

ZEUS COMMUNITY MANUAL



Version Release Date **16th March 2012**

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DOWNLOAD CENTRE

Title	Link	Comments
MUST HAVES		
Zeus Manual	 zeusmanual.pdf	Latest version of this manual
Teamspeak 3	 Download page	32 & 64 bit client options
Yoma's addon Sync	 yoma-addonsync2009	Use Latest version
ACRE		Available using Yoma's addon sync
CBA		Available using Yoma's addon sync
Jayarmalib		Available using Yoma's addon sync
The current Mod		Available using Yoma's addon sync
SHOULD HAVES		
@Zcommon		Available using Yoma's addon sync
ACE Mod		Available using Yoma's addon sync
I44 Mod v 2.60	v2.60	
I44 Mod v 2.61	v2.61 hotfix patch	
7-Zip File Unpacker	 7-zip.org	All downloadable files are 7z compressed

Tutorials for







- **Setting up your Teamspeak client**
- **Installing & setting up Yoma's addon sync**
- **Installing Mods and Addons**
- **Setting up ACRE**
- **Setting up your shortcut -params**

Are explained in the **TUTORIAL** chapter of this document

WHAT YOU NEED TO DO

IF YOU ARE A NEWCOMER TO ZEUS

1. Download and Install Teamspeak
2. Download and Install Yoma's addon sync
3. Install @Zcommon
4. Install the various mods
5. Set up ACRE
6. Creating Desktop Shortcuts

-  [Setting Up Teamspeak](#)
-  [Setting Up Yoma's addon sync](#)
-  [Installing Mod Folders](#)
-  [Installing Mod Folders](#)
-  [Installing ACRE](#)
-  [Setting Up Desktop Shortcuts](#)

And then join us on a gaming night



SERVER INFORMATION

Services

- **ArmA2 + Operation Arrowhead (Combined Ops)**
In General we run a Public server for communal gaming
And a Private test Server for our mission designers.
- **TEAMSPEAK** We run a Teamspeak 3 server for our voice communications
- **IRC** We run an IRC Chatroom on Quakenet
- **WEB** and the obligatory website/forums
- **YOMA Server** Hosts any addon or mod packs we use

The server, which we own, is funded entirely by voluntary contributions from the community and is co-located at a U.K site.

Links

- **WEB:**  <http://zeus-community.net>
- **IRC:** <irc://quakenet/arma-zeus>
- **TEAMSPEAK IP:** <teamspeak.zeus-community.net>
- **Zeus # No1 O.A Server:** <arma.zeus-community.net>: 2302
- **Zeus # No2 O.A Server** <arma.zeus-community.net>: 2402
- **Zeus # Test O.A Server** <arma.zeus-community.net>: 2502
- **YAS Zeus addon repository**
 <http://zeus-community.net/yas/zeus/yas2302.7z>

Arma2 Server Settings

- **Password:** “Zeus” if required
- **Max players:** 60
- **VerifySignatures** is enabled
- **Max custom file-size:** 100kb

Supported Add-ons

We currently run the following mods

- **ACE** (Advanced Combat Environment: Modern Era))
- **I44** (Invasion 44 : WW2 Mod)
- **@Zcommon** (Our in house collection of islands and clientside addons)

Expected Behaviour

We try and promote a mature but light hearted and jovial approach to our gaming experiences.

This can often be misinterpreted by those new to the community especially when cultures vary so much in "sense of humour"

However if you feel that boundaries of good taste have been stepped over, then rather than getting upset about it, simply voice your opinion at that moment in time.

As a community we generally police ourselves using common sense and good judgement calls.

We don't have a "Behaviour Policy". As an adult you shouldn't need an explanation as how one should behave

specifically for those who cannot understand what "Behaving like an adult" requires, the following bullet points should help

- No disrespectful behaviour towards other players.
- No racism/bigotry or crude offensive humour.
- No intentional ruining of missions and gaming nights.
- No intentional Team Killing
- No cheating or malicious hacking
- No abuse of admin powers.

Grievance Procedure

If you do have issues, then please try and achieve a solution in the following order

- Speak to the individual that is causing you concern and try to reach a solution between yourselves
- If this fails then contact one of the "Admins"

We Hope you enjoy your stay and return to play again

ABOUT US

Zeus is a multinational Gaming Community based in Europe

History

Zeus spawned from the fires of "Stoners House of Pancakes" based in Dallas Texas, which was arguably one of the best Operation Flashpoint servers to have ever been. The European contingent of that community pooled their resources and Zeus was officially opened for business on Sunday 6th April 2003. Among its original members were Shrike, Torment, Killswitch, Terrox, Pimmelorus and Sven, to name but a few.

Zeus quickly grew into a popular community, spreading its wings to encompass both PVP and Coop, eventually setting up servers to cater for both styles of game play. We even ran a competition clan called "Zeus Spartans" which took an active part in the [European Combat League](#)

During this period we switched from BIS vanilla to OFP Modifications, most popular being FDF (Finish Defence forces) & WGL (War games league) .We also dabbled quite deeply into mod making ourselves, the initial project was called Zeus mod which was way to big in scope and failed, eventually being replaced by WGL-Z, which was our tweaked version of WGL. WGL-Z was merged into a later build of WGL. We even attempted a mod for "ArMA called ESP, however this was abandoned when ACE Mod was released.

