

Arma 3 Antistasi Server Configs

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



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Server.cfg

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Admin's warning!

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Server.cfg

```
// GLOBAL SETTINGS
hostname = "TCGC: Crucible";           // The name of the server that shall
be displayed in the public server list
password = <REDACTED>;                 // Password for joining,
eg connecting to the server
passwordAdmin = "<REDACTED>";          // Password to become
server admin. When in Arma MP and connected to the server, type '#login
xyz'
serverCommandPassword = <REDACTED>;    // Password required by
alternate syntax of [[serverCommand]] server-side scripting.
logFile = "server_console.log";        // Where the logfile should
go and what it should be called

// WELCOME MESSAGE ("Thanks For Joining Us!")
// It can be several lines, separated by comma
// Empty messages "" will not be displayed at all but are only for
increasing the interval
motd[] = {
    "", "", "", "", "", "", "", "", "", "", "", "",
    "Welcome to The Collective's Arma 3 Antistasi server!",
    "",
    "We hope you enjoy your stay.",
    ""
};
```

```
"Rules:",
"1. Don't be an ass",
"2. Follow rule 1.",
"",
"",
"", "", "", "", "", "", "",
"Join Us On Discord! https://thecollectivegc.com/discord"
};
motdInterval = 5; // Time interval (in seconds)
between each message

// JOINING RULES
maxPlayers = 10; // Maximum amount of players.
Civilians and watchers, beholder, bystanders and so on also count as
player.
kickDuplicate = 0; // Each ArmA version has its own
ID. If kickDuplicate is set to 1, a player will be kicked when he joins
a server where another player with the same ID is playing.
verifySignatures = 0; // Verifies .pbos against .bisign
files. Valid values 0 (disabled), 1 (prefer v2 sigs but accept v1 too)
and 2 (only v2 sigs are allowed).
equalModRequired = 0; // Outdated. If set to 1, player
has to use exactly the same -mod= startup parameter as the server.
allowedFilePatching = 1; // Allow or prevent client using -
filePatching to join the server. 0, is disallow, 1 is allow HC, 2 is
allow all clients (since Arma 3 v1.50)
filePatchingExceptions[] = {"123456789", "987654321"}; // Whitelisted
Steam IDs allowed to join with -filePatching enabled
//requiredBuild = 12345; // Require clients joining to have at
least build 12345 of game, preventing obsolete clients to connect

// VOTING
voteMissionPlayers = 1; // Tells the server how many
people must connect so that it displays the mission selection screen.
voteThreshold = 0.33; // 33% or more players need to vote
for something, for example an admin or a new map, to become effective

// INGAME SETTINGS
disableVoN = 0; // If set to 1, Voice over Net will
not be available
vonCodec = 1; // If set to 1 then it uses IETF
standard OPUS codec, if to 0 then it uses SPEEX codec (since Arma 3
update 1.58+)
vonCodecQuality = 30; // since 1.62.95417 supports range
1-20 //since 1.63.x will supports range 1-30 //8kHz is 0-10, 16kHz is
11-20, 32kHz(48kHz) is 21-30
persistent = 1; // If 1, missions still run on even
after the last player disconnected.
timeStampFormat = "short"; // Set the timestamp format used on each
```

```
report line in server-side RPT file. Possible values are "none"
(default), "short", "full".
BattlEye = 0; // Server to use BattlEye system
allowedLoadFileExtensions[] =
{"hpp", "sqs", "sqf", "fsm", "cpp", "paa", "txt", "xml", "inc", "ext", "sqm", "ods",
" fxy", "lip", "csv", "kb", "bik", "bikb", "html", "htm", "biedi"}; //only
allow files with those extensions to be loaded via loadFile command
(since Arma 3 build 1.19.124216)
allowedPreprocessFileExtensions[] =
{"hpp", "sqs", "sqf", "fsm", "cpp", "paa", "txt", "xml", "inc", "ext", "sqm", "ods",
" fxy", "lip", "csv", "kb", "bik", "bikb", "html", "htm", "biedi"}; //only
allow files with those extensions to be loaded via
preprocessFile/preprocessFileLineNumber commands (since Arma 3 build
1.19.124323)
allowedHTMLLoadExtensions[] = {"htm", "html", "xml", "txt"}; //only allow
files with those extensions to be loaded via HTMLLoad command (since
Arma 3 build 1.27.126715)
zeusCompositionScriptLevel = 2;
//allowedHTMLLoadURIs[] = {}; // Leave commented to let
missions/campaigns/addons decide what URIs are supported. Uncomment to
define server-level restrictions for URIs

// TIMEOUTS
disconnectTimeout = 90;
maxDesync = 350;
maxPing = 300;
maxPacketLoss = 75;
kickClientsOnSlowNetwork[] = { 0, 0, 0, 0 };
kickTimeout[] = { {0, -1}, {1, 180}, {2, 180}, {3, 180} };
votingTimeOut[] = { -1, -1 }; // Kicks users from server if they
spend too much time in mission voting
roleTimeOut[] = { -1, -1 }; // Kicks users from server if
they spend too much time in role selection
briefingTimeOut[] = { -1, -1 }; // Kicks users from server if
they spend too much time in briefing (map) screen
debriefingTimeOut[] = { -1, -1 }; // Kicks users from server if they
spend too much time in debriefing screen
lobbyIdleTimeout = 300;
steamProtocolMaxDataSize = 3196;

// SCRIPTING ISSUES
onUserConnected = "";
onUserDisconnected = "";
doubleIdDetected = "";

// SIGNATURE VERIFICATION
onUnsignedData = "kick (_this select 0)"; // unsigned data detected
onHackedData = "kick (_this select 0)"; // tampering of the
```

```
signature detected
onDifferentData = ""; // data with a valid signature, but
different version than the one present on server detected

// MISSIONS CYCLE (see below)
randomMissionOrder = false; // Randomly iterate through Missions list
autoSelectMission = false; // Server auto selects next mission in
cycle

class Missions {
    class Mission1 {
        template = "Antistasi_Tanoa.Tanoa";
        difficulty = "Custom"; //can be Recruit, Regular, Veteran or
Custom. Custom needs setting up though.
        class Params {
            autoLoadLastGame = 60; //Automatically starts the mission 60
seconds after the first player connected to the server and no admin is
logged in. {"No automatic load","1min","2min","3min","5min","10min"}
            LogLevel = 2; //Sets the log level during the setup. {"Error",
"Info", "Debug", "Verbose"}
            A3A_logDebugConsole = 1; //Sets the Log debug console use
during setup. {"None", "All non-dev", "All"}
        };
    };
};

missionWhitelist[] = {}; // An empty whitelist means there is no
restriction on what missions available

// ADMINS
admins[] = {
    <REDACTED>
};
```

