

Arma 3 Antistasi Server Configs

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



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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equalModRequired = 0; // Outdated.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"
};
```

Addon Options (RHS)

[Click here to expand](#)

[AddonOptions](#)

```
ACE Advanced Ballistics ace_advanced_ballistics_ammotemperatureEnabled = true;
ace_advanced_ballistics_barrelLengthInfluenceEnabled = true;
ace_advanced_ballistics_bulletTraceEnabled = true; ace_advanced_ballistics_enabled = true;
ace_advanced_ballistics_muzzleVelocityVariationEnabled = true;
ace_advanced_ballistics_simulationInterval = 0.05; ACE Advanced Fatigue
ace_advanced_fatigue_enabled = true; ace_advanced_fatigue_enableStaminaBar = true;
ace_advanced_fatigue_fadeStaminaBar = true; ace_advanced_fatigue_loadFactor = 0.4;
ace_advanced_fatigue_performanceFactor = 1.25; ace_advanced_fatigue_recoveryFactor = 5;
ace_advanced_fatigue_terrainGradientFactor = 0.5;
```

```
ACE Advanced Missile Guidance ace_missileguidance_chaffEffectivenessCoef = 1;
ace_missileguidance_flareAngleCoef = 1; ace_missileguidance_flareEffectivenessCoef = 1; ACE
```

Advanced Throwing ace_advanced_throwing_enabled = true; ace_advanced_throwing_enablePickUp = true; ace_advanced_throwing_enablePickUpAttached = true; ace_advanced_throwing_enableTempWindInfo = true; ace_advanced_throwing_showMouseControls = true; ace_advanced_throwing_showThrowArc = true; ace_advanced_throwing_throwStepSetting = 8;

ACE Advanced Vehicle Damage ace_vehicle_damage_enableCarDamage = true; ace_vehicle_damage_enabled = true; ACE AI ace_ai_assignNVG = false;

ACE Arsenal ace_arsenal_allowDefaultLoadouts = true; ace_arsenal_allowSharedLoadouts = true; ace_arsenal_camInverted = false; ace_arsenal_defaultToFavorites = false; ace_arsenal_enableIdentityTabs = true; ace_arsenal_enableModIcons = 1; ace_arsenal_EnableRPTLog = false; ace_arsenal_favoritesColor = [0.9,0.875,0.6]; ace_arsenal_fontHeight = 4.5; ace_arsenal_loadoutsSaveFace = false; ace_arsenal_loadoutsSaveInsignia = true; ace_arsenal_loadoutsSaveVoice = false; ace_arsenal_showUnavailableItems = 0; ACE Artillery ace_artillerytables_advancedCorrections = false; ace_artillerytables_disableArtilleryComputer = false; ace_mk6mortar_airResistanceEnabled = false; ace_mk6mortar_allowCompass = true; ace_mk6mortar_allowComputerRangefinder = true; ace_mk6mortar_useAmmoHandling = false;

ACE Captives ace_captives_allowHandcuffOwnSide = true; ace_captives_allowSurrender = true; ace_captives_requireSurrender = 1; ace_captives_requireSurrenderAi = false; ACE Casings ace_casings_enabled = true; ace_casings_maxCasings = 250;

ACE Common ace_common_allowFadeMusic = true; ace_common_checkExtensions = false; ace_common_checkPBOsAction = 0; ace_common_checkPBOsCheckAll = false; ace_common_checkPBOsWhitelist = [""]; ace_common_deployedSwayFactor = 0.4; ace_common_displayTextColor = [0,0,0,0.1]; ace_common_displayTextFontColor = [1,1,1,1]; ace_common_enableSway = true; ace_common_epilepsyFriendlyMode = false; ace_common_magneticDeclination = false; ace_common_progressBarInfo = 2; ace_common_restedSwayFactor = 0.55; ace_common_settingFeedbackIcons = 1; ace_common_settingProgressBarLocation = 0; ace_common_swayFactor = 0.7; ACE Cook-off ace_cookoff_ammoCookoffDuration = 0.75; ace_cookoff_cookoffDuration = 0.5; ace_cookoff_cookoffEnableProjectiles = true; ace_cookoff_cookoffEnableSound = true; ace_cookoff_destroyVehicleAfterCookoff = false; ace_cookoff_enableAmmobox = true; ace_cookoff_enableAmmoCookoff = true; ace_cookoff_enableFire = true; ace_cookoff_probabilityCoef = 0.5; ace_cookoff_removeAmmoDuringCookoff = true;

ACE Crew Served Weapons ace_csw_ammoHandling = 2; ace_csw_defaultAssemblyMode = false; ace_csw_dragAfterDeploy = false; ace_csw_handleExtraMagazines = true; ace_csw_handleExtraMagazinesType = 0; ace_csw_progressBarTimeCoefficient = 0.9; ACE Dragging ace_dragging_allowRunWithLightweight = true; ace_dragging_dragAndFire = true; ace_dragging_skipContainerWeight = false; ace_dragging_weightCoefficient = 1;

ACE Explosives ace_explosives_customTimerDefault = 30; ace_explosives_customTimerMax = 900; ace_explosives_customTimerMin = 5; ace_explosives_explodeOnDefuse = true; ace_explosives_punishNonSpecialists = true; ace_explosives_requireSpecialist = false; ACE Field Rations ace_field_rations_zeusUpdates = false; ace_field_rations_affectAdvancedFatigue = true; ace_field_rations_enabled = false; ace_field_rations_hudShowLevel = 0; ace_field_rations_hudTransparency = -1; ace_field_rations_hudType = 0; ace_field_rations_hungerSatiated = 1.495; ace_field_rations_nearDepletedConsequence = 1; ace_field_rations_terrainObjectActions = true; ace_field_rations_thirstQuenched = 1.495; ace_field_rations_timeWithoutFood = 8; ace_field_rations_timeWithoutWater = 4; ace_field_rations_waterSourceActions = 2;

ACE Fire `ace_fire_dropWeapon = 1; ace_fire_enabled = true; ace_fire_enableFlare = true; ace_fire_enableScreams = true; ACE Fortify` `ace_fortify_markObjectsOnMap = 1; ace_fortify_timeCostCoefficient = 1; ace_fortify_timeMin = 1.5; acex_fortify_settingHint = 2;`

ACE Fragmentation Simulation `ace_frag_enabled = true; ace_frag_reflectionsEnabled = true; ace_frag_spallEnabled = false; ace_frag_spallIntensity = 1; ACE G-Forces` `ace_gforces_coef = 1; ace_gforces_enabledFor = 1;`

ACE Goggles `ace_goggles_drawOverlay = true; ace_goggles_effects = 0; ace_goggles_showClearGlasses = false; ace_goggles_showInThirdPerson = false; ACE Grenades` `ace_grenades_convertExplosives = true;`

ACE Headless `acex_headless_delay = 15; acex_headless_enabled = false; acex_headless_endMission = 0; acex_headless_log = false; acex_headless_transferLoadout = 0; ACE Hearing` `ace_hearing_autoAddEarplugsToUnits = 2; ace_hearing_disableEarRinging = true; ace_hearing_earplugsVolume = 0.5; ace_hearing_enableCombatDeafness = true; ace_hearing_enabledForZeusUnits = true; ace_hearing_enableNoiseDucking = true; ace_hearing_explosionDeafnessCoefficient = 0.15; ace_hearing_unconsciousnessVolume = 0.4;`

ACE Interaction `ace_interaction_disableNegativeRating = false; ace_interaction_enableAnimActions = true; ace_interaction_enableGroupRenaming = true; ace_interaction_enableMagazinePassing = true; ace_interaction_enableTeamManagement = true; ace_interaction_enableThrowablePassing = true; ace_interaction_enableWeaponAttachments = true; ace_interaction_interactWithEnemyCrew = 0; ace_interaction_interactWithTerrainObjects = false; ace_interaction_remoteTeamManagement = true; ACE Interaction Menu` `ace_gestures_showOnInteractionMenu = 2; ace_interact_menu_actionOnKeyRelease = true; ace_interact_menu_addBuildingActions = false; ace_interact_menu_alwaysUseCursorInteraction = false; ace_interact_menu_alwaysUseCursorSelfInteraction = true; ace_interact_menu_colorShadowMax = [0,0,0,1]; ace_interact_menu_colorShadowMin = [0,0,0,0.25]; ace_interact_menu_colorTextMax = [1,1,1,1]; ace_interact_menu_colorTextMin = [1,1,1,0.25]; ace_interact_menu_consolidateSingleChild = false; ace_interact_menu_cursorKeepCentered = false; ace_interact_menu_cursorKeepCenteredSelfInteraction = false; ace_interact_menu_menuAnimationSpeed = 0; ace_interact_menu_menuBackground = 0; ace_interact_menu_menuBackgroundSelf = 0; ace_interact_menu_selectorColor = [1,0,0]; ace_interact_menu_shadowSetting = 2; ace_interact_menu_textSize = 2; ace_interact_menu_useListMenu = true; ace_interact_menu_useListMenuSelf = false;`

ACE Interaction Menu (Self) - More `ace_interact_menu_moreACE_Animations = false; ace_interact_menu_moreACE_CheckAirTemperature = false; ace_interact_menu_moreace_csw = false; ace_interact_menu_moreACE_Equipment = false; ace_interact_menu_moreACE_Explosives = false; ace_interact_menu_moreace_field_rations = false; ace_interact_menu_moreace_fortify = false; ace_interact_menu_moreace_gestures = false; ace_interact_menu_moreace_intelitems = false; ace_interact_menu_moreACE_MapFlashlight = false; ace_interact_menu_moreACE_MapGpsHide = false; ace_interact_menu_moreACE_MapGpsShow = false; ace_interact_menu_moreACE_MapTools = false; ace_interact_menu_moreACE_Medical = false; ace_interact_menu_moreace_medical_ai_heal = false; ace_interact_menu_moreACE_Medical_Menu = false; ace_interact_menu_moreACE_MoveRallypoint = false; ace_interact_menu_moreACE_PlottingBoard = false; ace_interact_menu_moreACE_PlottingBoardHide = false; ace_interact_menu_moreACE_RepackMagazines = false; ace_interact_menu_moreace_sandbag_place = false; ace_interact_menu_moreACE_StartSurrenderingSelf = false; ace_interact_menu_moreACE_StopEscortingSelf = false; ace_interact_menu_moreACE_StopSurrenderingSelf = false; ace_interact_menu_moreACE_Tags =`

```
false; ace_interact_menu_moreACE_TeamManagement = false;
ace_interact_menu_moreace_zeus_create = false; ace_interact_menu_moreace_zeus_delete = false;
ace_interact_menu_moreaceax_ingame_gear = false; ace_interact_menu_moreacex_sitting_Stand =
false; ace_interact_menu_moreSwitchToCamera = false; ace_interact_menu_moretsp_animate_drop =
false; ACE Interaction Menu (Self) - Move to Root
ace_interact_menu_moveToRootACE_Animationsace_gestures_cat_gestures = false;
ace_interact_menu_moveToRootACE_Animationsace_gestures_cat_gesturesace_gestures_Advance =
false;
ace_interact_menu_moveToRootACE_Animationsace_gestures_cat_gesturesace_gestures_CeaseFire =
false; ace_interact_menu_moveToRootACE_Animationsace_gestures_cat_gesturesace_gestures_Cover
= false;
ace_interact_menu_moveToRootACE_Animationsace_gestures_cat_gesturesace_gestures_Engage =
false; ace_interact_menu_moveToRootACE_Animationsace_gestures_cat_gesturesace_gestures_Follow
= false;
ace_interact_menu_moveToRootACE_Animationsace_gestures_cat_gesturesace_gestures_Forward =
false; ace_interact_menu_moveToRootACE_Animationsace_gestures_cat_gesturesace_gestures_Freeze
= false; ace_interact_menu_moveToRootACE_Animationsace_gestures_cat_gesturesace_gestures_Go
= false;
ace_interact_menu_moveToRootACE_Animationsace_gestures_cat_gesturesace_gestures_Hold =
false; ace_interact_menu_moveToRootACE_Animationsace_gestures_cat_gesturesace_gestures_Point
= false;
ace_interact_menu_moveToRootACE_Animationsace_gestures_cat_gesturesace_gestures_Regroup =
false; ace_interact_menu_moveToRootACE_Animationsace_gestures_cat_gesturesace_gestures_Stop
= false; ace_interact_menu_moveToRootACE_Animationsace_gestures_cat_gesturesace_gestures_Up
= false;
ace_interact_menu_moveToRootACE_Animationsace_gestures_cat_gesturesace_gestures_Warning =
false; ace_interact_menu_moveToRootACE_Animationstsp_animate_cancel = false;
ace_interact_menu_moveToRootACE_Animationstsp_animate_dances = false;
ace_interact_menu_moveToRootACE_Animationstsp_animate_dancestsp_animate_contact = false;
ace_interact_menu_moveToRootACE_Animationstsp_animate_dancestsp_animate_duolvan = false;
ace_interact_menu_moveToRootACE_Animationstsp_animate_dancestsp_animate_duoStefan = false;
ace_interact_menu_moveToRootACE_Animationstsp_animate_dancestsp_animate_kata = false;
ace_interact_menu_moveToRootACE_Animationstsp_animate_dancestsp_animate_metal = false;
ace_interact_menu_moveToRootACE_Animationstsp_animate_dancestsp_animate_pushups = false;
ace_interact_menu_moveToRootACE_Animationstsp_animate_dancestsp_animate_squats = false;
ace_interact_menu_moveToRootACE_Animationstsp_animate_dancestsp_animate_stefan = false;
ace_interact_menu_moveToRootACE_Animationstsp_animate_dancestsp_animate_zozo = false;
ace_interact_menu_moveToRootACE_Animationstsp_animate_doors = false;
ace_interact_menu_moveToRootACE_Animationstsp_animate_doorstsp_animate_abort = false;
ace_interact_menu_moveToRootACE_Animationstsp_animate_doorstsp_animate_bang = false;
ace_interact_menu_moveToRootACE_Animationstsp_animate_doorstsp_animate_breach = false;
ace_interact_menu_moveToRootACE_Animationstsp_animate_doorstsp_animate_frag = false;
ace_interact_menu_moveToRootACE_Animationstsp_animate_doorstsp_animate_peek = false;
ace_interact_menu_moveToRootACE_Animationstsp_animate_doorstsp_animate_ready = false;
ace_interact_menu_moveToRootACE_Animationstsp_animate_doorstsp_animate_shotgun = false;
ace_interact_menu_moveToRootACE_Animationstsp_animate_emotes = false;
ace_interact_menu_moveToRootACE_Animationstsp_animate_emotestsp_animate_bird = false;
ace_interact_menu_moveToRootACE_Animationstsp_animate_emotestsp_animate_dab = false;
ace_interact_menu_moveToRootACE_Animationstsp_animate_emotestsp_animate_heart = false;
ace_interact_menu_moveToRootACE_Animationstsp_animate_emotestsp_animate_horns = false;
ace_interact_menu_moveToRootACE_Animationstsp_animate_emotestsp_animate_jackoff = false;
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ace_interact_menu_moveToRootACE_Animationstsp_animate_emotestsp_animate_loser = false;
ace_interact_menu_moveToRootACE_Animationstsp_animate_emotestsp_animate_mahalo = false;
ace_interact_menu_moveToRootACE_Animationstsp_animate_emotestsp_animate_ok = false;
ace_interact_menu_moveToRootACE_Animationstsp_animate_emotestsp_animate_paper = false;
ace_interact_menu_moveToRootACE_Animationstsp_animate_emotestsp_animate_peace = false;
ace_interact_menu_moveToRootACE_Animationstsp_animate_emotestsp_animate_rock = false;
ace_interact_menu_moveToRootACE_Animationstsp_animate_emotestsp_animate_scissors = false;
ace_interact_menu_moveToRootACE_Animationstsp_animate_emotestsp_animate_thumbsdown =
false; ace_interact_menu_moveToRootACE_Animationstsp_animate_emotestsp_animate_thumbsup =
false; ace_interact_menu_moveToRootACE_Animationstsp_animate_formationstsp_animate_column = false;
ace_interact_menu_moveToRootACE_Animationstsp_animate_formationstsp_animate_halt = false;
ace_interact_menu_moveToRootACE_Animationstsp_animate_formationstsp_animate_line = false;
ace_interact_menu_moveToRootACE_Animationstsp_animate_formationstsp_animate_wedge = false;
ace_interact_menu_moveToRootACE_Animationstsp_animate_inspect = false;
ace_interact_menu_moveToRootACE_Animationstsp_animate_suicide = false;
ace_interact_menu_moveToRootace_cswace_csw_placeTripod = false;
ace_interact_menu_moveToRootACE_Equipmentace_atragmx_open = false;
ace_interact_menu_moveToRootACE_Equipmentace_attach_Attach = false;
ace_interact_menu_moveToRootACE_Equipmentace_attach_Detach = false;
ace_interact_menu_moveToRootACE_EquipmentACE_CheckDogtags = false;
ace_interact_menu_moveToRootACE_EquipmentACE_Chemlights = false;
ace_interact_menu_moveToRootACE_Equipmentace_dagr_menu = false;
ace_interact_menu_moveToRootACE_Equipmentace_dagr_menuace_dagr_toggle = false;
ace_interact_menu_moveToRootACE_Equipmentace_flags = false;
ace_interact_menu_moveToRootACE_Equipmentace_flagsace_flags_furlFlag = false;
ace_interact_menu_moveToRootACE_Equipmentace_goggles_wipeGlasses = false;
ace_interact_menu_moveToRootACE_Equipmentace_gunbag_actions = false;
ace_interact_menu_moveToRootACE_Equipmentace_gunbag_actionsace_gunbag_status = false;
ace_interact_menu_moveToRootACE_Equipmentace_gunbag_actionsace_gunbag_weaponOff = false;
ace_interact_menu_moveToRootACE_Equipmentace_gunbag_actionsace_gunbag_weaponSwap =
false; ace_interact_menu_moveToRootACE_Equipmentace_gunbag_actionsace_gunbag_weaponTo =
false; ace_interact_menu_moveToRootACE_Equipmentace_huntir_open = false;
ace_interact_menu_moveToRootACE_Equipmentace_interaction_weaponAttachments = false;
ace_interact_menu_moveToRootACE_Equipmentace_kestrel4500_open = false;
ace_interact_menu_moveToRootACE_Equipmentace_kestrel4500_openace_kestrel4500_hide = false;
ace_interact_menu_moveToRootACE_Equipmentace_kestrel4500_openace_kestrel4500_show = false;
ace_interact_menu_moveToRootACE_Equipmentace_marker_flags = false;
ace_interact_menu_moveToRootACE_Equipmentace_microdagr_configure = false;
ace_interact_menu_moveToRootACE_Equipmentace_microdagr_configureace_microdagr_close =
false; ace_interact_menu_moveToRootACE_Equipmentace_microdagr_configureace_microdagr_show
= false; ace_interact_menu_moveToRootACE_Equipmentace_minedetector_metalDetector = false;
ace_interact_menu_moveToRootACE_Equipmentace_minedetector_metalDetectorace_minedetector_a
ctivate = false;
ace_interact_menu_moveToRootACE_Equipmentace_minedetector_metalDetectorace_minedetector_c
onnectHeadphones = false;
ace_interact_menu_moveToRootACE_Equipmentace_minedetector_metalDetectorace_minedetector_d
eactivate = false;
ace_interact_menu_moveToRootACE_Equipmentace_minedetector_metalDetectorace_minedetector_di
sconnectHeadphones = false;
ace_interact_menu_moveToRootACE_Equipmentace_mk6mortar_rangetable = false;