Among our community we have talented Coders, Mission Makers, Modellers and texture artists and through these people we believe we offer something more evolved than the average Gaming communities

Style of Gameplay

- We tend to play mature organised Small & Large Scale coops and a form of A&D
- The majority of missions we play are custom made by our members
- All missions have a voluntary commander
- A realistic scenario and orbat is often used
- Win / lose conditions normally cover Casualty rates per side, time limits, and the actual mission objective itself
- Artillery and CAS support are sometimes available

ATTN:

Anybody,

Guest or regular can take on the role of Mission commander, Squad leader or basic grunt, it's very much a case of who wants to volunteer We do however insist if you take a leadership role you are on Teamspeak and ideally can use ACRE. Tutorials for which are included in this manual.

We rarely play TDM, CTF etc

Recruitment

We have no formal recruitment system, no initiation ceremony or rank structure etc. To become a member of Zeus, simply turn up and play with us. If you like the gaming experience that we offer, you will hopefully become a regular player and in doing so will become a member.


TUTORIALS

Yoma's Addon Sync

We have chosen to use Yoma's Add-on Sync because even though it is an outdated tool, it is by far the easiest method to allow you to download and keep your mod folders updated with the current server setup so that you can play on our servers

This tool will enable you to

- Grab the latest ArmAII/Arrowhead beta
- Update mod folders or addon packs we run

Download the application, the link is available in our ( [Download centre](#))
Install the application

Once you have installed the application, follow these steps

- 1) Start Yoma's Add-on sync
- 2) Uncheck "Arma1 is installed on your PC, if it IS NOT
- 3) Select the "**Default Servers**" tab
- 4) Select (Tick) the **Zeus #1** server
- 5) Select the "**Add to Favourites**" button
- 6) Now select "**Favourite Servers**" tab
- 7) Select the Zeus server
- 8) Select the "**Download addons**" button
- 9) Select "**Check for addons**" button
- 10) Wait a few seconds while the list loads
- 11) Check the following boxes
 - **@zcommon**
 - **@Acre**
 - **@zCBA**
 - **@Jayarmalib**
 - **Any additional mod folders that you may need**
- 12) Select **Download addons**

And your files will be downloaded and placed into your game directory for you

You also need to use this system to keep you addon pack up to date

Select the Zeus server and follow stages 6 to 11. When you have finished downloading, also select the "Delete extra files" button. This will remove any addons that are no longer required.

Installing Mod Folders

Mods which are a collection of custom made addons and configs are stored in Mod Folders in your root Arma2 / Arrowhead install.

They are loaded by enabling the required addon pack / mod folder via your expansions tab in your game GUI and then restarting the game.

Alternatively, and what we believe is best practice is to create a desktop shortcut for your game and add some –mod params for each specific mod

We are currently set up to run the following mods:

- **I44 Mod:**
- **ACE Mod:**

I44 MOD


Invasion 44 mod, which is a World War 2 modification for the game

This is currently not available via Yoma;s Repository. The direct download links are available from the

 [Download centre](#)

Other useful links

 [I44 Mod Homepage](#)

 [BI Forums Thread](#)

Mod –params:

For clients running stable version 1.60 use

-mod=@**Z**CBA;@JayArma2Lib;@ACRE;@I44;@zcommon

For clients running the latest beta use

-mod=@**Z**CBA;@JayArma2Lib_new;@ACRE;@I44;@zcommon

ACE MOD

Advanced Combat Environment (This is based in the modern day era)

We run the latest development version of this mod

This is available from Yoma’s, and is set up to install to a customised “@ZAce” set of mod folders, to allow other versions of ACE to exist within your root Arma2 OA install without overwriting them

If you know how to, you can also download this mod using Sixupdater

Mod –params:

For clients running stable version 1.60 use

-mod=@**Z**CBA;@JayArma2Lib;@ACRE;@ZACE;@ZACEX;@ZACEX_USNavy;@ZACEX_RU;@zcommon

For clients running the latest beta use

-mod=@**Z**CBA;@JayArma2Lib_new;@ACRE;@ZACE;@ZACEX;@ZACEX_USNavy;@ZACEX_RU;@zcommon

SETTING UP DESKTOP SHORTCUTS

ArMA2 Desktop Shortcuts for @Zcommon

You are basically going to copy your game's desktop shortcut and modify the copied version

To generally modify the shortcut,

<< **RIGHT CLICK** >> on the copied version of the shortcut and select "**Properties**"
<< **LEFT CLICK** >> the "**General Tab**" and replace the

<< **ARMA 2 Combined Operations** >>

With

<< **OA +zcommon** >>

<< **RIGHT CLICK** >> the "**Shortcut**" Tab and edit the "**Target**" field

By default it would look something like

<< **C:\Program Files\ArMA2\arma2OA.exe** >>

For @Zcommon

C:\Program Files\ArMA2\arma2OA.exe
-nosplash -mod=@zcommon

ATTN:

If you have installed ArMA2 to a different directory than the default installation directory, the text in dark red would be different and doesn't need editing

