CiA A3Sync & TS3

So here we go, that´s the way I set up A3Sync and it works like a charm

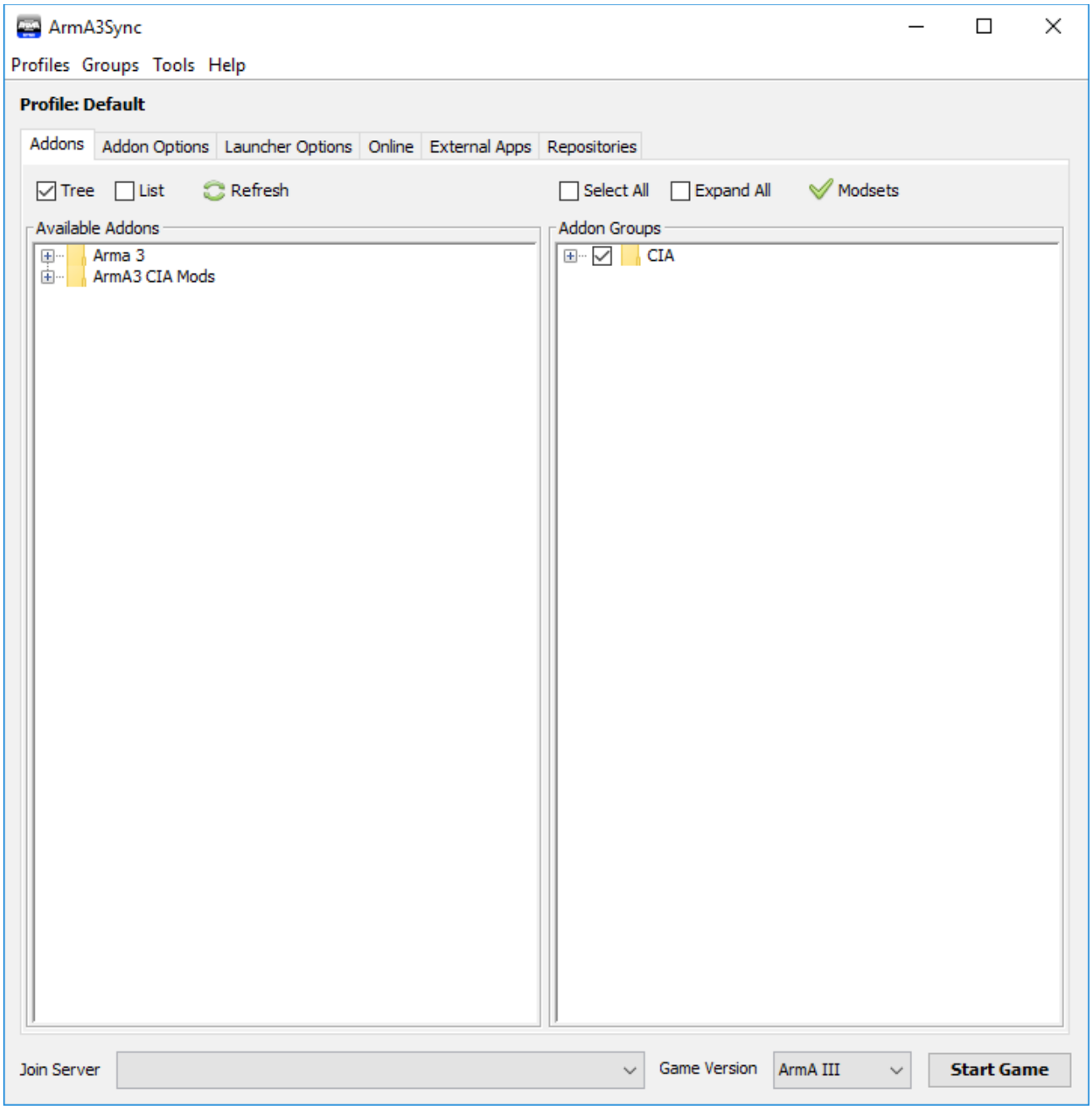

BILD 1

That´s the way it looks!

Left at "Available Addons" you can see my two folders
- Arma 3
- Arma 3 CIA Mods

Right at "Addon Groups" you´ll find my Addon-Setup
- CIA

If you´re playing with other groups, you can set up different "Groups" and whenever you want ARMA start with that special group setting, just ensure it´s checked and the other groups you don´t need are unchecked.

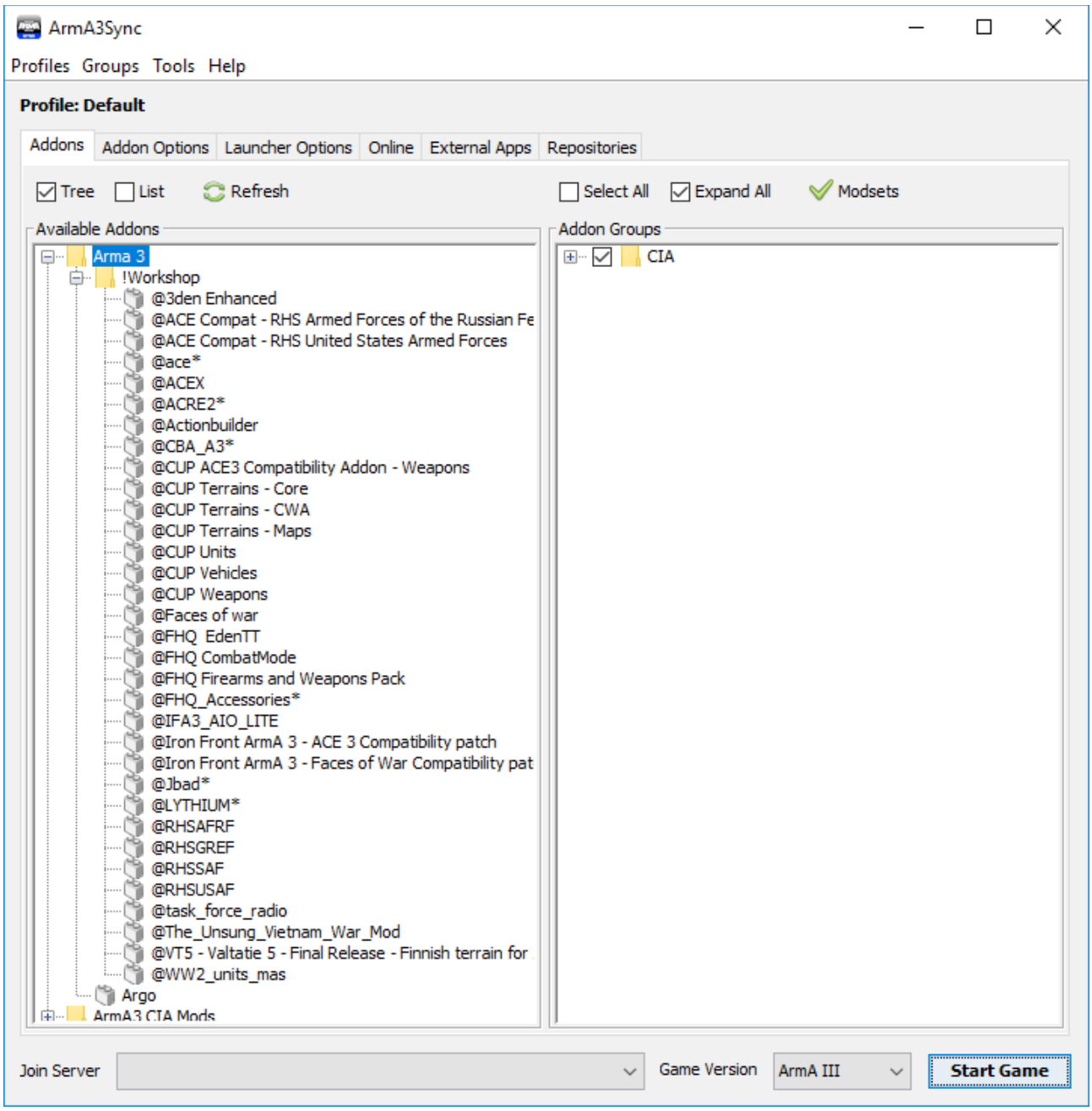

BILD 2

These are all the mods I´ve ever downloaded from STEAM WORKSHOP, they will be published here, when

