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## **BEGINNING NOTES**

While this tutorial mentions and shows pictures of Arma 2, the majority of it is applicable to Arma 3 as well. It's noted in the guide where the two diverge.

If this is for Arma 2/OA/Combined Ops/whatever, make sure you've started Arma 2 and then OA once without mods running to generate the necessary config/registry files to link them together.

The UI featured here is not the most recent iteration however the steps should more or less still apply to the current version. This guide is going to be updated however if you need any help in the meantime, there are usually people on IRC who can help you (especially the person who wrote this, scarletbanner/Fadi).

## **THE PRESET**

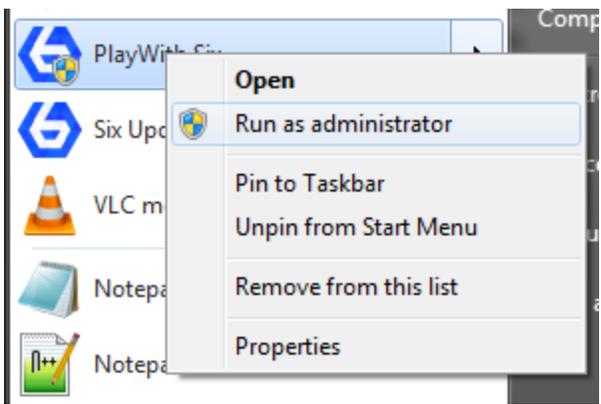
### **STEP 1**

If you have an old version of Play WithSix that is a dedicated install, uninstall it. The current version is a single self-contained .exe

Download the current version of Play WithSix from <http://withsix.com/download/latest>

### **STEP 2**

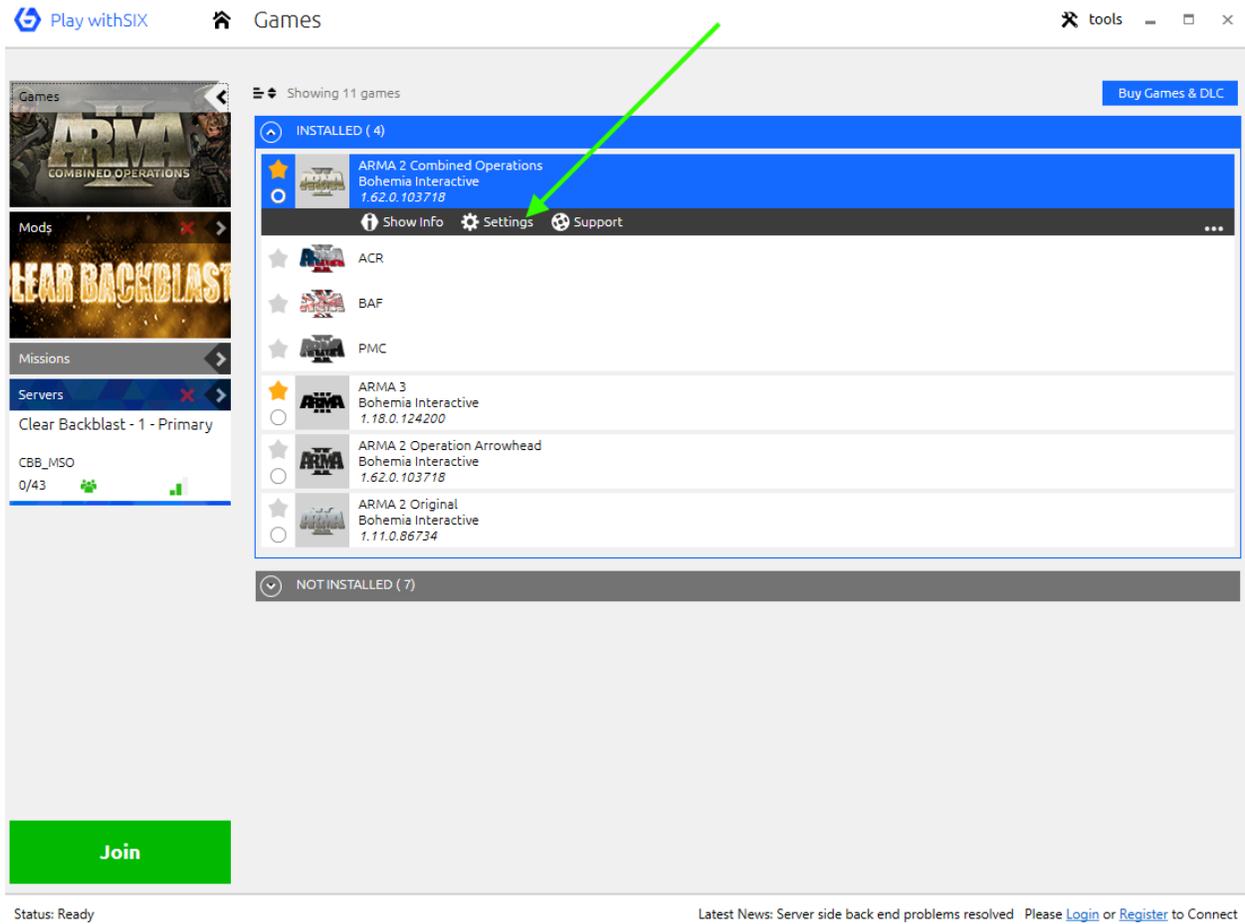
When using Play WithSix, make sure you are launching it as admin. Elevated privileges are required for proper ACRE functionality.