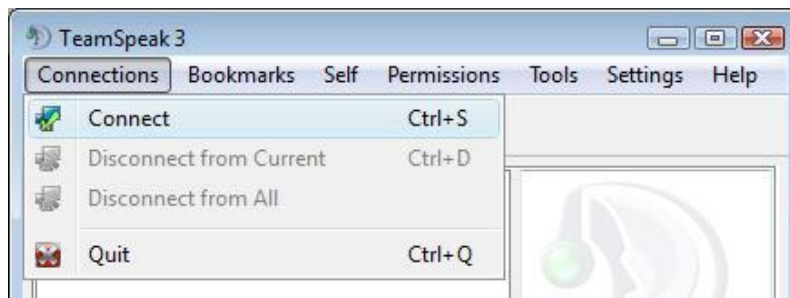
The -mod params for each mod we run are listed under that specific mod
NB>> If you download CBA from us via YOMA's addon sync, it will install it to a mod folder called @ZCBA

Setting Up Teamspeak 3

Having downloaded and installed Teamspeak 3

ADDING THE SERVER SETTINGS

- Start Teamspeak 3
- << LEFT CLICK >> “Connections” tab
- << LEFT CLICK >> “Connect”



b) Fill the in the information to “Address”, “Port” and “Nickname” boxes.

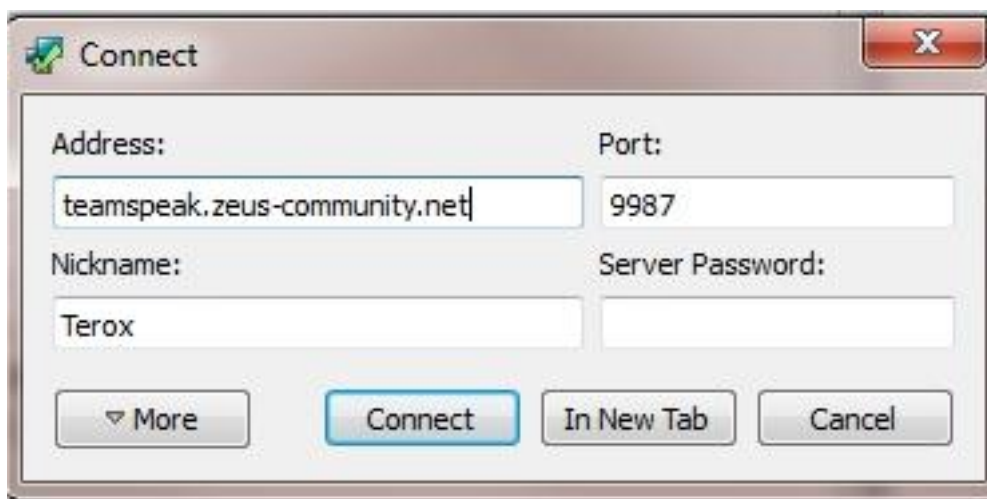
Server Address : teamspeak.zeus-community.net

Port : 9987

“Nickname” is the name you wish to use in Teamspeak 3.

NOTE: This should be same as your player name.

<< LEFT CLICK >> in the “Connect”-button



And Hey Presto! You are now connected to Zeus TS3 server!