Basic.cfg

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[Basic.cfg](#)

```
MinBandwidth = 768000; // Bandwidth the server is guaranteed to have (in bps). This value helps server to estimate bandwidth available. Increasing it to too optimistic values can increase lag and CPU load, as too many messages will be sent but discarded. Default: 131072
MaxBandwidth = 1000000000; // Bandwidth the server is guaranteed to never have. This value helps the server to estimate bandwidth available.

MaxMsgSend = 256; // Maximum number of messages that can be sent in one simulation cycle. Increasing this value can decrease lag on high upload bandwidth servers. Default: 128
MaxSizeGuaranteed = 512; // Maximum size of guaranteed packet in bytes (without headers). Small messages are packed to larger frames. Guaranteed messages are used for non-repetitive events like shooting. Default: 512
MaxSizeNonguaranteed = 256; // Maximum size of non-guaranteed packet in bytes (without headers). Non-guaranteed messages are used for repetitive updates like soldier or vehicle position. Increasing this value may improve bandwidth requirement, but it may increase lag. Default: 256

MinErrorToSend = 0.001; // Minimal error to send updates across network. Using a smaller value can make units observed by binoculars or sniper rifle to move smoother. Default: 0.001
MinErrorToSendNear = 0.01; // Minimal error to send updates across network for near units. Using larger value can reduce traffic sent for near units. Used to control client to server traffic as well. Default: 0.01

MaxCustomFileSize = 0; // (bytes) Users with custom face or custom sound larger than this size are kicked when trying to connect.
```

