

JSRS3 DragonFyre EDEN Readme File

What is JSRS3 DragonFyre?

JSRS3 DragonFyre EDEN is a sound modification for ArmA3. The purpose of this modification is to bring new sounds to the game, making it more exciting. Many would say it makes the game much more realistic, but that is not the initial purpose of this modification. Even if some sounds are authentic to what we call "modern warfare", still the main purpose was just to create a certain type of sound feeling.

What are the overall features of this mod?

The mod adds over a few thousand new sounds to the game, most ingame sounds are exchanged by these. The mod adds new distance effects to the original DragonFyre2.5 sound framework, new distance explosions and many other features back from the old (heavy scripted) version.

All the cool features that could not make it because a certain type or script was needed, which also destroyed the playability for multiplayer, this new Version, called EDEN (because of the Eden Update for ArmA3) can deal with all that. Plus it stays script free. No CBA required and it works a 100% in multiplayer.

How to install this mod?

The mod comes in a ready to use status. You don't have to install anything by setup. All you would have to do is to download and open the .rar file. In there, you can find the @DragonFyreEden folder. Now you place this folder inside your ArmA3 main folder. For example: C:\Program Files (x86)\Steam\SteamApps\common\Arma 3\@DragonFyreEden.

Once it's in there you have multiple options. Either you start up the game, go under settings and into the "expansions" menu and select the mod and restart ArmA3. Or you use the integrated ArmA3 launcher that you can find in the ArmA3 main folder, go under parameters and select JSRS 3 DragonFyreEDEN under mods. Any other ways to install this mod would be nonsense and these two are the best ways, trust me.

What do I required to run this mod?

What is important to note is that JSRS3 DragonFyre **do NOT need CBA nor ANYTHING else**. Your ArmA3 should be at least on the latest version (Eden Update 1.54) and **not on DevBranch**. If you use stable that's the only version I can determine issues and problems with as the DevBranch is a "change on the fly" ArmA3 version. If I'd fix these problems, it might cause issues on the stable version again and vice versa. So I only can support one of the two version. Keep that in mind.

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What is new in **this version?**

There are many new fixes in this version. I was mostly focusing on a clean and error free build this time around. The point is to be able to use this mod with any other modification available (except other sound mods) and to have a fully working mod that works fine in Multiplayer as well.

A basic list over the things that have happened between this and the released versions before would look like this:

- All weapon sounds got tweaked, mainly EQ work
- Most vehicles got tweaked for the new stereo emitters and panners
- New SoundSets and SoundShaders added
- A few thousand new sounds for distance warfare
- New GlobalFilters, LowPassFilters and Attenuation, 3D Processors
- Different warfare sounds for Forests, Cities or flat areas
- Most shared movement sounds of soldiers got revamped in stereo
- Massive volume and distance changes
- Many little new details in sound samples
- New filters, globals and stereo emitters/parameters
- New soniccracks for different types of environment, like forest, houses and meadow

Who I would like **to thank!**

Thanks goes to the helpers that have helped me alongside the development to realize this project and made this mod what it is today. Greetings go out to Yokhanan, LAXmann, Bakerman and all the internal testers that reported problems during the test phase of JSRS2. Thanks to those people, I was able to release such a stable version of JSRS3 DragonFyre/2.5.

Also I'd like to thank my girlfriend Francisca for helping and supporting me all the time!

I love you so much, Francisca!