ace_interact_menu_moveToRootACE_Equipmentace_overheating_CheckTemperature = false;
ace_interact_menu_moveToRootACE_Equipmentace_overheating_CheckTemperatureSpareBarrels =
false; ace_interact_menu_moveToRootACE_Equipmentace_overheating_CoolWeaponWithItem = false;
ace_interact_menu_moveToRootACE_Equipmentace_overheating_SwapBarrel = false;
ace_interact_menu_moveToRootACE_Equipmentace_overheating_UnJam = false;
ace_interact_menu_moveToRootACE_EquipmentACE_PutInEarplugs = false;
ace_interact_menu_moveToRootACE_EquipmentACE_PutOnEHP = false;
ace_interact_menu_moveToRootACE_Equipmentace_rangecard_open = false;
ace_interact_menu_moveToRootACE_Equipmentace_rangecard_openace_rangecard_makeCopy =
false; ace_interact_menu_moveToRootACE_Equipmentace_rangecard_openace_rangecard_openCopy
= false; ace_interact_menu_moveToRootACE_Equipmentace_reload_checkAmmo = false;
ace_interact_menu_moveToRootACE_EquipmentACE_RemoveEarplugs = false;
ace_interact_menu_moveToRootACE_EquipmentACE_RemoveEHP = false;
ace_interact_menu_moveToRootACE_Equipmentace_scopes_adjustZero = false;
ace_interact_menu_moveToRootACE_Equipmentace_scopes_resetZero = false;
ace_interact_menu_moveToRootACE_Equipmentace_spotting_scope_place = false;
ace_interact_menu_moveToRootACE_EquipmentACE_TacticalLadders = false;
ace_interact_menu_moveToRootACE_Equipmentace_trenches = false;
ace_interact_menu_moveToRootACE_Equipmentace_trenchesace_trench_layFucker = false;
ace_interact_menu_moveToRootACE_Equipmentace_trenchesace_trenches_digEnvelopeBig = false;
ace_interact_menu_moveToRootACE_Equipmentace_trenchesace_trenches_digEnvelopeSmall = false;
ace_interact_menu_moveToRootACE_Equipmentace_trenchesgrad_trenches_digEnvelopeGiant =
false;
ace_interact_menu_moveToRootACE_Equipmentace_trenchesgrad_trenches_digEnvelopeLongNameE
mplacement = false;
ace_interact_menu_moveToRootACE_Equipmentace_trenchesgrad_trenches_digEnvelopeShort =
false; ace_interact_menu_moveToRootACE_Equipmentace_trenchesgrad_trenches_digEnvelopeVehicle
= false; ace_interact_menu_moveToRootACE_Equipmentace_tripod_place = false;
ace_interact_menu_moveToRootACE_Equipmentace_ui_checkWeaponZeroing = false;
ace_interact_menu_moveToRootACE_Equipmentace_wardrobe = false;
ace_interact_menu_moveToRootACE_Equipmentdirt_compat_ace_field_rations_ACEXWaterToCleanDirt
= false; ace_interact_menu_moveToRootACE_Equipmenttsp_ace_earplug_insert = false;
ace_interact_menu_moveToRootACE_Equipmenttsp_ace_earplug_remove = false;
ace_interact_menu_moveToRootACE_ExplosivesACE_Cellphone = false;
ace_interact_menu_moveToRootACE_ExplosivesACE_Place = false;
ace_interact_menu_moveToRootace_gesturesace_gestures_Advance = false;
ace_interact_menu_moveToRootace_gesturesace_gestures_CeaseFire = false;
ace_interact_menu_moveToRootace_gesturesace_gestures_Cover = false;
ace_interact_menu_moveToRootace_gesturesace_gestures_Engage = false;
ace_interact_menu_moveToRootace_gesturesace_gestures_Follow = false;
ace_interact_menu_moveToRootace_gesturesace_gestures_Forward = false;
ace_interact_menu_moveToRootace_gesturesace_gestures_Freeze = false;
ace_interact_menu_moveToRootace_gesturesace_gestures_Go = false;
ace_interact_menu_moveToRootace_gesturesace_gestures_Hold = false;
ace_interact_menu_moveToRootace_gesturesace_gestures_Point = false;
ace_interact_menu_moveToRootace_gesturesace_gestures_Regroup = false;
ace_interact_menu_moveToRootace_gesturesace_gestures_Stop = false;
ace_interact_menu_moveToRootace_gesturesace_gestures_Up = false;
ace_interact_menu_moveToRootace_gesturesace_gestures_Warning = false;
ace_interact_menu_moveToRootACE_MapToolsACE_MapToolsAlign = false;
ace_interact_menu_moveToRootACE_MapToolsACE_MapToolsAlignACE_MapToolsAlignCompass =

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false; ace_interact_menu_moveToRootACE_MapToolsACE_MapToolsAlignACE_MapToolsAlignNorth =
false;
ace_interact_menu_moveToRootACE_MapToolsACE_MapToolsAlignACE_MapToolsAlignToPlottingBoard
= false;
ace_interact_menu_moveToRootACE_MapToolsACE_MapToolsAlignACE_MapToolsAlignToPlottingBoard
Acrylic = false;
ace_interact_menu_moveToRootACE_MapToolsACE_MapToolsAlignACE_MapToolsAlignToPlottingBoard
Ruler = false; ace_interact_menu_moveToRootACE_MapToolsACE_MapToolsHide = false;
ace_interact_menu_moveToRootACE_MapToolsACE_MapToolsShowNormal = false;
ace_interact_menu_moveToRootACE_MapToolsACE_MapToolsShowSmall = false;
ace_interact_menu_moveToRootACE_MedicalACE_ArmLeft = false;
ace_interact_menu_moveToRootACE_MedicalACE_ArmRight = false;
ace_interact_menu_moveToRootACE_MedicalACE_Head = false;
ace_interact_menu_moveToRootACE_MedicalACE_LegLeft = false;
ace_interact_menu_moveToRootACE_MedicalACE_LegRight = false;
ace_interact_menu_moveToRootACE_MedicalACE_Torso = false;
ace_interact_menu_moveToRootACE_MedicalACE_TorsoTriageCard = false;
ace_interact_menu_moveToRootACE_PlottingBoardHideACE_PlottingBoardAlign = false;
ace_interact_menu_moveToRootACE_PlottingBoardHideACE_PlottingBoardAlignACE_PlottingBoardAlign
Acrylic = false;
ace_interact_menu_moveToRootACE_PlottingBoardHideACE_PlottingBoardAlignACE_PlottingBoardAlign
AcrylicACE_PlottingBoardAlignAcrylicMaptool = false;
ace_interact_menu_moveToRootACE_PlottingBoardHideACE_PlottingBoardAlignACE_PlottingBoardAlign
AcrylicACE_PlottingBoardAlignAcrylicUp = false;
ace_interact_menu_moveToRootACE_PlottingBoardHideACE_PlottingBoardAlignACE_PlottingBoardAlign
Board = false;
ace_interact_menu_moveToRootACE_PlottingBoardHideACE_PlottingBoardAlignACE_PlottingBoardAlign
BoardACE_PlottingBoardAlignBoardMaptool = false;
ace_interact_menu_moveToRootACE_PlottingBoardHideACE_PlottingBoardAlignACE_PlottingBoardAlign
BoardACE_PlottingBoardAlignBoardUp = false;
ace_interact_menu_moveToRootACE_PlottingBoardHideACE_PlottingBoardAlignACE_PlottingBoardAlign
Ruler = false;
ace_interact_menu_moveToRootACE_PlottingBoardHideACE_PlottingBoardAlignACE_PlottingBoardAlign
RulerACE_PlottingBoardAlignRulerMaptool = false;
ace_interact_menu_moveToRootACE_PlottingBoardHideACE_PlottingBoardAlignACE_PlottingBoardAlign
RulerACE_PlottingBoardAlignRulerUp = false;
ace_interact_menu_moveToRootACE_PlottingBoardHideACE_PlottingBoardRulerHide = false;
ace_interact_menu_moveToRootACE_PlottingBoardHideACE_PlottingBoardRulerShow = false;
ace_interact_menu_moveToRootACE_PlottingBoardHideACE_PlottingBoardWipe = false;
ace_interact_menu_moveToRootACE_TeamManagementACE_BecomeLeader = false;
ace_interact_menu_moveToRootACE_TeamManagementACE_JoinTeamBlue = false;
ace_interact_menu_moveToRootACE_TeamManagementACE_JoinTeamGreen = false;
ace_interact_menu_moveToRootACE_TeamManagementACE_JoinTeamMain = false;
ace_interact_menu_moveToRootACE_TeamManagementACE_JoinTeamRed = false;
ace_interact_menu_moveToRootACE_TeamManagementACE_JoinTeamYellow = false;
ace_interact_menu_moveToRootACE_TeamManagementACE_LeaveGroup = false;
ace_interact_menu_moveToRootACE_TeamManagementACE_remoteTeamManagement = false;
ace_interact_menu_moveToRootACE_TeamManagementACE_RenameGroup = false;
ace_interact_menu_moveToRootACE_TeamManagementdiwako_dui_buddy_buddy_action_team_remove =
false; ace_interact_menu_moveToRoottsp_animate_dropACE_Chemlight_IR = false;
ace_interact_menu_moveToRoottsp_animate_dropChemlight_green = false;
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ace_interact_menu_moveToRoottsp_animate_dropChemlight_red = false;

ACE Kill Tracker ace_killtracker_showCrewKills = true; ace_killtracker_showMedicalWounds = 2;
ace_killtracker_trackAI = true; ACE Logistics ace_cargo_carryAfterUnload = true;
ace_cargo_checkSizeInteraction = false; ace_cargo_enable = true; ace_cargo_enableDeploy = true;
ace_cargo_enableRename = true; ace_cargo_loadTimeCoefficient = 4; ace_cargo_openAfterUnload = 0;
ace_cargo_paradropTimeCoefficient = 2.5; ace_cargo_unloadOnKilled = 0.5; ace_rearm_distance = 20;
ace_rearm_enabled = true; ace_rearm_level = 0; ace_rearm_supply = 0; ace_refuel_cargoRate = 10;
ace_refuel_enabled = true; ace_refuel_hoseLength = 12; ace_refuel_progressDuration = 2;
ace_refuel_rate = 1; ace_towing_addRopeToVehicleInventory = true;

ACE Magazine Repack ace_magazinerepack_repackAnimation = true;
ace_magazinerepack_repackLoadedMagazines = true; ace_magazinerepack_timePerAmmo = 1.5;
ace_magazinerepack_timePerBeltLink = 8; ace_magazinerepack_timePerMagazine = 2; ACE Map
ace_map_BFT_Enabled = true; ace_map_BFT_HideAiGroups = false; ace_map_BFT_Interval = 1;
ace_map_BFT_ShowPlayerNames = true; ace_map_DefaultChannel = 1; ace_map_mapGlow = true;
ace_map_mapIllumination = true; ace_map_mapLimitZoom = false; ace_map_mapShake = true;
ace_map_mapShowCursorCoordinates = true; ace_markers_moveRestriction = 0;
ace_markers_timestampEnabled = true; ace_markers_timestampFormat = "HH:MM";
ace_markers_timestampHourFormat = 24; ace_markers_timestampTimezone = 0;
ace_markers_TimestampUTCMinutesOffset = 0; ace_markers_timestampUTCOffset = 0;

