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Antistasi dedicated server guide

Arma 3 > General Discussion > Topic Details Originally posted by Wassolich:Mission was not there when I typed #missions Make sure you select Altis from the list of islands, about in the middle of the screen. Getting missions to dedicated servers is a little more complicated than downloading from a workshop. Make sure you also get the Altis version instead of the Tanoa version (forest map)on your server if you download it from the link I provided. You'll need Apex to play it if you get that version and not the altis version. This should be a folder ending in .altis. Just paste that folder in the mpmissions folder on your arma server. I'm not sure how nitrado has it, but there must be some sort of file manager Note: It's ONLY to be used to report spam, ads, and problematic posts (harassment, fights, or abusive). atlasbadgah01 Jan 29th 2020 Thread marked as Resolved. Being part of a great team that is no less a goal than being the best game server provider in the world. Keep up with new, challenging, and exciting tasks at a company that respects your opinion. open position @ Nitrado Hi, (apologies for choosing the label Altis Life, it requires me to choose one) So me and my friends are thinking about hiring an Antistasi server. When I went to order the game service and when asked me to choose a intial start game, there was only Arma 3 vanilla and Arma 3 Altis Life, Epoch, Exile etc... But there's no antistation. So my question is do I just choose Arma 3 vanilla and then manually place the Antistasi mod file on the server? Thank you Hello atlasbadgah01, at this time we do not offer Antistasi-Serveran, unfortunately this must be installed manually:Special server settings · A3Antistasi/antistation-1.x Wiki · GitHub Hello I'm a little late here. But it is very possible to run an antistation server with a nitrado server. I am currently running my own modded antistasis server. You only choose arma vanilla install because antistasi is just a mission pbo file. Write to me if you want help with setting it yo can help me set up my own antistasi? Of course it is. Send me a message and we'll find out something Hello everyone. I have made a guide to anyone who may be wondering how, or struggled with setting up an Antistasi server with the Nitrado service (the guide can also work with other sevices, but Nitrado does things differently) Working in the process.. By default the mission will load the previous session except specifically in the mission parameters Select the mission, on the role selection page there is a button named parameters where you can change: New start: turn on to start a new campaign membership: turn off to disable switch commander membership rules: turn on to allow switching commander every 15 by rank. Activate the teamkill penalty (it will send the aggressor overboard for 60 seconds. Import save from Persistent Save to Inidibi2 Import inidibi2 save to Persistent Save. Some of them parameters can be forced by default, a few paragraphs below you can find how to Create a permanent member list Create your server with (some host servers do not allow you to edit this line, instead you can mark the option somewhere) allowedFilePatching = 1; Create this file on the server: \Arma3\A3Antistasi\memberlist.txt fill it with steam ids of players separated by warping, this is an example of the .txt file 76561198005296652 76561198005296652 76561198005296652 76561198005296652 Edit config.cfg to force default parameters and difficulty by Alex-Triada class Antistasi { template = Antistasi.Altis; // <-- name this as the .pbo name, remember to update this when you update version! difficulty = Custom; // Recruit, Regular, Veteran, Mercenary class Params { // Настройки миссии AS_enableSwitchComm = 0; //1 = commander change every 15 min AS_enableServerMember = 1; //0 = membership disabled AS_param_tkPenalty = 0; //1 = for public server, the teamkiller go to the ocean for 1 min, it prevent the guy to loot your stuff. enable only if really needed. AS_param_onlyPermanentMembers = 1; Only permanent members are allowed to be commanders in AS_enableVCOM = 0; 1 to activate, highly uncomended. AS_autosave = 0; 1 = autosave is enabled, every hour is saved automatically }; }; if you don't want to force the parameter, you just have to use theese line forcedDifficulty=Custom; missionWhitelist[] = {}; here you can add the name of the .pbo Antistation mission (example: Antistasi_1_7_19B7.pbo) to create the only mission to choose from. Edit arma3. ArmA3Profile { defaultPreset=custom; class CustomDifficulty { class Options { reducedDamage=0; groupIndicators=1; friendlyTags=0; enemyTags=0; detectedMines=0; command=0; waypoints=0; weaponInfo=1; stanceIndicator=1; staminaBar=1; weaponCrosshair=0; visionAid=0; squadRadar=0; thirdPersonView=1; kameraShake=1; scoreTable=0; deathMessages=1; vonID=0; mapContent=0; autoReport=0; multipleSaves=0; }; aiLevelPreset=3; }; CustomAI