

2nd Marine Raider Battalion

Arma3Sync Repo Guide



Arma3Sync can be a pretty intimidating program if you don't know what you're doing with it. This guide is here to make it a little less intimidating by explaining how to use it to connect to 2MRB's mod repo, download the mod files and use the Events system to acquire preset mod groups.

To this end, each page will deal with a different subject, as follows (click to jump to the page):

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2. [Connecting and Downloading](#)
3. [The Events System and the Preset Mod Groups](#)
4. [Extra Arma3Sync Features](#)
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Prerequisites

There are a couple things you'll need to make sure you have before you start using our repo.

1. Arma3Sync (obviously)

This can be downloaded from here:-

<http://www.armaholic.com/page.php?id=22199>

2. CUP Terrains

Because of its extreme size, CUP Terrains has been excluded from the repo, and must be downloaded separately. It can be acquired from the official website here (you'll want the Complete pack):-

<http://cup-arma3.org/downloads/cup-terrains/>

Once you have downloaded the file, extract it into your Arma 3 root directory. If you don't know where that is, you can find it easily by right-clicking Arma 3 in Steam, going to the "Local Files" tab, and clicking "Browse Local Files".

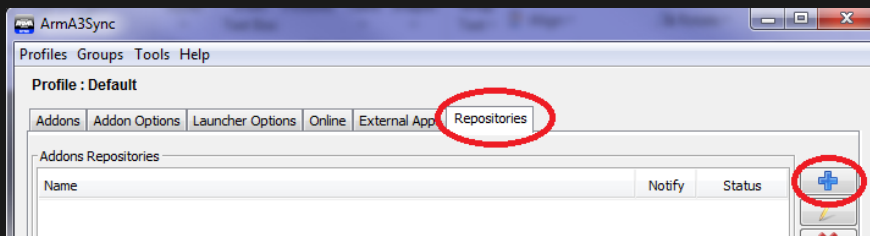
Once it's extracted, make sure to add it to a group in Arma3Sync, so that you can have it selected for use in-game. This can be done from the tab that Arma3Sync starts up in, by right-clicking the right-hand area and clicking "New Group". Name it whatever you want, though something practical like, say, "CUP Terrains" is obviously recommended. Then just drag "@CUP_Terrains" from the left-hand pane over into the group you just created.

Connecting to and Downloading from the Repo

Right, on to the bit we're all here for. This part of the guide will show you, with screenshots for clarity, how to connect to the repo and sync your files.

Note: If you've already got the repo details and downloaded before, and just want to update your mods, skip to the red headers.

1. Navigate to the "Repositories" tab of Arma3Sync, and click the big ol' plus

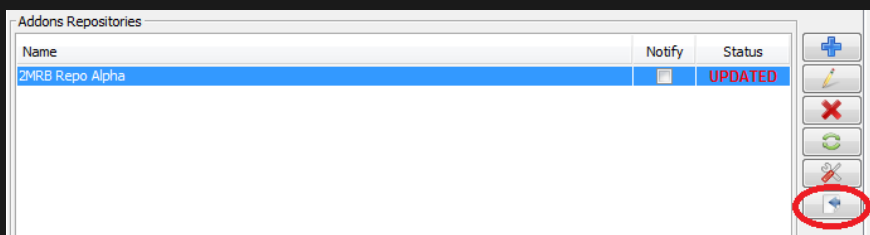


2. Into the first field, paste the autoconfig URL and click "Import"

That's this URL, if you're not sure: <https://dl.dropboxusercontent.com/u/71674013/autoconfig>

That should then fill out the rest of the fields automatically. Click OK, and the repo will be added.