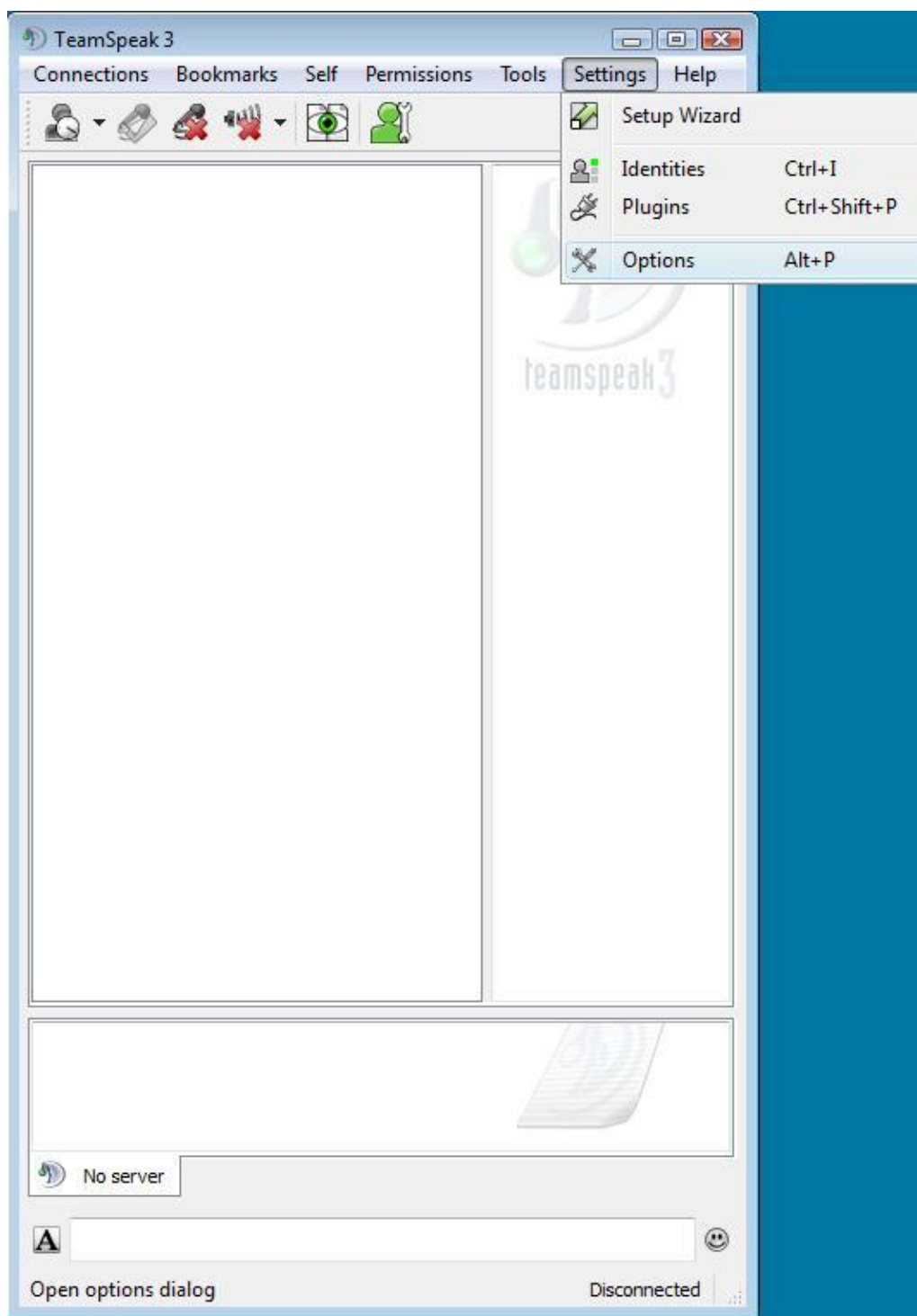
SETTING UP – PUSH TO TALK – KEY

Teamspeak 3 can be voice activated, this can be very annoying to other players, so we use “Push to talk” setting, where you need to press a key to talk over Teamspeak.