ACE Map Gestures ace_map_gestures_allowCurator = true; ace_map_gestures_allowSpectator = true;
ace_map_gestures_briefingMode = 0; ace_map_gestures_defaultColor = [1,0.88,0,0.7];
ace_map_gestures_defaultLeadColor = [1,0.88,0,0.95]; ace_map_gestures_enabled = true;
ace_map_gestures_interval = 0.03; ace_map_gestures_maxRange = 7;
ace_map_gestures_maxRangeCamera = 14; ace_map_gestures_nameTextColor = [0.2,0.2,0.2,0.3];
ace_map_gestures_onlyShowFriendlys = false; ACE Map Tools ace_maptools_drawStraightLines = true;
ace_maptools_plottingBoardAllowChannelDrawing = 1; ace_maptools_rotateModifierKey = 1;

ACE Medical ace_medical_ai_enabledFor = 2; ace_medical_ai_requireItems = 0;
ace_medical_AIDamageThreshold = 0.5; ace_medical_alternateArmorPenetration = true;
ace_medical_bleedingCoefficient = 1; ace_medical_blood_bloodLifetime = 900;
ace_medical_blood_enabledFor = 2; ace_medical_blood_maxBloodObjects = 500;
ace_medical_deathChance = 1; ace_medical_dropWeaponUnconsciousChance = 0;
ace_medical_enableVehicleCrashes = true; ace_medical_fatalDamageSource = 2;
ace_medical_fractureChance = 0.65; ace_medical_fractures = 1; ace_medical_ivFlowRate = 1;
ace_medical_limbDamageThreshold = 5; ace_medical_limping = 1; ace_medical_painCoefficient = 1;
ace_medical_painUnconsciousChance = 0.1; ace_medical_painUnconsciousThreshold = 0.55;
ace_medical_playerDamageThreshold = 8.5; ace_medical_spontaneousWakeUpChance = 0.35;
ace_medical_spontaneousWakeUpEpinephrineBoost = 8.75;
ace_medical_statemachine_AIUnconsciousness = true;
ace_medical_statemachine_cardiacArrestBleedoutEnabled = true;
ace_medical_statemachine_cardiacArrestTime = 300; ace_medical_statemachine_fatalInjuriesAI = 0;
ace_medical_statemachine_fatalInjuriesPlayer = 0; ace_medical_useLimbDamage = 0;
ace_medical_vitals_simulateSpO2 = true; ace_medical_windowOnWakeUp = 1; ACE Medical Interface
ace_medical_feedback_bloodVolumeEffectType = 0; ace_medical_feedback_enableHUDIndicators = true;
ace_medical_feedback_painEffectType = 0; ace_medical_gui_bloodLossColor_0 = [0,0,0,1];
ace_medical_gui_bloodLossColor_1 = [1,0.95,0.64,1]; ace_medical_gui_bloodLossColor_2 = [1,0.87,0.46,1];
ace_medical_gui_bloodLossColor_3 = [1,0.8,0.33,1];
ace_medical_gui_bloodLossColor_4 = [1,0.72,0.24,1]; ace_medical_gui_bloodLossColor_5 = [1,0.63,0.15,1];
ace_medical_gui_bloodLossColor_6 = [1,0.54,0.08,1];

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ace_medical_gui_bloodLossColor_7 = [1,0.43,0.02,1]; ace_medical_gui_bloodLossColor_8 =
[1,0.3,0,1]; ace_medical_gui_bloodLossColor_9 = [1,0,0,1]; ace_medical_gui_bodyPartOutlineColor =
[1,1,1,1]; ace_medical_gui_damageColor_0 = [0,0,0,1]; ace_medical_gui_damageColor_1 =
[0.75,0.95,1,1]; ace_medical_gui_damageColor_2 = [0.62,0.86,1,1]; ace_medical_gui_damageColor_3
= [0.54,0.77,1,1]; ace_medical_gui_damageColor_4 = [0.48,0.67,1,1];
ace_medical_gui_damageColor_5 = [0.42,0.57,1,1]; ace_medical_gui_damageColor_6 =
[0.37,0.47,1,1]; ace_medical_gui_damageColor_7 = [0.31,0.36,1,1]; ace_medical_gui_damageColor_8
= [0.22,0.23,1,1]; ace_medical_gui_damageColor_9 = [0,0,1,1]; ace_medical_gui_enableActions = 0;
ace_medical_gui_enableMedicalMenu = 1; ace_medical_gui_enableSelfActions = true;
ace_medical_gui_interactionMenuShowTriage = 1; ace_medical_gui_maxDistance = 3;
ace_medical_gui_openAfterTreatment = true; ace_medical_gui_peekMedicalInfoReleaseDelay = 1;
ace_medical_gui_peekMedicalOnHit = false; ace_medical_gui_peekMedicalOnHitDuration = 1;
ace_medical_gui_showBleeding = 2; ace_medical_gui_showBloodlossEntry = true;
ace_medical_gui_showDamageEntry = false; ace_medical_gui_tourniquetWarning = false;
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ACE Medical Treatment ace_medical_treatment_advancedBandages = 0;
ace_medical_treatment_advancedDiagnose = 0; ace_medical_treatment_advancedMedication = false;
ace_medical_treatment_allowBodyBagUnconscious = false;
ace_medical_treatment_allowGraveDigging = 1; ace_medical_treatment_allowLitterCreation = true;
ace_medical_treatment_allowSelfIV = 1; ace_medical_treatment_allowSelfPAK = 1;
ace_medical_treatment_allowSelfStitch = 0; ace_medical_treatment_allowSharedEquipment = 0;
ace_medical_treatment_bandageEffectiveness = 1; ace_medical_treatment_bandageRollover = true;
ace_medical_treatment_clearTrauma = 1; ace_medical_treatment_consumePAK = 0;
ace_medical_treatment_consumeSurgicalKit = 0; ace_medical_treatment_convertItems = 0;
ace_medical_treatment_cprSuccessChanceMax = 0.852272;
ace_medical_treatment_cprSuccessChanceMin = 0.55; ace_medical_treatment_graveDiggingMarker =
true; ace_medical_treatment_holsterRequired = 0; ace_medical_treatment_litterCleanupDelay = 600;
ace_medical_treatment_locationAdenosine = 0; ace_medical_treatment_locationEpinephrine = 0;
ace_medical_treatment_locationIV = 0; ace_medical_treatment_locationMorphine = 0;
ace_medical_treatment_locationPAK = 0; ace_medical_treatment_locationsBoostTraining = false;
ace_medical_treatment_locationSplint = 0; ace_medical_treatment_locationSurgicalKit = 3;
ace_medical_treatment_maxLitterObjects = 500; ace_medical_treatment_medicAdenosine = 0;
ace_medical_treatment_medicEpinephrine = 0; ace_medical_treatment_medicIV = 0;
ace_medical_treatment_medicMorphine = 0; ace_medical_treatment_medicPAK = 0;
ace_medical_treatment_medicSplint = 0; ace_medical_treatment_medicSurgicalKit = 0;
ace_medical_treatment_numericalPulse = 1; ace_medical_treatment_timeCoefficientPAK = 1;
ace_medical_treatment_treatmentTimeAutoinjector = 3;
ace_medical_treatment_treatmentTimeBodyBag = 15;
ace_medical_treatment_treatmentTimeCoeffZeus = 1; ace_medical_treatment_treatmentTimeCPR =
15; ace_medical_treatment_treatmentTimeGrave = 30; ace_medical_treatment_treatmentTimeIV = 7;
ace_medical_treatment_treatmentTimeSplint = 5; ace_medical_treatment_treatmentTimeTourniquet
= 3; ace_medical_treatment_treatmentTimeTrainedAutoinjector = 2;
ace_medical_treatment_treatmentTimeTrainedIV = 5.5;
ace_medical_treatment_treatmentTimeTrainedSplint = 4;
ace_medical_treatment_treatmentTimeTrainedTourniquet = 2.5;
ace_medical_treatment_woundReopenChance = 1; ace_medical_treatment_woundStitchTime = 5;
ACE Name Tags ace_nametags_ambientBrightnessAffectViewDist = 1;
ace_nametags_defaultNametagColor = [0.77,0.51,0.08,1]; ace_nametags_nametagsColorBlue =
[0.67,0.67,1,1]; ace_nametags_nametagsColorGreen = [0.67,1,0.67,1];
ace_nametags_nametagsColorMain = [1,1,1,1]; ace_nametags_nametagsColorRed = [1,0.67,0.67,1];
ace_nametags_nametagsColorYellow = [1,1,0.67,1]; ace_nametags_playerNamesMaxAlpha = 0.8;
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ace_nametags_playerNamesViewDistance = 10; ace_nametags_showCursorTagForVehicles = false;
ace_nametags_showNamesForAI = false; ace_nametags_showPlayerNames = 1;
ace_nametags_showPlayerRanks = true; ace_nametags_showSoundWaves = 1;
ace_nametags_showVehicleCrewInfo = true; ace_nametags_tagSize = 2;

ACE Nightvision ace_nightvision_aimDownSightsBlur = 1; ace_nightvision_disableNVGsWithSights = false; ace_nightvision_effectScaling = 0.2; ace_nightvision_fogScaling = 1.89107;
ace_nightvision_noiseScaling = 0.111914; ace_nightvision_shutterEffects = true; ACE Overheating
ace_overheating_cookoffCoef = 1; ace_overheating_coolingCoef = 1.5;
ace_overheating_displayTextOnJam = true; ace_overheating_enabled = true;
ace_overheating_heatCoef = 0.75; ace_overheating_jamChanceCoef = 1;
ace_overheating_overheatingDispersion = true; ace_overheating_overheatingRateOfFire = true;
ace_overheating_particleEffectsAndDispersionDistance = 3000; ace_overheating_showParticleEffects = true; ace_overheating_showParticleEffectsForEveryone = false; ace_overheating_suppressorCoef = 0.25; ace_overheating_unJamFailChance = 0.1; ace_overheating_unJamOnreload = true;
ace_overheating_unJamOnSwapBarrel = false;

ACE Pointing ace_finger_enabled = false; ace_finger_indicatorColor = [0.83,0.68,0.21,0.75];
ace_finger_indicatorForSelf = true; ace_finger_maxRange = 4; ace_finger_proximityScaling = false;
ace_finger_sizeCoef = 1; ACE Pylons ace_pylons_enabledForZeus = true;
ace_pylons_enabledFromAmmoTrucks = true; ace_pylons_rearmNewPylons = false;
ace_pylons_requireEngineer = false; ace_pylons_requireToolkit = true; ace_pylons_searchDistance = 15; ace_pylons_timePerPylon = 5;

ACE Quick Mount ace_quickmount_distance = 3; ace_quickmount_enabled = true;
ace_quickmount_enableMenu = 3; ace_quickmount_priority = 0; ace_quickmount_speed = 18; ACE Repair
ace_repair_addSpareParts = true; ace_repair_autoShutOffEngineWhenStartingRepair = false;
ace_repair_consumeltem_toolKit = 0; ace_repair_displayTextOnRepair = true; ace_repair_enabled = true; ace_repair_engineerSetting_fullRepair = 1; ace_repair_engineerSetting_repair = 0;
ace_repair_engineerSetting_wheel = 0; ace_repair_fullRepairLocation = 2;
ace_repair_fullRepairRequiredItems = ["ace_repair_anyToolkit"]; ace_repair_locationsBoostTraining = false; ace_repair_miscRepairRequiredItems = ["ace_repair_anyToolkit"]; ace_repair_miscRepairTime = 15; ace_repair_patchWheelEnabled = 0; ace_repair_patchWheelLocation = ["ground","vehicle"];
ace_repair_patchWheelMaximumRepair = 0.3; ace_repair_patchWheelRequiredItems = ["ace_repair_anyToolkit"]; ace_repair_patchWheelTime = 5; ace_repair_repairDamageThreshold = 0.6; ace_repair_repairDamageThreshold_engineer = 0.4; ace_repair_timeCoefficientFullRepair = 1.5; ace_repair_wheelChangeTime = 10; ace_repair_wheelRepairRequiredItems = [];

ACE Respawn ace_respawn_removeDeadBodiesDisconnected = true; ace_respawn_savePreDeathGear = false; ACE Scopes ace_scopes_correctZeroing = true;
ace_scopes_deduceBarometricPressureFromTerrainAltitude = false; ace_scopes_defaultZeroRange = 100; ace_scopes_enabled = true; ace_scopes_forceUseOfAdjustmentTurrets = false;
ace_scopes_inScopeAdjustment = false; ace_scopes_overwriteZeroRange = false;
ace_scopes_simplifiedZeroing = false; ace_scopes_useLegacyUI = false;
ace_scopes_zeroReferenceBarometricPressure = 1013.25; ace_scopes_zeroReferenceHumidity = 0; ace_scopes_zeroReferenceTemperature = 15;

ACE Sitting acex_sitting_enable = true; ACE Spectator ace_spectator_enableAI = false;
ace_spectator_maxFollowDistance = 5; ace_spectator_restrictModes = 0;
ace_spectator_restrictVisions = 0;

ACE Switch Units ace_switchunits_enableSafeZone = true; ace_switchunits_enableSwitchUnits = false;

ace_switchunits_safeZoneRadius = 100; ace_switchunits_switchToCivilian = false;
ace_switchunits_switchToEast = false; ace_switchunits_switchToIndependent = false;
ace_switchunits_switchToWest = false; ACE Trenches ace_trenches_bigEnvelopeDigDuration = 25;
ace_trenches_bigEnvelopeRemoveDuration = 15; ace_trenches_smallEnvelopeDigDuration = 20;
ace_trenches_smallEnvelopeRemoveDuration = 12;

ACE Uncategorized ace_fastroping_autoAddFRIES = true; ace_fastroping_requireRopeltems = false;
ace_flags_enableCarrying = true; ace_flags_enablePlacing = true; ace_gunbag_swapGunbagEnabled
= true; ace_hitreactions_minDamageToTrigger = 0.1; ace_hitreactions_weaponDropChanceArmHitAI
= 0; ace_hitreactions_weaponDropChanceArmHitPlayer = 0; ace_inventory_inventoryDisplaySize = 0;
ace_laser_dispersionCount = 2; ace_laser_showLaserOnMap = 3; ace_marker_flags_placeAnywhere =
false; ace_microdagr_mapDataAvailable = 2; ace_microdagr_waypointPrecision = 3;
ace_noradio_enabled = true; ace_optionsmenu_showNewsOnMainMenu = true;
ace_overpressure_backblastDistanceCoefficient = 1;
ace_overpressure_overpressureDistanceCoefficient = 1; ace_parachute_failureChance = 0;
ace_parachute_hideAltimeter = true; ace_tagging_quickTag = 1; ACE User Interface
ace_ui_allowSelectiveUI = true; ace_ui_ammocount = true; ace_ui_ammotype = true;
ace_ui_commandMenu = true; ace_ui_enableSpeedIndicator = true; ace_ui_firingMode = true;
ace_ui_groupBar = false; ace_ui_gunnerAmmocount = true; ace_ui_gunnerAmmotype = true;
ace_ui_gunnerFiringMode = true; ace_ui_gunnerLaunchableCount = true;
ace_ui_gunnerLaunchableName = true; ace_ui_gunnerMagCount = true;
ace_ui_gunnerWeaponLowerInfoBackground = true; ace_ui_gunnerWeaponName = true;
ace_ui_gunnerWeaponNameBackground = true; ace_ui_gunnerZeroing = true;
ace_ui_hideDefaultActionIcon = false; ace_ui_magCount = true; ace_ui_soldierVehicleWeaponInfo =
true; ace_ui_staminaBar = true; ace_ui_stance = true; ace_ui_throwableCount = true;
ace_ui_throwableName = true; ace_ui_vehicleAltitude = true; ace_ui_vehicleCompass = true;
ace_ui_vehicleDamage = true; ace_ui_vehicleFuelBar = true; ace_ui_vehicleInfoBackground = true;
ace_ui_vehicleName = true; ace_ui_vehicleNameBackground = true; ace_ui_vehicleRadar = true;
ace_ui_vehicleSpeed = true; ace_ui_weaponLowerInfoBackground = true; ace_ui_weaponName =
true; ace_ui_weaponNameBackground = true; ace_ui_zeroing = true;

