

Swiftly REPO Installation & Configuration



“Swiftly” is a small application from an independent developer which is designed to help control a modset for private game servers within ArMA 3. It is used to synchronise your local mods with a repository (REPO) server, allowing for automatic updates to be downloaded and to be maintained. Thus to ensure you are good to launch and join a specific game server with all required and any optional mods.

PREREQUISITES

Before downloading and installing the application, there are some things you will need to know. You will need to know the storage location of your ArMA directory within Steam, plus the location(s) of the mods you currently have installed. To save storage space on your PC, we also suggest you also “**unsubscribe**” from our RB mods on Steam Workshop. However, please remain subscribed to the “**ACRE2**” mod as this will still be required to be downloaded from the Steam Workshop. You may also wish to remain subscribed to other mods that are used on other communities servers or allowed client side only mods.

Your ArMA directory will be located somewhere within a Steam folder, this will depend on how many locations you have configured within Steam depending on how many HDD/SDD’s you have in your system. The default location is as follows:

C (being your main drive) > Program File (x86) > Steam > steamapps > common > Arma 3

Your mod folders will depend on a couple of factors. Are they only downloaded from the Steam Workshop or have you installed custom or other mods manually. If you have got or intend to continue using certain mods from the Steam Workshop, for example client side only mods such as JSRS or Dismount Where You Look, then you will need to ensure that you have “**Show Hidden Folders**” ticked in your Windows Explorer application. If you are not sure if you already have this option ticked, follow the below instructions:

1. Open Windows Explorer (WIN + E), then click the “**View**” drop down option at the top
2. Click the “**Options**” button on the far right side of the view drop down and the “**Folder Options**” window should open
3. Click the “**View**” tab at the top then there should be an option called “**Hidden files and folders**”, ensure the “**Show hidden files, folders and drives**” option is selected and then click OK

Now when you navigate to your main Arma 3 directory as per above, you should see a semi transparent folder called “**!Workshop**”, this is your Arma Steam Workshop Mods folder (**DO NOT ALTER ANYTHING WITHIN THIS FOLDER!**). However, if you previously subscribed to the RB mods via Steam, but have now unsubscribed. You will need to delete the “@RB_QOL” folder to prevent an error when trying to download from Swiftly.

Other manually installed mods will be located wherever you have installed them, usually within your

Documents folder or within the Arma 3 directory itself. Normally mod folders will start with the “@” symbol.

Finally, before installing the Swifty app, we highly recommend creating a folder just for the [-RB-] mods. Since we will be controlling when all mods used on our server are updating, we suggest you store all our mods in a separate folder. It is important to note, that it doesn’t really matter where you store your mods, they can be within the Arma 3 directory or on a completely separate hard drive or SSD. However, for this example, we suggest you create a folder within your Arma 3 directory called “**RBmods**”. Later, when you are configuring Swifty for your local files, you will tell the app to download the required mods to this folder.

DOWNLOAD

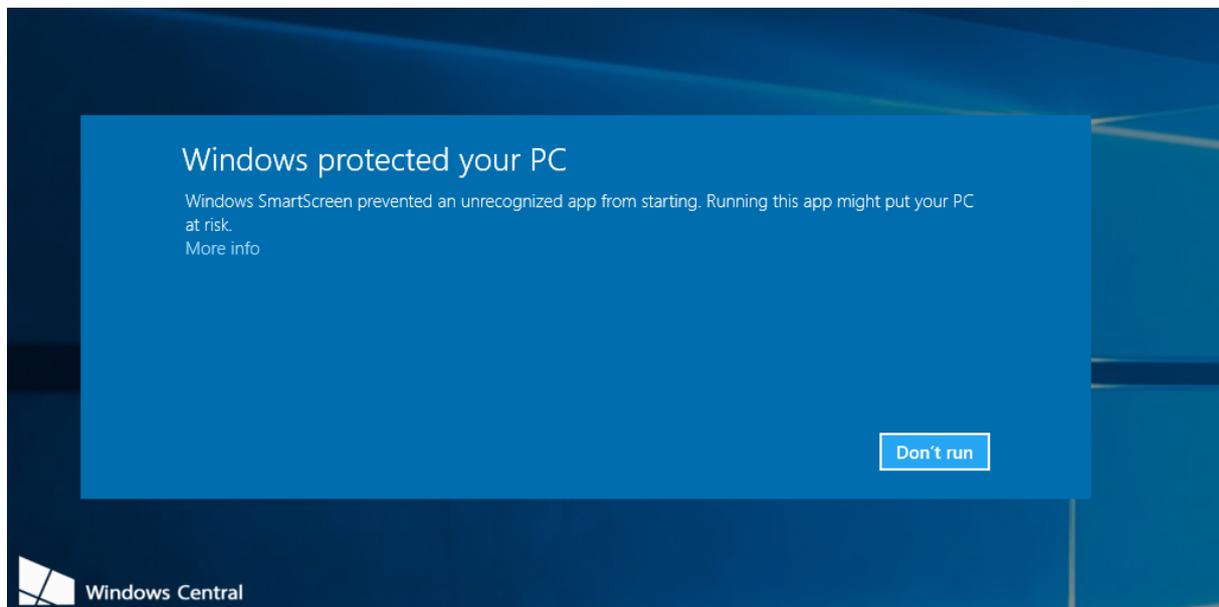
To download the application, go to the following website:

<https://getswifty.net/download> or Google “**get swifty repo**”

Then select the “**swifty.exe**” client

INSTALLATION

Once you have downloaded the swifty.exe client, run the download to install the client. Please note that because this application is developed by a small team, Windows will warn you when you install that it is by an unknown publisher.

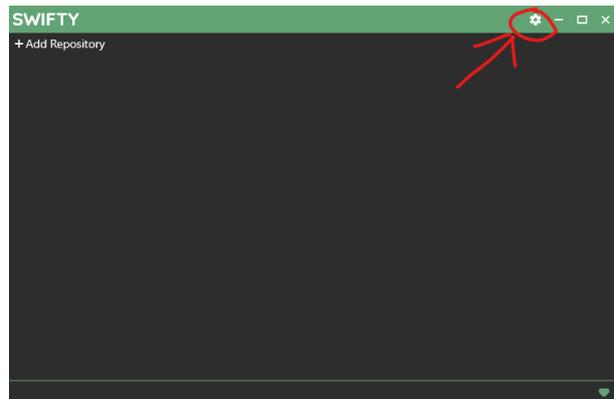


Just click the “**More info**” link and then select “**Install Anyway**” option. This will install the application and create a desktop and start menu shortcuts.

You can now run the application and start the configuration process.

CONFIGURATION

Once the app is open, the first thing you need to do is configure it for your Arma installation. To do this, click the little cog icon in the top right hand corner as shown. Then you will have 3 main options which are as follows:



Application

On the first tab, you will need to tell the application where your main Arma directory is located. This is usually found in one of your Steam “steamapps” folders such as the example listed below (Do not copy and paste to prevent errors, please navigate to you actual folder):

C:\Program Files (x86)\Steam\steamapps\common\Arma 3

The “**Temporary Directory**” is a location the app uses when processing files. If you wish to change this, then do it here.

“**Parallel Downloads**” is how many files the application will download at a single time. The default is 2 but you can raise this to the highest setting if you choose, but the higher you set this, the greater the risk of errors during downloads.

Additional search folders

On this tab you can add additional folders which are used to store other mods which can be used on the game server such as client side only mods. There are usually 2 common locations for these which we have listed in the examples below:

C:\Program Files (x86)\Steam\steamapps\common\Arma 3
C:\Program Files (x86)\Steam\steamapps\common\!Workshop

ADDING THE REPO

Once you have got the basic configuration settings in place for the app, next you will need to add the REPO details for our server. Press the big white “X” to close the settings window and then select the “+ Add Repository” button under the main Swifty logo.