ServerProfile.Arma3Profile

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[ServerProfile.Arma3Profile](#)

```
class DifficultyPresets
{
```

```
class CustomDifficulty
{
    class Options
    {
        /* Simulation */

        reducedDamage = 0;           // Reduced damage

        /* Situational awareness */

        groupIndicators = 1;        // Group indicators (0 = never, 1 =
limited distance, 2 = always)
        friendlyTags = 1;           // Friendly name tags (0 = never,
1 = limited distance, 2 = always)
        enemyTags = 0;              // Enemy name tags (0 = never, 1
= limited distance, 2 = always)
        detectedMines = 1;         // Detected mines (0 = never, 1 =
limited distance, 2 = always)
        commands = 1;              // Commands (0 = never, 1 = fade
out, 2 = always)
        waypoints = 1;             // Waypoints (0 = never, 1 = fade
out, 2 = always)
        tacticalPing = 1;          // Tactical ping (0 = disable, 1 =
enable)

        /* Personal awareness */

        weaponInfo = 1;            // Weapon info (0 = never, 1 =
fade out, 2 = always)
        stanceIndicator = 1;       // Stance indicator (0 = never, 1 =
fade out, 2 = always)
        staminaBar = 1;            // Stamina bar
        weaponCrosshair = 1;       // Weapon crosshair
        visionAid = 0;             // Vision aid

        /* View */

        thirdPersonView = 1;       // 3rd person view (0 = disabled, 1
= enabled, 2 = enabled for vehicles only (Since Arma 3 v1.99))
        cameraShake = 1;          // Camera shake

        /* Multiplayer */

        scoreTable = 1;            // Score table
        deathMessages = 1;        // Killed by
        vonID = 1;                 // VoN ID

        /* Misc */

        mapContentFriendly = 1;
        mapContentEnemy = 1;
```

```
        mapContentMines = 1;
        autoReport = 0;           // (former autoSpot) Automatic
reporting of spotted enemied by players only. This doesn't have any
effect on AIs.
        multipleSaves = 0;       // Multiple saves
    };

    // aiLevelPreset defines AI skill level and is counted from 0
and can have following values: 0 (Low), 1 (Normal), 2 (High), 3
(Custom).
    // when 3 (Custom) is chosen, values of skill and precision are
taken from the class CustomAIlevel.
    aiLevelPreset = 3;
};

class CustomAIlevel
{
    skillAI = 0.51;
    precisionAI = 0.43;
};
};
activeKeys[]=
{
    "BIS_Antistasi_SefrouRamal.SefrouRamal_done"
};
```

Addon Options (RHS)