ACE Vehicle Lock ace_vehiclelock_defaultLockpickStrength = 10;
ace_vehiclelock_lockVehicleInventory = false; ace_vehiclelock_vehicleStartingLockState = -1; ACE
Vehicles ace_novehicleclanlogo_enabled = false; ace_vehicles_hideEjectAction = true;
ace_vehicles_keepEngineRunning = true; ace_vehicles_speedLimiterStep = 5; ace_viewports_enabled
= true;

ACE View Distance Limiter ace_viewdistance_enabled = true; ace_viewdistance_limitViewDistance =
10000; ace_viewdistance_objectViewDistanceCoeff = 0; ace_viewdistance_viewDistanceAirVehicle =
0; ace_viewdistance_viewDistanceLandVehicle = 0; ace_viewdistance_viewDistanceOnFoot = 0; ACE
View Restriction acex_viewrestriction_mode = 0; acex_viewrestriction_modeSelectiveAir = 0;
acex_viewrestriction_modeSelectiveFoot = 0; acex_viewrestriction_modeSelectiveLand = 0;
acex_viewrestriction_modeSelectiveSea = 0; acex_viewrestriction_preserveView = false;

ACE Volume acex_volume_enabled = false; acex_volume_fadeDelay = 1;
acex_volume_lowerInVehicles = true; acex_volume_reduction = 4; acex_volume_remindIfLowered =
false; acex_volume_showNotification = false; ACE Wardrobe ace_wardrobe_enableAction = true;

ACE Weapons ace_common_persistentLaserEnabled = true; ace_reload_displayText = true;
ace_reload_showCheckAmmoSelf = false; ace_reloadlaunchers_displayStatusText = true;
ace_weaponselect_displayText = true; ACE Weather ace_weather_enabled = true;
ace_weather_showCheckAirTemperature = true; ace_weather_updateInterval = 60;

ace_weather_windSimulation = true;

ACE Wind Deflection ace_winddeflection_enabled = true; ace_winddeflection_simulationInterval = 0.05; ace_winddeflection_vehicleEnabled = true; ACE Zeus ace_zeus_autoAddObjects = false; ace_zeus_canCreateZeus = -1; ace_zeus_radioOrdnance = false; ace_zeus_remoteWind = false; ace_zeus_revealMines = 0; ace_zeus_zeusAscension = false; ace_zeus_zeusBird = true;

Advanced Vault System AVS_EnableVoiceSounds = true; AVS_Jump_MAINWEAP_X = "4"; AVS_Jump_MAINWEAP_Z = "1.7"; AVS_Jump_PIST_X = "6"; AVS_Jump_PIST_Z = "2.3"; AVS_Jump_UNARMED_X = "8"; AVS_Jump_UNARMED_Z = "2.7"; AVS_Jumping = true; AVS_Rolling = true; AVS_Sliding = true; Aiming Deadzone Fix PCT_lookfix_aim_coef = 0.299874; PCT_lookfix_allow_vertical = false; PCT_lookfix_coef = 0.399438; PCT_lookfix_freelook = true; PCT_lookfix_function = 1; PCT_lookfix_RTZ = true; PCT_lookfix_RTZ_constant = 0.304579; PCT_lookfix_vertical_cap = 0;

Antistasi HR_GRG_dLock = false; HR_GRG_LockLimit_Guest = 2; HR_GRG_LockLimit_Member = 3; HR_GRG_PoolBase = 20; HR_GRG_PoolIncr = 4; HR_GRG_Pylons_Enabled = true; HR_GRG_renderPlacementRays = false; HR_GRG_ServiceDisabled_Rearm = false; HR_GRG_ServiceDisabled_Refuel = false; HR_GRG_ServiceDisabled_Repair = false; Antistasi Ultimate A3U_setting_enableAdvancedTowing = true; A3U_setting_enableCosmetics = true; A3U_setting_tierWarElite = 8; A3U_setting_tierWarHRLoss = 2; A3U_setting_tierWarMilitia = 3; A3U_setting_tierWarPunishments = 3;

Community Base Addons cba_diagnostic_ConsoleIndentType = -1; cba_diagnostic_watchInfoRefreshRate = 0.2; cba_disposable_dropUsedLauncher = 2; cba_disposable_replaceDisposableLauncher = true; cba_events_repetitionMode = 2; cba_network_loadoutValidation = 0; cba_optics_usePipOptics = true; cba_quicktime_qteShorten = false; cba_ui_notifyLifetime = 4; cba_ui_StorePasswords = 1; D.I.R.T. - Dynamic Textures dirt_compat_ace_field_rations_allowACEXWaterToCleanDirt = true; dirt_main_additionalSelections = "camo,camo2"; dirt_main_affectAI = true; dirt_main_burnDecrease = 0.003; dirt_main_burnIncrease = 0.2; dirt_main_enable = true; dirt_main_explosionEH = true; dirt_main_groundDecrease = 0.003; dirt_main_groundIncrease = 0.02; dirt_main_maxDistance = 500; dirt_main_maxDistanceAnimations = 50; dirt_main_maxDynTextures = 100; dirt_main_precipitationDecrease = 0.003; dirt_main_precipitationDecreaseDirt = true; dirt_main_precipitationIncrease = 0.02; dirt_main_preWarmUp = true; dirt_main_sortByDistance = true; dirt_main_updateFrequency = 2;

Death and Hit Reactions WBK_DeathAnimMod_Death_Chance = "100"; WBK_DeathAnimMod_Death_NearWall = true; WBK_DeathAnimMod_Deaths_AI = true; WBK_DeathAnimMod_Deaths_HUGEANIMS = true; WBK_DeathAnimMod_Deaths_NECKSHOTS = true; WBK_DeathAnimMod_Deaths_PLR = true; WBK_DeathAnimMod_Flinch_AI = true; WBK_DeathAnimMod_Flinch_PLR = true; WBK_DeathAnimMod_Hit_AI = true; WBK_DeathAnimMod_Hit_Chance = "100"; WBK_DeathAnimMod_Hit_Chance_PLR = "15"; WBK_DeathAnimMod_Hit_PLR = true; Drongo's Drone Tweaks ddtAR2XAP = true; ddtBehaviourAware = true; ddtBehaviourCareless = false; ddtBehaviourCombat = true; ddtBehaviourSafe = true; ddtBehaviourStealth = false; ddtCooldownSeconds = "120"; ddtCycleLength = "30"; ddtCycleLengthAttack = "30"; ddtCycleLengthRC40 = "30"; ddtDebug = false; ddtExclusionBomber = "1000"; ddtExclusionFPV = "2000"; ddtExclusionRecon = "1500"; ddtLoiterChance = "50"; ddtRangeBomber = "2000"; ddtRangeFPV = "3000"; ddtReconAltCBA = "[100,200]"; ddtReconRad = "[2000,4000]"; ddtSideEast = true; ddtSideRes = true; ddtSideWest = true; ddtSoftThreshold = "100";

Drongo's DYEL dyelActiveInventory = true; dyelArrestDebug = true; dyelCarryBodies = true;