### STEP 3

Open PWS and select the game you're configuring. Make it the active game by double-clicking it, clicking the radial icon underneath the Favorites Star, or right-clicking and selecting "Use game". The top left picture will represent the activated game.

Before downloading the preset, verify PWS knows where your Arma installations are and where to place any mods. Select the game you want to install mods for in the Game Browser. Click the Settings button underneath the selected game.



The screenshot shows the 'Play with SIX' Games browser interface. The top navigation bar includes the Play with SIX logo, a home icon, the text 'Games', and window control icons. The main content area is divided into several sections:

- Games:** A carousel showing 'ARMA COMBINED OPERATIONS'.
- Mods:** A carousel showing 'LEAR BACKBLAST'.
- Missions:** A section with a right arrow.
- Servers:** A section with a right arrow, showing 'Clear Backblast - 1 - Primary' and 'CBB\_MSO 0/43'.
- Game Browser:** A list of games categorized into 'INSTALLED (4)' and 'NOT INSTALLED (7)'. The 'INSTALLED' section is highlighted in blue. The first item, 'ARMA 2 Combined Operations', is selected. Below the game title, there are buttons for 'Show Info', 'Settings', and 'Support'. A green arrow points to the 'Settings' button.

At the bottom left, there is a green 'Join' button. At the bottom right, there is a status bar with the text 'Status: Ready' and 'Latest News: Server side back end problems resolved Please [Login](#) or [Register](#) to Connect'.

## STEP 4

Make your general game settings (the top box) match those shown in the picture: *Always use beta patch*; *Load server mods*; *Force "Run as Administrator"*. Check the *Launch with Steam Launcher* option if you have a Steam copy of Arma 2: Operation Arrowhead. The *Startup Parameters* box will be covered in Step 5.

If you have a Steam copy of Arma 2: Operation Arrowhead, it will most likely be installed to its own folder. If you have a non-Steam copy of Arma 2: Operation Arrowhead, it will most likely be installed into your Arma 2 folder.

Arma 2: Operation Arrowhead folder

Alternate storage folder

Arma 2 folder

Join

Status: Ready

Game Settings

Game

- Always use beta patch
- Load server mods

Launching

- Force 'Run as Administrator'
- Launch as dedicated server
- Launch with Steam Launcher
- Reset Game Key on launch

Startup Parameters

Startup Parameters

Open the Editor for more advanced options

ARMA 2: Operation Arrowhead (Primary)

Directories

- Additional mods LOAD ADDITIONAL GAMEFOLDERS
- Game directory common\arma 2 operation arrowhead ...
- Mods directory common\arma 2 operation arrowhead ...
- Synq directory d:\games\play withsix\ja2 ...

Mod folders

Where should the modfolders be installed

ARMA 2 Original

Directories

- Additional mods LOAD ADDITIONAL GAMEFOLDERS
- Game directory ies\steam\steamapps\common\arma 2 ...
- Mods directory common\arma 2 operation arrowhead ...
- Synq directory d:\games\play withsix\ja2 ...

Mod folders

Where should the modfolders be installed

Set your game paths as described in the picture. *Game directory* should point to your Arma 2: Operation Arrowhead and Arma 2 folders for their respective games. *Mods directory* should point to your Arma 2: Operation Arrowhead folder for both games. For Steam editions, three of these four will point to your separate Arma 2: Operation Arrowhead folder. For non-Steam editions, all four of these will most likely be your Arma 2 folder.

If you run the game from an SSD or would like the files needed for updating stored elsewhere

for space reasons, make an alternate storage folder as shown in the picture and set the *Synq directory* to use that. This is *highly recommended* if you have an SSD, as these *.synq* update files can be quite large once you've downloaded a lot of mods and are never directly used by the game. If you have Arma 2 and Arma 3, each game should be given a separate *Synq directory*.

For example:

D:\Arma Synq\Arma 2\

D:\Arma Synq\Arma 3\

## STEP 5

Click the *Editor* button to the right of *Startup parameters*.

Select your in-game profile name from the *Name* drop-down list. Check the boxes *NoSplash*, *SkipIntro*, and *NoFilePatching*. Add the word **empty** to the *World* text box.

Further optimization can be made here with the *CpuCount*, *ExThreads*, and *MaxMem* boxes, but that is both outside the scope of this guide and will vary wildly between computers.