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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_ammCookoffDuration = 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_ammHandling = 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;
acex_field_rations_affectAdvancedFatigue = true;
acex_field_rations_enabled = false;
acex_field_rations_hudShowLevel = 0;
acex_field_rations_hudTransparency = -1;
acex_field_rations_hudType = 0;
acex_field_rations_hungerSatiated = 1.495;
acex_field_rations_nearDepletedConsequence = 1;
acex_field_rations_terrainObjectActions = true;
acex_field_rations_thirstQuenched = 1.495;
acex_field_rations_timeWithoutFood = 8;
acex_field_rations_timeWithoutWater = 4;
acex_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_more__ACE_Animations = false;
ace_interact_menu_more__ACE_CheckAirTemperature = false;
ace_interact_menu_more__ace_csw = false;
ace_interact_menu_more__ACE_Equipment = false;
ace_interact_menu_more__ACE_Explosives = false;
ace_interact_menu_more__ace_field_rations = false;
ace_interact_menu_more__ace_fortify = false;
ace_interact_menu_more__ace_gestures = false;
ace_interact_menu_more__ace_intelitems = false;
ace_interact_menu_more__ACE_MapFlashlight = false;
ace_interact_menu_more__ACE_MapGpsHide = false;
ace_interact_menu_more__ACE_MapGpsShow = false;
ace_interact_menu_more__ACE_MapTools = false;
ace_interact_menu_more__ACE_Medical = false;
ace_interact_menu_more__ace_medical_ai_heal = false;
ace_interact_menu_more__ACE_Medical_Menu = false;
ace_interact_menu_more__ACE_MoveRallypoint = false;
ace_interact_menu_more__ACE_PlottingBoard = false;
ace_interact_menu_more__ACE_PlottingBoardHide = false;
ace_interact_menu_more__ACE_RepackMagazines = false;
ace_interact_menu_more__ace_sandbag_place = false;
ace_interact_menu_more__ACE_StartSurrenderingSelf = false;
ace_interact_menu_more__ACE_StopEscortingSelf = false;
ace_interact_menu_more__ACE_StopSurrenderingSelf = false;
ace_interact_menu_more__ACE_Tags = false;
ace_interact_menu_more__ACE_TeamManagement = false;
ace_interact_menu_more__ace_zeus_create = false;
ace_interact_menu_more__ace_zeus_delete = false;
ace_interact_menu_more__aceax_ingame_gear = false;
ace_interact_menu_more__acex_sitting_Stand = false;
ace_interact_menu_more__SwitchToCamera = false;
ace_interact_menu_more__tsp_animate_drop = false;

// ACE Interaction Menu (Self) - Move to Root
ace_interact_menu_moveToRoot__ACE_Animations__ace_gestures_cat_gestures
= false;
ace_interact_menu_moveToRoot__ACE_Animations__ace_gestures_cat_gestures
__ace_gestures_Advance = false;
ace_interact_menu_moveToRoot__ACE_Animations__ace_gestures_cat_gestures
__ace_gestures_CeaseFire = false;
ace_interact_menu_moveToRoot__ACE_Animations__ace_gestures_cat_gestures
__ace_gestures_Cover = false;
ace_interact_menu_moveToRoot__ACE_Animations__ace_gestures_cat_gestures
__ace_gestures_Engage = false;
ace_interact_menu_moveToRoot__ACE_Animations__ace_gestures_cat_gestures
__ace_gestures_Follow = false;
ace_interact_menu_moveToRoot__ACE_Animations__ace_gestures_cat_gestures
__ace_gestures_Forward = false;
ace_interact_menu_moveToRoot__ACE_Animations__ace_gestures_cat_gestures
```