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dyelCarrySimpleObjects = true; dyelChat = true; dyelDebug = false; dyelGroupManagement = true;
dyelInventoryMenu = false; dyelWeightLimit = "1000";
DUI - Squad Radar - Indicators
diwako_duit_indicators_crew_range_enabled = false; diwako_duit_indicators_fov_scale = false;
diwako_duit_indicators_icon_buddy = true; diwako_duit_indicators_icon_leader = true;
diwako_duit_indicators_icon_medic = true; diwako_duit_indicators_range = 20;
diwako_duit_indicators_range_crew = 300; diwako_duit_indicators_range_scale = false;
diwako_duit_indicators_rangeLimit = 100; diwako_duit_indicators_show = true;
diwako_duit_indicators_size = 1; diwako_duit_indicators_style = "standard";
diwako_duit_indicators_useACENametagsRange = true;
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DUI - Squad Radar - Line Compass
diwako_duit_linecompass_ACEFingeringColor = [1,0.66,0,1];
diwako_duit_linecompass_AllowNumericDrawBearing = true;
diwako_duit_linecompass_CompassAvailableShown = true; diwako_duit_linecompass_compassRange =
35; diwako_duit_linecompass_compassRangeLimit = 50;
diwako_duit_linecompass_CustomWaypointColor = [0,0,0.87,1];
diwako_duit_linecompass_DefaultIconColor = [0.5,0.87,0.5,1]; diwako_duit_linecompass_DrawBearing =
2; diwako_duit_linecompass_Enabled = false; diwako_duit_linecompass_enableOcclusion = false;
diwako_duit_linecompass_IconOutline = 0; diwako_duit_linecompass_occlusionFadeSpeed = 3.5;
diwako_duit_linecompass_SwapOrder = false; diwako_duit_linecompass_WaypointColor = [0,0,0.87,1];
DUI - Squad Radar - Main
diwako_duit_ace_hide_interaction = true; diwako_duit_colors = "standard";
diwako_duit_font = "RobotoCondensed"; diwako_duit_icon_style = "standard";
diwako_duit_main_hide_dialog = true; diwako_duit_main_hide_ui_by_default = false;
diwako_duit_main_squadBlue = [0,0,1,1]; diwako_duit_main_squadGreen = [0,1,0,1];
diwako_duit_main_squadMain = [1,1,1,1]; diwako_duit_main_squadRed = [1,0,0,1];
diwako_duit_main_squadYellow = [1,1,0,1]; diwako_duit_main_trackingColor = [0.93,0.26,0.93,1];
diwako_duit_reset_ui_pos = false;
```

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DUI - Squad Radar - Nametags
diwako_duit_nametags_customRankStyle =
""""PRIVATE""", ""CORPORAL""", ""SERGEANT""", ""LIEUTENANT""", ""CAPTAIN""", ""MAJOR""", ""COLONEL""", [""
Pvt.""", ""Cpl.""", ""Sgt.""", ""Lt.""", ""Capt.""", ""Maj.""", ""Col."""]; diwako_duit_nametags_deadColor =
[0.2,0.2,0.2,1]; diwako_duit_nametags_deadRenderDistance = 3.5; diwako_duit_nametags_drawRank =
true; diwako_duit_nametags_enabled = true; diwako_duit_nametags_enableFOVBoost = true;
diwako_duit_nametags_enableOcclusion = true; diwako_duit_nametags_fadeInTime = 0.05;
diwako_duit_nametags_fadeOutTime = 0.5; diwako_duit_nametags_fontGroup =
"RobotoCondensedLight"; diwako_duit_nametags_fontGroupNameSize = 8;
diwako_duit_nametags_fontName = "RobotoCondensedBold"; diwako_duit_nametags_fontNameSize =
10; diwako_duit_nametags_groupColor = [1,1,1,1]; diwako_duit_nametags_groupFontShadow = 1;
diwako_duit_nametags_groupNameOtherGroupColor = [0.6,0.85,0.6,1];
diwako_duit_nametags_nameFontShadow = 1; diwako_duit_nametags_nameOtherGroupColor =
[0.2,1,0,1]; diwako_duit_nametags_rankNameStyle = "default"; diwako_duit_nametags_renderDistance
= 40; diwako_duit_nametags_showUnconAsDead = true; diwako_duit_nametags_useLIS = true;
diwako_duit_nametags_useSidelsFriendly = true;
DUI - Squad Radar - Radar
diwako_duit_compass_hide_alone_group = false; diwako_duit_compass_hide_blip_alone_group = false;
diwako_duit_compass_icon_scale = 1; diwako_duit_compass_opacity = 1; diwako_duit_compass_style =
["\\z\\diwako_duit\\addons\\radar\\UI\\compass_styles\\milint\\limited.paa", "\\z\\diwako_duit\\addons\\radar\\UI\\co
mpass_styles\\milint\\full.paa"]; diwako_duit_compassRange = 35; diwako_duit_compassRefreshrate = 0;
diwako_duit_dir_showMildot = false; diwako_duit_dir_size = 1.4; diwako_duit_distanceWarning = 3;
diwako_duit_enable_compass = true; diwako_duit_enable_compass_dir = 2;
diwako_duit_enable_occlusion = false; diwako_duit_enable_occlusion_cone = 360;
diwako_duit_hudScaling = 1; diwako_duit_namelist = true; diwako_duit_namelist_bg = 0;
diwako_duit_namelist_only_buddy_icon = false; diwako_duit_namelist_size = 1;
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diwako_duit_namelist_text_shadow = 2; diwako_duit_namelist_width = 215;
diwako_duit_radar_ace_finger = true; diwako_duit_radar_ace_medic = true;
diwako_duit_radar_always_show_unit_numbers = false; diwako_duit_radar_compassRangeCrew = 500;
diwako_duit_radar_compassRangeLimit = 50; diwako_duit_radar_dir_padding = 25;
diwako_duit_radar_dir_shadow = 2; diwako_duit_radar_enable_seat_icons = 2;
diwako_duit_radar_group_by_vehicle = false; diwako_duit_radar_icon_opacity = 1;
diwako_duit_radar_icon_opacity_no_player = true; diwako_duit_radar_icon_priority_setting = 1;
diwako_duit_radar_icon_scale_crew = 6; diwako_duit_radar_leadingZeroes = false;
diwako_duit_radar_namelist_hideWhenLeader = false; diwako_duit_radar_namelist_vertical_spacing = 1;
diwako_duit_radar_occlusion_fade_in_time = 1; diwako_duit_radar_occlusion_fade_time = 10;
diwako_duit_radar_pointer_color = [1,0.5,0,1]; diwako_duit_radar_pointer_style = "standard";
diwako_duit_radar_show_cardinal_points = true; diwako_duit_radar_sortType = "none";
diwako_duit_radar_sqlFirst = false; diwako_duit_radar_syncGroup = false;
diwako_duit_radar_vehicleCompassEnabled = false; diwako_duit_use_layout_editor = false;

Dynamic Camo System DYNCAS_enabled = true; DYNCAS_ghillieReduction = 0.2; DYNCAS_lowerLimit = 0.6; DYNCAS_nightCompensation = 0.8; DYNCAS_targetList = 0; DYNCAS_updateFrequency = 1; DYNCAS_upperLimit = 1.4; FPV Settings FPV_DefaultText = "TCGC"; FPV_isUavCaptive = true; FPV_MaxFlightDistance = 1500;

GRAD Trenches grad_trenches_functions_allowBigEnvelope = true;
grad_trenches_functions_allowCamouflage = true; grad_trenches_functions_allowDigging = true;
grad_trenches_functions_allowEffects = true; grad_trenches_functions_allowGiantEnvelope = true;
grad_trenches_functions_allowHitDecay = true; grad_trenches_functions_allowLongEnvelope = true;
grad_trenches_functions_allowShortEnvelope = true; grad_trenches_functions_allowSmallEnvelope = true;
grad_trenches_functions_allowTextureLock = true; grad_trenches_functions_allowTrenchDecay = true;
grad_trenches_functions_allowVehicleEnvelope = true;
grad_trenches_functions_bigEnvelopeDamageMultiplier = 2;
grad_trenches_functions_bigEnvelopeDigTime = 40;
grad_trenches_functions_bigEnvelopeRemovalTime = -1; grad_trenches_functions_buildFatigueFactor = 1;
grad_trenches_functions_camouflageRequireEntrenchmentTool = true;
grad_trenches_functions_createTrenchMarker = false; grad_trenches_functions_decayTime = 1800;
grad_trenches_functions_giantEnvelopeDamageMultiplier = 1;
grad_trenches_functions_giantEnvelopeDigTime = 90;
grad_trenches_functions_giantEnvelopeRemovalTime = -1;
grad_trenches_functions_hitDecayMultiplier = 1; grad_trenches_functions_LongEnvelopeDigTime = 100;
grad_trenches_functions_LongEnvelopeRemovalTime = -1;
grad_trenches_functions_playersInAreaRadius = 0;
grad_trenches_functions_shortEnvelopeDamageMultiplier = 2;
grad_trenches_functions_shortEnvelopeDigTime = 15;
grad_trenches_functions_shortEnvelopeRemovalTime = -1;
grad_trenches_functions_smallEnvelopeDamageMultiplier = 3;
grad_trenches_functions_smallEnvelopeDigTime = 30;
grad_trenches_functions_smallEnvelopeRemovalTime = -1;
grad_trenches_functions_stopBuildingAtFatigueMax = true;
grad_trenches_functions_textureLockDistance = 5; grad_trenches_functions_timeoutToDecay = 7200;
grad_trenches_functions_vehicleEnvelopeDamageMultiplier = 1;
grad_trenches_functions_vehicleEnvelopeDigTime = 120;
grad_trenches_functions_vehicleEnvelopeRemovalTime = -1;
grad_trenches_functions_vehicleTrenchBuildSpeed = 5; Hide Among The Grass hatg_setting_building = true; hatg_setting_complex_detection = true; hatg_setting_cooldown = 30; hatg_setting_debug =

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false; hatg_setting_debug_conditions = false; hatg_setting_debug_detection = false;
hatg_setting_debug_surface = false; hatg_setting_distance_close = 30;
hatg_setting_distance_close_multiplier = 2; hatg_setting_distance_height = 2;
hatg_setting_distance_reset = 5; hatg_setting_distance_shots = 4; hatg_setting_enable_crouch =
true; hatg_setting_movement_crouch = 5; hatg_setting_mp_ai = false; hatg_setting_reveal_nearby =
true; hatg_setting_simple = false; hatg_setting_simple_object = false; hatg_setting_surfaces = true;
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Hide Among The Grass - Equipment hatg_setting_equipment_ghillie_blacklist = "[ ]";
hatg_setting_equipment_ghillie_whitelist =
[""U_I_FullGhillie_ard"", ""U_O_FullGhillie_ard"", ""U_B_FullGhillie_ard"", ""U_I_FullGhillie_Ish"", ""U_O_
FullGhillie_Ish"", ""U_B_FullGhillie_Ish"", ""U_I_FullGhillie_sard"", ""U_O_FullGhillie_sard"", ""U_B_FullGhil
lie_sard"", ""U_I_GhillieSuit"", ""U_O_GhillieSuit"", ""U_B_GhillieSuit"", ""U_O_T_FullGhillie_tna_F"", ""U_
B_T_FullGhillie_tna_F"", ""U_O_T_Sniper_F"", ""U_B_T_Sniper_F"", ""CUP_U_B_CZ_WDL_Ghillie"", ""CUP_
U_O_RUS_Ghillie"", ""CUP_U_B_BAF_DDPM_GHILLIE"", ""CUP_U_B_BAF_DPM_GHILLIE"", ""CUP_U_B_BAF_
MTP_GHILLIE"", ""CUP_U_B_CZ_DST_Ghillie"", ""CUP_U_O_TK_Ghillie_Top"", ""CUP_U_I_Ghillie_Top"", ""
U_Ssu_Stealth_Uniform_Ghillie_HexcamBrown"", ""U_Ssu_Stealth_Uniform_Ghillie_HexcamGreen"", ""
U_Ssu_Stealth_Uniform_Ghillie_MCAM_Alpine"", ""U_Ssu_Stealth_Uniform_Ghillie_AOR1"", ""U_Ssu_Ste
alth_Uniform_Ghillie_AOR2"", ""U_Ssu_Stealth_Uniform_Ghillie_MCAM_Black"", ""U_Ssu_Stealth_Unifor
m_Ghillie_Black"", ""U_Ssu_Stealth_Uniform_Ghillie_M81"", ""U_Ssu_Stealth_Uniform_Ghillie_MCAM"", "
"U_Ssu_Stealth_Uniform_Ghillie_OCP"", ""U_Ssu_Stealth_Uniform_Ghillie_MCAM_Tropic"", ""U_Ssu_Ste
alth_Uniform_Ghillie_MCAM_Woodland"""]; hatg_setting_equipment_suppressor_blacklist =
[""ACE_muzzle_mzls_B"", ""ACE_muzzle_mzls_L"", ""ACE_muzzle_mzls_H"", ""ACE_muzzle_mzls_93m
mg"", ""ACE_muzzle_mzls_338"", ""ACE_muzzle_mzls_smg_01"", ""ACE_muzzle_mzls_smg_02"", ""muz
zle_antenna_01_f"", ""muzzle_antenna_02_f"", ""muzzle_antenna_03_f"", ""CUP_muzzle_mfsup_Flashhi
der_545x39_Black"", ""CUP_muzzle_mfsup_Flashhider_545x39_OD"", ""CUP_muzzle_mfsup_Flashhider_
545x39_Tan"", ""CUP_muzzle_mfsup_Flashhider_556x45_Black"", ""CUP_muzzle_mfsup_Flashhider_55
6x45_OD"", ""CUP_muzzle_mfsup_Flashhider_556x45_Tan"", ""CUP_muzzle_mfsup_SCAR_L"", ""CUP_m
uzzle_mfsup_SCAR_H"", ""CUP_muzzle_mfsup_Flashhider_762x39_Black"", ""CUP_muzzle_mfsup_Flash
hider_762x39_OD"", ""CUP_muzzle_mfsup_Flashhider_762x39_Tan"", ""CUP_muzzle_mfsup_Flashhider_
762x51_Black"", ""CUP_muzzle_mfsup_Flashhider_762x51_OD"", ""CUP_muzzle_mfsup_Flashhider_76
2x51_Tan"", ""CUP_muzzle_mfsup_CSA"", ""CUP_muzzle_mfsup_CSA_desert"", ""CUP_muzzle_mfsup_C
SA_woodland"", ""CUP_muzzle_mfsup_flashhider_Sa58"", ""CUP_muzzle_mfsup_Zendl"", ""CUP_muzzle
_mfsup_Zendl_desert"", ""CUP_muzzle_mfsup_Zendl_woodland"", ""CUP_acc_bfa"", ""CUP_acc_sffh"", ""
CUP_muzzle_mfsup_Flashhider_PK_Black"", ""CUP_muzzle_mfsup_Flashhider_PK_OD"", ""CUP_muzzle_
mfsup_Flashhider_PK_Tan"", ""rhs_acc_ak5"", ""rhs_acc_dtk"", ""rhs_acc_dtk1983"", ""rhs_acc_dtk1"", "
"rhs_acc_dtk2"", ""rhs_acc_dtk3"", ""rhs_acc_pgs64"", ""rhs_acc_pgs64_74u"", ""rhs_acc_pgs64_74un"
"", ""rhs_acc_uuk"", ""rhs_acc_dtk1l"", ""rhs_acc_dtkakm"", ""rhs_acc_dtkrpk"", ""rhsusf_acc_ARDEC_M2
40"", ""rhsusf_acc_falMuzzle_l1a1"", ""rhsusf_acc_SF3P556"", ""rhsusf_acc_SFMB556"", ""rhsusf_acc_
zendl"", ""rhsusf_acc_m14_flashsuppresor"", ""rhsusf_acc_m24_muzzlehider_black"", ""rhsusf_acc_m2
4_muzzlehider_d"", ""rhsusf_acc_m24_muzzlehider_wd"", ""hlc_muzzle_Miter18T"", ""hlc_muzzle_snds_
ROTEX3P"", ""hlc_muzzle_Gunfighter_comp"", ""hlc_muzzle_Brevis"", ""hlc_muzzle_MAG58_Brake"", ""
hlc_muzzle_17SBrake"", ""hlc_muzzle_OEMDevice"", ""hlc_muzzle_KX3_comp"", ""hlc_muzzle_FSC30"",
""hlc_muzzle_Cherrybomb"", ""hlc_muzzle_SF3P_762R"", ""hlc_muzzle_A1_FlashHider"", ""hlc_muzzle_