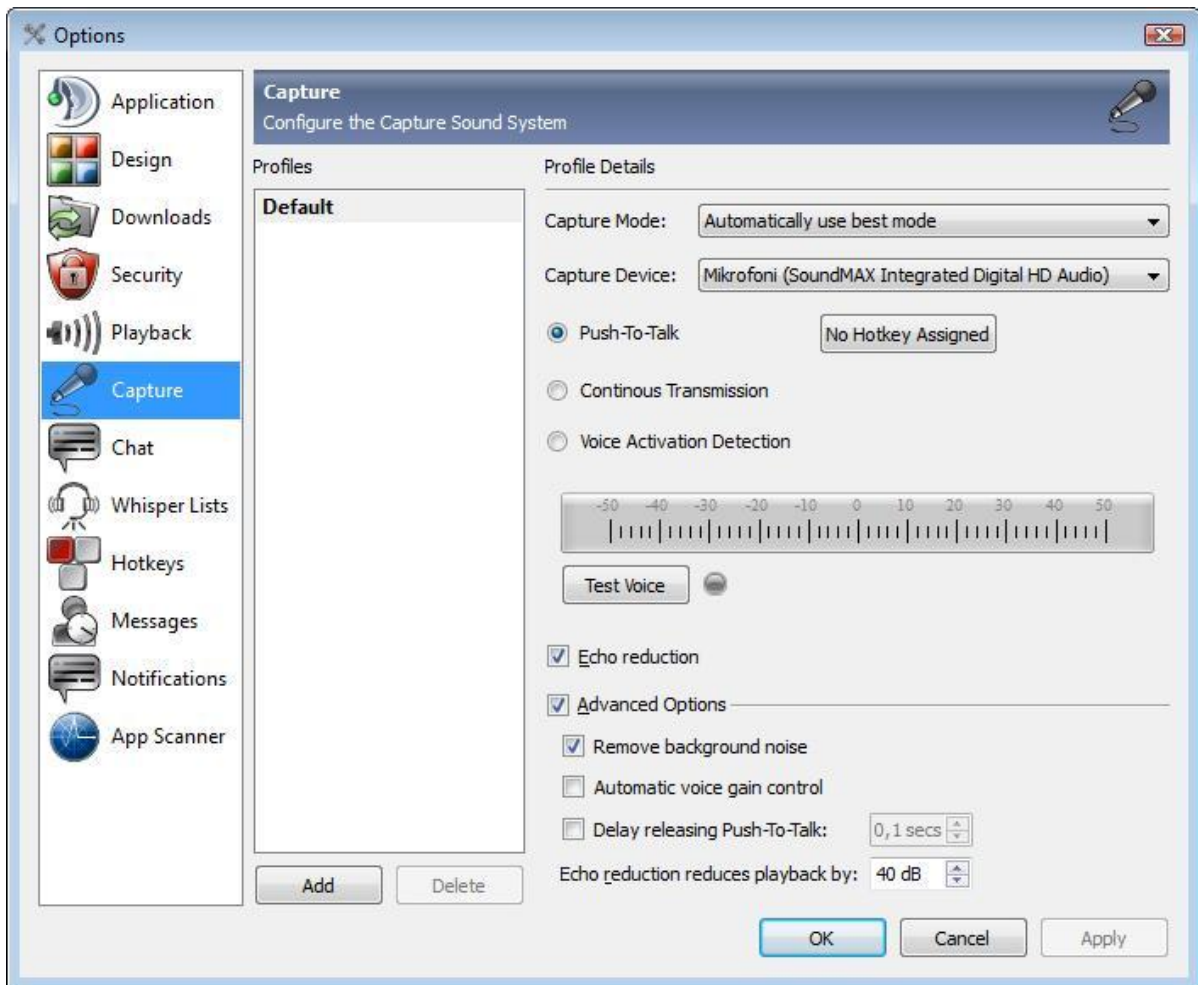
To assign a key

<< LEFT CLICK >> on “Settings”

<< LEFT CLICK >> on “Options”



and the following window should pop up



- << LEFT CLICK >> on “Capture”
- << LEFT CLICK >> on “Push to Talk”
- << LEFT CLICK >> on the “No Hotkey Assigned” box

A small window will pop up, asking you to select a key << PRESS >> the key or mouse button that you want to assign.

Most members use “Left Ctrl”, however that key is used by ArmA and you would need to remap that key in ArmA.

You might want also choose “Echo reduction”, “Advanced options” and “Remove background noise”.

ACRE

A.C.R.E - Advanced Combat Radio Environment

This is an application that enhances the usage of teamspeak in Arma2OA

[BI Forums thread](#)

REQUIREMENTS

- Teamspeak 3
- Microphone
- @CBA Available via our Yoma repository)
- @Jayarmalib Available via our Yoma repository)

SETTING UP ACRE

There are currently 2 different configurations for ACRE, the one you will need to follow is dependant on whether you are:

- Running latest stable Arma2OA patch 1.60
This uses the Jayarmalib mod folder which is available in @Zcommon
Also needs the dsound.dll installed to your root Arma2 folder
- Running the latest Arma2OA beta patch
This uses the Jayarmalib_new mod folder
(Available in @Zcommon\Acre Using beta patch)
You will need to manually copy this mod folder to your Arma2 root folder

In both cases you will need to copy the correct acre_win**.dll from your

Arma 2\@ACRE\plugin folder

to

TeamSpeak 3 Client\plugins

The specific .dll file you need to copy is dependant on your operating system.

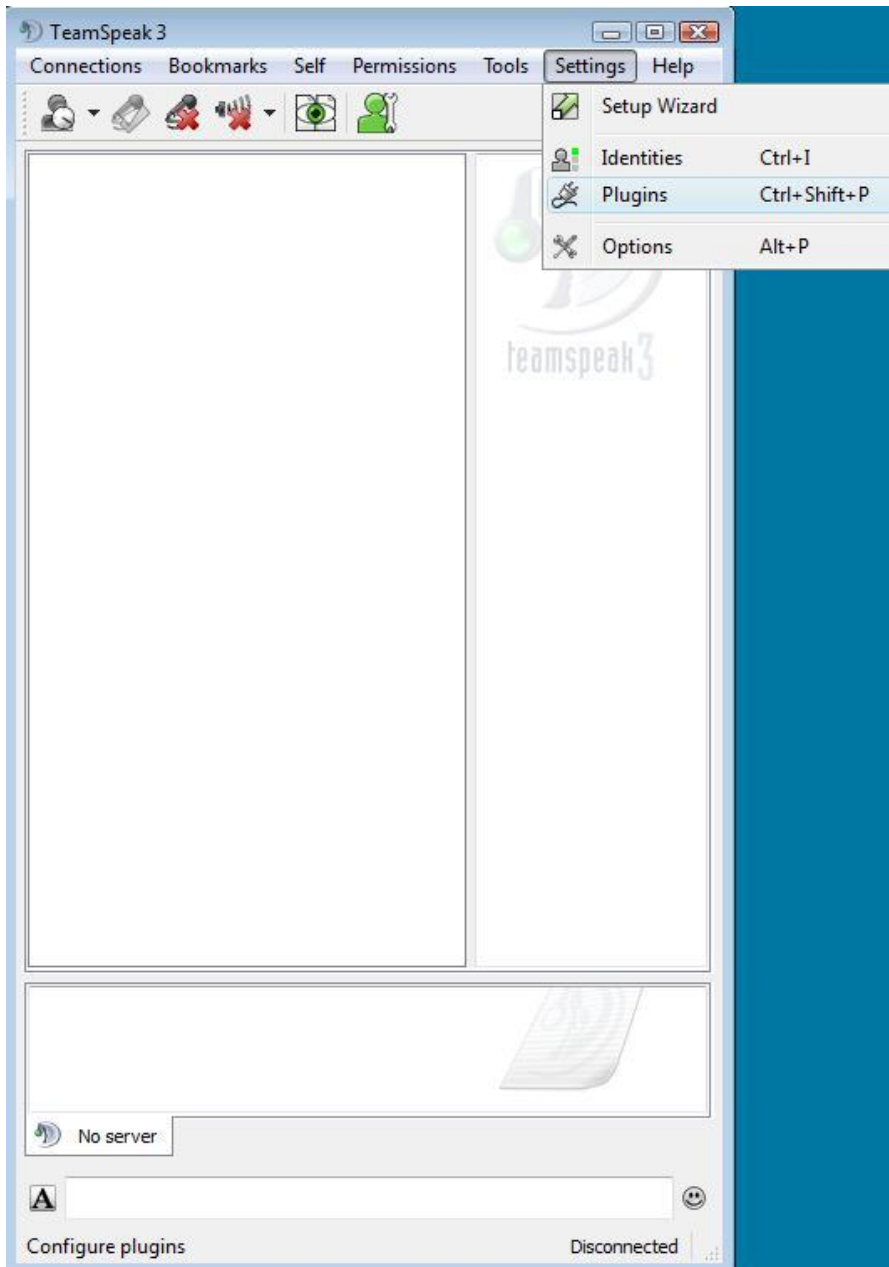
acre_win32.dll: Is for 32 bit operating systems