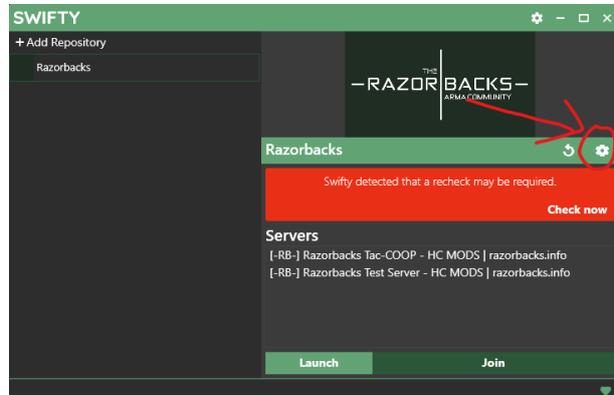
In the address box, enter the following address (do not copy and paste to avoid errors):

<http://repo.razorbacks.info/main>

Then click “**Add**”

This will load the basic details for the server. You should be on the Repository Settings window, if not click the repository cog icon as shown and this will open the setting window. This is also how you can change any settings in the future including any additional client side only mods you may require.

Once you have the REPO Settings window open, please adjust the following settings:



Configuration

1. **Name** = [-RB-] Razorbacks (default), but if you want to change the name here you can.
2. **Address** = this is the URL address for the REPO server
3. **Path** = this is the path to where you would like the [-RB-] Mods to be downloaded too. We highly recommend using a folder within the Arma 3 directory called “**RBmods**” but you can store these mods anywhere on your system including a different HDD or SDD. Below is the default recommended file path (do not copy and paste to avoid errors)

C:\Program Files (x86)\Steam\steamapps\common\Arma 3\RBmods

4. **Parameters** = by default we have selected “-skipIntro -noSplash -useBE”, you may also want to add “-enableHT” if you have a hyper-threaded CPU. For more details on the various start up parameters, please visit the following Wiki - [Arma 3 Wiki - Start Up Parameters](#)

Credentials

This is the required username and password to access the REPO server and should be left as default.

Addons

This is the list of required mods to access our game servers and everyone should be selected.

Optional addons

This tab is blank and not used on our configuration.

External addons

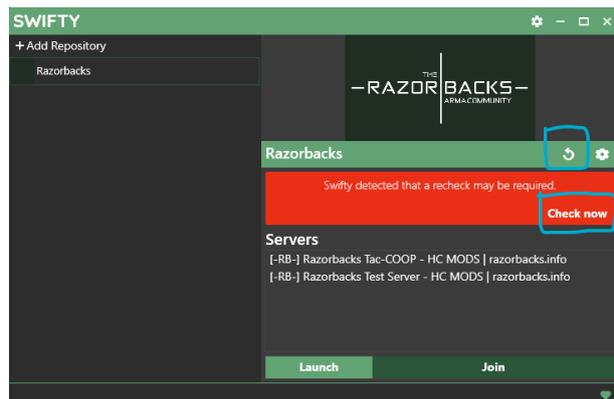
On this tab it will list all additional mods that you have available depending on which folders you selected in the main configuration on page 3. Please ensure the “**ACRE2**” mod is selected as this is required for the server. You should then scroll down this list and select all your desired “**client side only**” mods which are allowed on the server plus the “**RB Admin MOD**” if you have applied for server admin. For a list of available client side only mods, please visit our “[About/Server](#)” page on the main

website.

Once you have configured the REPO settings, you can close this window with the big white “X” below the main window bar.

SERVER SYNCHRONISATION

You are now ready to synchronise with the REPO server and download any require files or updates. On your first sync, you should see the REPO showing a big RED bar with a “Check Now” option available. Click this option to start the sync. If you don’t see this red bar, click the “Refresh” icon and the option should then appear. Once you have fully synced with the REPO, this red bar will not show.



Once the sync has started, the app will check all the required mods as listed in “Addons”. Please be aware this may take a few minutes to sync with the server before any downloads are made available. Once the app has synced your local copies with the REPO server, you will be asked to download the required mods or any updates since your last visit. To start the download process, click the large “DOWNLOAD” option, this will then display a list of what will be downloaded. Then once you are happy to proceed, click the smaller “DOWNLOAD” button and the app will start to download the files.

LAUNCHING ARMA & JOINING OUR SERVERS

Once all downloads are complete and the app has patched your local files. You are now good to launch ArMA and/or join our servers. If you want to get straight on to the server, then select the main or testing server and just click “Join” and the game will launch and take you straight on to the server. If you want to just launch ArMA with our mods, for mission making for example, then just click the “Launch” option.

Please be aware that Steam must be running before you launch ArMA!

Thank you for taking the time to read this guide, if you have any problems or questions, please post them in our forums or on our Discord #support channel.

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