1. I downloaded them via the Workshop

2. I once started the Arma3launcher from the main Arma-folder on your pc (e.g. Steam\steamapps\common\Arma 3)

3. Start or Restart A3Sync and they´ll be in that folder (see above)

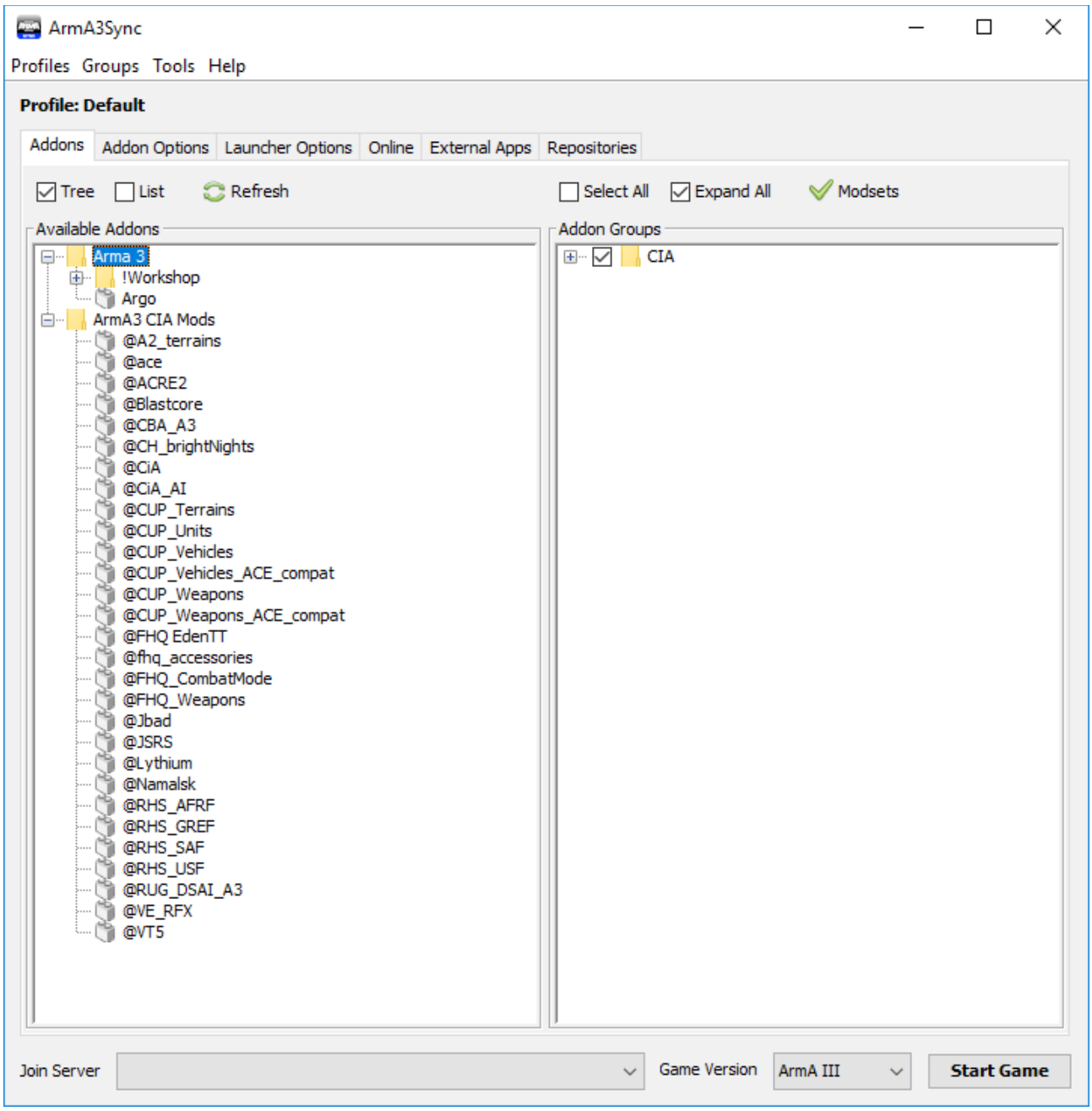

BILD 3

Let´s have a look at my CIA Mods, these mods are provided directly by CiA by usage of A3Sync and the repository update. I don´t change anything in here

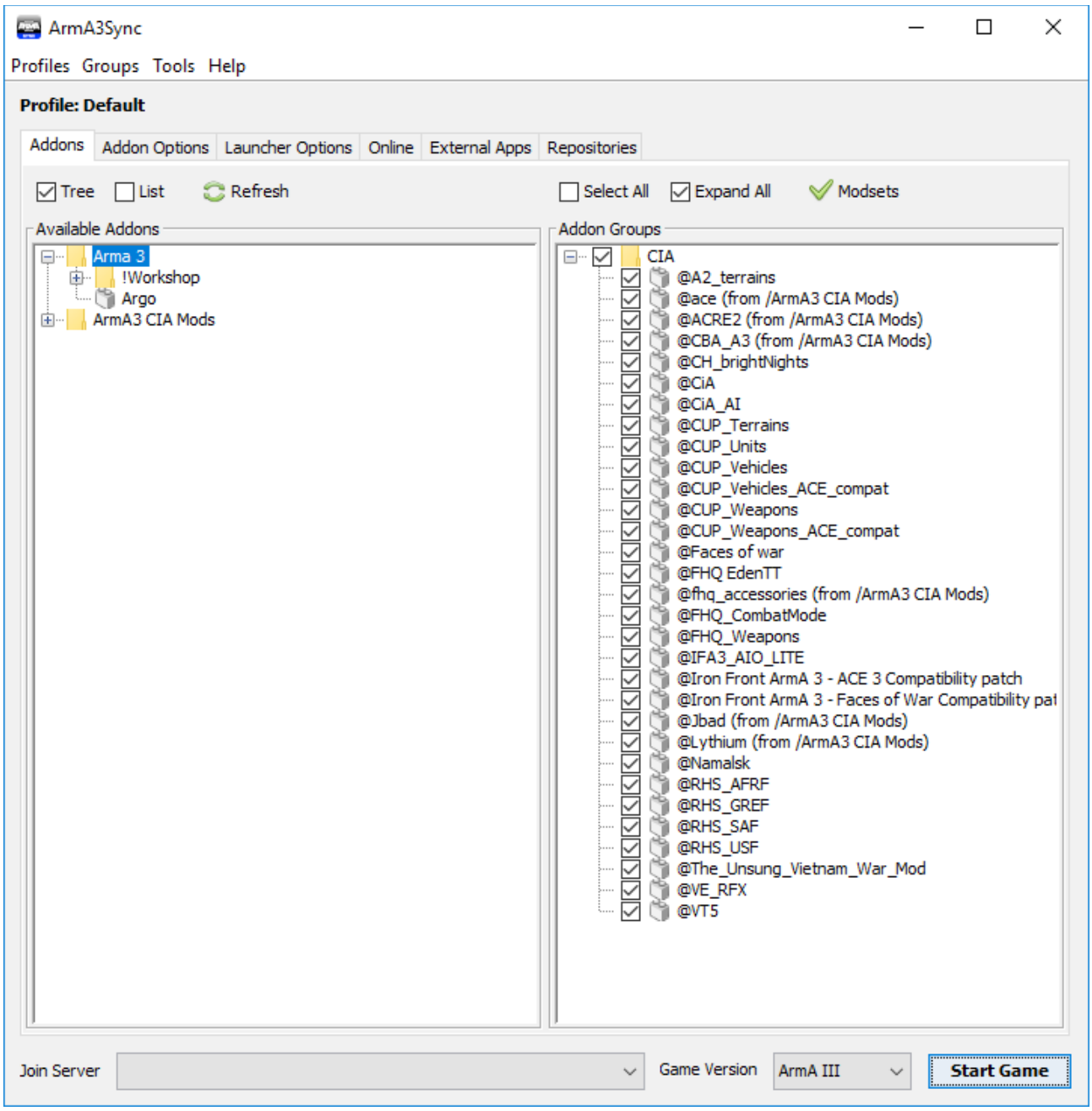

BILD 4

Right side you´ll see all the mods which are in use at CiA Coop Nights.

If one or more are not checked or added to this group, they won´t be loaded at the start of ARMA and you´ll get stucked during Coop Nights, can´t join Server or play missions, so ensure everything is checked what needs to be checked.