acre_win64.dll Is for 64 bit operating systems

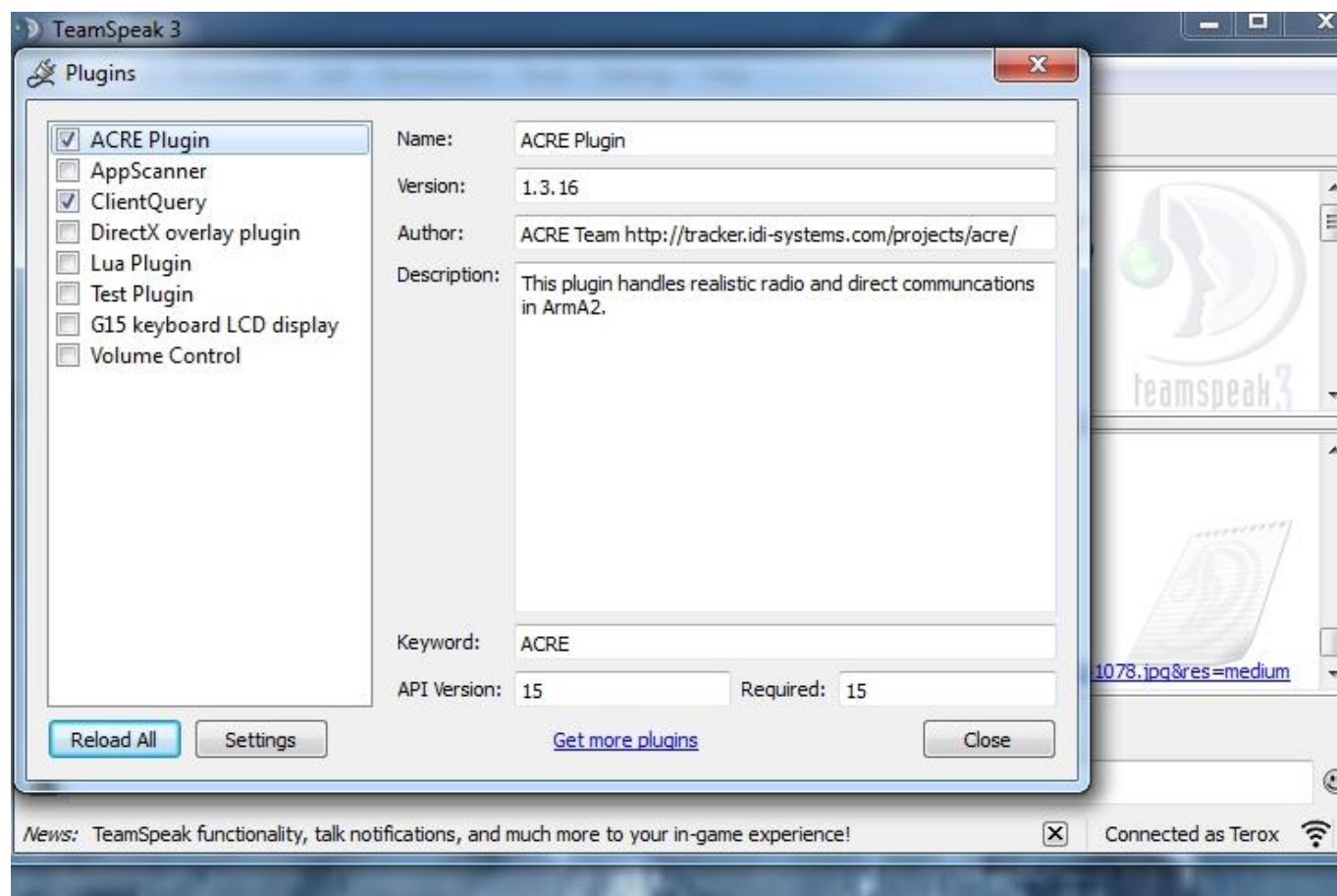
Now start up your Teamspeak 3 application and select
Settings >> Plugin:

<< **LEFT CLICK** >> on “**Settings**”

<< **LEFT CLICK** >> on “**Plugins**”



<< **LEFT CLICK** >> on “**ACRE Plugin**” check box
<< **LEFT CLICK** >> on “**Close**”



The Default Hot-Keys for ACRE Are as follows:

CTRL + SHIFT + X

Open your current radio GUI, if you have one

CTRL + SHIFT + C

Hot-swap between the radios you are carrying as your active radio

CTRL + SHIFT + V

Window displaying information on the radios you are carrying, and ability to change active radio

CAPSLOCK

Radio PTT(Push-To-Talk) Key

These can be re-defined in your ArmA2\userconfig\Acre\Acre_keys.hpp

If you do not redefine these keys then you will need to edit your ArmA2 Caps Locks keybinding to use another key for VOIP, otherwise you will be talking on the ACRE system and voip at the same time.