XM177E1_Moderator"", ""hlc_muzzle_XM177E2_Moderator"", ""hlc_muzzle_E1_FlashHider"", ""hlc_muz
zle_OEMDevice_556"", ""hlc_muzzle_snds_ArsenalComp"", ""hlc_muzzle_SF3P_762"""];
hatg_setting_equipment_suppressor_integral =
[""s rifle_DMR_02_F"", ""s rifle_DMR_02_camo_F"", ""s rifle_DMR_02_sniper_F"", ""s rifle_DMR_04_F"", ""s
rifle_DMR_04_Tan_F"", ""CUP_arifle_AS_VAL"", ""CUP_arifle_AS_VAL_flash"", ""CUP_arifle_AS_VAL_VFG"
"", ""CUP_arifle_AS_VAL_top_rail"", ""CUP_arifle_AS_VAL_flash_top"", ""CUP_arifle_AS_VAL_VFG_top_rail"
"", ""CUP_srifle_VSSVintorez"", ""CUP_srifle_VSSVintorez_flash"", ""CUP_srifle_VSSVintorez_VFG"", ""CUP
_srifle_VSSVintorez_top_rail"", ""CUP_srifle_VSSVintorez_flash_top"", ""CUP_srifle_VSSVintorez_VFG_top
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_rail"" ,""CUP_smg_MP5SD6"" ,""CUP_arifle_OTS14_GROZA_762_Grip"" ,""CUP_arifle_OTS14_GROZA_Grip"" ,""rhs_weap_asval"" ,""rhs_weap_asval_grip"" ,""rhs_weap_asval_grip_npz"" ,""rhs_weap_asval_npz"" ,""rhs_weap_vss"" ,""rhs_weap_vss_grip"" ,""rhs_weap_vss_grip_npz"" ,""rhs_weap_vss_npz"" ,""rhs_weap_m3a1_specops"" ,""hlc_rifle_honeybase"" ,""hlc_rifle_awcovert_BL"" ,""hlc_rifle_awcovert_FDE"" ,""hlc_rifle_awcovert"" ,""hlc_smg_mp5sd5"" ,""hlc_smg_mp5sd6"""];

hatg_setting_equipment_suppressor_whitelist = "[]"; Hide Among The Grass - UI hatg_setting_ui = false; hatg_setting_ui_colour_hidden = [0,1,0,1]; hatg_setting_ui_colour_revealed = [1,0,0,1]; hatg_setting_ui_fade = 0; hatg_setting_ui_font = "PuristaBold"; hatg_setting_ui_textsize = 2; hatg_setting_ui_use_image = false; hatg_setting_ui_x = 0; hatg_setting_ui_y = 0;

Ivory ivory_setting_alertsound = false; ivory_setting_alertspeed = 100; ivory_setting_locnames = false; Loot to Vehicle for ACE and Antistasi Modified LootToVehicleExtended_DeleteBodies = true; LootToVehicleExtended_MaxTransferDistance = 15; LootToVehicleExtended_PlayAnimation = true; LootToVehicleExtended_TransferSpeedSeconds = 1; LootToVehicleExtended_TransferUniform = true;

Mavic Settings Mavic_Drop_Setting_allowedGrenades = "[!Mavic_M67, 'Mavic_V40', 'Mavic_F1', 'Mavic_VOG25', 'Mavic_TBG', 'Mavic_M433']"; Mavic_Drop_Setting_dropAllowed = true; Mavic_Drop_Setting_windCoef = 0.11; mavic_setting_enableConnectionDistance = true; mavic_setting_hudCrosshair = 1; mavic_setting_hudDistanceUnit = 0; mavic_setting_hudHeading = false; mavic_setting_hudHeightUnit = 0; mavic_setting_hudHSpeedUnit = 0; mavic_setting_hudVSpeedUnit = 0; mavic_setting_landingProtection = true; mavic_setting_lightAllowed = false; mavic_setting_maxConnectionDistance = 6000; mavic_setting_showInterface = true; mavic_setting_vanillaInterface = false; NIArms niarms_gripSwitch = true; niarms_magSwitch = true;

No More Aircraft Bouncing NMAB_setting_classExclusionsStr = ""; NMAB_setting_pfxHelicopters = true; NMAB_setting_pfxPlanes = true; Project SFX: Remastered SFX_BreathingSounds_1 = false; SFX_BreathingSounds_1_1 = 0.5; SFX_BreathingSounds_2 = true; SFX_BreathingSounds_2_1 = 1; SFX_BreathingSounds_3 = true; SFX_BreathingSounds_3_1 = 1; SFX_DeathSounds_1 = true; SFX_DeathSounds_1_1 = true; SFX_DeathSounds_1_2 = true; SFX_DeathSounds_2 = 2; SFX_DeathSounds_2_1 = 40; SFX_DeathSounds_3 = 4.5; SFX_DeathSounds_3_1 = 1000; SFX_DeathSounds_4 = 5; SFX_DeathSounds_4_1 = 130; SFX_FemaleFacesArraySetting = "[!F_clair,'F_jill','B_female_bun_01','B_female_bun_02','B_female_bun_03','B_female_bun_04','fsof_femaleCauc01_BlueEyes_NoHair','fsof_femaleCauc01_BrownEyes_NoHair','fsof_femaleCauc01_GreenEyes_NoHair','fsof_femaleCauc01_HazelEyes_NoHair','fsof_femaleCauc01_BlueEyes_Bun_BlondeHair','fsof_femaleCauc01_BrownEyes_Bun_BlondeHair','fsof_femaleCauc01_GreenEyes_Bun_BlondeHair','fsof_femaleCauc01_HazelEyes_Bun_BlondeHair','fsof_femaleCauc01_BlueEyes_Bun_LBrownHair','fsof_femaleCauc01_BrownEyes_Bun_LBrownHair','fsof_femaleCauc01_GreenEyes_Bun_LBrownHair','fsof_femaleCauc01_HazelEyes_Bun_LBrownHair','fsof_femaleCauc01_BlueEyes_Bun_BrownHair','fsof_femaleCauc01_BrownEyes_Bun_BrownHair','fsof_femaleCauc01_GreenEyes_Bun_BrownHair','fsof_femaleCauc01_HazelEyes_Bun_BrownHair','fsof_femaleCauc01_BlueEyes_Bun_BlackHair','fsof_femaleCauc01_BrownEyes_Bun_BlackHair','fsof_femaleCauc01_GreenEyes_Bun_BlackHair','fsof_femaleCauc01_HazelEyes_Bun_BlackHair','fsof_femaleCauc01t2_BlueEyes_NoHair','fsof_femaleCauc01t2_BrownEyes_NoHair','fsof_femaleCauc01t2_GreenEyes_NoHair','fsof_femaleCauc01t2_HazelEyes_NoHair','fsof_FemaleCauc01t2_BlueEyes_Bun_BlondeHair','fsof_FemaleCauc01t2_BrownEyes_Bun_BlondeHair','fsof_FemaleCauc01t2_GreenEyes_Bun_BlondeHair','fsof_FemaleCauc01t2_HazelEyes_Bun_BlondeHair','fsof_FemaleCauc01t2_BlueEyes_Bun_LBrownHair','fsof_FemaleCauc01t2_BrownEyes_Bun_LBrownHair','fsof_FemaleCauc01t2_GreenEyes_Bun_LBrownHair','fsof_FemaleCauc01t2_HazelEyes_Bun_LBrownHair','fsof_FemaleCauc01t2_BlueEyes_Bun_BrownHair','fsof_FemaleCauc01t2_BrownEyes_Bun_BrownHair','fsof_FemaleCauc01t2_GreenEyes_Bun_BrownHair','fsof_FemaleCauc01t2_HazelEyes_Bun_BrownHair','fsof_FemaleCauc01t2_BlueEyes_Bun_BlackHair','fsof_FemaleCauc01t2_BrownEyes_Bun_BlackHair','fsof_FemaleCauc01t2_Green

Eyes_Bun_BlackHair','fsof_FemaleCauc01t2_HazelEyes_Bun_BlackHair','fsof_FemaleCauc01t3_BlueEyes_NoHair','fsof_FemaleCauc01t3_BrownEyes_NoHair','fsof_FemaleCauc01t3_GreenEyes_NoHair','fsof_FemaleCauc01t3_HazelEyes_NoHair','fsof_FemaleCauc01t3_BlueEyes_Bun_BlondeHair','fsof_FemaleCauc01t3_BrownEyes_Bun_BlondeHair','fsof_FemaleCauc01t3_GreenEyes_Bun_BlondeHair','fsof_FemaleCauc01t3_HazelEyes_Bun_BlondeHair','fsof_FemaleCauc01t3_BlueEyes_Bun_LBrownHair','fsof_FemaleCauc01t3_BrownEyes_Bun_LBrownHair','fsof_FemaleCauc01t3_GreenEyes_Bun_LBrownHair','fsof_FemaleCauc01t3_HazelEyes_Bun_LBrownHair','fsof_FemaleCauc01t3_BlueEyes_Bun_BrownHair','fsof_FemaleCauc01t3_BrownEyes_Bun_BrownHair','fsof_FemaleCauc01t3_GreenEyes_Bun_BrownHair','fsof_FemaleCauc01t3_HazelEyes_Bun_BrownHair','fsof_FemaleCauc01t3_BlueEyes_Bun_BlackHair','fsof_FemaleCauc01t3_BrownEyes_Bun_BlackHair','fsof_FemaleCauc01t3_GreenEyes_Bun_BlackHair','fsof_FemaleCauc01t3_HazelEyes_Bun_BlackHair','fsof_FemaleCauc01t4_BlueEyes_NoHair','fsof_FemaleCauc01t4_BrownEyes_NoHair','fsof_FemaleCauc01t4_GreenEyes_NoHair','fsof_FemaleCauc01t4_HazelEyes_NoHair','fsof_FemaleCauc01t4_BlueEyes_Bun_BlondeHair','fsof_FemaleCauc01t4_BrownEyes_Bun_BlondeHair','fsof_FemaleCauc01t4_GreenEyes_Bun_BlondeHair','fsof_FemaleCauc01t4_HazelEyes_Bun_BlondeHair','fsof_FemaleCauc01t4_BlueEyes_Bun_LBrownHair','fsof_FemaleCauc01t4_BrownEyes_Bun_LBrownHair','fsof_FemaleCauc01t4_GreenEyes_Bun_LBrownHair','fsof_FemaleCauc01t4_HazelEyes_Bun_LBrownHair','fsof_FemaleCauc01t4_BlueEyes_Bun_BrownHair','fsof_FemaleCauc01t4_BrownEyes_Bun_BrownHair','fsof_FemaleCauc01t4_GreenEyes_Bun_BrownHair','fsof_FemaleCauc01t4_HazelEyes_Bun_BrownHair','fsof_FemaleCauc01t4_BlueEyes_Bun_BlackHair','fsof_FemaleCauc01t4_BrownEyes_Bun_BlackHair','fsof_FemaleCauc01t4_GreenEyes_Bun_BlackHair','fsof_FemaleCauc01t4_HazelEyes_Bun_BlackHair','fsof_femaleCauc02_BlueEyes_NoHair','fsof_femaleCauc02_BrownEyes_NoHair','fsof_femaleCauc02_GreenEyes_NoHair','fsof_femaleCauc02_HazelEyes_NoHair','fsof_femaleCauc02_BlueEyes_Bun_BlondeHair','fsof_femaleCauc02_BrownEyes_Bun_BlondeHair','fsof_femaleCauc02_GreenEyes_Bun_BlondeHair','fsof_femaleCauc02_HazelEyes_Bun_BlondeHair','fsof_femaleCauc02_BlueEyes_Bun_LBrownHair','fsof_femaleCauc02_BrownEyes_Bun_LBrownHair','fsof_femaleCauc02_GreenEyes_Bun_LBrownHair','fsof_femaleCauc02_HazelEyes_Bun_LBrownHair','fsof_femaleCauc02_BlueEyes_Bun_BrownHair','fsof_femaleCauc02_BrownEyes_Bun_BrownHair','fsof_femaleCauc02_GreenEyes_Bun_BrownHair','fsof_femaleCauc02_HazelEyes_Bun_BrownHair','fsof_femaleCauc02_BlueEyes_Bun_BlackHair','fsof_femaleCauc02_BrownEyes_Bun_BlackHair','fsof_femaleCauc02_GreenEyes_Bun_BlackHair','fsof_femaleCauc02_HazelEyes_Bun_BlackHair','fsof_femaleCauc02t2_BlueEyes_NoHair','fsof_femaleCauc02t2_BrownEyes_NoHair','fsof_femaleCauc02t2_GreenEyes_NoHair','fsof_femaleCauc02t2_HazelEyes_NoHair','fsof_femaleCauc02t2_BlueEyes_Bun_BlondeHair','fsof_femaleCauc02t2_BrownEyes_Bun_BlondeHair','fsof_femaleCauc02t2_GreenEyes_Bun_BlondeHair','fsof_femaleCauc02t2_HazelEyes_Bun_BlondeHair','fsof_femaleCauc02t2_BlueEyes_Bun_LBrownHair','fsof_femaleCauc02t2_BrownEyes_Bun_LBrownHair','fsof_femaleCauc02t2_GreenEyes_Bun_LBrownHair','fsof_femaleCauc02t2_HazelEyes_Bun_LBrownHair','fsof_femaleCauc02t2_BlueEyes_Bun_BrownHair','fsof_femaleCauc02t2_BrownEyes_Bun_BrownHair','fsof_femaleCauc02t2_GreenEyes_Bun_BrownHair','fsof_femaleCauc02t2_HazelEyes_Bun_BrownHair','fsof_femaleCauc02t2_BlueEyes_Bun_BlackHair','fsof_femaleCauc02t2_BrownEyes_Bun_BlackHair','fsof_femaleCauc02t2_GreenEyes_Bun_BlackHair','fsof_femaleCauc02t2_HazelEyes_Bun_BlackHair','fsof_femaleCauc02t3_BlueEyes_NoHair','fsof_femaleCauc02t3_BrownEyes_NoHair','fsof_femaleCauc02t3_GreenEyes_NoHair','fsof_femaleCauc02t3_HazelEyes_NoHair','fsof_femaleCauc02t3_BlueEyes_Bun_BlondeHair','fsof_femaleCauc02t3_BrownEyes_Bun_BlondeHair','fsof_femaleCauc02t3_GreenEyes_Bun_BlondeHair','fsof_femaleCauc02t3_HazelEyes_Bun_BlondeHair','fsof_femaleCauc02t3_BlueEyes_Bun_LBrownHair','fsof_femaleCauc02t3_BrownEyes_Bun_LBrownHair','fsof_femaleCauc02t3_GreenEyes_Bun_LBrownHair','fsof_femaleCauc02t3_HazelEyes_Bun_LBrownHair','fsof_femaleCauc02t3_BlueEyes_Bun_BrownHair','fsof_femaleCauc02t3_BrownEyes_Bun_BrownHair','fsof_femaleCauc02t3_GreenEyes_Bun_BrownHair','fsof_femaleCauc02t3_HazelEyes_Bun_BrownHair','fsof_femaleCauc02t3_BlueEyes_Bun_BlackHair','fsof_femaleCauc02t3_BrownEyes_Bun_BlackHair','fsof_femaleCauc02t3_GreenEyes_Bun_BlackHair','fsof_femaleCauc02t3_HazelEyes_Bun_BlackHair','fsof_femaleCauc02t4_BlueEyes_NoHair','fsof_femaleCauc02t4_BrownEyes_NoHair','fsof_femaleCauc02t4_GreenEyes_NoHair','fsof_femaleCauc02t4_HazelEyes_NoHair','fsof_femaleCauc02t4_BlueEyes_Bun_BlondeHair','fsof_femaleCauc02t4_BrownEyes_Bun_BlondeHair','fsof_female

Cauc02t4_GreenEyes_Bun_BlondeHair','fsof_femaleCauc02t4_HazelEyes_Bun_BlondeHair','fsof_femaleCauc02t4_BlueEyes_Bun_LBrownHair','fsof_femaleCauc02t4_BrownEyes_Bun_LBrownHair','fsof_femaleCauc02t4_GreenEyes_Bun_LBrownHair','fsof_femaleCauc02t4_HazelEyes_Bun_LBrownHair','fsof_femal eCauc02t4_BlueEyes_Bun_BrownHair','fsof_femaleCauc02t4_BrownEyes_Bun_BrownHair','fsof_femaleCauc02t4_GreenEyes_Bun_BrownHair','fsof_femaleCauc02t4_HazelEyes_Bun_BrownHair','fsof_femaleCauc02t4_BlueEyes_Bun_BlackHair','fsof_femaleCauc02t4_BrownEyes_Bun_BlackHair','fsof_femaleCauc02t4_GreenEyes_Bun_BlackHair','fsof_femaleCauc02t4_HazelEyes_Bun_BlackHair','fsof_femaleBlk01_HazelEyes_BlkJHair','fsof_femaleBlk01_BrownEyes_BlkJHair','fsof_femaleBlk01_BrownEyes_NoHair','fsof_femal eBlk01_HazelEyes_NoHair','fsof_femaleAsi01_BrownEyes_BlkJHair','fsof_femaleAsi01_BrownEyes_NoHair','TCGM_Fem_Gonzalez','TCGM_Fem_Fox','TCGM_Fem_FoxBun','TCGM_Fem_Fenty','TCGM_Fem_Liu','TCGM_Fem_Zhu','TCGM_Fem_Stone','TCGM_Fem_StoneBun','TCGM_Fem_Eilish','TCGM_Fem_EilishBun','TCGM_Fem_Portman','TCGM_Fem_Ayres','TCGM_Fem_Hobson','TCGM_Fem_Lynch','TCGM_MakF_FoxClub1','TCGM_MakF_FoxClub2','TCGM_MakF_FoxGothic1','TCGM_MakF_FoxViking1','TCGM_MakF_FoxPunk1','TCGM_MakF_FoxCommand','TCGM_MakF_FoxQuiet','TCGM_MakF_GonzalezClub1','TCGM_MakF_GonzalezClub2','TCGM_MakF_GonzalezGothic1','TCGM_MakF_GonzalezViking1','TCGM_MakF_GonzalezPunk1','TCGM_MakF_GonzalezCommand','TCGM_MakF_GonzalezQuiet','TCGM_MakF_FentyClub1','TCGM_MakF_FentyClub2','TCGM_MakF_FentyGothic1','TCGM_MakF_FentyViking1','TCGM_MakF_FentyPunk1','TCGM_MakF_FentyCommand','TCGM_MakF_FentyQuiet','TCGM_MakF_LiuClub1','TCGM_MakF_LiuClub2','TCGM_MakF_LiuGothic1','TCGM_MakF_LiuViking1','TCGM_MakF_LiuPunk1','TCGM_MakF_LiuCommand','TCGM_MakF_LiuQuiet','TCGM_MakF_StoneClub1','TCGM_MakF_StoneClub2','TCGM_MakF_StoneGothic1','TCGM_MakF_StoneViking1','TCGM_MakF_StonePunk1','TCGM_MakF_StoneCommand','TCGM_MakF_StoneQuiet','TCGM_MakF_EilishClub1','TCGM_MakF_EilishClub2','TCGM_MakF_EilishGothic1','TCGM_MakF_EilishViking1','TCGM_MakF_EilishPunk1','TCGM_MakF_EilishCommand','TCGM_MakF_EilishQuiet','TCGM_MakF_PortmanClub1','TCGM_MakF_PortmanClub2','TCGM_MakF_PortmanGothic1','TCGM_MakF_PortmanViking1','TCGM_MakF_PortmanPunk1','TCGM_MakF_PortmanCommand','TCGM_MakF_PortmanQuiet','TCGM_MakF_AyresClub1','TCGM_MakF_AyresClub2','TCGM_MakF_AyresGothic1','TCGM_MakF_AyresViking1','TCGM_MakF_AyresPunk1','TCGM_MakF_AyresCommand','TCGM_MakF_AyresQuiet','TCGM_MakF_HobsonClub1','TCGM_MakF_HobsonClub2','TCGM_MakF_HobsonGothic1','TCGM_MakF_HobsonViking1','TCGM_MakF_HobsonPunk1','TCGM_MakF_HobsonCommand','TCGM_MakF_HobsonQuiet','TCGM_MakF_ZhuClub1','TCGM_MakF_ZhuClub2','TCGM_MakF_ZhuGothic1','TCGM_MakF_ZhuViking1','TCGM_MakF_ZhuPunk1','TCGM_MakF_ZhuCommand','TCGM_MakF_ZhuQuiet','TCGM_MakF_LynchClub1','TCGM_MakF_LynchClub2','TCGM_MakF_LynchGothic1','TCGM_MakF_LynchViking1','TCGM_MakF_LynchPunk1','TCGM_MakF_LynchCommand','TCGM_MakF_LynchQuiet','ZEPHIK_Female_face_1','Smith_v2','Tyler','Oakes_v2','Mason_v2','Arnott','Arnott_h','Mason','Mason_h','Oakes','Oakes_h','Smith','Smith_h','max_female1','max_female2','max_female3','max_female4','max_female5','max_female6','max_female7','max_female8','max_female9','max_female10','max_female11','max_female12','max_female13','max_female14','max_female15','Fem_1','Fem_2','Fem_3','Fem_4','Fem_5','Fem_6','Fem_7','Fem_8','Fem_9','Fem_3B','Fem_5B','Fem_7B','Fem_A','Fem_B','Fem_C','Fem_D','Fem_E','Fem_F']";