The image shows two overlapping screenshots from the Play with SIX application. The left screenshot displays the 'Games' section with a list of installed games. The right screenshot shows the 'Game Settings' window for 'ARMA 2 Combined Operations'.

**Game Settings Window:**

- Basic:**
  - Mod: ARMA 2 Combined Operations
  - Name: Default
  - NoSplash:
  - SkipIntro:
  - Window:
- Advanced:**
  - Beta:
  - CheckSignatures:
  - CpuCount: [dropdown]
  - ExThreads: Default
  - Malloc: [dropdown]
  - MaxMem: [dropdown]
  - MaxVram: [dropdown]
  - NoFilePatching:
  - World: empty
- Compatibility:**
  - NoCb:
  - Winxp:
- Developer:**
  - Bulldozer:
  - DoNothing:
  - Init:
  - NoLand:
  - NoPause:
  - NoSound:
  - ShowScriptErrors:

**Name:** Player Profile name

Buttons: Back to game settings, Detailed info (BIK)

Status: Ready

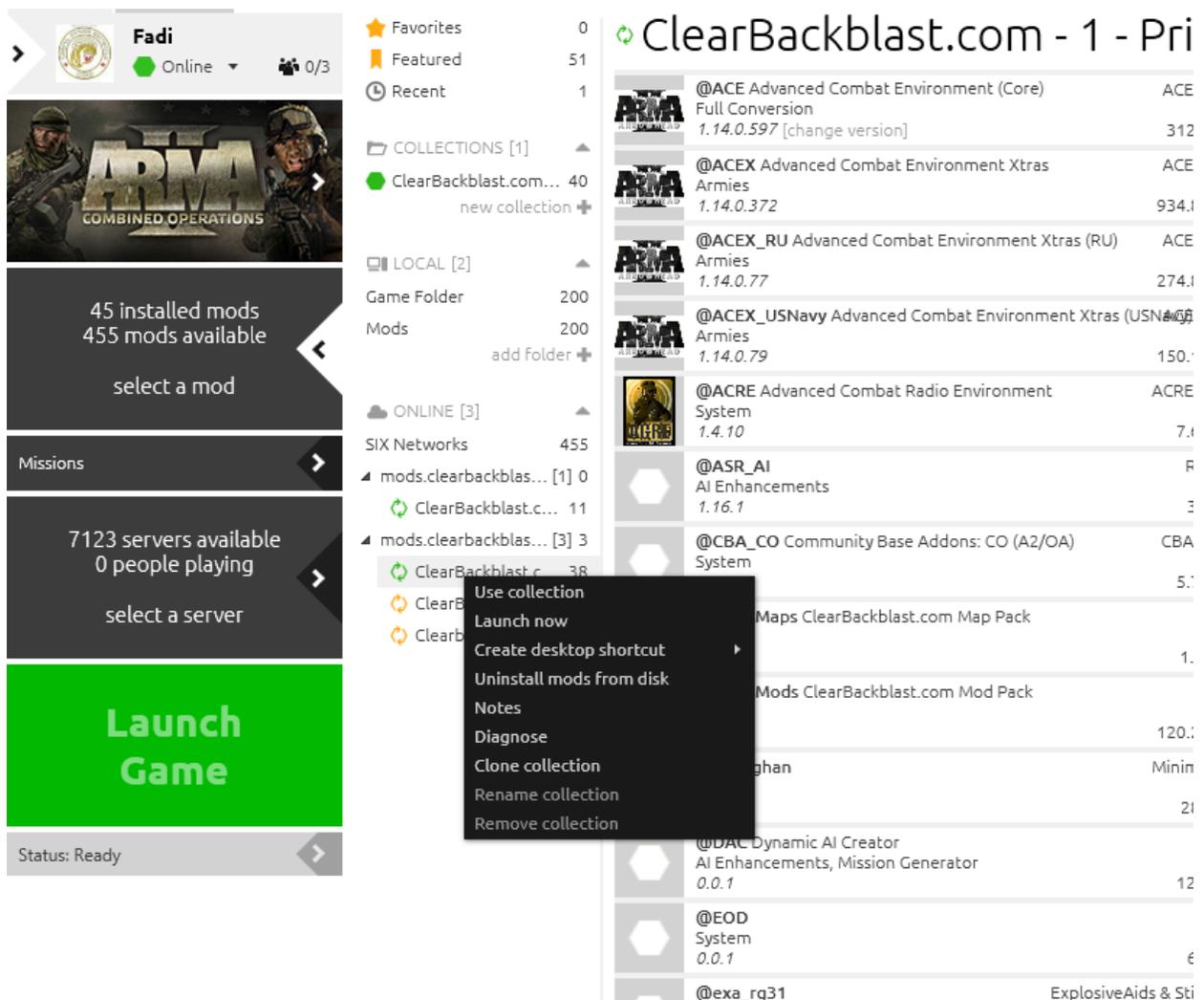
## STEP 6

Go to the [Download Our Mods](#) page on ClearBackblast.com.