REFERENCE

Teamspeak

TEAMSPEAK RADIO PROTOCOL

To better utilise Teamspeak and reduce inefficient radio chatter we try where possible to adopt a minimalist military style communications procedure, especially when Group leaders are chatting on the command net (e.g. to a different group in a different channel). We try and use the following setup in varying degrees of success

There are 2 Radio channels

- **Command Net** (*Chatting between Teamspeak Channels*)
- **Local Net** (*Chatting within your own channel*)

There are 3 basic message types that we use, these are

- **Messages**
- **Sitreps**
- **Contact reports**
-

And there is a priority rule

- **Contact reports are the highest priority message**
- **Command net has priority over local net**

Messages

These are the most common and are used to deliver and discuss general information
A typical conversation would run something like the following

<Alpha Speaking > **HQ this is ALPHA message over**

*Alpha and HQ Local net chat should stop to allow Command net communications
When HQ is ready to receive the message he would reply with*

<HQ Speaking> **Alpha this is HQ send over**

And then the conversation would start flowing

<Alpha Speaking > **HQ this is ALPHA we have arrived at the OP, awaiting further orders over**

<HQ Speaking> **Alpha .. HQ, roger that wait OUT**

Sitreps

These messages are used to extract specific information about a group's general status
A standard Sitrep should return

- Number of units alive in the group
- Location

Specific filtering of Information may be required, and would come in the form of asking for a SITREP >> "Locations only" for example

A typical conversation would run something like the following

< HQ Speaking > **HQ to all Callsigns SITREP over**
Each group would then reply (In order Alpha, Bravo, Charlie etc etc)

< Alpha Speaking > **HQ this is ALPHA . 4 men At FUP OUT.**

< Bravo Speaking > **HQ this is BRAVO . 6 men, 2km South East of FUP, ETA 10 minutes OUT.**

< Charlie Speaking > **HQ this is Charlie 3 men, I am at grid 457382 5km east of Badango ... OUT**

< HQ Speaking > **Roger that, HQ ... OUT**

Contact Reports

These are the Highest Priority message and are used to inform everyone immediately that a group has come under fire with the enemy

As soon as a group comes into contact with the enemy, he needs to broadcast the following “1 liner” over teamspeak

<Alpha Speaking > **ALPHA CONTACT..... wait OUT**

All Teamspeak chat should cease immediately and the net cleared of all communications

Giving Alpha complete priority over the command net

The Alpha team leader then needs to assess the situation and report back with a more detailed description of the enemy contact.

HQ would also be taking a look at any support assets that may be available and getting ready to despatch them

<Alpha Speaking > **ALPHA 12 man dismounted infantry squad and a BMP 300m North East of our present location**

We are taking accurate and sustained fire, are pinned down, need support ASAP over

<HQ Speaking> **Roger that Alpha, CAS Despatched, artillery available Charlie is 2 clicks out to your South East, ETA 5 minutes over**

And then the conversation would continue until Alpha was out of danger

QUICK REFERENCE CHART

ATTN:

Print this page out and use it as a quick reference until you get used to the radio protocols

RADIO PROTOCOL (Quick Reference Chart)			
GENERAL MESSAGE			
Speaker	Message	Over/Out	Comments
< Alpha >	Bravo this is Alpha Message	OVER	
< Bravo >	Alpha this is Bravo Send	OVER	Bravo transmits when ready to receive
< Alpha >	Bravo My message is	OVER / OUT	
SITREP			
Speaker	Message	Over/Out	Comments
< HQ >	All Callsigns this is HQ Sitrep	OVER	
< Alpha >	Alpha (Unit Count) (Location)	OUT	Other sitrep calls, e.g. casualties, ammo etc
< Bravo >	Bravo (Unit Count) (Location)	OUT	
CONTACT			
Speaker	Message	Over/Out	Comments
< Alpha >	Alpha Contact Wait	OUT	Blast this over teamspeak as soon as shots are fired
<i>And then after composing yourself and assessing the situation, send more detailed info</i>			
< Alpha >	Alpha (Enemy Size/Type/location)	OVER / OUT	

Message Terminations

- **OVER** (End your transmission, (**Expecting** a response)
- **OUT** (End your transmission, (**NOT expecting** a response)
- **BREAK BREAK** (Stop the comms, priority message about to be delivered)