SFX_FiringSounds_1 = true; SFX_FiringSounds_1_1 = 1.1; SFX_FiringSounds_2 = true; SFX_FoleySounds_1 = true; SFX_FoleySounds_2 = true; SFX_FoleySounds_3 = true; SFX_InventorySounds_1 = true; SFX_InventorySounds_2 = true; SFX_SuppressionSounds_1 = true; SFX_SuppressionSounds_2 = true; SFX_SuppressionSounds_3 = true; SFX_SuppressionSounds_4 = true; SFX_VehicleSounds_1 = true; SFX_VehicleSounds_2 = 3; SFX_VehicleSounds_2_1 = 300; SFX_VehicleSounds_3 = 3; SFX_VehicleSounds_3_1 = 5000;

TRENCHES_COMPAT_ILBINEK_TRENCHES_SUNKEN_TIME = 30; TSP Animate tsp_cba_animate_Abort = true; tsp_cba_animate_Advance = true; tsp_cba_animate_attachment = true; tsp_cba_animate_Bang = true; tsp_cba_animate_Bird = true; tsp_cba_animate_black = ["optic_tws_mg"]; tsp_cba_animate_Breach = true; tsp_cba_animate_Cancel = true; tsp_cba_animate_cant = true; tsp_cba_animate_captive = true; tsp_cba_animate_carry = 2; tsp_cba_animate_Cease Fire = true; tsp_cba_animate_clacker = true; tsp_cba_animate_Column = true; tsp_cba_animate_commands =

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true; tsp_cba_animate_compass = true; tsp_cba_animate_Contact = true; tsp_cba_animate_Cover =
true; tsp_cba_animate_Dab = true; tsp_cba_animate_door = true; tsp_cba_animate_drop = ""Green
Chemlight","Chemlight_green",[Red Chemlight","Chemlight_red],[IR
Chemlight","ACE_Chemlight_IR""; tsp_cba_animate_drop_ace = false;
tsp_cba_animate_drop_infinite = false; tsp_cba_animate_Duo = true; tsp_cba_animate_Engage = true;
tsp_cba_animate_Follow = true; tsp_cba_animate_Forward = true; tsp_cba_animate_Frag = true;
tsp_cba_animate_Freeze = true; tsp_cba_animate_friend = 2; tsp_cba_animate_Go = true;
tsp_cba_animate_grenade = true; tsp_cba_animate_Halt = true; tsp_cba_animate_Heart = true;
tsp_cba_animate_Hold = true; tsp_cba_animate_Horns = true; tsp_cba_animate_Inspect = true;
tsp_cba_animate_Ivan = true; tsp_cba_animate_Jackoff = true; tsp_cba_animate_Kata = true;
tsp_cba_animate_ladder = true; tsp_cba_animate_lift = true; tsp_cba_animate_Line = true;
tsp_cba_animate_Loser = true; tsp_cba_animate_Mahalo = true; tsp_cba_animate_map = true;
tsp_cba_animate_Metal = true; tsp_cba_animate_nvg = true; tsp_cba_animate_object = 0.75;
tsp_cba_animate_Ok = true; tsp_cba_animate_Paper = true; tsp_cba_animate_Peace = true;
tsp_cba_animate_Peek = true; tsp_cba_animate_Point = true; tsp_cba_animate_poll = 0.25;
tsp_cba_animate_port = true; tsp_cba_animate_Pushups = true; tsp_cba_animate_Ready = true;
tsp_cba_animate_Regroup = true; tsp_cba_animate_Rock = true; tsp_cba_animate_Scissors = true;
tsp_cba_animate_shake = 0; tsp_cba_animate_Shotgun = true; tsp_cba_animate_sling = true;
tsp_cba_animate_sling_add = false; tsp_cba_animate_sling_arsenal = false;
tsp_cba_animate_sling_pos = "-0.65, 0.85, 0.72], [-90, 40, 70"; tsp_cba_animate_sling_required =
true; tsp_cba_animate_sling_scroll = true; tsp_cba_animate_sling_sprint = false;
tsp_cba_animate_sling_style = "adhd"; tsp_cba_animate_sound = 0.5; tsp_cba_animate_sprint = true;
tsp_cba_animate_Squats = true; tsp_cba_animate_Stefan = true; tsp_cba_animate_Stop = true;
tsp_cba_animate_style = ""; tsp_cba_animate_style_autorifle = "loose_";
tsp_cba_animate_style_shotgun = "butt_"; tsp_cba_animate_style_sniper = "loose_";
tsp_cba_animate_Suicide = true; tsp_cba_animate_tactical = true; tsp_cba_animate_tap = true;
tsp_cba_animate_throw = true; tsp_cba_animate_ThumbsDown = true; tsp_cba_animate_ThumbsUp =
true; tsp_cba_animate_uav = true; tsp_cba_animate_Up = true; tsp_cba_animate_walk = true;
tsp_cba_animate_walk_default = 1; tsp_cba_animate_walk_lower = 1; tsp_cba_animate_walk_max =
1.6; tsp_cba_animate_Warning = true; tsp_cba_animate_watch = true; tsp_cba_animate_Wedge =
true; tsp_cba_animate_Zozo = true;

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TSP Breach tsp_cba_breach = true; tsp_cba_breach_ace = true; tsp_cba_breach_ammo = "[
""B_12Gauge_Slug_NoCartridge"", ""B_12Gauge_Pellets_Submunition"",
""rhs_ammo_12g_slug"", ""rhs_ammo_12g_00buckshot"", ""rhs_ammo_m576_buckshot"",
""UK3CB_BAF_B_12Gauge_Slug"", ""UK3CB_BAF_B_12Gauge_Pellets"",
""CUP_12Gauge_Slug"", ""CUP_B_12Gauge_Pellets"", ""CUP_B_12Gauge_74Slug"",
""CUP_12Gauge_Pellets_Submunition_No0_Buck"", ""CUP_12Gauge_Pellets_Submunition_No00_Buck""
, ""ACE_12Gauge_Pellets_Submunition_No0_Buck"", ""HLC_12G_Buck"" ]";
tsp_cba_breach_ammo_multiplier = 1; tsp_cba_breach_auto = 5; tsp_cba_breach_break = true;
tsp_cba_breach_fuse = 3; tsp_cba_breach_lock_blacklist = "[ ]"; tsp_cba_breach_lock_door = 0;
tsp_cba_breach_lock_house = 0; tsp_cba_breach_lockpick = "[0,0.75,0.5,0.05]";
tsp_cba_breach_military = "[ ""Land_Budova4_in"", ""Land_Budova4"", ""Barrack2"",
""Land_Barrack2"", ""Land_MilOffices_V1_F"", ""Land_Mil_Barracks_L_EP1"", ""Land_Barrack2_EP1"",
""Land_Mil_Barracks_EP1"", ""Land_Mil_Barracks_no_interior_EP1_CUP"",
""Land_Mil_Barracks_i_EP1"", ""Land_Mil_Barracks_L"", ""Land_Mil_Barracks_no_interior_CUP"",
""Land_Mil_Barracks_j"", ""Land_Mil_Barracks"", ""Land_GuardHouse_02_F"",
""Land_Mil_Guardhouse_EP1"", ""Land_Mil_Guardhouse"", ""Land_Mil_Guardhouse_no_interior_CUP"",
""Land_GuardHouse_02_grey_F"", ""Land_Barracks_03_F"", ""Land_Barracks_05_F"",
""Land_Barracks_02_F"", ""Land_Barracks_04_F"", ""Land_ControlTower_02_F"",
""Land_Mil_Guardhouse_no_interior_EP1_CUP"", ""Land_Radar_01_HQ_F"", ""Land_i_Barracks_V2_F"",

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""Land_i_Barracks_V1_F"", ""Land_u_Barracks_V2_F"", ""Land_Barracks_06_F"",
""Land_Mil_House_dam_EP1"", ""Land_Barracks_01_grey_F"", ""Land_Barracks_01_dilapidated_F"",
""Land_Mil_House_EP1"", ""Land_Army_hut2_int"", ""Land_Barracks_01_camo_F"",
""Land_Army_hut_int"", ""Land_Army_hut3_long"", ""Land_Army_hut2"",
""Land_Army_hut3_long_int"" ]; tsp_cba_breach_paperclip = "[0,0.5,0.25,0.15]";
tsp_cba_breach_picking_time = 20; tsp_cba_breach_ragdoll_distance = 5;
tsp_cba_breach_ragdoll_force = 1; tsp_cba_breach_reinforced = "[ ""Land_Ammostore2"",
""Land_Garaz_s_tankem"", ""Land_Garaz_bez_tanku"", ""Land_Cargo_House_V4_F"",
""Land_Cargo_Tower_V1_F"", ""Land_Cargo_HQ_V4_F"", ""Land_Cargo_Tower_V1_No4_F"",
""Land_Cargo_Tower_V1_No5_F"", ""Land_Cargo_Tower_V1_No7_F"", ""Land_Cargo_Tower_V4_F"",
""Land_Cargo_Tower_V1_No2_F"", ""Land_Cargo_Tower_V2_F"", ""Land_Cargo_Tower_V3_F"",
""Land_Cargo_Tower_V1_No1_F"", ""Land_Cargo_Tower_V1_No3_F"", ""Land_Cargo_HQ_V2_F"",
""Land_Medevac_HQ_V1_F"", ""Land_Cargo_HQ_V1_F"", ""Land_Cargo_House_V2_F"",
""Land_Medevac_house_V1_F"", ""Land_Cargo_Tower_V1_No6_F"", ""Land_Cargo_House_V1_F"",
""Land_Cargo_HQ_V3_F"", ""Land_Cargo_House_V3_F"" ]; tsp_cba_breach_shock = 240;
tsp_cba_breach_stun = true; tsp_cba_breach_vanilla = false; tsp_cba_breach_walls = "[ [""AHHH"",
""Land_BrickWall_04_l_5m_F"", ""Land_BrickWall_04_l_5m_d_F""], [""AHHH"",
""Land_BrickWall_03_l_5m_v2_F"", ""Land_BrickWall_03_l_5m_v2_d_F""], [""AHHH"",
""Land_BrickWall_03_l_5m_v1_F"", ""Land_BrickWall_03_l_5m_v2_d_F""], [""AHHH"",
""Land_BrickWall_02_l_5m_F"", ""Land_BrickWall_02_l_5m_d_F""], [""AHHH"",
""Land_BrickWall_01_l_5m_F"", ""Land_BrickWall_01_l_5m_d_F""], [""AHHH"",
""Land_Stone_8m_F"", ""Land_Stone_8mD_F""], [""AHHH"",
""Land_WallCity_01_8m_yellow_F"", ""Land_WallCity_01_8m_dmg_yellow_F""], [""AHHH"",
""Land_City_8m_F"", ""Land_City_8mD_F""], [""AHHH"",
""Land_WallCity_01_8m_whiteblue_F"", ""Land_WallCity_01_8m_dmg_whiteblue_F""], [""AHHH"",
""Land_WallCity_01_8m_blue_F"", ""Land_WallCity_01_8m_dmg_blue_F""], [""AHHH"",
""Land_WallCity_01_8m_grey_F"", ""Land_WallCity_01_8m_dmg_grey_F""], [""AHHH"",
""Land_WallCity_01_8m_pink_F"", ""Land_WallCity_01_8m_dmg_pink_F""], [""AHHH"",
""Land_SilageWall_01_l_5m_F"", ""Land_SilageWall_01_l_d_F""], [""AHHH"",
""Land_ConcreteWall_02_m_8m_F"", ""Land_ConcreteWall_02_m_d_F""], [""AHHH"",
""Land_ConcreteWall_01_m_4m_F"", ""Land_ConcreteWall_01_m_d_F""], [""AHHH"",
""Land_ConcreteWall_01_m_8m_F"", ""Land_ConcreteWall_01_m_d_F""], [""AHHH"",
""Land_PipeFence_01_m_8m_F"", ""Land_PipeFence_01_m_d_F""], [""AHHH"",
""Land_City2_8m_F"", ""Land_City2_8mD_F""], [""AHHH"",
""Land_Wall_IndCnc_4_F"", ""Land_Wall_IndCnc_End_2_F""], [""AHHH"",
""Land_CamoConcreteWall_01_l_4m_v1_F"", ""Land_CamoConcreteWall_01_l_end_v1_F""], [""AHHH"",
""Land_Mil_WallBig_4m_F"", ""Land_Mil_WallBig_4m_damaged_center_F"",
[""mil_wallbig_4m_battered_f"",
""Land_Mil_WallBig_4m_battered_F"", ""Land_Mil_WallBig_4m_damaged_right_F""], [""AHHH"",
""Land_Mil_WallBig_Corner_F"", ""Land_Mil_WallBig_debris_F""], [""AHHH"",
""Land_Mil_WallBig_corner_battered_F"", ""Land_Mil_WallBig_debris_F""] ]"; TSP Breach - Flashbang
tsp_cba_flashbang_brightness = 1; tsp_cba_flashbang_distance = 10; tsp_cba_flashbang_fire = true;
tsp_cba_flashbang_friends = 0.1; tsp_cba_flashbang_intensity = 1; tsp_cba_flashbang_smoke = true;
tsp_cba_flashbang_sparks = true; tsp_cba_flashbang_spray = 0.4; tsp_cba_flashbang_surrender = 0.1;
tsp_cba_flashbang_volume = 5;

TSP Core tsp_cba_angle = -0.1; tsp_cba_compat = false; tsp_cba_core_chvd = false;
tsp_cba_core_pause = false; tsp_cba_hint = "None"; tsp_cba_hint_distance = 20; tsp_param_faction =
false; UK3CB Factions uk3cb_pipstretchfactor = 0; uk3cb_preferedOptic = 0;
uk3cb_preferedOpticHighMag = 0;
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Zeus Enhanced zen_area_markers_editableMarkers = 0; zen_building_markers_enabled = false;
zen_camera_adaptiveSpeed = true; zen_camera_defaultSpeedCoef = 1; zen_camera_fastSpeedCoef =
1; zen_camera_followTerrain = true; zen_common_ascensionMessages = true;
zen_common_autoAddObjects = false; zen_common_cameraBird = true; zen_common_darkMode =
true; zen_common_disableGearAnim = false; zen_common_preferredArsenal = 1;
zen_compat_ace_hideModules = true; zen_context_menu_enabled = 2;
zen_context_menu_overrideWaypoints = false; zen_editor_addGroupIcons = false;
zen_editor_addModIcons = false; zen_editor_declutterEmptyTree = true; zen_editor_disableLiveSearch
= false; zen_editor_moveDisplayToEdge = true; zen_editor_parachuteSounds = true;
zen_editor_previews_enabled = true; zen_editor_randomizeCopyPaste = false;
zen_editor_removeWatermark = true; zen_editor_unitRadioMessages = 0; zen_placement_enabled =
false; zen_remote_control_cameraExitPosition = 2; zen_visibility_enabled = 0;
zen_visibility_maxDistance = 5000; zen_vision_enableBlackHot = false;
zen_vision_enableBlackHotGreenCold = false; zen_vision_enableBlackHotRedCold = false;
zen_vision_enableGreenHotCold = false; zen_vision_enableNVG = true;
zen_vision_enableRedGreenThermal = false; zen_vision_enableRedHotCold = false;
zen_vision_enableWhiteHot = true; zen_vision_enableWhiteHotRedCold = false; Zeus Enhanced -
Attributes zen_attributes_enableAbilities = true; zen_attributes_enableAmmo = true;
zen_attributes_enableAmmoCargo = true; zen_attributes_enableArsenal = true;