Click the *Clearbackblast - 1 - Primary* link to load the CBB mod list into PWS.

## STEP 7

Inside PWS, you should see a new section created under the *Online* group. Expand *mods.clearbackblast.com*, right click on the preset and click “Clone Collection”.



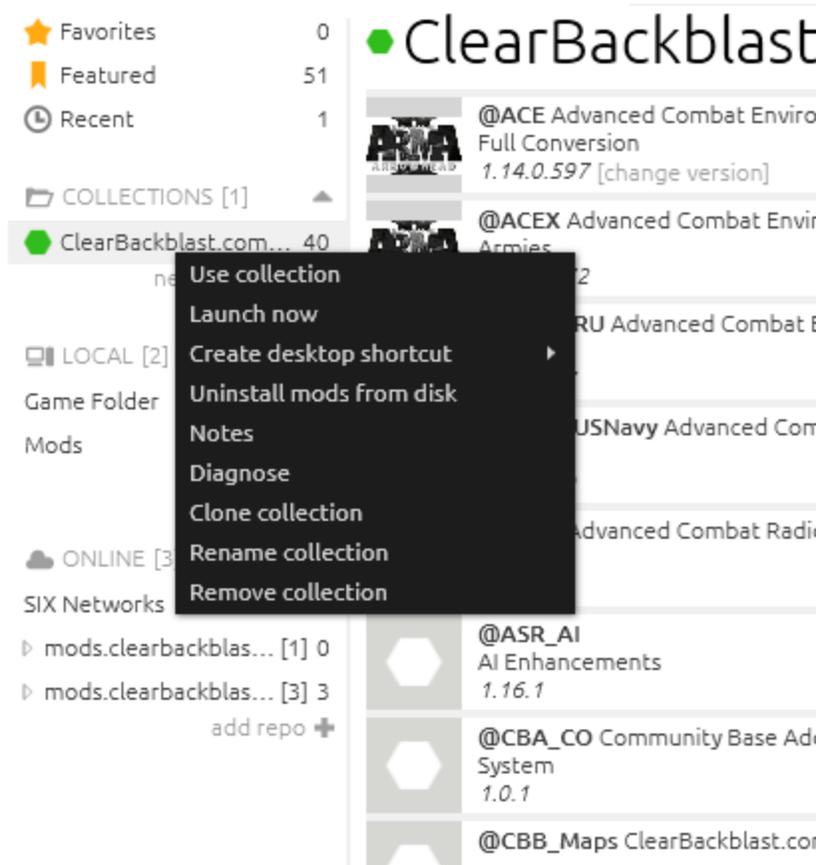
The screenshot displays the PWS interface. On the left, the user profile 'Fadi' is shown with 'Online' status and 0/3 friends. Below this are sections for '45 installed mods, 455 mods available' and '7123 servers available, 0 people playing'. A large green 'Launch Game' button is prominent. The main area shows a list of collections under the 'ONLINE [3]' group. The collection 'ClearBackblast.com - 1 - Pri' is selected, and a context menu is open over it, listing actions such as 'Use collection', 'Launch now', 'Create desktop shortcut', 'Uninstall mods from disk', 'Notes', 'Diagnose', 'Clone collection', 'Rename collection', and 'Remove collection'. The 'Clone collection' option is highlighted. The background shows a list of mods from ClearBackblast.com, including '@ACE Advanced Combat Environment (Core) Full Conversion', '@ACEX Advanced Combat Environment Xtras Armies', '@ACEX\_RU Advanced Combat Environment Xtras (RU) Armies', '@ACEX\_USNavy Advanced Combat Environment Xtras (USNavy) Armies', '@ACRE Advanced Combat Radio Environment System', '@ASR\_AI AI Enhancements', '@CBA\_CO Community Base Addons: CO (A2/OA) System', '@DAC Dynamic AI Creator AI Enhancements, Mission Generator', '@EOD System', and '@exa\_rg31 ExplosiveAids & Sti'.

Collection Name	Version	Item Count
ClearBackblast.com - 1 - Pri		40
mods.clearbackblas... [1]		0
ClearBackblast.c...		11
mods.clearbackblas... [3]		3
ClearBackblast.c...		38
ClearB...		
Clearb...		

Mod Name	Version	Item Count
@ACE Advanced Combat Environment (Core) Full Conversion	1.14.0.597 [change version]	312
@ACEX Advanced Combat Environment Xtras Armies	1.14.0.372	934.1
@ACEX_RU Advanced Combat Environment Xtras (RU) Armies	1.14.0.77	274.1
@ACEX_USNavy Advanced Combat Environment Xtras (USNavy) Armies	1.14.0.79	150.0
@ACRE Advanced Combat Radio Environment System	1.4.10	7.1
@ASR_AI AI Enhancements	1.16.1	3
@CBA_CO Community Base Addons: CO (A2/OA) System		5.0
@DAC Dynamic AI Creator AI Enhancements, Mission Generator	0.0.1	12
@EOD System	0.0.1	€
@exa_rg31 ExplosiveAids & Sti		

## STEP 8

You should see a new group appear under the *Collections* group. Right click it and click “Activate Collection”.



