

# Vehicle Speed Limiter 1.01

Speed cap on player's vehicle; by Faguss (ofp-faguss.com)

## 1. Overview

This is a script for **Operation Flashpoint / Arma: Cold War Assault / Arma 3**. It puts a speed limit on the player's vehicle. Limit can be adjusted with hotkeys.

## 2. Usage in OFP / CWA

There are two versions of this script: simple and advanced. Both require Fwatch 1.16  
<http://ofp-faguss.com/fwatch/116test>

### a) Simple

Copy `veh_speed_limiter.sqs` to your mission. In the `init.sqs` add this line:

```
[ ] exec "veh_speed_limiter.sqs"
```

Get inside a vehicle as a driver or pilot. Press F key to increase the speed limit by 5km/h and LSHIFT+F to decrease the limit by 5km/h. Decreasing it to zero or getting out of the vehicle disables the limiter.

### b) Advanced

Merge contents of the `description.ext` with the one in your mission. Copy `veh_speed_limiter_menu.sqs` to your mission. In the `init.sqs` add this line:

```
[ ] exec "veh_speed_limiter_menu.sqs"
```

Get inside a vehicle as a driver or pilot. Press Left Shift and F1 to open the menu.

Hotkeys can be redefined by clicking on any row in the „Hotkeys” column.

„Action” determines what the hotkey will do. You can:

- Set limiter to this value (which is defined in the „Modifier” column)
- Modify the current limit – change the current limit by a given number (positive or negative; defined in the „Modifier” column)
- Select value from the list and enable – switch between a couple of predefined speed limits (specified in the „List of Values” column). „Modifier” determines how you will switch between them (+1 to go forward and -1 to go backwards)
- Select value from the list – works the same as above except to enable the limiter you have to confirm the selected value with a different hokey (*Confirm selection*)
- Open this menu – change hotkey for showing menu or disable it. Menu can also be opened by changing variable `FGS_VEH_SPEED_LIMITER_DIALOG=1`

Once you're done with reconfiguring hotkeys press „Save” button to save the configuration to a file (fwatch\idb\fgsvehspeedlimiter.bin) or press ESC key to exit without saving changes.

Alternatively instead of using hotkeys you can open the menu, type the wanted number into the input field and click on „Enable” (or press TAB and ENTER) to set current max speed to that value. Button „Disable” will turn off the limiter.

Setting limit to zero or a negative number turns it off.

The image shows a terminal window titled "Faguss's Vehicle Speed Limiter". It contains a table of hotkey configurations and a control panel at the bottom.

| Hotkey:     | Action:                               | Modifier: | List of Values:    |
|-------------|---------------------------------------|-----------|--------------------|
| LSHIFT + F1 | Open this menu                        |           |                    |
| LSHIFT + X  | Select value from the list and enable | -1        | 50,100,150,200,250 |
| LSHIFT + C  | Select value from the list and enable | 1         | 50,100,150,200,250 |
| F           | Confirm selection                     |           |                    |
| X           | Select value from the list            | -1        | 50,100,150,200,250 |
| C           | Select value from the list            | 1         | 50,100,150,200,250 |
| J           | Modify the current limit              | -5        |                    |
| K           | Modify the current limit              | 5         |                    |
| U           | Set limiter to this value             | 128       |                    |
| unset       | nothing                               |           |                    |

At the bottom of the window, there is a "Save" button and a control panel. The control panel includes a text input field labeled "Type new limit:" containing the value "50", and two buttons labeled "Enable" and "Disable".

### 3. Usage in ArmA 3

For ArmA 3 you can either copy the script to your mission or use an addon:

#### a) Mission

Merge contents of `description.ext` with the one in your mission. Copy `veh_speed_limiter.sqf` to your mission. In the `initPlayerLocal.sqf` add this line:

```
null = [] execVM "veh_speed_limiter_menu.sqf";
```

#### b) Addon

Copy `fgs_veh_speed_limiter.pbo` and `fgs_veh_speed_limiter.pbo.Faguss.bisign` to the addons directory. Alternatively you can install it from the [Steam Workshop](#).

#### c) Getting started

Get inside the vehicle and press `User1` (defined in Options → Controls → Show: Custom controls) to open the menu.



„Action” determines what the hotkey will do. You can:

- Set limiter to this value (which is defined in the „Modifier” column)
- Modify the current limit – change the current limit by a given number (positive or negative; defined in the „Modifier” column)
- Select value from the list and enable – switch between a couple of predefined speed limits (specified in the „List of Values” column). „Modifier” determines how you will switch between them (+1 to go forward and -1 to go backwards)
- Select value from the list – works the same as above except to enable the limiter you have to confirm the selected value with a different hokey (*Confirm selection*)

Once you’re done with reconfiguring hotkeys press „Save” button to save the configuration or press ESC key to exit without saving changes.

Menu can also be opened by setting variable `FGS_VEH_SPEED_LIMITER_DIALOG=1` so you don’t have to keep a hotkey for the menu.

Alternatively you can open the menu, type the wanted number and then press ENTER. When you open the menu the focus will be on the input field in the bottom. Pressing ENTER when focus is still on the input field will enable the limiter (just like clicking on the „Enable” button). Button „Disable” will turn off the limiter.

Setting limit to zero or a negative number turns it off.

## 4. Credits

Thanks to Psychol for the script idea and testing.

Thanks to Krzychuzokecia for help with creating and publishing ArmA3 addon.

## 5. Version history

**1.0** (2022.09.12)

First release

**1.01** (2022.09.16)

Updated A3 script on the Steam Workshop:

- improved description of the options
- changed order of options in the drop-down list
- input field on the bottom is empty so that it’s easier to type (last used value is shown in the background)
- simplified „list of values” input
- subtracting from the limit when it’s zero does not turn it on

**1.01** (2022.11.13)

Implemented 1.01 changes to the OFP version

Released 1.01 A3 version on ofp-faguss.com