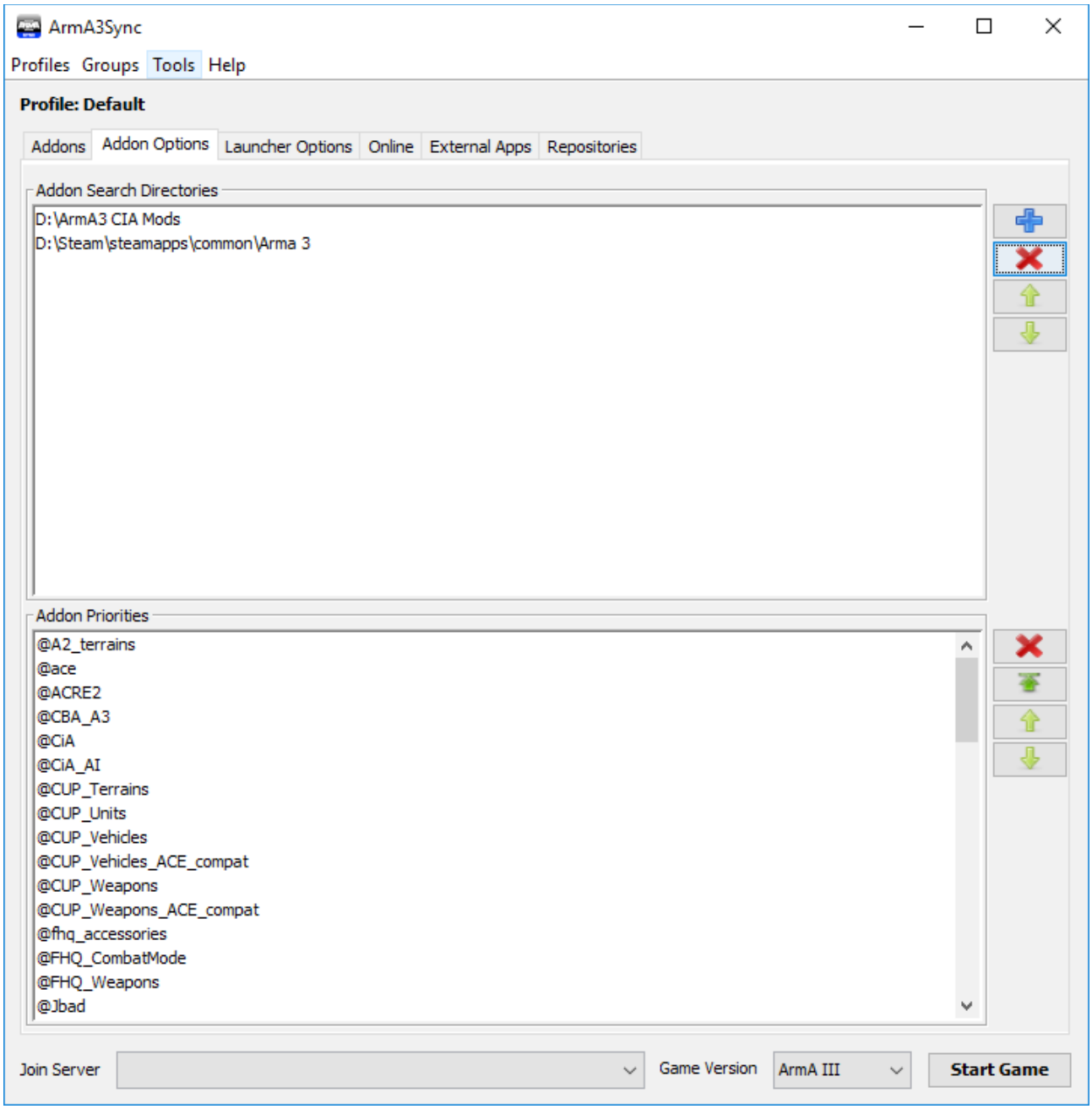

BILD 5

Next page called "Addon Options"

Here you see my Addon Search Directories.

If A3Sync finds a mod inside one of those folders, it will be shown at the first page, we just passed through (left side)

Here it would be good if you have at least 1 folder for CIA-Mods, where only CiA mods will be placed.

If you´ve some other folders, like the Workshop one from Steam, you can add the Steam main folder, A3Sync will locate the correct subfolders "!WS" as soon as a mod is placed into it.

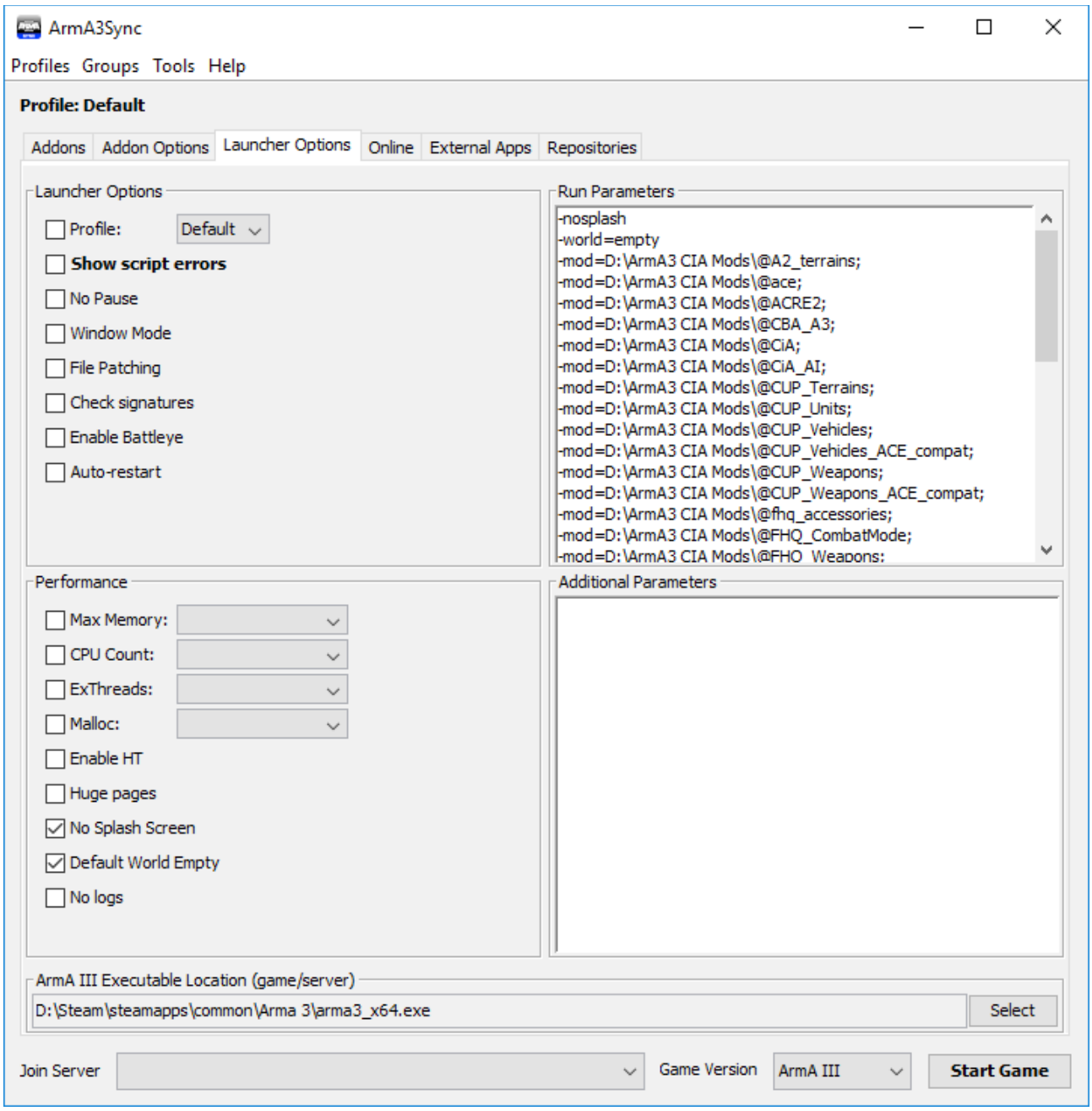

BILD 6

Just ensure to check at the bottom left side

– No Splash Screen
– Default World Empty

And define as starting .exe the

– arma3_x64.exe

The x64.exe has less crashes then the regular one and the famous „3fps bug“ will not occur.

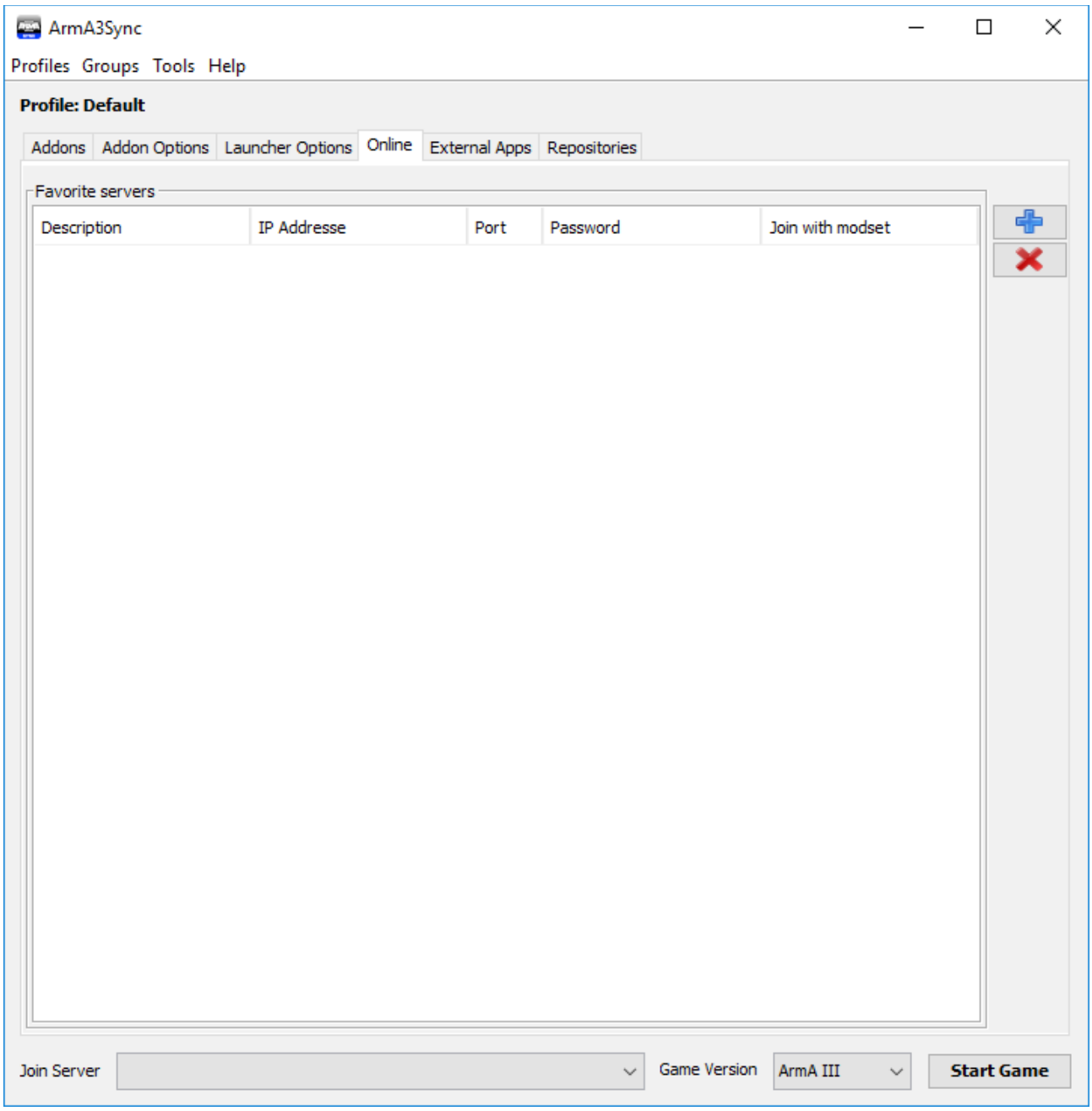
ArmA3Sync
Profiles Groups Tools Help
Profile: Default
Addons Addon Options Launcher Options Online External Apps Repositories
Favorite servers
Description IP Addresse Port Password Join with modset
Join Server
Game Version
ArmA III
Start Game