## STEP 9

In the left column underneath the selected game you should see the Clear Backblast! icon. A few buttons down you should see an orange button with ‘Update’ or ‘Install’. If it’s orange, click it.

If you do not have any mods already downloaded, it will begin the download process. If you have existing mods in your configured mod folder, PWS will begin hashing each file locally with files found on the Six Network and CBB repository. During this time it will create a .synq folder in the main mods directory that will allow for easier updates. When it’s done, it should be a green button with either “Join” or “Launch”.

*If you are using Arma 2, keep following the guide.*

*If you are using Arma 3, that’s all you need to do. Skip to step 13.*

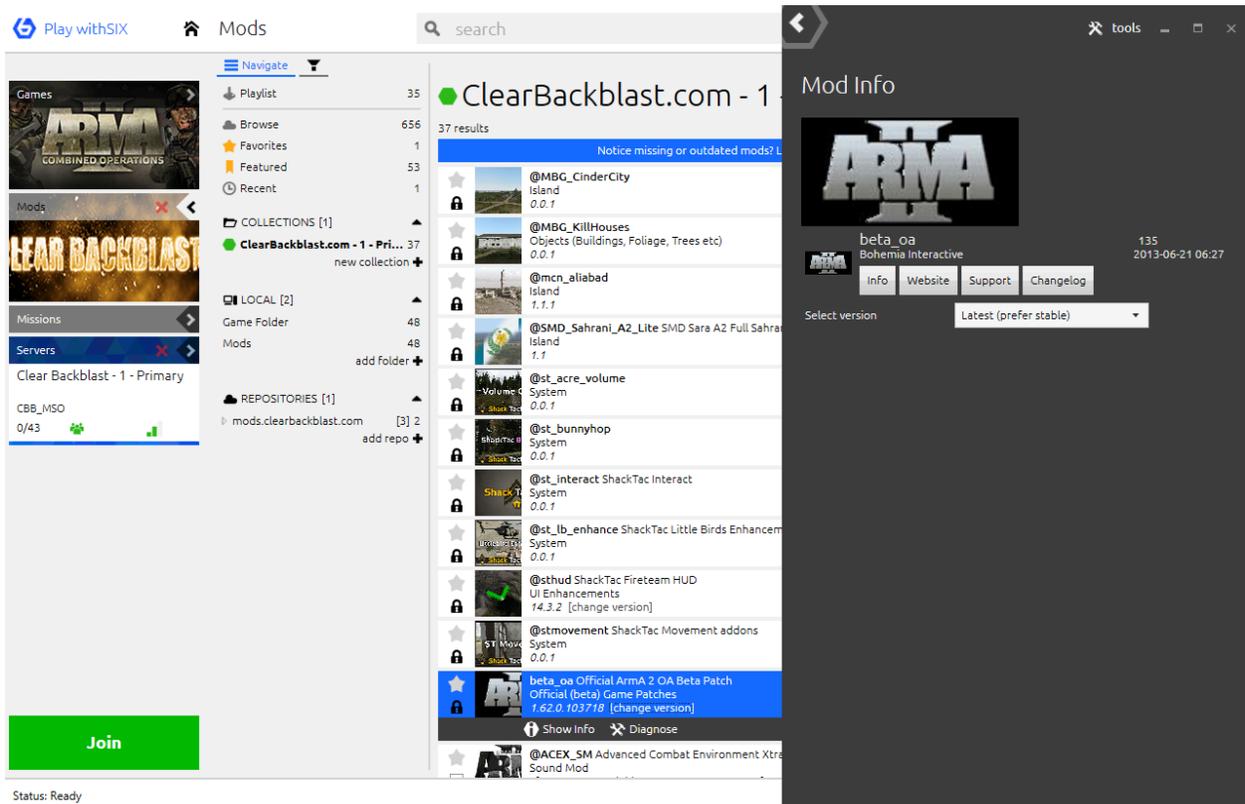
## STEP 10

When that's done, scroll down through the list of mods until you find "beta\_oa Official ArmaA 2 OA Beta Patch", often referred to as expansion/beta. Click on "Change version" next to the version number.



## STEP 11

Clicking that will pull up and overlay with a bunch of different buttons. We however want the dropdown box with the version number. Click that and select "Latest (prefer stable)".



## STEP 12

As with the mods before, you should now have the orange button telling you to update.

Note that clicking 'Update' under expansion/beta will not actually update it, it just changes you from the CBB collection to a temporary one specifically for expansion\beta... If you click it by mistake make sure to activate the CBB collection again once it's finished.

