Initial Setup

First install the latest version of OvGME from here:
http://www.ovoid.org/ovgme/downl.htm

Run OvGME
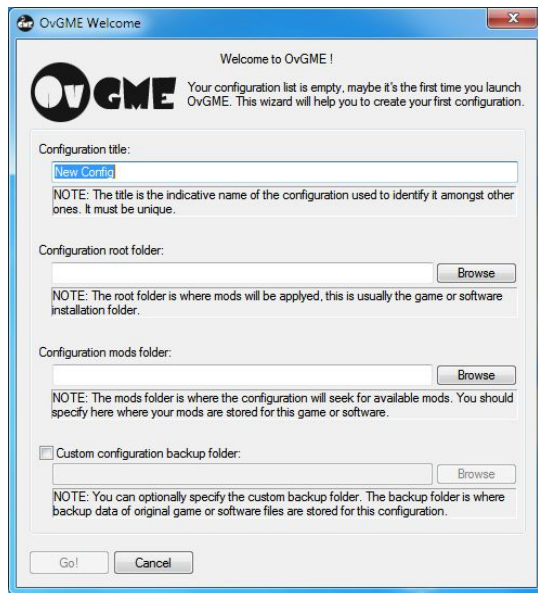
At this screen enter a name for the config, select your DCS folder in "Configuration root folder" and for "Configuration mods folder" create and select a new folder called "_MODS" in your DCS folder. You should end up with something which looks like this:
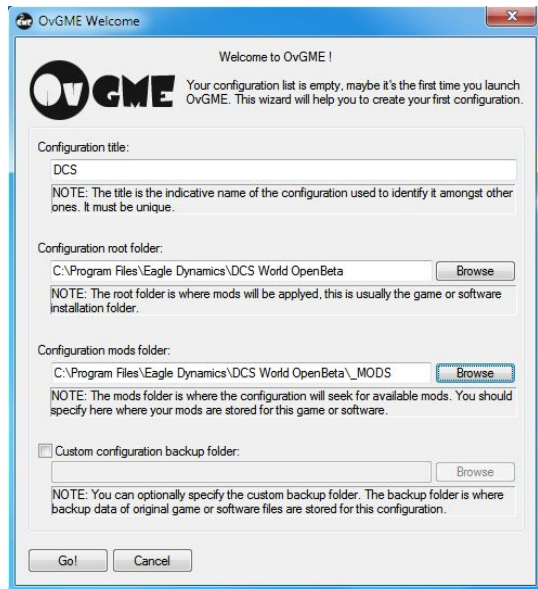
Now click "GO!".

On the main screen click on the "Config" and then select "Snapshot" followed by "New". Click "Go!" and a clean snapshot of your game directory will be taken. This should always be the starting point for applying mods after you have applied any updates to DCS.

Once this is complete click on the "Mods" menu and select "Repositories" followed by "Configure…". On this screen enter the url http://www.virtualairforce.com/VAF_Base.xml, click Add and then Close. Now click "Mods" -> "Repositories" -> "Query...". You should be presented with the current list of mandatory VAF mods which will look something like this:
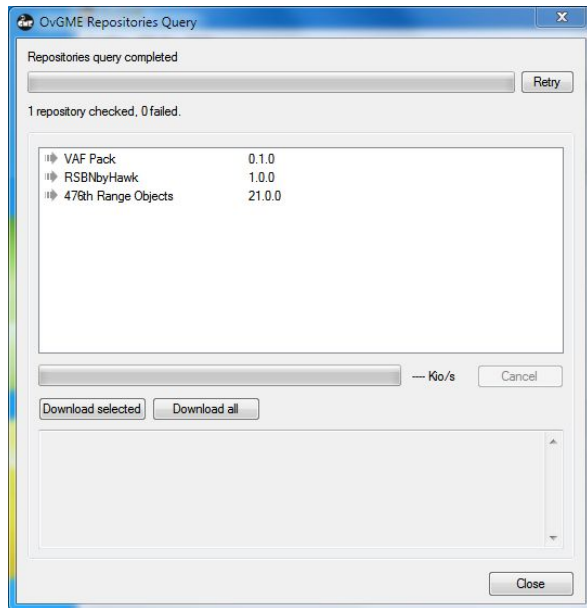
Click "Download all" and the mods will be downloaded to your _MODS folder but not applied yet. Once downloading is complete click "Close" and then on the main screen click on the "Mods" menu, select "Enable" and then "All". This will copy all of the mods into your game folder.

VAF Mod Updates

When you are notified of an update to the VAF Basic mods simply start up OvGME and click "Mods" -> "Repositories" -> "Query…". You will then have the option to download any mods which have been updated.

DCS Updates

Whenever the DCS Updater offers you an update first you should run OvGME and select the "Mods" menu, "Disable" and then "All". You may then apply the update and after create a new snapshot before re-enabling your mods. This will ensure that you don't end up with a broken install.