class Level { skillFriendly=1; skillEnemy=1; precisionFriendly=0.60000002; precisionEnemy=0.60000002; }; }; Setup ACE Before pressing continue when you preview the map, press Options Click left down, so you can set it allt during the game, escape options, config, addons and you can change it there as well, however, changing during the mission requires some knowledge of possible major changes such as ace medical system. Synchronize TFAR fequencies by Alex-Triada Login as admin, select mission, before proceeding {to role selection} When you see this ADDONS CONFIGURE Press left down, select what you like and set up the overwrite mission as shown here press OK Introduction This page contains useful information on how to install and configure the ARMA 3 server and includes a step by step guide of the installation process. Also information about configure and run the server. The majority of directories and paths are customizable, but all defined are consistent with tutorial tutorials Most of the tutorials here are made using this forum guide. I'm not going to say that. About the steamCMD utility: if you use it on a dedicated host to install and update Arma 3 dedicated servers, it is a good practice to create a separate steam account for it. Arma 3 Dedicated server plans are available for free (no regular Arma 3 required to purchase). Steam Account Supported Operating System Installation Requirements: Windows Server 2008 or later Minimum Hardware modern Linux distribution: Minimum Recommended Part CPU 2.4 GHz Dual-Core 3.5 GHz Quad-Core RAM 2GB 4GB Storage 32 GB HDD 32 GB SSD source Instruction (Windows o/s) The following instructions will guide you through setting one Arma Server 3 on 1 box, but they will also set the foundation for installing multiple servers in the same box: Install the latest version of DirectX Create the following empty directory D:\Apps\Steam D:\Games\ArmA3\A3Master D:\Games\ArmA3\A3Files Download steamcmd.exe and save it to the targeted Steam installation directory (E.g D:\Apps\Steam) Run steamcmd.exe. (It will download and install the necessary steam files to your custom steam directory) Create a #Arma3server_steamcmd_example.cmd file and save it to D:\Games\ArmA3\A3Files Run the #Arma3server_steamcmd_example.cmd file Right after entering Steam, the console window will hang and ask for a Steam validation key will automatically send you an email with this validation code, which you then need to enter at the Command prompt The Update console window must then continue to run and install the ArmA3 version ((DEV or STABLE) to the target directory as defined in the .cmd file) for example (D:\Games\ArmA3\A3Master) Create a shortcut for ArmA3Server.exe on the desktop server Add the following parameters to the Target Line in the shortcut tab of the newly created desktop shortcut -port=20 Required if running multiple server instances including previous ArmA2 instances) -profiles=D:\Games\Arma3\A3Master -config=CONFIG_server.cfg -world=empty so that it looks something similar to the following D:\Games\ArmA3\A3Master\arma3server.exe - profiles=D:\Games\Arma3\A3Master -port=230 - config=CONFIG_server.cfg -world=empty Setup the #Port Forwarding in your firewall or\and router accordingly , also does not seem to be as implemented in some routers The Trigger Port feature works with Arma 3 Server (tested with ASUS RT-N66U) Make sure you

have: Network Discovery enabled for your network type (settings can be found in the [Control Panel\Network and Internet\Network and Sharing Center\Advanced sharing settings]. If you have problems with resetting its status on the reopened interface, check that everything necessary for this feature service is running: DNS Client, Function Discovery Resource Publication, SSDP Discovery, UPnP Device Host; (make the server accessible from the internet) (maybe it's about service and not network discovery) Sharing Service Windows Media Player is enabled (allows the server to join) ; If you connected to the server through the server browser tries to use a direct connection: this is a client-side problem (not that other clients will have it too), the reason for the problem for the time being is unknown, I can say it is not related to: Windows services, Windows network settings, network routers, firewalls ... Device Host; (note: Changes to setting 2 above require Arma to be relaunched to be applied, such as for the same server for client machines;) Create a simple Notepad document called CONFIG_server.cfg and save it to the root folder of your ArmA3 installation on the D:\Games\ArmA3\A3Master server Start your shortcut, check the running server. (You'll see the console appear on your desktop after a few seconds) Close the console window down, then you must edit the following files that will be automatically created D:\Games\Arma3\A3Master\Users\Administrator\Administrator.Arma3Profile D:\Games\Arma3\A3Master\Users\Administrator\Arma3.cfg Restart your client Start server Arma3.exe (Running the same branch with the server, (e.g. Stable or DEV) and you should then be able to see your server in the server browser (Filters available to reduce server lists) Log in to your server using the password you specified in #CONFIG_server.cfg by typing / to open the chat window and then typing (#login ADMINPASSWORD) followed by enter.