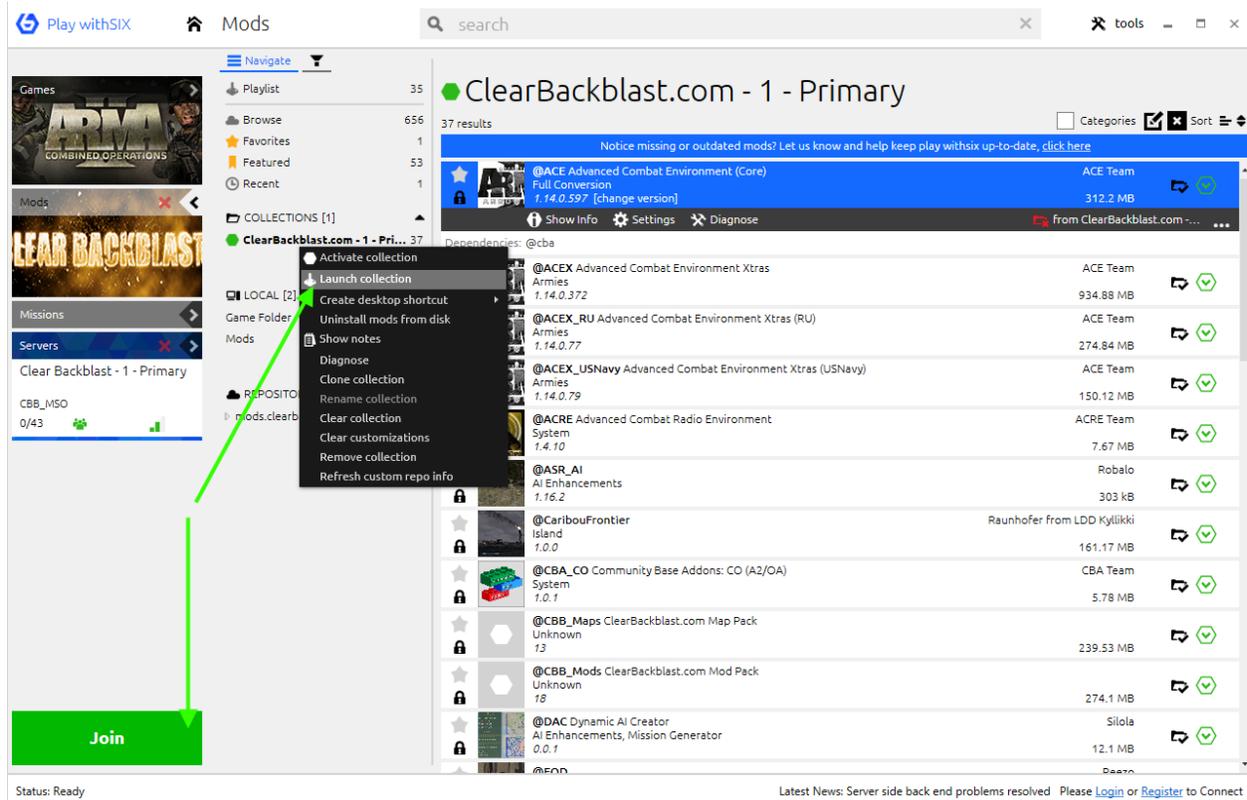
When everything has updated successfully, you've selected the correct version for expansion/beta, and you've reactivated the CBB collection, you should see this.

The screenshot shows the Play with SIX Mods application interface. The search bar at the top contains the text "ClearBackblast.com - 1 - Primary" and shows 37 results. The sidebar on the left has a "Join" button and a "CBB\_MSO 0/43" indicator. The main content area lists various mods with their names, versions, and sizes. The mods listed include:

Mod Name	Version	Size	Team
@ACEX Advanced Combat Environment (Core) Full Conversion	1.14.0.597 [change version]	312.2 MB	ACE Team
@ACEX Advanced Combat Environment Xtras	1.14.0.372	934.88 MB	ACE Team
@ACEX_RU Advanced Combat Environment Xtras (RU)	1.14.0.77	274.84 MB	ACE Team
@ACEX_USNavy Advanced Combat Environment Xtras (USNavy)	1.14.0.79	150.12 MB	ACE Team
@ACRE Advanced Combat Radio Environment	1.4.10	7.67 MB	ACRE Team
@ASR_AI AI Enhancements	1.16.2	303 kB	Robalo
@CaribouFrontier Island	1.0.0	161.17 MB	Raunhofer from LDD Kyllikki
@CBA_CO Community Base Addons: CO (A2/OA)	1.0.1	5.78 MB	CBA Team
@CBB_Maps ClearBackblast.com Map Pack	Unknown	239.53 MB	Unknown
@CBB_Mods ClearBackblast.com Mod Pack	Unknown	274.1 MB	Unknown
@DAC Dynamic AI Creator	0.0.1	12.1 MB	Silola

## STEP 13

All done? Under the “Missions” bar you’ll see the Primary server with loaded mission and player count. You can launch the game either by clicking the green “Join” button or by right-clicking the CBB collection and selecting “Launch collection”.



