ArmA II Launcher

Operation Manual

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A QUICK INTRO

The first main objective when creating this launcher was to be able to group mods into relevant categories, and be able to enable/disable those groups, rather than individual mods. This would be especially important as the ArmA 2 community continued to create a number of high-quality mods and addons. Since that first feature was implemented, there have been many other useful features added, several suggested by users of the program. This launcher was definitely created with the ArmA 2 player in mind.

GETTING STARTED - QUICK START USING ADDONS

When running the launcher for the first time, it will ask you for your ArmA II executable. Do not point it to a beta executable. This can be done later. Not only does the launcher need the executable location to launch the game, but it uses the location of the executable to search for addons in relevant directories, rather than searching inefficiently.

If you have used the launcher in the past and you are running a newer version, it will ask you if you want to migrate your profiles from the previous version.

When the launcher starts up for the first time, it will look like this:
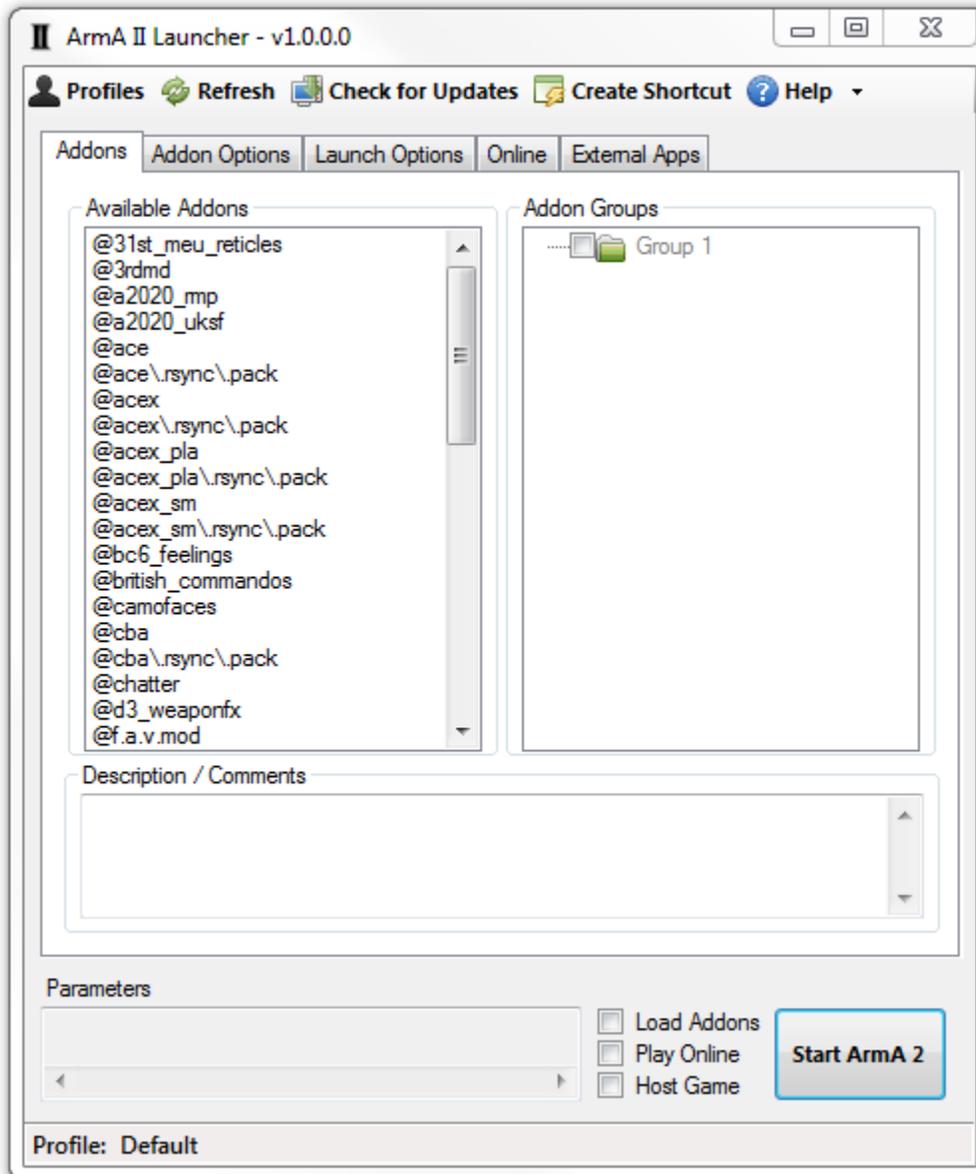
In the **Available Addons** list on the left you will find all the addons in your ArmA 2 directory. To play the game with them, simply click and drag them into the **Addon Groups** list on the right. You must drag directly onto a folder, so the program knows which category to add the addon to. For now, there is only one category called "Group 1". Right-click to rename that group, as well as add more groups to the **Addon Groups** list.