△Create definitely never forget the '#' in front of any server commands! Once logged in, you will be presented with a list of missions, select one of the missions to start the game Prove the stability of your server by carrying out the BI mission at first before you start adding the installation of User-generated content instructions (Linux o/s) As a security best practice, get users to use steam instead of running as root or administrator. In this way, if your ArmA server is compromised the attacker will find it more difficult to access the rest of the operating system. useradd -m -s /bin/bash steam Switch to new created steam user. sudo -i-u steam Create a new directory for SteamCMD to avoid clutter of home directories. mkdir ~/steamcmd && cd ~/steamcmd Download SteamCMD for Linux tarball from the link on valve Developer Community page. Use command line download tools like wget or curl. Tarball extract. tar xf steamcmd_linux.tar.gz Execution steamcmd.sh. This will install the rest of the Steam client and start the Steam client shell. If this step fails on 64-bit OS, you may need to install a 32-bit library. ./steamcmd.sh In the Steam client shell, log in with a valid Steam username and password. Valve Developer Community Wiki recommends that you create a new Steam account for this. SteamCMD will store login credentials and anyone who gets access to your server will be able to log in to the account used here. In addition, you cannot log in to a new Steam account from two places You don't need to buy Arma 3 on the Steam account used here to download the server. Therefore, you will need to create a new Steam account without without only for use on this server. login myusername Change the directory SteamCMD will install the server on. force_install_dir ./arma3/ Install a dedicated Linux Arma 3 server. The validation option checks for corruption. app_update 233780 validates exit SteamCMD. exit Create the directory used to store profile files and Arma3 .cfg files. mkdir -p ~/.local/share/Arma 3 && mkdir -p ~/.local/share/Arma 3 - Other Profiles Update You must update the server every time the patch is released on Steam. If the server is running, stop it by pressing Ctrl+C in the terminal (or screen instance/tmux) that the server attaches. Otherwise, switch to a steam user. sudo -u steam -i Launch steamcmd. cd /home/steam/steamcmd ./steamcmd.sh Login to the Steam account used in the installation section above. login myusername Set the Arma 3 installation directory to the same directory used above. force_install_dir ./arma3/ Update Linux Arma 3 dedicated servers. The validation option checks for corruption. app_update 233780 validates exit SteamCMD. exit Configuration You must likely want to customize your server name, password, security settings, and so on with the server.cfg file. Change it to the arma3 directory and create and edit the server file .cfg site. cd ~/.local/share/Arma 3 vim server.cfg If you don't know how to use vim, use nano instead. nano.cfg server.cfg for documentation and examples. The first time you run a server it will automatically create a profile file in ~/.local/share/Arma 3 - Profile /server/other server. Arma3Profile. Edit this file to adjust difficulty settings. △ -profiles= parameter is corrupt on Linux - you must place your profile in this directory. Launching linux executables is provided for launching servers. Make sure you run it under the steam user and not the root or other administrator! cd /home/steam/steamcmd/arma3 ./arma3server -name=server -config=server.cfg NB: If you are using the -mod= parameter, you must specify a relative path within or below the Arma 3 directory. Symlinks will work. The arma3server process will be attached to the current terminal. If you connect to the server via SSH, the server stops when you disconnect. You can keep the server running using multiplexeer terminals such as GNU Screen or tmux. There are many online tutorials on how to use this program to release and re-debrief the process to and from the terminal. You can safely stop the server by pressing Ctrl+C on the terminal (or screen instance/tmux) that the server attaches. &Case insensitive; Mods Some mods like CUP Terrains and @ALiVE won't work if there are capital letters in one of their file names. If you don't update your mod regularly, you just use the find command. -depth -exec rename 's/(.