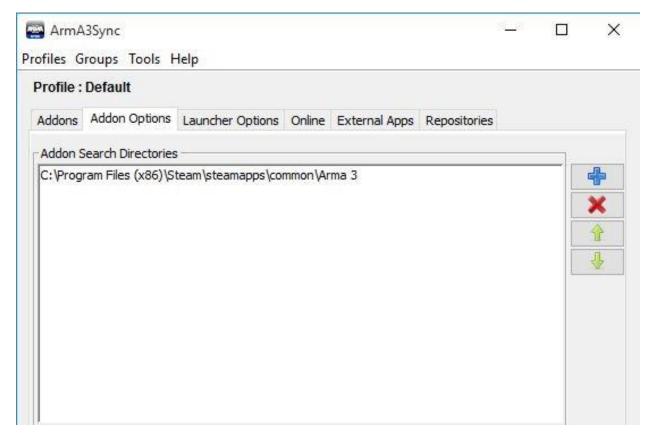
Arma 3 Sync

Download Arma 3 Sync

Arma 3 Sync is a tool we use to easily distribute our modset to our members without any hassle. You can download it from #welcome in the Discord server.

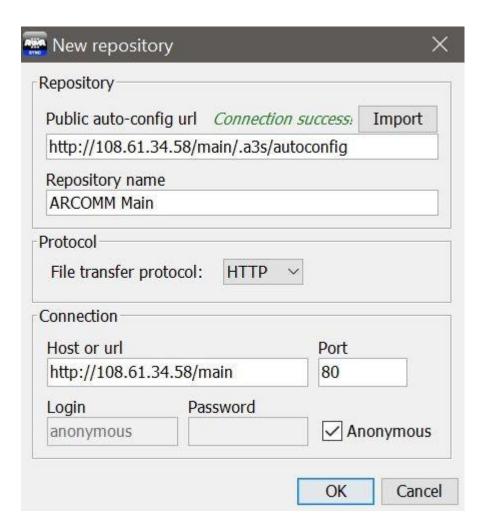
Configure Arma 3 Sync

When you first run ArmA 3 Sync you'll need to configure it. Go through the various tabs and settings and make sure it's pointing to the correct Arma 3 directory. If you have any mods in your Arma 3 folder, it should show them in the tab "Addons". Use the tab "Addon Options" to specify where to search for addons as shown below. You don't need to worry about addon priorities - that's all handled automatically inside the mods themselves.



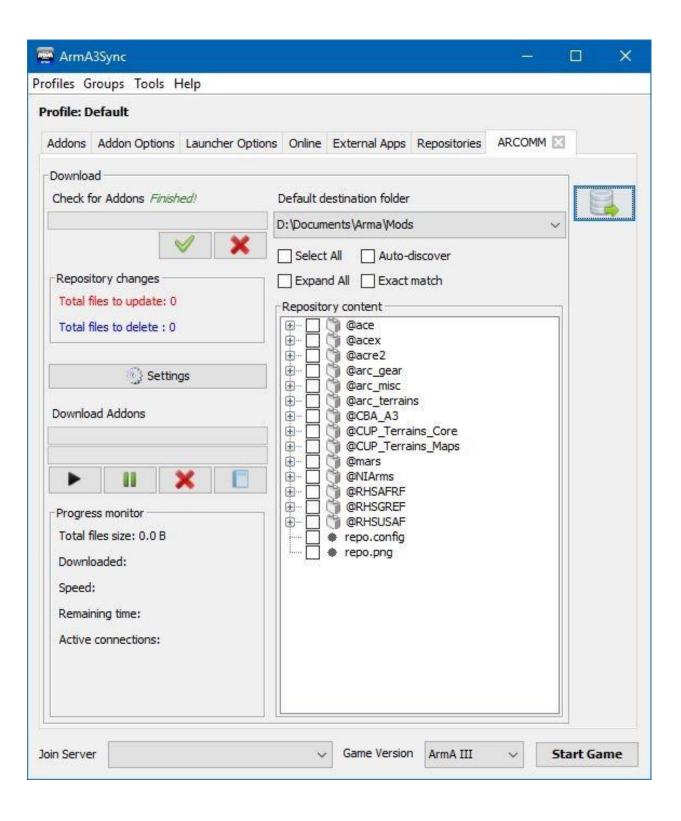
Connect to our Repository

Click on the "Repository" tab and click on the + symbol. This will bring up a window where you'll configure the details of the repository. In the public auto-config url paste http://108.61.34.58/main/.a3s/autoconfig and then click "import". Once that's done click OK and move on to the next step.



Start Downloading

After you've clicked OK you need to click the "Connect to Repository" button at the bottom of the list. This will open the repo in a new tab. Ensure that the "Default destination folder" is set to your ArmA 3 directory and then click the tick underneath "Check for addons". After that's finished checking for addons, it should look something like this:



Now click the "Select All" checkbox and then click the play button underneath "Download Addons". After it has finished downloading it should popup a message saying "Download Finished". Click OK and then move onto step 5.

Create Mod Group

Now all you need to do is create the mod group which you will use to launch ArmA 3. Go to the "Addons" tab and click "Modsets". Select your newly created modset as shown below and click OK. Then when you want to launch ArmA 3 using our modset you simply checkmark that mod group and click start game. You should also check for addons in our repository tab from time to time to make sure you're all up to date.