Once you have your desired addons in the Addon Groups list, make sure the checkbox next to the addon is checked, as well as the checkbox for the group. These checkboxes allow you to enable and disable individual addons, as well as entire groups of addons. After you have all the addons you want added to the list and checked, check the **Load Addons** checkbox near the bottom of the window, next to the **Start ArmA 2** button. This checkbox allows you to enable or disable addons altogether.

Once you have all that done, the **Parameters** window should show your ArmA 2 startup parameters. This is what tells ArmA 2 what content to load and how to run. It should look something like this:
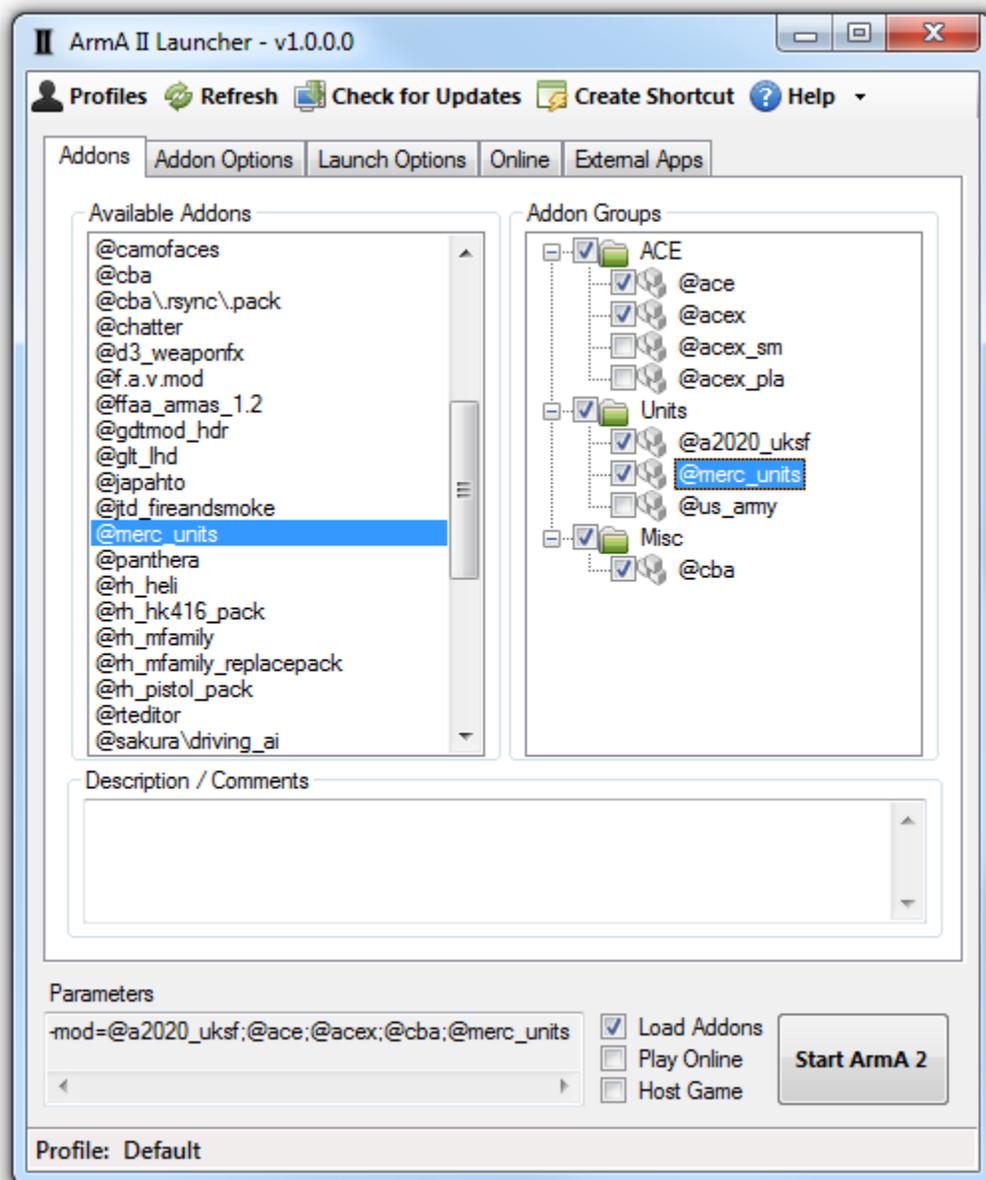
For a complete rundown of features and how to use them, check out the rest of the manual.

