

Arma 3 Antistasi Server Configs

Listed on this page are all our config files for Arma 3, sanitized for security.



Spoiler alert!

Reading configs will betray certain mechanics before you discover them in-game!



Admin's warning!

Do NOT blindly copy these contents into the live server!!!

Server.cfg

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Admin's warning!

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Server.cfg

```
// GLOBAL SETTINGS
hostname = "TCGC: Crucible";           // The name of the server that shall
be displayed in the public server list
password = <REDACTED>;                 // Password for joining,
eg connecting to the server
passwordAdmin = "<REDACTED>";          // Password to become
server admin. When in Arma MP and connected to the server, type '#login
xyz'
serverCommandPassword = <REDACTED>;    // Password required by
alternate syntax of [[serverCommand]] server-side scripting.
logFile = "server_console.log";        // Where the logfile should
go and what it should be called

// WELCOME MESSAGE ("Thanks For Joining Us!")
// It can be several lines, separated by comma
// Empty messages "" will not be displayed at all but are only for
```

```
increasing the interval
motd[] = {
    "", "", "", "", "", "", "", "", "", "", "", "",
    "Welcome to The Collective's Arma 3 Antistasi server!",
    "",
    "We hope you enjoy your stay.",
    "",
    "Rules:",
    "1. Don't be an ass",
    "2. Follow rule 1.",
    "",
    "", "", "", "", "", "",
    "Join Us On Discord! https://thecollectivegc.com/discord"
};
motdInterval = 5; // Time interval (in seconds)
between each message

// JOINING RULES
maxPlayers = 10; // Maximum amount of players.
Civilians and watchers, beholder, bystanders and so on also count as
player.
kickDuplicate = 0; // Each ArmA version has its own
ID. If kickDuplicate is set to 1, a player will be kicked when he joins
a server where another player with the same ID is playing.
verifySignatures = 0; // Verifies .pbos against .bisign
files. Valid values 0 (disabled), 1 (prefer v2 sigs but accept v1 too)
and 2 (only v2 sigs are allowed).
equalModRequired = 0; // Outdated. If set to 1, player
has to use exactly the same -mod= startup parameter as the server.
allowedFilePatching = 1; // Allow or prevent client using -
filePatching to join the server. 0, is disallow, 1 is allow HC, 2 is
allow all clients (since Arma 3 v1.50)
filePatchingExceptions[] = {"123456789", "987654321"}; // Whitelisted
Steam IDs allowed to join with -filePatching enabled
//requiredBuild = 12345; // Require clients joining to have at
least build 12345 of game, preventing obsolete clients to connect

// VOTING
voteMissionPlayers = 1; // Tells the server how many
people must connect so that it displays the mission selection screen.
voteThreshold = 0.33; // 33% or more players need to vote
for something, for example an admin or a new map, to become effective

// INGAME SETTINGS
disableVoN = 0; // If set to 1, Voice over Net will
not be available
vonCodec = 1; // If set to 1 then it uses IETF
standard OPUS codec, if to 0 then it uses SPEEX codec (since Arma 3
```

```
update 1.58+)
vonCodecQuality = 30; // since 1.62.95417 supports range
1-20 //since 1.63.x will supports range 1-30 //8kHz is 0-10, 16kHz is
11-20, 32kHz(48kHz) is 21-30
persistent = 1; // If 1, missions still run on even
after the last player disconnected.
timestampFormat = "short"; // Set the timestamp format used on each
report line in server-side RPT file. Possible values are "none"
(default), "short", "full".
BattlEye = 0; // Server to use BattlEye system
allowedLoadFileExtensions[] =
{"hpp", "sqs", "sqf", "fsm", "cpp", "paa", "txt", "xml", "inc", "ext", "sqm", "ods",
" fxy", "lip", "csv", "kb", "bik", "bikb", "html", "htm", "biedi"}; //only
allow files with those extensions to be loaded via loadFile command
(since Arma 3 build 1.19.124216)
allowedPreprocessFileExtensions[] =
{"hpp", "sqs", "sqf", "fsm", "cpp", "paa", "txt", "xml", "inc", "ext", "sqm", "ods",
" fxy", "lip", "csv", "kb", "bik", "bikb", "html", "htm", "biedi"}; //only
allow files with those extensions to be loaded via
preprocessFile/preprocessFileLineNumber commands (since Arma 3 build
1.19.124323)
allowedHTMLLoadExtensions[] = {"htm", "html", "xml", "txt"}; //only allow
files with those extensions to be loaded via HTMLLoad command (since
Arma 3 build 1.27.126715)
zeusCompositionScriptLevel = 2;
//allowedHTMLLoadURIs[] = {}; // Leave commented to let
missions/campaigns/addons decide what URIs are supported. Uncomment to
define server-level restrictions for URIs

// TIMEOUTS
disconnectTimeout = 90;
maxDesync = 350;
maxPing = 300;
maxPacketLoss = 75;
kickClientsOnSlowNetwork[] = { 0, 0, 0, 0 };
kickTimeout[] = { {0, -1}, {1, 180}, {2, 180}, {3, 180} };
votingTimeOut[] = { -1, -1 }; // Kicks users from server if they
spend too much time in mission voting
roleTimeOut[] = { -1, -1 }; // Kicks users from server if
they spend too much time in role selection
briefingTimeOut[] = { -1, -1 }; // Kicks users from server if
they spend too much time in briefing (map) screen
debriefingTimeOut[] = { -1, -1 }; // Kicks users from server if they
spend too much time in debriefing screen
lobbyIdleTimeout = 300;
steamProtocolMaxDataSize = 3196;

// SCRIPTING ISSUES
onUserConnected = "";
```

```
onUserDisconnected = "";
doubleIdDetected = "";

// SIGNATURE VERIFICATION
onUnsignedData = "kick (_this select 0)"; // unsigned data detected
onHackedData = "kick (_this select 0)"; // tampering of the
signature detected
onDifferentData = ""; // data with a valid signature, but
different version than the one present on server detected

// MISSIONS CYCLE (see below)
randomMissionOrder = false; // Randomly iterate through Missions list
autoSelectMission = false; // Server auto selects next mission in
cycle

class Missions {
    class Mission1 {
        template = "Antistasi_Tanoa.Tanoa";
        difficulty = "Custom"; //can be Recruit, Regular, Veteran or
Custom. Custom needs setting up though.
        class Params {
            autoLoadLastGame = 60; //Automatically starts the mission 60
seconds after the first player connected to the server and no admin is
logged in. {"No automatic load", "1min", "2min", "3min", "5min", "10min"}
            LogLevel = 2; //Sets the log level during the setup. {"Error",
"Info", "Debug", "Verbose"}
            A3A_logDebugConsole = 1; //Sets the Log debug console use
during setup. {"None", "All non-dev", "All"}
        };
    };
};

missionWhitelist[] = {}; // An empty whitelist means there is no
restriction on what missions available

// ADMINS
admins[] = {
    <REDACTED>
};
```