zen_attributes_enableBuildingMarker = true; zen_attributes_enableDamage = true;
zen_attributes_enableEngine = true; zen_attributes_enableExecute = true; zen_attributes_enableFuel
= true; zen_attributes_enableFuelCargo = true; zen_attributes_enableGarage = true;
zen_attributes_enableGroupBehaviour = true; zen_attributes_enableGroupCombatMode = true;
zen_attributes_enableGroupExecute = true; zen_attributes_enableGroupFormation = true;
zen_attributes_enableGroupID = true; zen_attributes_enableGroupSide = true;
zen_attributes_enableGroupSkill = true; zen_attributes_enableGroupSpeed = true;
zen_attributes_enableGroupStance = true; zen_attributes_enableHealth = true;
zen_attributes_enableInventory = true; zen_attributes_enableLights = true;
zen_attributes_enableMarkerAlpha = true; zen_attributes_enableMarkerColor = true;
zen_attributes_enableMarkerText = true; zen_attributes_enableName = true;
zen_attributes_enablePlateNumber = true; zen_attributes_enableRank = true;
zen_attributes_enableRepairCargo = true; zen_attributes_enableRespawnPosition = true;
zen_attributes_enableRespawnVehicle = true; zen_attributes_enableSensors = true;
zen_attributes_enableSkill = true; zen_attributes_enableSkills = true; zen_attributes_enableStance =
true; zen_attributes_enableStates = true; zen_attributes_enableTraits = true;
zen_attributes_enableVehicleLock = true; zen_attributes_enableWaypointBehaviour = true;
zen_attributes_enableWaypointCombatMode = true; zen_attributes_enableWaypointFormation = true;
zen_attributes_enableWaypointLoiterAltitude = true; zen_attributes_enableWaypointLoiterDirection =
true; zen_attributes_enableWaypointLoiterRadius = true; zen_attributes_enableWaypointSpeed =
true; zen_attributes_enableWaypointTimeout = true; zen_attributes_enableWaypointType = true;
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Zeus Enhanced - Faction Filter zen_faction_filter_0_OPF_F = true; zen_faction_filter_0_OPF_G_F = true;
zen_faction_filter_0_OPF_GEN_F = true; zen_faction_filter_0_OPF_R_F = true;
zen_faction_filter_0_OPF_T_F = true; zen_faction_filter_0_rhs_faction_msv = true;
zen_faction_filter_0_rhs_faction_rva = true; zen_faction_filter_0_rhs_faction_tv = true;
zen_faction_filter_0_rhs_faction_vdv = true; zen_faction_filter_0_rhs_faction_vmf = true;
zen_faction_filter_0_rhs_faction_vpvo = true; zen_faction_filter_0_rhs_faction_vv = true;
zen_faction_filter_0_rhs_faction_vvs = true; zen_faction_filter_0_rhs_faction_vvs_c = true;
zen_faction_filter_0_rhsgref_faction_chdkz = true; zen_faction_filter_0_rhsgref_faction_chdkz_groups =
true; zen_faction_filter_0_rhsgref_faction_tla = true; zen_faction_filter_0_rhssaf_faction_airforce_opfor
= true; zen_faction_filter_0_rhssaf_faction_army_opfor = true; zen_faction_filter_0_UK3CB_AAF_O =
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true; zen_faction_filter_0_UK3CB_ADA_O = true; zen_faction_filter_0_UK3CB_ADC_O = true;
zen_faction_filter_0_UK3CB_ADE_O = true; zen_faction_filter_0_UK3CB_ADG_O = true;
zen_faction_filter_0_UK3CB_ADM_O = true; zen_faction_filter_0_UK3CB_ADP_O = true;
zen_faction_filter_0_UK3CB_ADR_O = true; zen_faction_filter_0_UK3CB_APD_O = true;
zen_faction_filter_0_UK3CB_ARD_O = true; zen_faction_filter_0_UK3CB_CCM_O = true;
zen_faction_filter_0_UK3CB_CHC_O = true; zen_faction_filter_0_UK3CB_CHD_O = true;
zen_faction_filter_0_UK3CB_CHD_O_groups = true; zen_faction_filter_0_UK3CB_CHD_W_O = true;
zen_faction_filter_0_UK3CB_CHD_W_O_groups = true; zen_faction_filter_0_UK3CB_CPD_O = true;
zen_faction_filter_0_UK3CB_CSAT_A_O = true; zen_faction_filter_0_UK3CB_CSAT_B_O = true;
zen_faction_filter_0_UK3CB_CSAT_F_O = true; zen_faction_filter_0_UK3CB_CSAT_G_O = true;
zen_faction_filter_0_UK3CB_CSAT_M_O = true; zen_faction_filter_0_UK3CB_CSAT_N_O = true;
zen_faction_filter_0_UK3CB_CSAT_S_O = true; zen_faction_filter_0_UK3CB_CSAT_U_O = true;
zen_faction_filter_0_UK3CB_CSAT_W_O = true; zen_faction_filter_0_UK3CB_CW_SOV_O_EARLY = true;
zen_faction_filter_0_UK3CB_CW_SOV_O_LATE = true; zen_faction_filter_0_UK3CB_FIA_O = true;
zen_faction_filter_0_UK3CB_GAF_O = true; zen_faction_filter_0_UK3CB_ION_O_Desert = true;
zen_faction_filter_0_UK3CB_ION_O_Urban = true; zen_faction_filter_0_UK3CB_ION_O_Winter = true;
zen_faction_filter_0_UK3CB_ION_O_Woodland = true; zen_faction_filter_0_UK3CB_KDF_O = true;
zen_faction_filter_0_UK3CB_KRG_O = true; zen_faction_filter_0_UK3CB_LDF_O = true;
zen_faction_filter_0_UK3CB_LDF_O_groups = true; zen_faction_filter_0_UK3CB_LFR_O = true;
zen_faction_filter_0_UK3CB_LNM_O = true; zen_faction_filter_0_UK3CB_LNM_O_groups = true;
zen_faction_filter_0_UK3CB_LSM_O = true; zen_faction_filter_0_UK3CB_MDF_O = true;
zen_faction_filter_0_UK3CB_MEC_O = true; zen_faction_filter_0_UK3CB_MEE_O = true;
zen_faction_filter_0_UK3CB_MEI_O = true; zen_faction_filter_0_UK3CB_NAP_O = true;
zen_faction_filter_0_UK3CB_NAP_O_groups = true; zen_faction_filter_0_UK3CB_NFA_O = true;
zen_faction_filter_0_UK3CB_NFA_O_groups = true; zen_faction_filter_0_UK3CB_NPD_O = true;
zen_faction_filter_0_UK3CB_PLM_O = true; zen_faction_filter_0_UK3CB_TKA_O = true;
zen_faction_filter_0_UK3CB_TKC_O = true; zen_faction_filter_0_UK3CB_TKM_O = true;
zen_faction_filter_0_UK3CB_TKP_O = true; zen_faction_filter_0_UK3CB_TNM_O = true;
zen_faction_filter_0_UK3CB_TPD_O = true; zen_faction_filter_0_UK3CB_WEI_O = true;
zen_faction_filter_0_UK3CB_WEI_O_groups = true; zen_faction_filter_1_BLU_CTRG_F = true;
zen_faction_filter_1_BLU_F = true; zen_faction_filter_1_BLU_G_F = true;
zen_faction_filter_1_BLU_GEN_F = true; zen_faction_filter_1_BLU_T_F = true;
zen_faction_filter_1_BLU_W_F = true; zen_faction_filter_1_rhs_faction_socom = true;
zen_faction_filter_1_rhs_faction_usaf = true; zen_faction_filter_1_rhs_faction_usarmy_d = true;
zen_faction_filter_1_rhs_faction_usarmy_wd = true; zen_faction_filter_1_rhs_faction_usmc_d = true;
zen_faction_filter_1_rhs_faction_usmc_wd = true; zen_faction_filter_1_rhs_faction_usn = true;
zen_faction_filter_1_rhsgref_faction_cdf_air_b = true;
zen_faction_filter_1_rhsgref_faction_cdf_ground_b = true;
zen_faction_filter_1_rhsgref_faction_cdf_ground_b_groups = true;
zen_faction_filter_1_rhsgref_faction_cdf_ng_b = true; zen_faction_filter_1_rhsgref_faction_hidf = true;
zen_faction_filter_1_UK3CB_AAF_B = true; zen_faction_filter_1_UK3CB_ADA_B = true;
zen_faction_filter_1_UK3CB_ADC_B = true; zen_faction_filter_1_UK3CB_ADG_B = true;
zen_faction_filter_1_UK3CB_ADM_B = true; zen_faction_filter_1_UK3CB_ADP_B = true;
zen_faction_filter_1_UK3CB_ADR_B = true; zen_faction_filter_1_UK3CB_ANA_B = true;
zen_faction_filter_1_UK3CB_ANP_B = true; zen_faction_filter_1_UK3CB_APD_B = true;
zen_faction_filter_1_UK3CB_ARD_B = true; zen_faction_filter_1_UK3CB_CCM_B = true;
zen_faction_filter_1_UK3CB_CHC_B = true; zen_faction_filter_1_UK3CB_CHD_B = true;
zen_faction_filter_1_UK3CB_CHD_B_groups = true; zen_faction_filter_1_UK3CB_CHD_W_B = true;
zen_faction_filter_1_UK3CB_CHD_W_B_groups = true; zen_faction_filter_1_UK3CB_CPD_B = true;
zen_faction_filter_1_UK3CB_CW_US_B_EARLY = true; zen_faction_filter_1_UK3CB_CW_US_B_LATE = true;
zen_faction_filter_1_UK3CB_FIA_B = true; zen_faction_filter_1_UK3CB_GAF_B = true;

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zen_faction_filter_1_UK3CB_ION_B_Desert = true; zen_faction_filter_1_UK3CB_ION_B_Urban = true;
zen_faction_filter_1_UK3CB_ION_B_Winter = true; zen_faction_filter_1_UK3CB_ION_B_Woodland =
true; zen_faction_filter_1_UK3CB_KDF_B = true; zen_faction_filter_1_UK3CB_KRG_B = true;
zen_faction_filter_1_UK3CB_LDF_B = true; zen_faction_filter_1_UK3CB_LDF_B_groups = true;
zen_faction_filter_1_UK3CB_LFR_B = true; zen_faction_filter_1_UK3CB_LNM_B = true;
zen_faction_filter_1_UK3CB_LNM_B_groups = true; zen_faction_filter_1_UK3CB_LSM_B = true;
zen_faction_filter_1_UK3CB_MDF_B = true; zen_faction_filter_1_UK3CB_MEC_B = true;
zen_faction_filter_1_UK3CB_MEI_B = true; zen_faction_filter_1_UK3CB_NAP_B = true;
zen_faction_filter_1_UK3CB_NAP_B_groups = true; zen_faction_filter_1_UK3CB_NFA_B = true;
zen_faction_filter_1_UK3CB_NFA_B_groups = true; zen_faction_filter_1_UK3CB_NPD_B = true;
zen_faction_filter_1_UK3CB_PLM_B = true; zen_faction_filter_1_UK3CB_TKA_B = true;
zen_faction_filter_1_UK3CB_TKC_B = true; zen_faction_filter_1_UK3CB_TKM_B = true;
zen_faction_filter_1_UK3CB_TKP_B = true; zen_faction_filter_1_UK3CB_TNM_B = true;
zen_faction_filter_1_UK3CB_TPD_B = true; zen_faction_filter_1_UK3CB_UN_B = true;
zen_faction_filter_1_UK3CB_WEI_B = true; zen_faction_filter_1_UK3CB_WEI_B_groups = true;
zen_faction_filter_2_IND_C_F = true; zen_faction_filter_2_IND_E_F = true; zen_faction_filter_2_IND_F =
true; zen_faction_filter_2_IND_G_F = true; zen_faction_filter_2_IND_L_F = true;
zen_faction_filter_2_rhsgref_faction_cdf_air = true; zen_faction_filter_2_rhsgref_faction_cdf_ground =
true; zen_faction_filter_2_rhsgref_faction_cdf_ground_groups = true;
zen_faction_filter_2_rhsgref_faction_cdf_ng = true; zen_faction_filter_2_rhsgref_faction_cdf_ng_groups
= true; zen_faction_filter_2_rhsgref_faction_chdkz_g = true;
zen_faction_filter_2_rhsgref_faction_chdkz_g_groups = true;
zen_faction_filter_2_rhsgref_faction_nationalist = true;
zen_faction_filter_2_rhsgref_faction_nationalist_groups = true;
zen_faction_filter_2_rhsgref_faction_tla_g = true; zen_faction_filter_2_rhsgref_faction_un = true;
zen_faction_filter_2_rhssaf_faction_airforce = true; zen_faction_filter_2_rhssaf_faction_army = true;
zen_faction_filter_2_rhssaf_faction_un = true; zen_faction_filter_2_UK3CB_AAF_I = true;
zen_faction_filter_2_UK3CB_ADA_I = true; zen_faction_filter_2_UK3CB_ADC_I = true;
zen_faction_filter_2_UK3CB_ADE_I = true; zen_faction_filter_2_UK3CB_ADG_I = true;
zen_faction_filter_2_UK3CB_ADM_I = true; zen_faction_filter_2_UK3CB_ADP_I = true;
zen_faction_filter_2_UK3CB_ADR_I = true; zen_faction_filter_2_UK3CB_APD_I = true;
zen_faction_filter_2_UK3CB_ARD_I = true; zen_faction_filter_2_UK3CB_CCM_I = true;
zen_faction_filter_2_UK3CB_CHC_I = true; zen_faction_filter_2_UK3CB_CHD_I = true;
zen_faction_filter_2_UK3CB_CHD_I_groups = true; zen_faction_filter_2_UK3CB_CHD_W_I = true;
zen_faction_filter_2_UK3CB_CHD_W_I_groups = true; zen_faction_filter_2_UK3CB_CPD_I = true;
zen_faction_filter_2_UK3CB_FIA_I = true; zen_faction_filter_2_UK3CB_GAF_I = true;
zen_faction_filter_2_UK3CB_ION_I_Desert = true; zen_faction_filter_2_UK3CB_ION_I_Urban = true;
zen_faction_filter_2_UK3CB_ION_I_Winter = true; zen_faction_filter_2_UK3CB_ION_I_Woodland = true;
zen_faction_filter_2_UK3CB_KDF_I = true; zen_faction_filter_2_UK3CB_KRG_I = true;
zen_faction_filter_2_UK3CB_LDF_I = true; zen_faction_filter_2_UK3CB_LDF_I_groups = true;
zen_faction_filter_2_UK3CB_LFR_I = true; zen_faction_filter_2_UK3CB_LNM_I = true;
zen_faction_filter_2_UK3CB_LNM_I_groups = true; zen_faction_filter_2_UK3CB_LSM_I = true;
zen_faction_filter_2_UK3CB_MDF_I = true; zen_faction_filter_2_UK3CB_MEC_I = true;
zen_faction_filter_2_UK3CB_MEE_I = true; zen_faction_filter_2_UK3CB_MEI_I = true;
zen_faction_filter_2_UK3CB_NAP_I = true; zen_faction_filter_2_UK3CB_NAP_I_groups = true;
zen_faction_filter_2_UK3CB_NFA_I = true; zen_faction_filter_2_UK3CB_NFA_I_groups = true;
zen_faction_filter_2_UK3CB_NPD_I = true; zen_faction_filter_2_UK3CB_PLM_I = true;
zen_faction_filter_2_UK3CB_TKA_I = true; zen_faction_filter_2_UK3CB_TKC_I = true;
zen_faction_filter_2_UK3CB_TKM_I = true; zen_faction_filter_2_UK3CB_TKP_I = true;
zen_faction_filter_2_UK3CB_TNM_I = true; zen_faction_filter_2_UK3CB_TPD_I = true;
zen_faction_filter_2_UK3CB_UN_I = true; zen_faction_filter_2_UK3CB_WEI_I = true;
```

```
zen_faction_filter_2_UK3CB_WEI_I_groups = true; zen_faction_filter_3_CIV_F = true;  
zen_faction_filter_3_CIV_IDAP_F = true; zen_faction_filter_3_IND_L_F = true;  
zen_faction_filter_3_rds_pol_civ = true; zen_faction_filter_3_rds_rus_civ = true;  
zen_faction_filter_3_UK3CB_ADC_C = true; zen_faction_filter_3_UK3CB_CHC_C = true;  
zen_faction_filter_3_UK3CB_MEC_C = true; zen_faction_filter_3_UK3CB_TKC_C = true; </code> ++++
```

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