh, KY", file = "media/maps/Muldraugh,
KY/spawnpoints.lua" },
        { name = "West Point, KY", file = "media/maps/West Point,
KY/spawnpoints.lua" },
        { name = "Rosewood, KY", file = "media/maps/Rosewood,
KY/spawnpoints.lua" },
        { name = "Riverside, KY", file = "media/maps/Riverside,
KY/spawnpoints.lua" },
        -- Uncomment the line below to add a custom spawnpoint for this
server.

--         { name = "Twiggy's Bar", serverfile =
"GTXGaming_spawnpoints.lua" },

    }

end
```

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