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Thread: [DayZ 0.62 Server Files + Modded RP Server](#)

KingAutomatico - February 12, 2018, 6:02 pm

Hello Everyone!

The Server Files and signature disabled Client Files for 0.62 have been released [here](#).

Anyone can now host a server and we can even mod the Server with advanced Knowledge of SQF/Enforce Scripting languages.

I am currently in the midst of launching DayZ Standalones first Modded RP Server.

As of now, these are the Tweaks I have working on the Server:

Can join with Latest Client

Basic Modular Base-Building (Walls, Fences, Gates, Gate Permission System)

Quicker Respawn Times

Old ARMA 2 Chat System

Starting Loadouts based on Players UID. (Normal, Donator, Admin, etc..)

Enabled ARMA 3 Audio Codec for HQ Local VOIP

Tisy Radiation Zone

Safezones

I am currently looking into executing an In-Game Admin Menu but have been having difficulties with adding new items to the Scroll Menu.

If this can be done, executing pretty much any custom script becomes a breeze.

Anyways, just wanted to share all this awesomeness, been a while since anything good has come up in this Section.