BILD 7

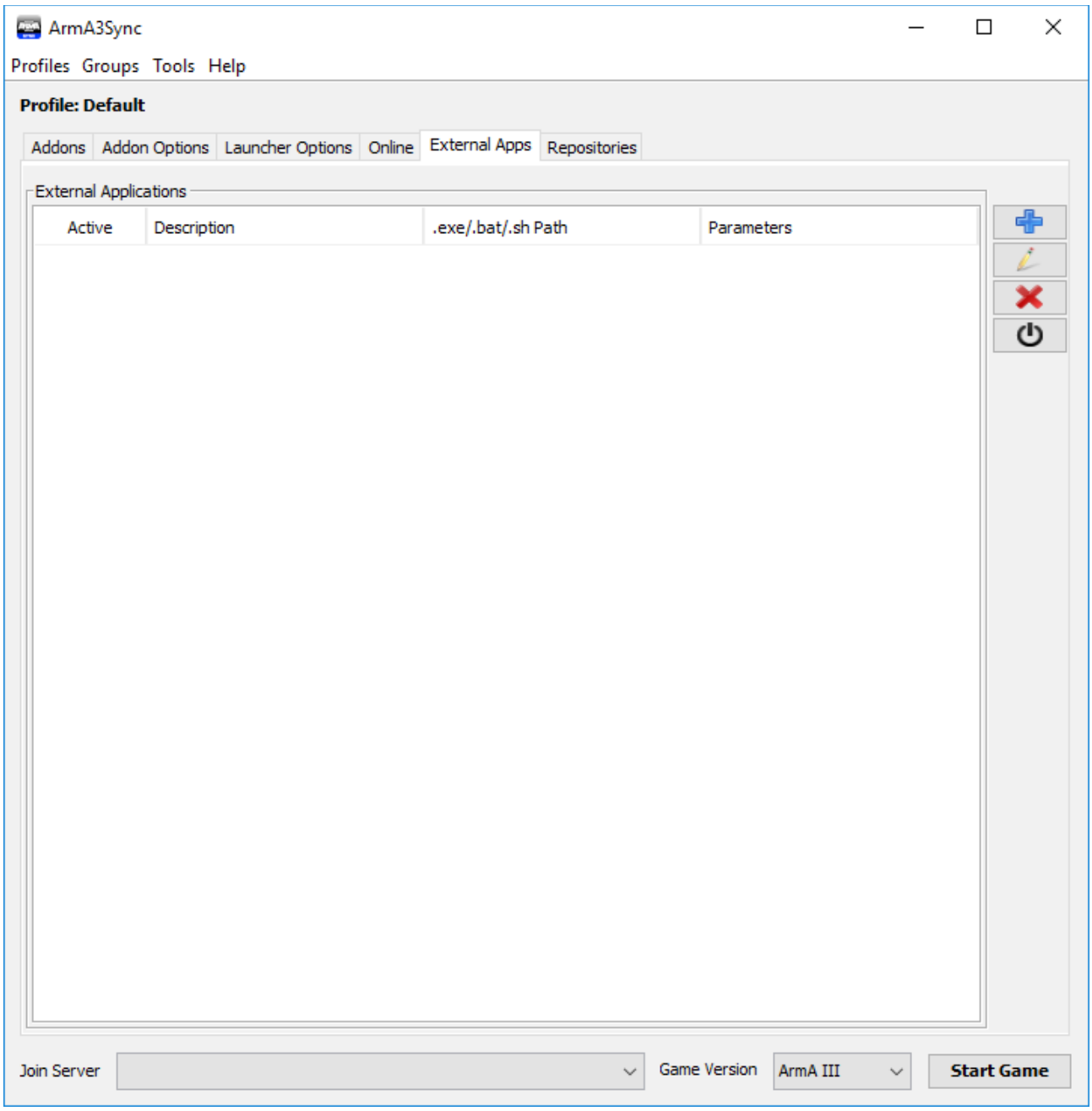
ArmA3Sync
Profiles Groups Tools Help
Profile: Default
Addons Addon Options Launcher Options Online External Apps Repositories
External Applications
Active Description .exe/.bat/.sh Path Parameters
Join Server
Game Version ArmA III
Start Game

BILD 8

Next two pages remain as they are, no need to change anything

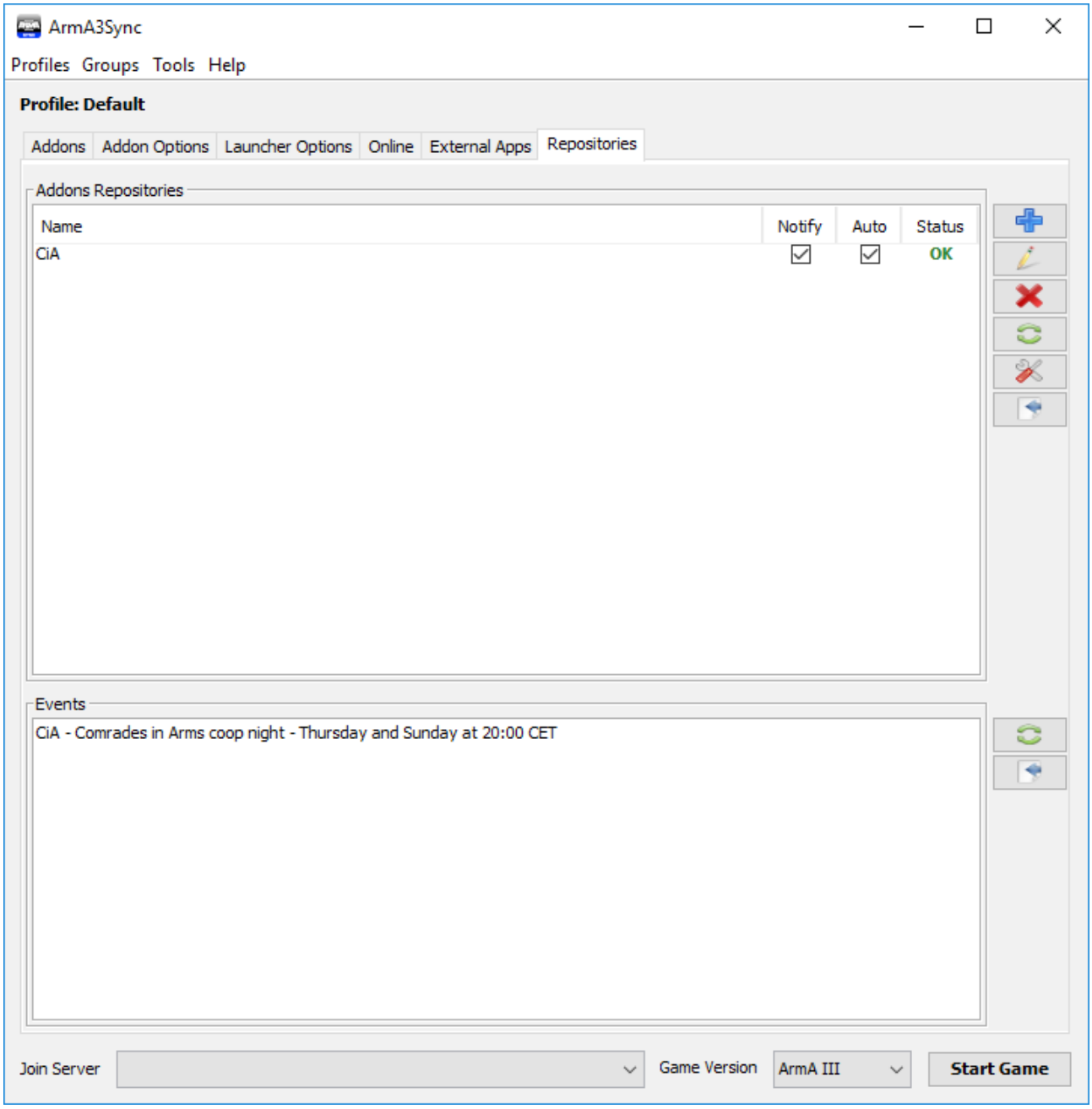

BILD 9

"Repository" Page

I guess you already added the CiA Repo, if not, please do it now.