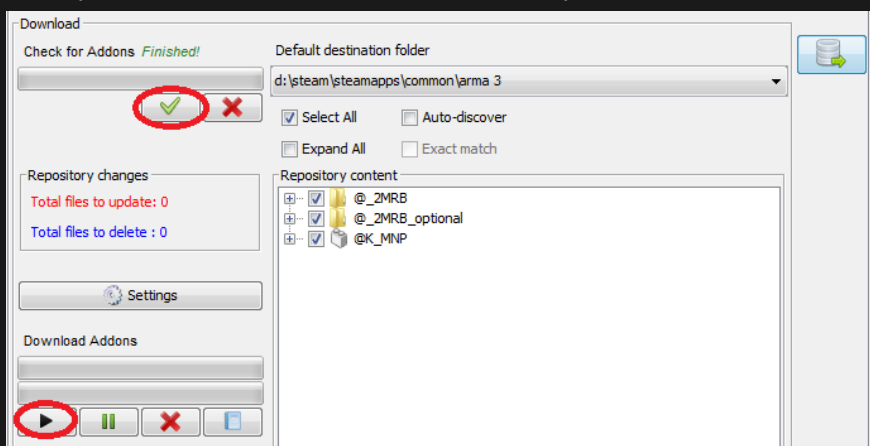
3. Select the repo and click the button with a page and arrow icon



4. Click the green arrow at the top-left to check the files

Arma3Sync might do this automatically. If it does, then happy days.

It may take a while to check all the files. Have patience.



5. Check "Select All" and click the Play button at the bottom-left

This will begin downloading the files. The download may falter occasionally; if this happens just start it again and it will pick up where it left off. If you thought checking took a while, you're in for a treat. Have much more patience.

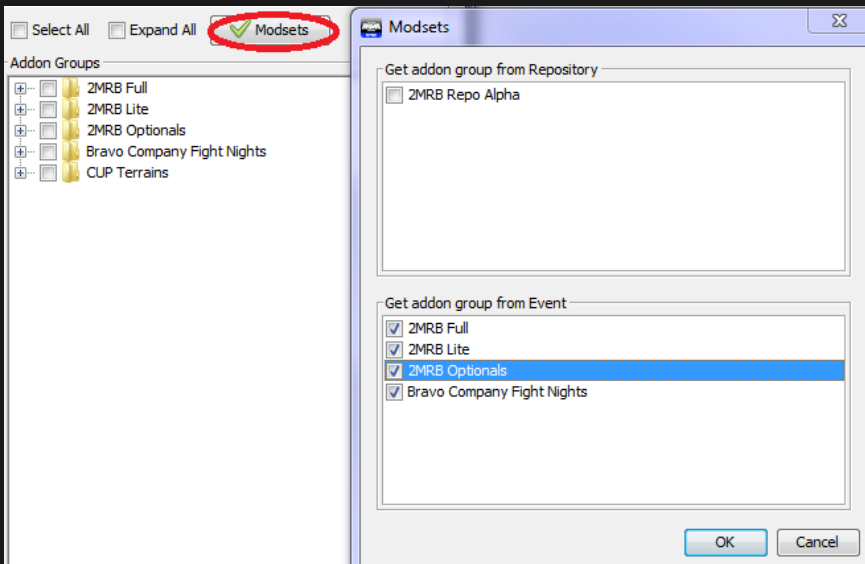
6. That's it

You're done. To actually play with the files, you'll need to add them to groups and select them. The next page can help with that. Click the cross that's on its tab to disconnect from the repo.

The Events System and the Preset Mod Groups

A neat feature of Arma3Sync is the Events system, which allows repos to define “events”, which have a selection of the mods from the repo assigned to them. These can then be imported to automatically create mod groups for these events.

To import events, simply click the “Modsets” button at the top of your mod groups pane, check the boxes of whichever ones you want to import and hit “OK”. They will be automatically added.



The modsets we have on our repo at the moment are as follows:

Important Note: As mentioned previously, none of these include CUP Terrains. You will have to add that yourself.

2MRB Full

This is simply all of the required mods that we run with on a regular basis. You’ll probably have this group active most of the time.

2MRB Lite

This is a cut-down version of the required modset, that may be used for certain ops. **You should never have this and “2MRB Full” active at the same time.**

2MRB Optionals

This contains all of the optional mods that are included in the repo. Naturally, this means that you’re free to open it up to pick and choose which ones you want active. Feel free to also remove (you can either right-click it, or just hit “delete” when selecting a mod) the ones you don’t use from the group; this way, you’ll be able to quickly select them by just selecting the group instead of having to select each mod every time.