“Join” will attempt to automatically connect you to the server.

“Launch collection” should place you at the main menu from which you can adjust settings and join the server manually via the server browser. Filter for “Clear Backblast” or just “Clear” to quickly find the server.

If you don’t find it, click Remote and type “arma.clearbackblast.com” with the default port of 2302.

If it’s still not found, the dedicated process is most likely running a different game. Check on IRC.

## OPTIONAL MODS

A few optional mods are allowed on the server and are added to the preset for convenience.

For Arma 2 we allow @JSRS, @JSRS\_ACE and @ACEX\_SM. They are entirely optional, but we strongly recommend using them for a much better sound experience. To add them when you have the CBB collection active, scroll to the bottom of the mod list and check their boxes. The usual Join/Launch button will turn to "Update", click it, wait for the mods to be added, and you're set.

Select all JSRS mods (*excluding @JSRS\_ACR*) or ACEX\_SM, but not both. JSRS is a comprehensive sound pack that overhauls much of the audio experience and is our recommendation; ACEX\_SM is a compact sound pack that simply replaces a number of existing sounds and is great for slower machines or connections with limited bandwidth.

For Arma 3 we allow @JSRS2, @CBB\_Opt\_JSRS, @AFTP\_CompassFix and @mrb\_a3\_voicestop. @JSRS2 like above is a sound mod that replaces the majority of stock sounds and other effect changes. @CBB\_Opt\_JSRS is an additional configuration to add support for some of the weapon packs on our preset.

@AFTP\_CompassFix makes the in game compass larger and changes the style to be like the Arma 2 compass, which some people preset. @mrb\_a3\_voicestop reduces the volume of some of the unnecessary and automatic voice commands in game

## **SETTING UP ACRE**

While not directly related to Play WithSix, you'll need to make sure you've set up ACRE correct.