Just press the blue CROSS right side, and fill the upcoming side as followed:

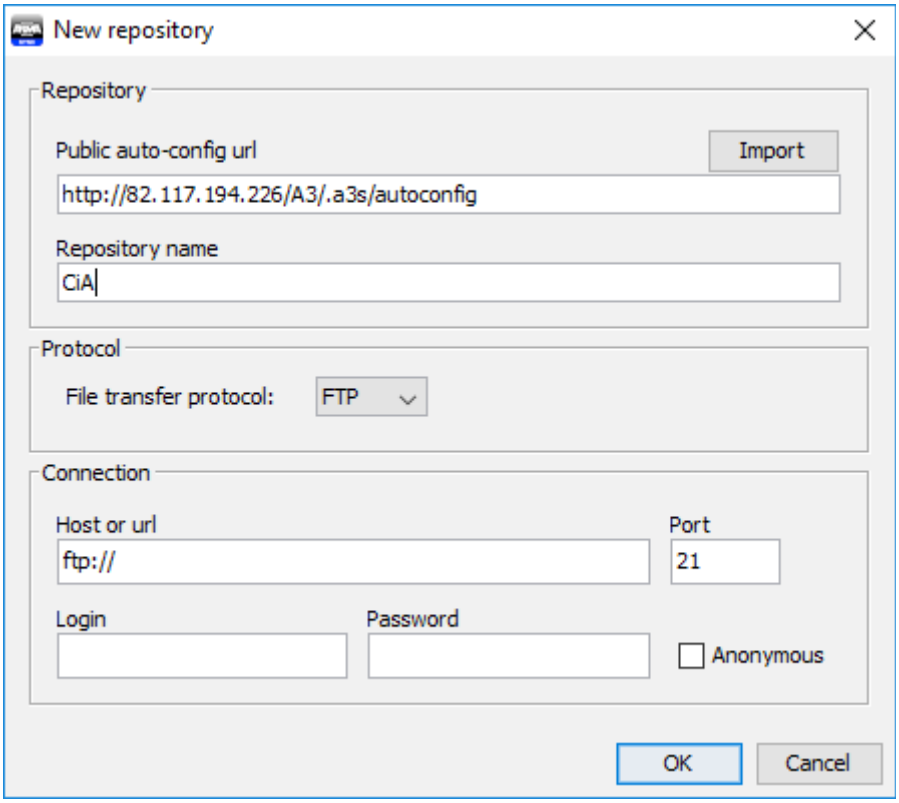

BILD 10

Finally press OK and it´s in

So, we´re good to go, so far ....

When starting a3sync check the repo if it´s status is "OK" sometimes it needs to be updated, if not and if it´s not updating then automatically, press on the name of the CiA Repo and then at the right side the 6th button "connect to repo"

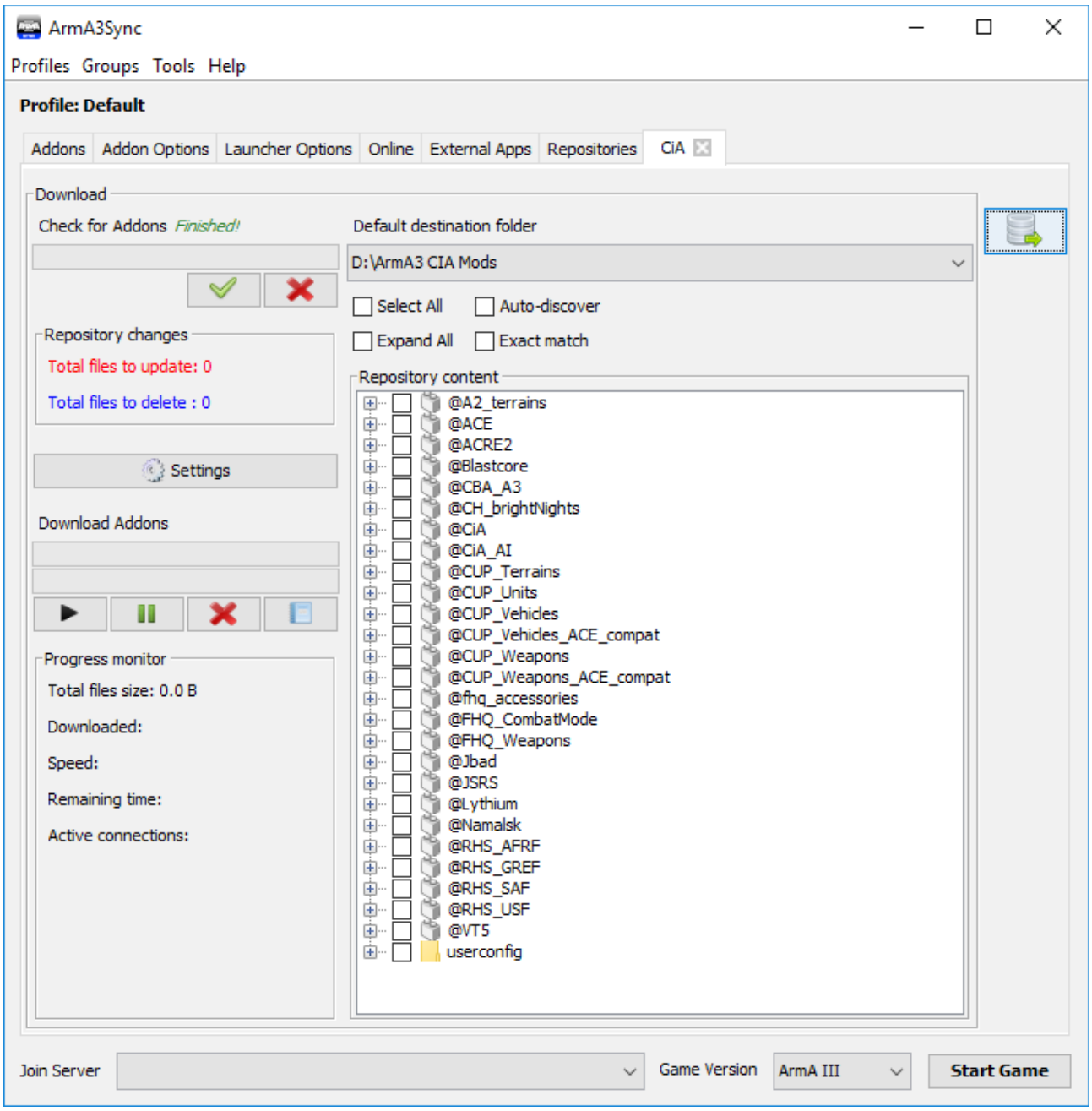

BILD 11

You´ll reach this page

This is the CiA Repo these are the CiA-Side-Mods which are needed to play and join at Coop nights

At the right upper corner you´ll see the status called "Repository changes" and below

– Total Files to Update: 0
– Total files to Delete: 0

Both are 0, cause my repo is up to date, if it says it needs to be "Updated" there will be a number at one of the 2 possibilities mentioned. If so, you need to update the Mods!

Right side you´ll find all server-side offered CiA-Repo-Content, this content will be downloaded by the repo automatically and is necessary for playing

If it´s outdated there will be an exclamation mark (!) at the mod, just check those folders and press DOWNLOAD at the upper right side

When it´s done, check the repo status if it´s ok, if so, let´s fight on the fields of ARMA

I guess it sounds very complex, trust me, it isn´t, most of the things happening automatically

BUT, 2 more things to do before playing the first time!