Abbreviations used

- | | |
|---|--|
| • Com, Zero (Callsigns used for: Command / HQ) | • RV (Rendezvous point) |
| • FUP (Form Up point) | • MSR (Main Supply Route) |
| • OP (Observation Post) | • LOA (Limit of Advance) |
| • LZ (Landing Zone) | • FARP (Fuel Ammo Resupply Point) |
| • DZ (Drop Zone) | • TANGO (Enemy) |
| • EZ (Extraction Zone) | • CAS (Close Air Support) |

ZEUS FUND

Donating To

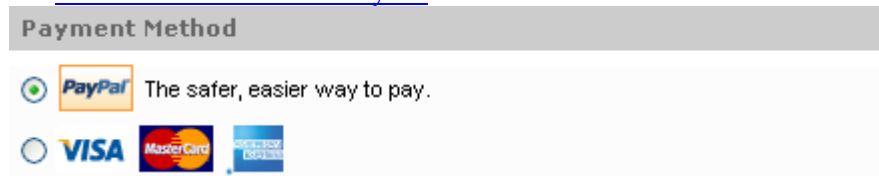
Zeus is an online gaming community with its very own server.

We rely on donations from the community to pay for the running costs of the server and website.

To allow our members to donate, we have 2 options:

1. Direct Bank transfer (Information is available on request)
2. A PayPal Premier Account

 [More information On PayPal](#)



This allows our members a secure online transaction process with various options for transferring funds to us using

- Their very own free PayPal account
- Credit card
- Bank transfer

Our PayPal window allows a user too

- Pay a one off donation (Upper donation icon)
- Pay a recurring monthly donation for a specified time
- Select either euros or pounds as their choice of currency

It costs Zeus to receive payments.

The following rate of 3.4% + £0.20 GBP apply to the following transactions:

- PayPal Balance
- PayPal Instant Bank Transfer
- PayPal eCheque
- Credit and debit Card Payments

In addition, any Euro to GBP conversions are charged at the rate of

* **3.9% + £0.20 GBP**

* **average exchange rate is 0.65 euros to the pound**

From Time to time the Zeus Fund Accounts will be publicised

CONTACT US

CONTACT LIST

Name	Roles & Responsibilities	Comments
El Presidente		
Killswitch	Tier 1 technical issues	killswitch@zeus-community.net
Terox	Anything	terox@hotmail.com
Cibit		
Technicians		
Iceshade	Game server (Windows) & Webserver	
Mr. Cheese	Game server (Windows)	
Toadball	Game server (Windows)	
SCFan	Game server (Linux)	
Zookeepers		
Mondkalb	Forums & ArmA2	
WheresMyRabbit	ArmA2	
Hund	ArmA2	
Radaman	ArmA2	
Cibit	ArmA2	
Iceshade	Teamspeak	Pending appointment
Terox	Zcommon	Pending appointment

Community Manpower Structure

We have the following group structure

- **Superadmins (El Presidente's)**
- **Technicians**
- **Zookeepers**
- **Mission Developers**
- **Members**

Who does what is listed in the [Contact Us](#) section of this document

Presidents

These guys have full root access everywhere, but mainly deal with 3rd parties such as the Colo and Web host or issues that Technicians and Zookeepers cannot deal with

Technicians

These guys mainly deal with backend issues, updating apps etc

Zookeepers

These guys are front end admins. They run the game servers, Teamspeak, Forums etc

Mission Developers

Anyone who creates missions for Zeus belongs in this group. They have access, upload rights to the Zeus test server where they can develop and test their missions in a dedicated server environment

Members

Everyone is a member and entitled to use any of the services that we provide

CHANGE-LOG

Zeus Manual Changelog

Date	Changes to	Comments
12/08/2009		ArmA2 Initial Release
25 th Aug 2009		Fixed Teamspeak key bindings download link incorrect
6 th Sept 2009	Allowed List of Add-ons	Listing of allowed addons
	@Zcommon	@Zcommon updated to v1.01
	TS Keybindings	Teamspeak Keybindings updated to make use of Channel Commander
	Download Centre	New download links for Zcommon and Keybindings
1 st Nov 2009	@Zcommon	@Zcommon updated to v1.03
9 th Dec 2009	ACE Mod public Beta	How to install and patch ACE Mod Added download link for Yoma's addon sync 2009
15 th Dec 2009	@Zcommon Yoma's Addon Sync	@Zcommon updated to v1.04 Tutorials for Installing and Using Yoma;'s addon sync
19 th Dec 2009	@Zcommon Yoma's Addon Sync	@Zcommon updated to v1.05 Yoma;'s addon sync URL changed
27 th Dec 2009	ACE Mod public Beta Setting Up Desktop shortcuts	Added ACEX_PLA mod folder Edit to shortcut startup params
27 th Dec version 2	Setting Up Desktop shortcuts	Yoma repository link has once again changed to add some functionality to it
7 th July 2010	Installing Mod Folders	Release of Operation Arrowhead Removal of @ACE Mod Implementation of a client side only @Zcommon pack
1 st Aug 2010		Minor edits & Edited Installation of ACRE system for TS3
9 th Aug 2010	Setting Up Teamspeak 3	Removal of Teamspeak 2 content
		Addition of Teamspeak 3 tutorials, channel commander etc
16 th March 2012		Major rewrite of the document, updates to Mod folders and ACRE