*)/\L$1\E$2/' {} \; in the directory where your mod is located. This will search the directory tree and make all file names lowercase. If you update your mod regularly e.g. ArmA3Sync, you will find that this will redownload files/folders that have changed cases every time you run them. The solution to this is to use a package called ciopfs - Case Insensitive On Purpose Filesystem. You must first run the find. -The depths... mentioned above in your mod folder. Then, create an empty directory outside the mods directory, for example mods_caseinsensitive. You then install a directory with: ciopfs mods mods_caseinsensitive and tell ArmA3Sync to sync mods_caseinsensitive settings. Once done, you can unmount the directory with: fusermount -u mods_caseinsensitive you should find that all files in the original mods directory are lowercase. Useful Additional Info Further Links Read Useful File Locations Some files are automatically created when you use certain command line parameters Some files must be created manually. If you have followed the instructions accurately, you will now have the following files and directories in addition to the clean installation D:\Games\Arma3\A3Master\Users\Administrator\Administrator.Arma3Profile (Difficulty settings) D:\Games\Arma3\A3Master\Users\Administrator\Administrator.vars.Arma3Profile (Some binarised content that you cannot edit D:\Games\Arma3\A3Master\Users\Administrator\Arma3.cfg (Bandwidth settings) D:\Games\Arma3\A3Master\MPMissions\ (This is where custom-made missions need to be deployed) D:\Games\Arma3\A3Master\arma3.rpt (Debug Log, automatically created every time arma3server.exe starts) D:\Games\Arma3\A3Master\ CONFIG_server.cfg (Manually generated) D:\Games\ArmA3\A3Files\ Arma3server_steamcmd_example.cmd (Manually created) D:\Apps\Steam\ Port Forwarding Arma 3 uses the same default port as Arma 2 with the addition of multiple ports. So, if you intend to run A2 and A3 servers on the same machine, you need to edit the ports used. The default ports are all UDP and as follows: Log in 2302 (Default Game Arma 3 port) + (VON is now part of the main gameport due to NAT issues) 2303 (STEAM query, +1) 2304 (Steam port, +2) 2305 (VON port, +3 - not used atm. +4) Outgoing DST Port Protocol Destination Comment 2344 TCP+UDP 81.0.236.111 BattlEye - arma31.battleye.com 2345 TCP 81.2 BattlEye - arma31.battleye.com 2302-2306 UDP whatever Arma Server for Client Traffic 2303 UDP query port ARMA Server STEAM 2304 UDP each Arma Server for STEAM master traffic To define the Game armA3 port used, state -port= **** in your command line argument (Where **** is the new start Arma Game 3, for example 2302) and to determine the Steam port you add the following line to your CONFIG_server.cfg (edit the actual port number as needed) (i)The STEAM port is now linked to the game port as +1 for the query and +2 to-master. If you run multiple servers, I format berlikut SERVER 1 2302 UDP (gameport + VON) 2303 UDP (steam query port) 2304 UDP (STEAM master port) 2305 UDP (von reserved port tapi tidak tidak atm.) 2306 UDP (BattlEye traffic port) so open port 2302-2306 ... and leave at least 100 ports between the next 2nd server set SERVER 2 2402 UDP (gameport + VON) 2403 UDP (steam query port) 2404 UDP (steam master port) 2405 UDP (VON backup port but not used atm.) 2406 UDP (BattlEye traffic port) so open port 2402-2406 and leave at least 100 ports between the next 3rd server set, etc. Nat traversal UPnP allows you to automatically create port forwarding on your router to bypass NAT (UPnP enabled routers are required). Functionality can be easily enabled in server configurations as described in the server .cfg page. Configure for stable branches or Dev Edit Arma3server_steamcmd_example.cmd as defined below and then run To select Development version SET A3BRANCH = 233780 -beta To select a stable build (Dedicated server package) SET A3BRANCH =233780 -beta To select a stable build (Full client\server package) SET A3BRANCH=107410 Important Features Since March 12, 2013 the development branch and stable branch version are no longer compatible. This means: Only DEV clients can connect to DEV servers Only stable clients can connect to stable servers Advanced Configuration Bandwidth Optimization Multiple Server configurations There are various methods available to run multiple Arma 3 dedicated servers in the same box. Each server instance requires: Its own unique set of Profiles Its own Configuration This post explains it more in depth. Each method has several pros and cons To choose a methodology option that suits your needs, you should consider the following Usage folders Key Usage folder MpMissions Available Space hard drive Update management method 1 see this POST for more detailed information This is a copy of the master installation to a different directory As possible times because you have space for the Most Powerful Pro Unique MpMissions unique folder to run separate instances of different