We decided to add IRON FRONT and the UNSUNG to increase the range of possible missions. These mods will not be added by the CiA Repo

We have to download them from steam, following mods are needed:

For IRONFRONT:
http://steamcommunity.com/sharedfiles/filedetails/?id=660460283
http://steamcommunity.com/sharedfiles/filedetails/?id=773759919
http://steamcommunity.com/sharedfiles/filedetails/?id=828493030
http://steamcommunity.com/sharedfiles/filedetails/?id=891433622

For UNSUNG:
http://steamcommunity.com/sharedfiles/filedetails/?id=943001311

download them via Steam

when ready start "arma3launcher" to get it loaded

Close the launcher, restart A3Sync in case it´s still open

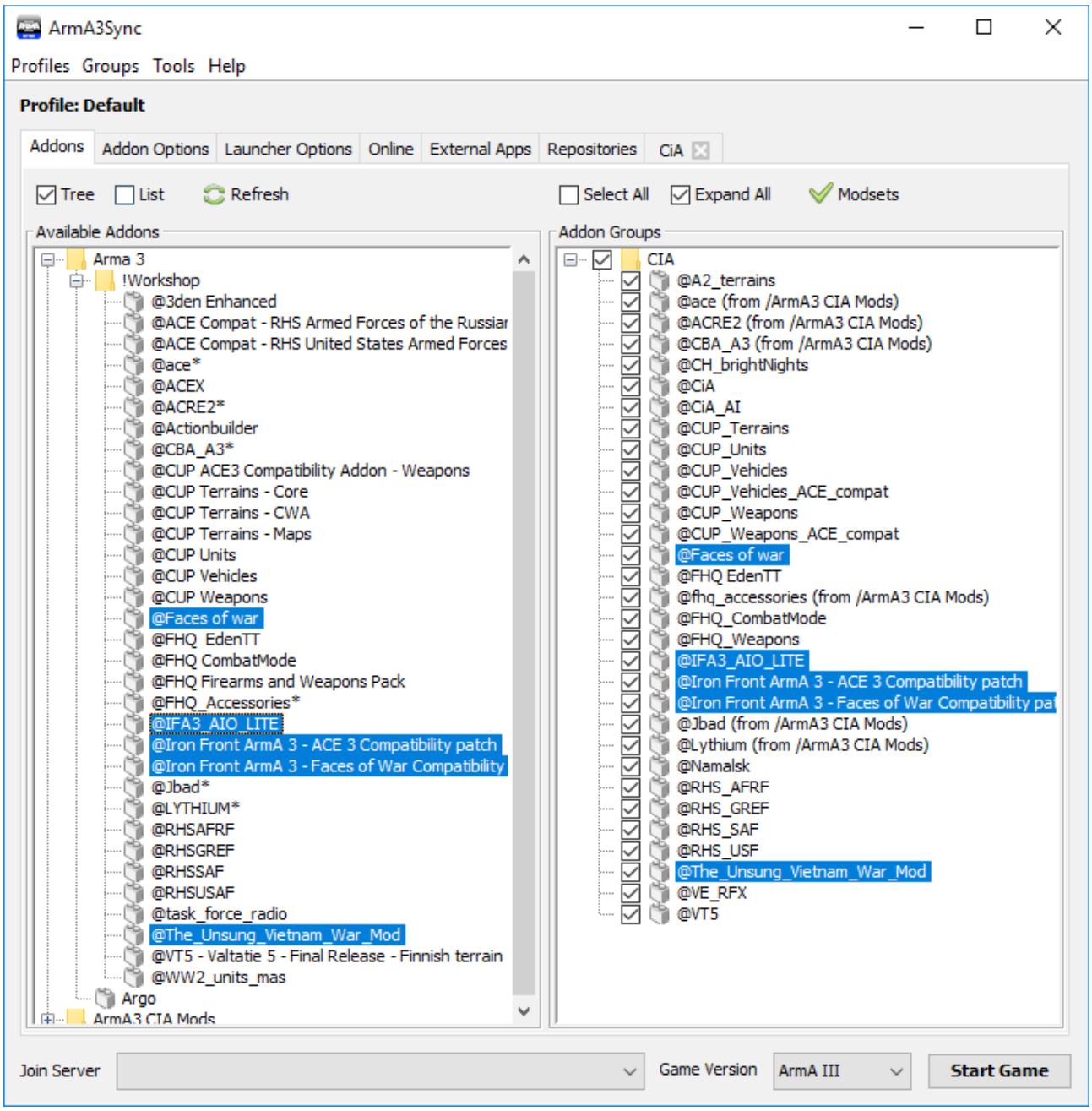

BILD 13

Now, open the Arma 3 folder on the left side and the CiA Addon Group folder on the right

Left you´ll should find the 5 mods we downloaded just minutes ago

All 5 mods will be now "Drag and Dropped" into the CiA Addon Group on the right side. finally mark them checked

Well, all mods are in, finall thing is to check if ACRE will run with TS3, so open TS3

and run it as an ADMIN!

Better to run all A3Sync and TS3 as Admin

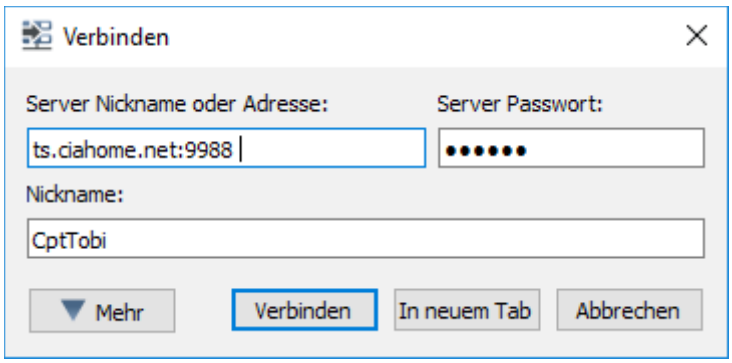

BILD 14

Connect to TS3 CIA
Server Pwd: ciafdf

As Nickname, please use the same name you use in ARMA while playing, so we can Ident you when on TS and in game

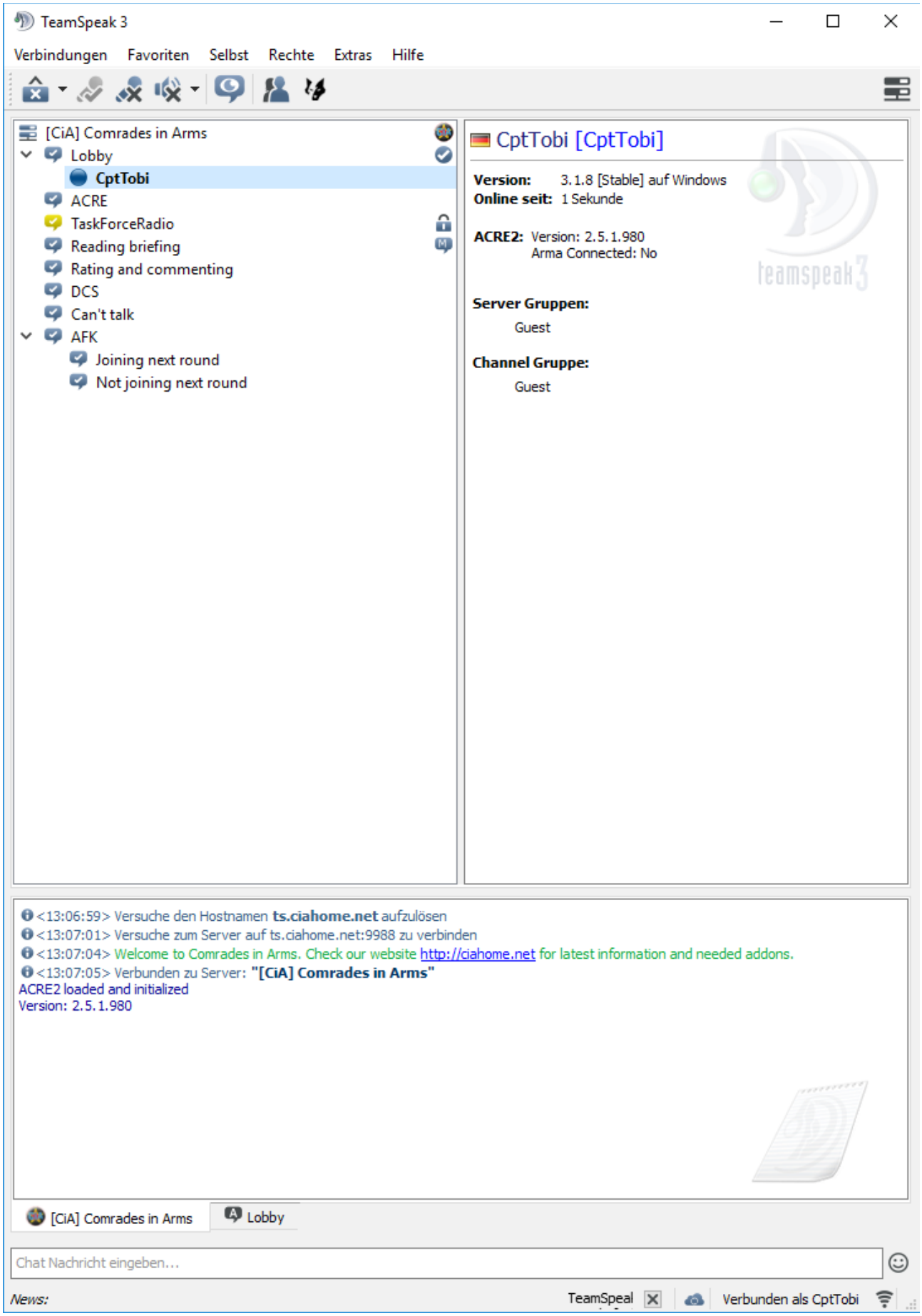

BILD 15

When connected, and please check this every time you connect, check the lower box