```
__ace_gestures_Freeze = false;
ace_interact_menu_moveToRoot__ACE_Animations__ace_gestures_cat_gestures
__ace_gestures_Go = false;
ace_interact_menu_moveToRoot__ACE_Animations__ace_gestures_cat_gestures
__ace_gestures_Hold = false;
ace_interact_menu_moveToRoot__ACE_Animations__ace_gestures_cat_gestures
__ace_gestures_Point = false;
ace_interact_menu_moveToRoot__ACE_Animations__ace_gestures_cat_gestures
__ace_gestures_Regroup = false;
ace_interact_menu_moveToRoot__ACE_Animations__ace_gestures_cat_gestures
__ace_gestures_Stop = false;
ace_interact_menu_moveToRoot__ACE_Animations__ace_gestures_cat_gestures
__ace_gestures_Up = false;
ace_interact_menu_moveToRoot__ACE_Animations__ace_gestures_cat_gestures
__ace_gestures_Warning = false;
ace_interact_menu_moveToRoot__ACE_Animations__tsp_animate_cancel =
false;
ace_interact_menu_moveToRoot__ACE_Animations__tsp_animate_dances =
false;
ace_interact_menu_moveToRoot__ACE_Animations__tsp_animate_dances__tsp_a
nimate_contact = false;
ace_interact_menu_moveToRoot__ACE_Animations__tsp_animate_dances__tsp_a
nimate_duoIvan = false;
ace_interact_menu_moveToRoot__ACE_Animations__tsp_animate_dances__tsp_a
nimate_duoStefan = false;
ace_interact_menu_moveToRoot__ACE_Animations__tsp_animate_dances__tsp_a
nimate_kata = false;
ace_interact_menu_moveToRoot__ACE_Animations__tsp_animate_dances__tsp_a
nimate_metal = false;
ace_interact_menu_moveToRoot__ACE_Animations__tsp_animate_dances__tsp_a
nimate_pushups = false;
ace_interact_menu_moveToRoot__ACE_Animations__tsp_animate_dances__tsp_a
nimate_squats = false;
ace_interact_menu_moveToRoot__ACE_Animations__tsp_animate_dances__tsp_a
nimate_stefan = false;
ace_interact_menu_moveToRoot__ACE_Animations__tsp_animate_dances__tsp_a
nimate_zozo = false;
ace_interact_menu_moveToRoot__ACE_Animations__tsp_animate_doors =
false;
ace_interact_menu_moveToRoot__ACE_Animations__tsp_animate_doors__tsp_an
imate_abort = false;
ace_interact_menu_moveToRoot__ACE_Animations__tsp_animate_doors__tsp_an
imate_bang = false;
ace_interact_menu_moveToRoot__ACE_Animations__tsp_animate_doors__tsp_an
imate_breach = false;
ace_interact_menu_moveToRoot__ACE_Animations__tsp_animate_doors__tsp_an
imate_frag = false;
ace_interact_menu_moveToRoot__ACE_Animations__tsp_animate_doors__tsp_an
imate_peek = false;
ace_interact_menu_moveToRoot__ACE_Animations__tsp_animate_doors__tsp_an
imate_ready = false;
```