Basic.cfg

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Basic.cfg

```
MinBandwidth = 768000; // Bandwidth the server is
guaranteed to have (in bps). This value helps server to estimate
bandwidth available. Increasing it to too optimistic values can
increase lag and CPU load, as too many messages will be sent but
discarded. Default: 131072
MaxBandwidth = 1000000000; // Bandwidth the server is guaranteed
to never have. This value helps the server to estimate bandwidth
available.

MaxMsgSend = 256; // Maximum number of messages that can
be sent in one simulation cycle. Increasing this value can decrease lag
on high upload bandwidth servers. Default: 128
MaxSizeGuaranteed = 512; // Maximum size of guaranteed packet in
bytes (without headers). Small messages are packed to larger frames.
Guaranteed messages are used for non-repetitive events like shooting.
Default: 512
MaxSizeNonguaranteed = 256; // Maximum size of non-guaranteed
packet in bytes (without headers). Non-guaranteed messages are used for
repetitive updates like soldier or vehicle position. Increasing this
value may improve bandwidth requirement, but it may increase lag.
Default: 256

MinErrorToSend = 0.001; // Minimal error to send updates across
network. Using a smaller value can make units observed by binoculars or
sniper rifle to move smoother. Default: 0.001
MinErrorToSendNear = 0.01; // Minimal error to send updates across
network for near units. Using larger value can reduce traffic sent for
near units. Used to control client to server traffic as well. Default:
0.01

MaxCustomFileSize = 0; // (bytes) Users with custom face or
custom sound larger than this size are kicked when trying to connect.
```

ServerProfile.Arma3Profile

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ServerProfile.Arma3Profile

```
class DifficultyPresets
{
    class CustomDifficulty
    {
        class Options
        {
            /* Simulation */

            reducedDamage = 0;           // Reduced damage

            /* Situational awareness */

            groupIndicators = 1;         // Group indicators (0 = never, 1 =
limited distance, 2 = always)
            friendlyTags = 1;           // Friendly name tags (0 = never,
1 = limited distance, 2 = always)
            enemyTags = 0;               // Enemy name tags (0 = never, 1
= limited distance, 2 = always)
            detectedMines = 1;          // Detected mines (0 = never, 1 =
limited distance, 2 = always)
            commands = 1;               // Commands (0 = never, 1 = fade
out, 2 = always)
            waypoints = 1;             // Waypoints (0 = never, 1 = fade
out, 2 = always)
            tacticalPing = 1;           // Tactical ping (0 = disable, 1 =
enable)

            /* Personal awareness */

            weaponInfo = 1;             // Weapon info (0 = never, 1 =
fade out, 2 = always)
            stanceIndicator = 1;        // Stance indicator (0 = never, 1 =
fade out, 2 = always)
            staminaBar = 1;             // Stamina bar
            weaponCrosshair = 1;        // Weapon crosshair
            visionAid = 0;              // Vision aid

            /* View */

            thirdPersonView = 1;        // 3rd person view (0 = disabled, 1
= enabled, 2 = enabled for vehicles only (Since Arma 3 v1.99))
            cameraShake = 1;           // Camera shake

            /* Multiplayer */

            scoreTable = 1;            // Score table
        }
    }
}
```

```
deathMessages = 1;           // Killed by
vonID = 1;                   // VoN ID

/* Misc */

mapContentFriendly = 1;
mapContentEnemy = 1;
mapContentMines = 1;
autoReport = 0;              // (former autoSpot) Automatic
reporting of spotted enemied by players only. This doesn't have any
effect on AIs.
multipleSaves = 0;          // Multiple saves
};

// aiLevelPreset defines AI skill level and is counted from 0
and can have following values: 0 (Low), 1 (Normal), 2 (High), 3
(Custom).
// when 3 (Custom) is chosen, values of skill and precision are
taken from the class CustomAIlevel.
aiLevelPreset = 3;
};

class CustomAIlevel
{
    skillAI = 0.51;
    precisionAI = 0.43;
};
};
activeKeys[]=
{
    "BIS_Antistasi_SefrouRamal.SefrouRamal_done"
};
```

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