BILD 16

the last part is important:

ACRE2 loaded and initialized
Version X.X.X.XXX

If this is not mentioned, it means you cannot use ACRE ingame, and we cannot communicate

If it´s not in, we´ve to add it

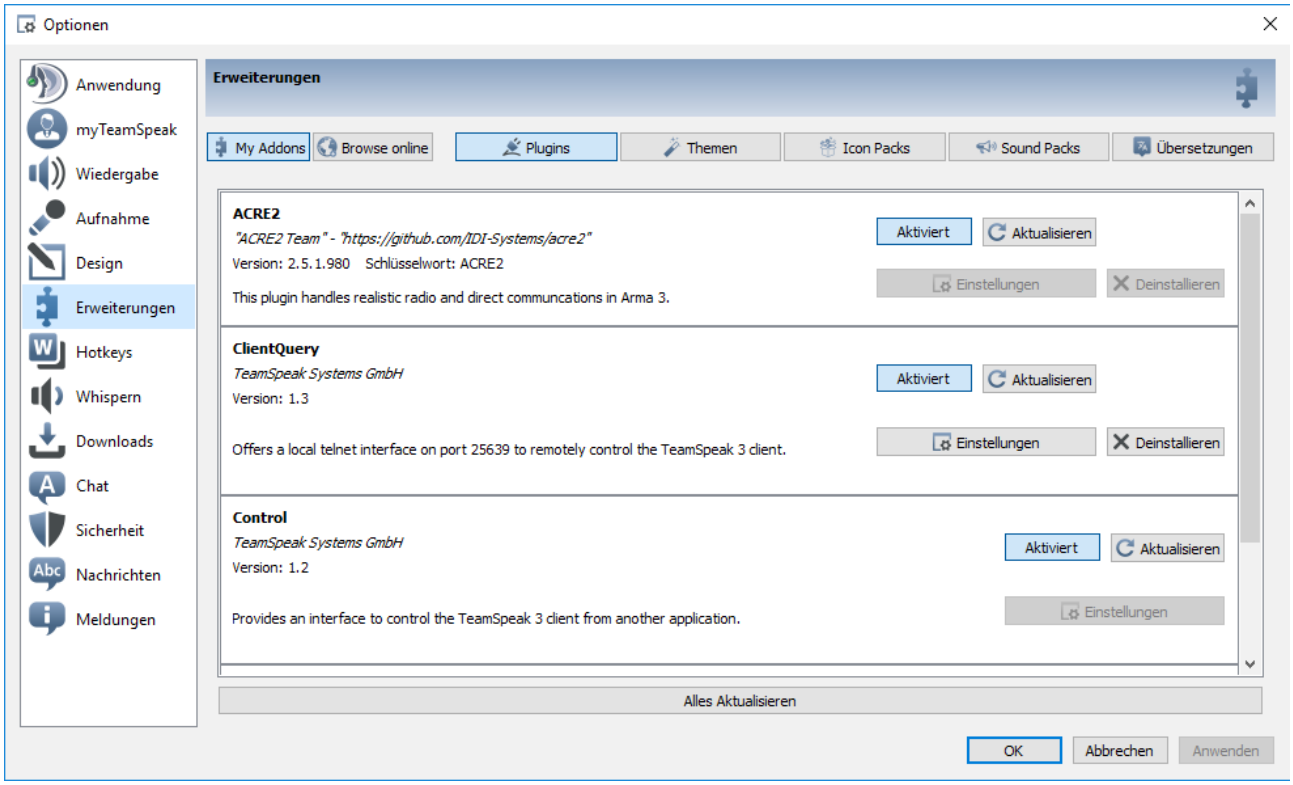

BILD 17

Open EXTRAS - OPTIONS - PLUGINS

there you´ll find all plugins you´ve added to TS3

We need the ACRE2 one, ensure it is in, and activated

If you don´t have it as an option, we´re going to add it

Open the folder, on your device, where all the CiA-Mods will be saved when downloaded by a3sync

