

# Arma 3 Antistasi Server Configs

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



## Admin's warning!

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equalModRequired = 0; // Outdated.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

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;  
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ace\_interact\_menu\_moveToRootACE\_Equipmentace\_goggles\_wipeGlasses = false;  
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ace\_interact\_menu\_moveToRootACE\_Equipmentace\_kestrel4500\_open = false;  
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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 =  
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= 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;  
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mplacement = false;  
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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;  
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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;
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BoardACE_PlottingBoardAlignBoardMaptool = false;
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BoardACE_PlottingBoardAlignBoardUp = false;
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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* ace\_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_dtk1", "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 =
["srifle_DMR_02_F", "srifle_DMR_02_camo_F", "srifle_DMR_02_sniper_F", "srifle_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
```

```
_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\_SupressionSounds\_1 = true; SFX\_SupressionSounds\_2 = true; SFX\_SupressionSounds\_3 = true; SFX\_SupressionSounds\_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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