branches of the game , (E.g Dev or Stable) Cons Using more drive space Requires more effort to create and automate the update process METHOD 2 It uses 1 master installation folder and has been renamed to arma3server.exe's in the master sub folder see THIS POST for more detailed information Pro (Compared to Method 1) Using less space than Update Method 1 will be easier Cons (Compared to Method 1) Not very powerful MPMissions Stock folder with all other exe (Will MpMissions folder is very messy and allows admins to run multiple Arma 3 Dedicated servers in the same box. Each server instance requires: Its own unique set of Profiles Its own Configuration different various servers Different) Will not allow you to run separate instances of different branches of the game METHOD 3 This is a hybrid of method 1 , since basically it is a Virtual copy of the master installation in different directories the difference is that many folders are linked to the initial Master simlink GUI: Pro (Compared to Method 1) Using less drive space (Since you will not have multiple copies of addons folders) Allows unique MpMissions folders if desired Allows unique key folders if the desired Update will be possible (Compared to Method 1) Requires more effort to initially create simlinks and directories Will not allow you to run separate instances of different branches of the game at the same time, (E.g Dev or Stable) For example, on Linux, if you originally had the following folder layout: ~/game_servers/ arma3server/ ... mods # folder where you save your arma3server mods ... Instead of copying the folder as directed in METHOD 1, run the following command: cd ~/game_servers/ mkdir arma3server_2 cd arma3server_2 cd arma3server_2 rm keys mpmissions mods mkdir keys mkdir mpmissions Then proceed with the rest of the instructions in METHOD 1. METHOD 4 You can of course mix and match all 3 previous methods that suit your specific needs. Configuration of Dedicated Servers &amp; Client (i)In order for Arma 3 server to connect to Steam server, Arma 3 server must be ping-able (ICMP 8 - Echo Reply) as well as TCP/UDP port opened. The only known problem, is making sure you start the server before you start the steam client Failed to do this causing steam port problems and your client will not be able to connect to the Headless Client server (i)See Arma 3 Headless Client for headless client changes. Headless clients can be used by missions to disassemble AI processing to dedicated clients, freeing dedicated server processes from most AI processing. Thus more AI units can be spawned and the server process will be able to dedicate most of the processed to communication with the client. For Headless Client/Dedicated Server to function together efficiently, they both need to connect with each other through very low latency and high bandwidth. Effectively, they should be in the same LAN at least, but preferably running on the same computer. Setup and Execution Headless Client for ARMA 3 requires a valid steam account logged in to function (see post Dwarden) Headless Client only Arma3.exe run from the command line with parameters, for example: arma3.exe -connect=localhost -port=2444 -client -nosound -password=some_server_password -name=HC -profile=HC -mod=@CBA_A3;@blah;@blah;@blah In the above example, the headless client runs on the same host as the dedicated server. It uses a profile called HC and connects to the server with a password as required by the server (password for password protected server, optional). The server in this example runs on port 2444, changing this to your server port. Headless Client Profile It should be created like any other profile in Arma 3 It is best if you name this profile HC) No profile configuration is required, but after creation, edit the HC. Arma3Profile is located in 3 - Other Profiles \HC and add this line: Alternatively, you can use the complete Arma 3 client to connect to any multiplayer server with BattlEye enabled and receive the BattlEye License Agreement, which will do the same as manually edit the HC. Arma3Profile. Once the profile is ready, copy the profile directory to C:\Users\yourusername\Documents\Arma 3 - Another profile on the server (if the profile was not created on the server). If the profile is created on the server or it will not run on the server and anyone on the computer it will run, then it is ready to go. If the Headless Client is on the server, the cfg server must have a local loopback address as shown below (e.g. A3Server.cfg): localClient[]={127.0.0.1}; headlessClients[]={127.0.0.1}; battleyeLicense=1; Dwarden suggests that battleyeLicense =1; be in the server configuration, but it is not clear if this is really necessary. (Post Dwarden). If the Headless Client is running on the same network on the same computer, the server configuration must have an address in LocalClient[]=x.x.x.x. This will allow the server to communicate