NAVIGATION

MAIN CONTROLS

ADDONS

The **Addons Tab** is where most of the addon-related actions take place.

Available Addons - A list of the addons on your computer that can be found in the ArmA 2 directory, as well as any additional directories you specify in the **Addon Options Tab**. Drag addons from this list to a folder in the **Addon Groups** list to be able to start ArmA 2 with them.

Addon Groups - A treeview where addons can be organized into groups. Right-click to add, rename, and remove groups, as well as move them up and down. Their order in this area is for display purposes only. To change the load order of the addons, see the **Addon Options Tab**. The checkboxes next to addon groups and addons allow you to enable and disable addons in groups or individually.

Description/Comments - With a particular addon selected, you may add your own comments for whatever reason. If the folders are not named in a particularly intuitive way, this can be helpful in knowing what you are running.

ADDON OPTIONS

The **Addon Options Tab** is where you can specify addon folders outside of the ArmA 2 directory, as well as change the addon load order.

Additional Addon Search Directories - Click the **Add Directory** button (Plus Sign) to add a directory to the list. This can be located anywhere on your computer. Unused directories can be removed using the **Remove** button (Red X).

Addon Order - Some addons need to be loaded in a particular order. Select an addon and use the arrow buttons to move it up or down the list. The **Parameters** window will immediately reflect any changes that are made.

LAUNCH OPTIONS

The **Launch Options Tab** contains other startup parameters that are not related to addons.

LAUNCHER OPTIONS

On Game Start - Tells the launcher what to do after starting the game. Options: Do Nothing, Minimize, Hide, Close

Delay Start - Delays the start of the game for the specified number of seconds. A countdown will appear, letting you know how much time is left before game start.

EXTERNAL APPLICATIONS

Communications - Select a communications program to launch when the game is started. To set up the options, see the **External Apps Tab**. You must have one of the following programs installed: Ventrilo, Teamspeak

FRAPS - When checked, FRAPS (Audio/Video capture software) will run on startup. You must have FRAPS installed first.

PERFORMANCE

XP Compatibility Mode - Enables multi-GPU support for Vista Windows 7.

Max Memory - Limit ArmA 2 memory allocation (in MB).

CPU Count - Limit the number of CPUs used by ArmA 2.

Profile - Select a game profile to start ArmA 2 with.

Run Beta - Run a beta patch. When checked for the first time, you will be asked to locate the beta executable. The beta is automatically the first entry in the mod list (-mod=beta;mod1;mod2), per the instructions of BI Studios.

No Splash Screen - No splash screen is shown during game startup. This does not speed up the startup of ArmA 2, as the splash screens are shown in sync with the game loading. Use only if you get tired of looking at those logos every time you start the game.

Window Mode - Starts the game in windowed mode. Handy for referencing documentation while creating a mission, or for multi-tasking in general.

No Pause - If checked, the game will continue to run normally in the background without the game window in focus.

No File Patching - Ensures that only PBOs are loaded, and not unpacked data.

Default World - Load the selected map on startup.

Show Script Errors - Show errors in scripts on-screen while in the game.

Additional Parameters - Type in any other parameters here.

ONLINE

*The **Online Tab** is where everything online-related is located. Add or edit favorite servers, start the server browser to browse online games, and more.*

Favorite Servers - Store your favorite servers in this list. To add them manually, click the **Add** button (Green Plus Sign). You can edit existing servers (Pencil), and remove them as well (Red X). To get a list of players playing on that server, click the **Get Player List** button (Man). All of these actions can also be performed by right-clicking on the list, or on a specific server. Double-click on a server to place its info into the **Server Info** area.