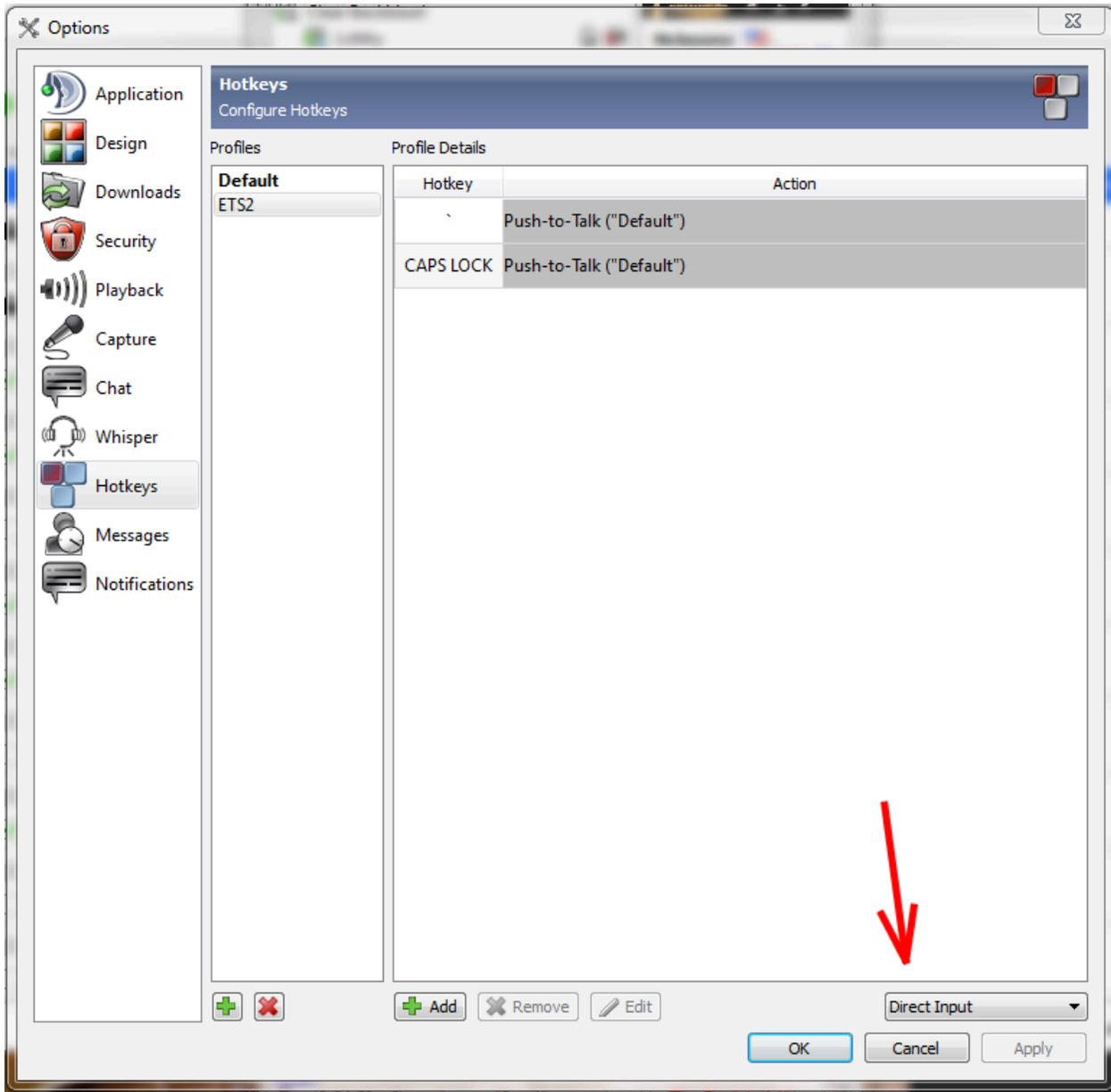
### **STEP 1**

The first step involves downgrading TeamSpeak 3 to 3.0.12. This is needed because the later versions of TeamSpeak removed DirectInput. We have a mirror of the older versions [here](#).

Once you've done that, start TeamSpeak as admin.

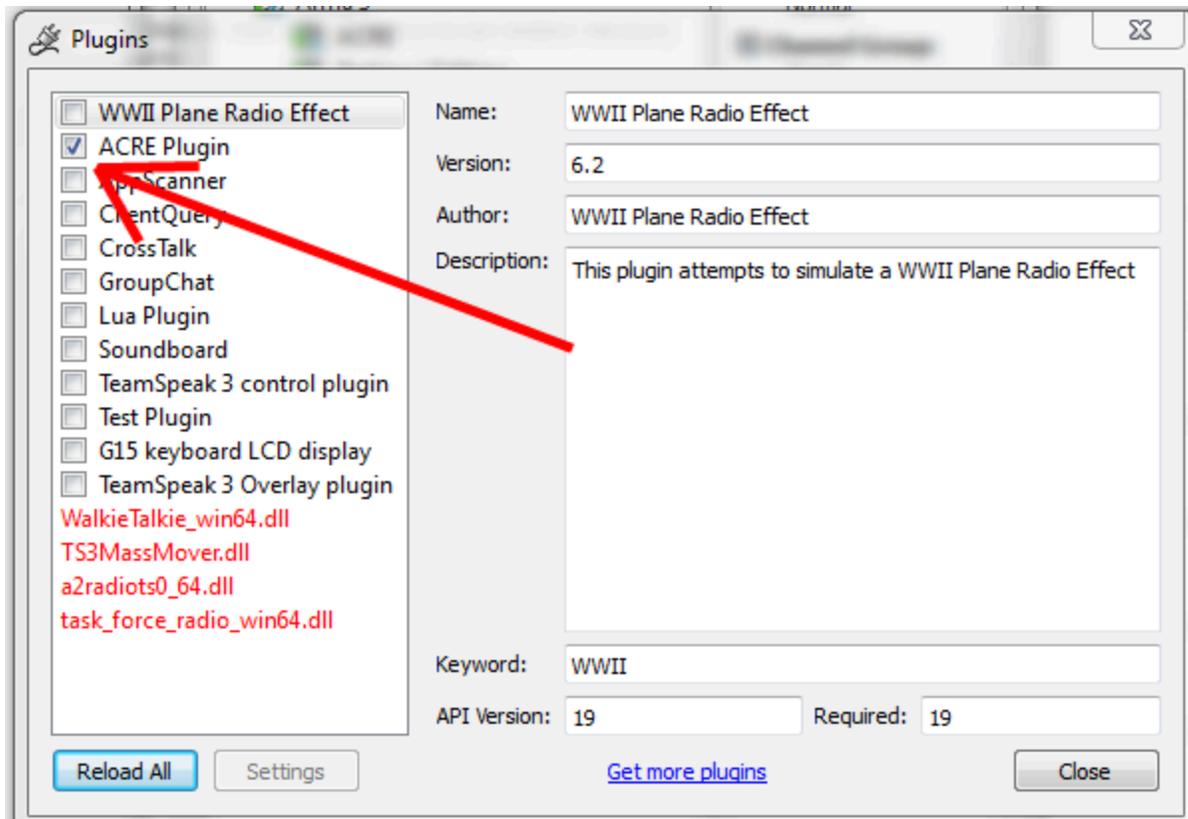
### **STEP 2**

Go to Settings -> Options -> Hotkeys and select DirectInput in the lower right corner dropdown like:



### STEP 3

Click Settings -> Plugins and check the box next to ACRE.



#### STEP 4

If don't have one, make sure you set a push to talk key in hotkeys. While voice activation is allowed on the TeamSpeak server, the ACRE channels force push to talk to avoid unintentional transmitting.

## ACE CLIPPI

*(section coming soon)*