with The Headless Client using unlimited bandwidth. You also need to add an adress to headlessClients[]={x.x.x.x}; Several headless clients at different addresses can be added: localClient[]={127.0.0.1, 192.168.1.10, 192.168.1.210}; headlessClients[]={127.0.0.1,192.168.1.10,192.168.1.210}; battleyeLicense=1; Headless Client on Dedicated Server Records If Arma 3 Headless Client and Arma 3 Dedicated Server are running on the same Windows computer (VM or physical), it may be useful to set up processor affinity to prevent intensive thread execution scheduled across the same CPU (v).. The operating system will generally schedule threads efficiently, but manual CPU allocation is possible. This can be achieved by right-clicking on the process (e.g. Arma3Server.exe(*32)) on the Windows Task Manager process tab and selecting Set Affinity.... Know that on physical intel CPUs, odd-numbered CPUs are the core of Hyper-threads. Note: You can use automated solutions for affinity set through batch files with the COMMANDLINE CMD/AFFINITY HEXVALUE e.g. CMD/C START/AFFINITY 0xF3 arma3server.exe It has been observed that although ARMA servers and client processes will start multiple threads, most processing is only used by one or two threads. For example, spawning 50 AI units does not generate 50 threads. There is one thread in the process that handles all AI units, regardless of how many have been launched. In this way, ARMA servers and client processes do not take advantage of the maximum processing capabilities found in modern processors and so the amount of AI is not easily scaled. Thus, faster CPU core speeds are king and lowering AI to multiple headless clients on the same computer will probably produce the best results for the mission involving many AI units (although (although way to get the result). - Sample Arma3server_steamcmd_example.cmd File Standalone Server Package (no need for game ownership in STEAM account) Note: You may be asked to authorize your STEAM account due to STEAMguard (email check) Note: it needs to be run two or three times (first authorization, 2nd STEAMcmd update itself, (when completed, stopped), update the 3rd Arma 3 Server data package) Note: STEAMcmd must be in a separate folder from STEAMclient (so always use a unique folder like STEAMcmd) to avoid file conflicts Note: Arma 3 server data packages must be in a separate folder from the Arma 3 client (so always use a unique folder like A3server or Arma3server) to avoid Code file conflicts: @echo off @rem SETLOCAL ENABLEDELAYEDEXPANSION :: SPECIFY the following variables if applicable to installing your STEAMLOGIN SET =mylogin mypassword SET A3serverBRANCH=233780-beta :: For stable use 233780 -beta :: For Dev use 233780 -beta development :: Note, the missing qoutation mark, this needs to be wrapped around the entire +app_data...... :: No DEV branch data for !!! Arma 3 !!! Dedicated Server package SET A3serverPath=d:\Games\Arma3\A3Master SET STEAMPATH=D:\Apps\Steam ::

your echo will update Arma 3 server echo Dir: %A3serverPath% echo Branch: %A3serverBRANCH% echo. echo Key ENTER to resume pause %STEAMPATH%\steamcmd.exe +login %STEAMLOGIN% +force_install_dir %A3serverPath% +app_update %A3serverBRANCH% validate +quit echo . Echo Server Arma 3 you are now up to date echo keys ENTER to exit pause CONFIG_server.cfg // // server.cfg // // comments written with // in front of them. NOTE: More parameters and details are available at // STEAM PORTS (no longer required, it is +1+2 to gamerport) // steamPort = 8766; default 8766, must be unique if multiple servers are in the same box // steamQueryPort = 27016; default 27016, must be unique if multiple servers are in the same box // GENERAL SETTINGS hostName = My Arma 3 Server; Server name displayed in public server list //password = ServerPassword; The password used on the server (delete // at the beginning of the line to enable) passwordAdmin = AdminPassword; Password to log in as an admin. Open the chat and type: #login maxPlayers = 40; The maximum number of players, including headless clients. Anyone who joins the server is considered a player, regardless of their role or team. persistent = 1; If set to 1, the mission will continue after all players are disconnected; required if you want to use the startup parameter -autoInit // VOICE CHAT disableVoN = 0; If set to 1, voice chat will be disabled vonCodecQuality = 10; Supports ranges 1-30, the higher better sound, more bandwidth consumption: // 1-10 is 8kHz (narrowband) // 11-20 is 16kHz (wideband) // // is 32kHz (ultrawideband) // VOTING voteMissionPlayers = 1; Minimum number of players required before displaying the mission selection screen, if you have not selected the mission in this configuration ballotThreshold = 0.33; A percentage (0.00 to 1.00) player is required to select something applicable, such as a new admin or mission. Set to 9999 to disable voting. allowedVoteCmds[] = // Allowed