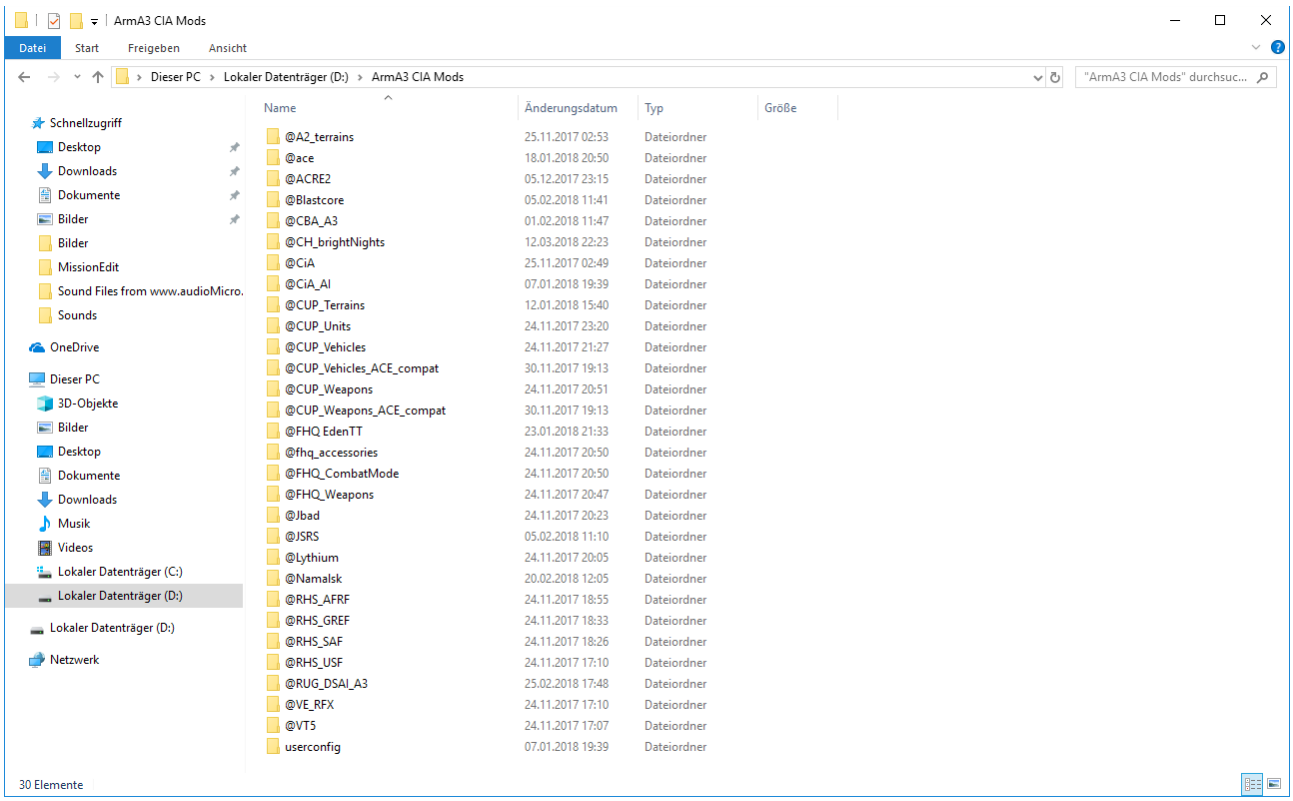

BILD 18

When opened, you´ll find the folder called "@ACRE2"
Open it

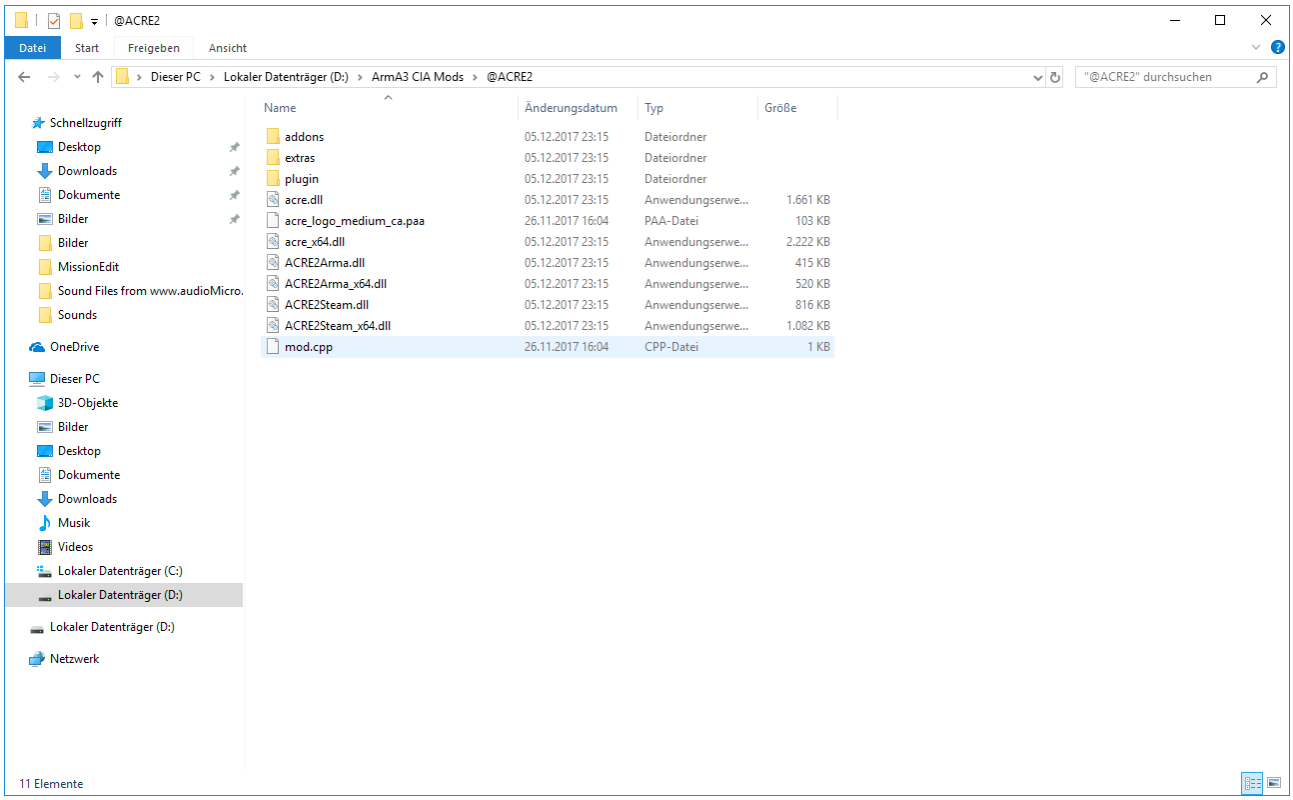

BILD 19

You should have the folder "plugin" in it
copy the whole "plugin" folder
and go to the TeamSpeak3 main folder on your device

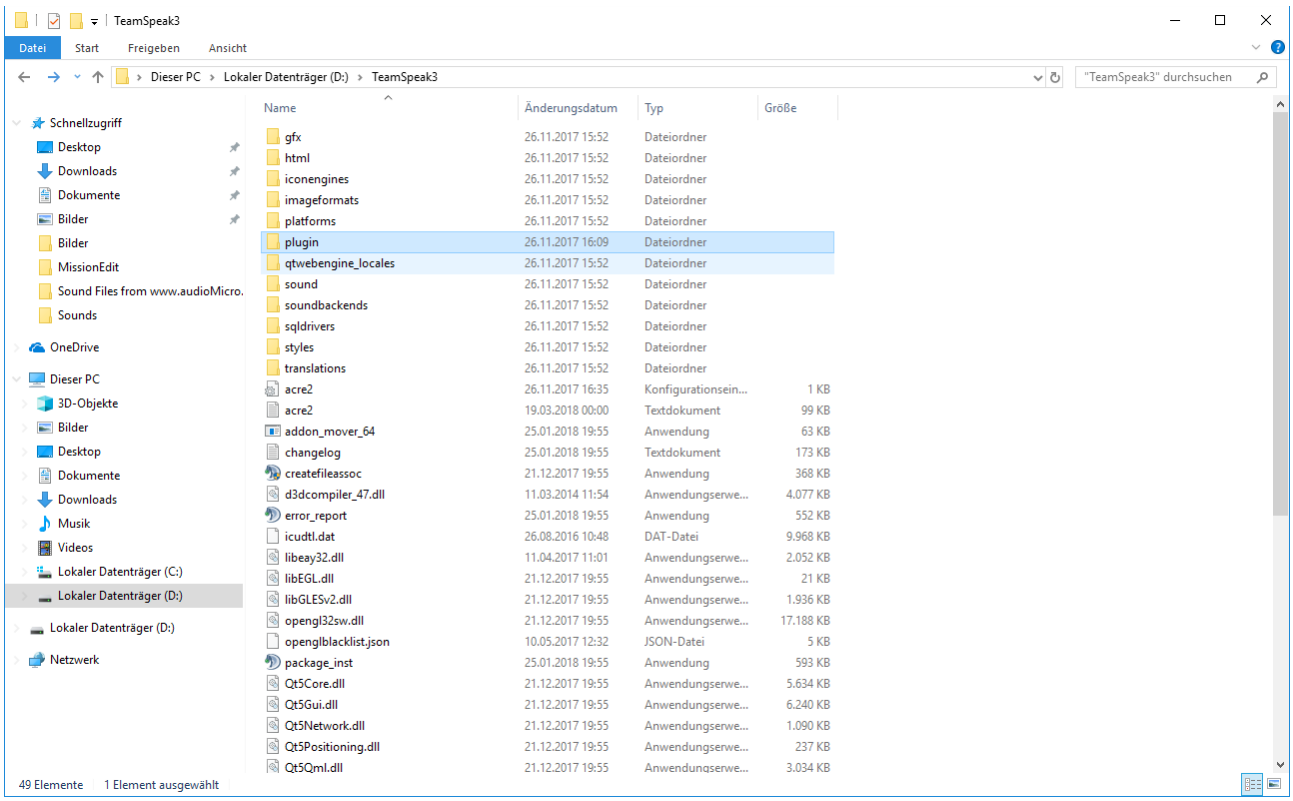

BILD 20

You should find the folder called "plugin" in it, if not, add the one you´ve copied before

If you´ll have this folder already in your TS3 folder, then just add the content of the plugin folder you´ve copied to have the following

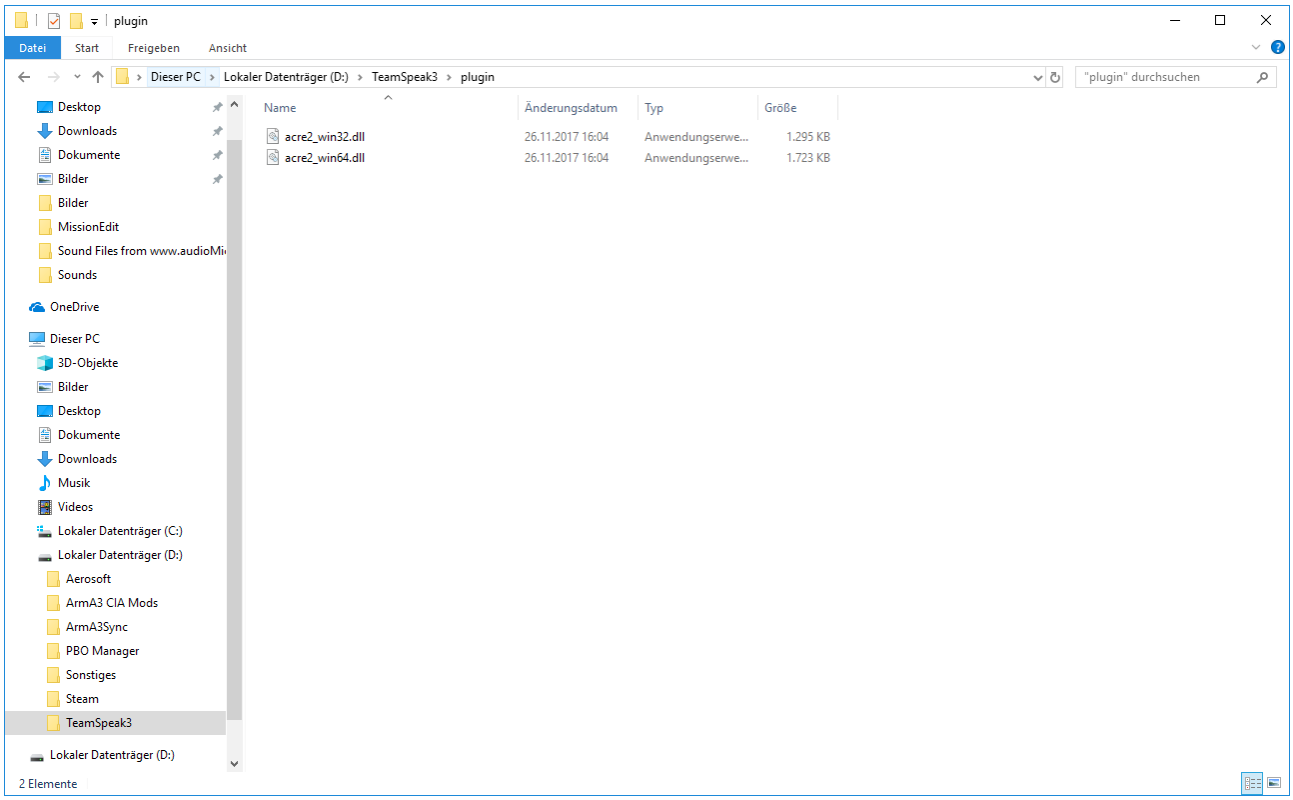

BILD 21

It´s important to have these 2 files in it to activate ACRE2

Now, restart TS3, open as ADMIN and open again EXTRAS-OPTIONS-PLUGINS

Now you should have the option to activate ACRE2

Once again restart TS3 as ADMIN and it´s done

BILD 22

if you now have "ACRE2 loaded and init.." then it works and we´re good to go!