Server Info - The server information for the server you want to play in goes here. IP Address and Port are required, and Password is needed if the server is private.

Click the **Server Browser** button to launch the **Server Browser**. Here you can view all of the ArmA 2 games currently being played around the world.

You can filter the search results by the following criteria: Server Name, Map, Mission, Mods, Platform (Windows/Linux), Location (Country), Public/Private, Dedicated, Activity, and Number of players. Click the **Refresh Server List** button to reflect any changes made by the filters you apply.

Click on the **Add Filterset** button (Plus Sign) to add a filterset. The **Save** button (Disk) saves the current set of filters to the selected filterset in the list, and the **Remove** button (Red X), removes the selected filterset from the list. Double-click a filterset in the list to apply it.

Click the **Refresh Pings Only** button to ping the servers in your current list. This can be time-consuming, so it's best to narrow down your results first.

The **Search** button can be used to search the list for certain criteria in particular fields, or all fields. This is similar to filtering, but searches the existing list rather than filtering out data. Click the search button repeatedly to search further down the list.

Right-click on a server to add to your favorites or view a current player list. Double-click to place its server information into the **Server Info** area. If a server has addons enabled, you have the option of running any of the same addons you have available. You will be alerted of any mods you do not have.

OTHER ONLINE CONTROLS

*There are two checkboxes that are on the main window, and not on a tab, for quicker access. They are the **Play Online** and **Host Game** boxes.*

Play Online - Must be checked to play a game online with the server information entered in the **Server Info** area.

Host Game - Host an online game on startup with the selected addons and options.

EXTERNAL APPS

*The **External Apps** tab is where you can set up external applications that are to be started with ArmA 2. Currently this includes Ventrilo and Teamspeak for communication, and FRAPS for audio/video capture.*

VENTRILO

Executable Location - Click the **Select Path** button to locate the Ventrilo executable.

Server Description - Description of the server you will be joining when Ventrilo starts.

Password - Ventrilo server password.

Address/IP - Ventrilo server address.

Port - Ventrilo server port.

Default Channel - Join a particular channel by default. Channel path is defined by channel names separated by "/", going down the channel heirarchy. To get this easily, start Ventrilo, connect to the desired server, and find the desired channel. (Right-click> Miscellaneous> Copy Channel Path)

Channel Password - Password for the channel you would like to join on startup.

TEAMSPEAK

Executable Location - Click the **Select Path** button to locate the TeamSpeak executable.

Login Name - Your TeamSpeak login name.

Password - Teamspeak server password.

Nickname - Your desired nickname.

Address/IP - TeamSpeak server address.

Port - TeamSpeak server port.

Default Channel - Join a particular channel by default.

Channel Password - Password for the channel you would like to join on startup.

FRAPS

Executable Location - Click the **Select Path** button to locate the FRAPS executable.

TOOLBAR

PROFILES

*Click the **Profiles** toolbar button to bring up the **Profiles** dialog. Here you can create, duplicate, edit, and remove profiles. They are useful for setting up different addon configurations for different servers, singleplayer vs. multiplayer setups, etc.*

REFRESH

Click the refresh button to force-refresh the addon information. This is only necessary if you install an addon while the program is running.

CHECK FOR UPDATES

Check for updates without using your web browser and searching online. If a new version is available, you have the option to download and install it in seconds.

CREATE SHORTCUT

With this feature you are able to create a shortcut that will start ArmA 2 with the same addons and options as set up in the launcher. You can then start the game with all your settings in one click, without having to start the launcher. *This feature excludes the starting of external programs and the delay timer.*

HELP

Click the icon to open this Operation Manual, or click the arrow to view information about the program.

STATUS BAR

PROFILE NOTIFICATION

Notification in the lower-left corner that shows the active profile name.

SERVER MODS NOTIFICATION

Notifies you that you are using a temporary addon list taken from the selected server. Click this notification to go back to normal.

MISSING MODS NOTIFICATION

Notifies you that the selected server is running mods/addons that you do not have available. Click this notification to see a list of the mods you do not have.

Note: Missing mods may not truly be missing. The comparison is by folder name only. For example, when you install a mod you may put it in a folder called "@mod", but the server put it in a folder called "mod1". Though the contents may be the same, the launcher application cannot know this. Unless mod names are standardized in some way, this feature will be limited.