voting orders for players { // {command, preinit, postinit, threshold} - specifying a threshold value will replace voteThreshold for the command {admin, false, false}, // vote admin {kick, false, true, 0.51}, // vote kick {missions, false, false}, // mission change {mission, false, false}, // mission selection {restart, false, false}, // mission restart {reassign, false, false} // mission restart with unassigned }; WELCOME MESSAGE (today's message) // It can be several lines, separated by commas // Empty messages will not be displayed, but can be used to increase delays before other messages vary[] = { Welcome to My Arma Server 3, Disputes: discord.somewhere.com, TeamSpeak: ts.somewhere.com, Website: www.example.com }; motdInterval = 5; Number of seconds between each message // Mission class MISSION CYCLE { Mission1 class { template = MyMission.Altis; // PBO file name in mpmissions folder difficulty = Regular; // Recruit, Regular, Veteran, Custom }; }; LOGGING TimeStampFormat = short; The timestamp format used in the server RPT log. Possible values are none (default), short, full logFile = server_console.log; Server console output file name // SECURITY BattlEye = 1; If set to 1, BattlEye Anti-Cheat will be enabled on the server (default: 1, recommended: 1) verificationSignatures = 2; If set to 2, players with unknown or unsigned mods will not be allowed to join (default: 0, recommended: 2) kickDuplicate = 1; If set to 1, players with IDs identical to other players will be kicked (recommended: 1) allowedFilePatching = 1; Prevent clients with filePatching enabled to join the server // (0 = block filePatching, 1 = allow the client without a head, 2 = allow all) (default: 0, recommended: 1) // FILE EXTENSION // only allow files with the extension to the loadFile command (since Arma 3 v1.19.124216) allowedLoadFileExtensions[] = {hpp,. sqs,sqf,fsm,cpp,paa,txt,xml,inc,ext,sqm,ods,fxy,lip,csv,kb,bik,html,htm,biedi}; only allow files with such extensions to be loaded via preprocessFile command (since Arma 3 v1.19.124323) allowedPreprocessFileExtensions[] = {hpp,sqs,sqs,sqf,fsm,cpp,paa,txt,xml,inc,ext,sqm,ods,fxy,lip,csv,kb,bik,bikb,html,htm,biedi}; only allow files and URLs with the extension to be loaded via the htmlLoad command (since Arma 3 v1.27.126715) allowsHTMLLoadExtensions[] = {htm,html,php,xml,txt}; EVENT SCRIPT - onUserConnected = ; to run when the player is connected onUserDisconnected = ; to run when the player decides to doubleIdDetected = ; command to run if the player has the same ID as another player on the server diUnsignedData = kick (_this select 0); to run if the player has an unsigned file inHackedData = kick (_this select 0); to run if the player has damaged the // HEADLESS CLIENT headlessClients[] = {127.0.0.1}; a list of IP addresses allowed to connect using a headless client; example: {127.0.0.1, 192.168.1.100}; localClient[] = {127.0.0.1}; list of IP addresses given unlimited bandwidth; example: {127.0.0.1, 192.168.1.100}; Server. Arma3Profile View server.armaprofile. Arma3.cfg (i)See .cfg for more information. language=English; adaptor=-1; MinBandwidth=800000; MaxBandwidth=25000000; MaxMsgSend=384; MaxSizeGuaranteed=512; MaxSizeNonguaranteed=256; MinErrorToSend=0.003; MaxCustomFileSize=100000; Berda=0; serverLongitude=0; serverLatitude=52; serverLongitudeAuto=0; serverLatitudeAuto=52; &Support Troubleshooting Known Server I have 2500ms ping in server browser (This is caused by running steam client as Non Administrator) see MaxMsgSend default is 128, Higher values can create Desync problems if the processing of available servers and/or bandwidth cannot support higher values if you run the Arma 3 Dedicated server data package on a system where the client is a possibility that the server will load the full client data instead of the server data package, this is due to the preferred registry check in. The solution to this problem is to use arma3server.exe -mod=(where an empty modline ensures it loads data from where the server is placed) upnp =1; on the server.cfg may result in the server not starting for 600 seconds on the server with firewall active / anti-ddos measures , it is not recommended setting for dedicated-server where the server process related port is open / forwarded by default using several server instances will bog down several server instances will bog down where the second server reports at the first range, minimum usage + 100 ports for the next instance next to 2302 thus 2402 then 2502 etc. for maximum security use of +200 or +1000 machines have a legacy automatic port addition system for occupied sockets (used for client-listening servers, upnp) where 2302 is first tried, then +12 to 15 times (so 2314, 2326 ... 2482) Direct assistance For immediate assistance, join the Official Arma 3 Discord server! Especially this channel: #server_admins #server_linux #server_windows #server_tools F.A.Q View