Bravo Company Fight Nights

This is the modset used for Bravo Company’s Fight Nights, included for convenience and because we may want to practice with it sometimes. Obviously, this should only ever be active on its own (not counting CUP Terrains).

Extra Arma3Sync Features

Server Selection

Arma3Sync allows you to select a server before starting the game. If you start the game with a server selected, you will launch the game directly into said server.

If you've used the autoconfig earlier to access the repo, our server's details will have already been added to your Arma3Sync. To select it, simply open up the big drop-down box that's at the bottom of the window.

Launch Options

These are a selection of launch parameters, which Arma3Sync has a handy interface for altering. Navigating to the "Launch Options" tab will allow you to access this. Some of these can improve performance if set up correctly, so it's worth a look.

Show Script Errors

This will display the error on the screen if any scripts encounter errors. This is only really useful if you're a modder, scripter or mission maker, but can also be handy for debugging in general.

Max Memory

This defines the amount of graphics memory allocated to Arma 3. You'll usually want this maxed out, and Arma3Sync conveniently detects your maximum and sets the drop-down box accordingly.

CPU Count

This defines how many CPU cores will be used by Arma. Again, you'll probably want to just max this one, and again Arma3Sync will detect how many CPU cores you have.

exThreads

This one defines how processes are handled on extra threads. For those of you who understand the technical side of things, it's a bitwise value where a high value means it is given an extra thread. The first bit is for geometry loading, the second for texture loading and the third for file operations. If you didn't understand that, you can use this rule of thumb: if you have four CPU cores or more, set it to 7. If not, leave it alone.

No Splash Screen

This simply removes the flashy introduction when you first start up the game.

Default World Empty

This will set the default world to a completely empty one. This is the world that is used for the menu background, meaning that setting it to an empty one can greatly improve the time it takes to first load into the menu screen.

Troubleshooting (/FAQ)

I get an error that says “Addon missing dependency...” on startup

This means one of two things. Either you’re missing a mod, in which case just go through the steps to download the mods again, make sure your mod groups are complete and make sure you’ve actually selected all of them.

The alternative is that it’s an issue with your load order. To fix this, go to the “Addon Options” tab. On the bottom pane you will see a list of all your mods. This is the load order; to modify it, select a mod and click the arrows on the right-hand side. You’ll want to modify it so that these mods are at the top:

- CBA_A3
- ASDG_JR
- CUP_Terrains

The rest of it doesn’t really matter.

I keep having to restart Arma to activate BattlEye, which is irritating.

This is easily fixed. If you navigate to the “Launcher Options” tab, you’ll see there’s a box at the bottom where you can change the executable that Arma3Sync uses for the game. To launch with BattlEye, you’ll need to change this from arma3.exe to arma3battleye.exe. If the select interface drops you somewhere like My Documents to start with, you can just follow the path that’s already written in the box to find your Arma 3 folder (and the executable file you’re looking for).

However once you’ve changed that to arma3battleye.exe, it won’t work just yet. In the box marked “Additional Parameters”, you need to add the following:-

0 1

That’s a zero, then a space, then a one. Then it should work; you’ll know it’s working as a command prompt window will open up before Arma, stating that it’s starting the BattlEye service.

This is the first time I’ve installed Task Force Arrowhead Radio.

TFAR has a couple of things you need to copy to other places before you can use it, as well as some stuff you need to do to your Teamspeak.

Firstly, find the Task Force Radio folder. It’ll be called @task_force_radio, and it’ll be in @_2MRB, which you should see at the top of your Arma 3 folder (if you’re sorting alphabetically). Firstly, take the “userconfig” folder and copy it to the Arma 3 folder. Secondly, there’s a folder marked “plugins”. This needs to be copied to your Teamspeak folder (merge it with the existing plugins folder), which is wherever you installed Teamspeak, usually in Program Files.

Finally, you need to activate the plugin. In Teamspeak, go to Settings -> Plugins. If you had Teamspeak open when you copied the plugins over, you’ll have to click “Reload All”. Find the “Task Force Arma 3 Radio” plugin and check its box, then close the window. You’re done; enjoy having a vastly improved comms system.