```
ace_interact_menu_moveToRoot__ACE_Animations__tsp_animate_doors__tsp_animate_shotgun = false;  
ace_interact_menu_moveToRoot__ACE_Animations__tsp_animate_emotes = false;  
ace_interact_menu_moveToRoot__ACE_Animations__tsp_animate_emotes__tsp_animate_bird = false;  
ace_interact_menu_moveToRoot__ACE_Animations__tsp_animate_emotes__tsp_animate_dab = false;  
ace_interact_menu_moveToRoot__ACE_Animations__tsp_animate_emotes__tsp_animate_heart = false;  
ace_interact_menu_moveToRoot__ACE_Animations__tsp_animate_emotes__tsp_animate_horns = false;  
ace_interact_menu_moveToRoot__ACE_Animations__tsp_animate_emotes__tsp_animate_jackoff = false;  
ace_interact_menu_moveToRoot__ACE_Animations__tsp_animate_emotes__tsp_animate_loser = false;  
ace_interact_menu_moveToRoot__ACE_Animations__tsp_animate_emotes__tsp_animate_mahalo = false;  
ace_interact_menu_moveToRoot__ACE_Animations__tsp_animate_emotes__tsp_animate_ok = false;  
ace_interact_menu_moveToRoot__ACE_Animations__tsp_animate_emotes__tsp_animate_paper = false;  
ace_interact_menu_moveToRoot__ACE_Animations__tsp_animate_emotes__tsp_animate_peace = false;  
ace_interact_menu_moveToRoot__ACE_Animations__tsp_animate_emotes__tsp_animate_rock = false;  
ace_interact_menu_moveToRoot__ACE_Animations__tsp_animate_emotes__tsp_animate_scissors = false;  
ace_interact_menu_moveToRoot__ACE_Animations__tsp_animate_emotes__tsp_animate_thumbsdown = false;  
ace_interact_menu_moveToRoot__ACE_Animations__tsp_animate_emotes__tsp_animate_thumbsup = false;  
ace_interact_menu_moveToRoot__ACE_Animations__tsp_animate_formation = false;  
ace_interact_menu_moveToRoot__ACE_Animations__tsp_animate_formation__tsp_animate_column = false;  
ace_interact_menu_moveToRoot__ACE_Animations__tsp_animate_formation__tsp_animate_halt = false;  
ace_interact_menu_moveToRoot__ACE_Animations__tsp_animate_formation__tsp_animate_line = false;  
ace_interact_menu_moveToRoot__ACE_Animations__tsp_animate_formation__tsp_animate_wedge = false;  
ace_interact_menu_moveToRoot__ACE_Animations__tsp_animate_inspect = false;  
ace_interact_menu_moveToRoot__ACE_Animations__tsp_animate_suicide = false;  
ace_interact_menu_moveToRoot__ace_csw__ace_csw_placeTripod = false;  
ace_interact_menu_moveToRoot__ACE_Equipment__ace_atragmx_open = false;  
ace_interact_menu_moveToRoot__ACE_Equipment__ace_attach_Attach = false;  
ace_interact_menu_moveToRoot__ACE_Equipment__ace_attach_Detach = false;  
ace_interact_menu_moveToRoot__ACE_Equipment__ACE_CheckDogtags = false;
```

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ace_interact_menu_moveToRoot__ACE_Equipment__ACE_Chemlights = false;
ace_interact_menu_moveToRoot__ACE_Equipment__ace_dagr_menu = false;
ace_interact_menu_moveToRoot__ACE_Equipment__ace_dagr_menu__ace_dagr_to
ggle = false;
ace_interact_menu_moveToRoot__ACE_Equipment__ace_flags = false;
ace_interact_menu_moveToRoot__ACE_Equipment__ace_flags__ace_flags_furlF
lag = false;
ace_interact_menu_moveToRoot__ACE_Equipment__ace_goggles_wipeGlasses =
false;
ace_interact_menu_moveToRoot__ACE_Equipment__ace_gunbag_actions =
false;
ace_interact_menu_moveToRoot__ACE_Equipment__ace_gunbag_actions__ace_gu
nbag_status = false;
ace_interact_menu_moveToRoot__ACE_Equipment__ace_gunbag_actions__ace_gu
nbag_weaponOff = false;
ace_interact_menu_moveToRoot__ACE_Equipment__ace_gunbag_actions__ace_gu
nbag_weaponSwap = false;
ace_interact_menu_moveToRoot__ACE_Equipment__ace_gunbag_actions__ace_gu
nbag_weaponTo = false;
ace_interact_menu_moveToRoot__ACE_Equipment__ace_huntir_open = false;
ace_interact_menu_moveToRoot__ACE_Equipment__ace_interaction_weaponAtta
chments = false;
ace_interact_menu_moveToRoot__ACE_Equipment__ace_kestrel4500_open =
false;
ace_interact_menu_moveToRoot__ACE_Equipment__ace_kestrel4500_open__ace_
kestrel4500_hide = false;
ace_interact_menu_moveToRoot__ACE_Equipment__ace_kestrel4500_open__ace_
kestrel4500_show = false;
ace_interact_menu_moveToRoot__ACE_Equipment__ace_marker_flags = false;
ace_interact_menu_moveToRoot__ACE_Equipment__ace_microdagr_configure =
false;
ace_interact_menu_moveToRoot__ACE_Equipment__ace_microdagr_configure__a
ce_microdagr_close = false;
ace_interact_menu_moveToRoot__ACE_Equipment__ace_microdagr_configure__a
ce_microdagr_show = false;
ace_interact_menu_moveToRoot__ACE_Equipment__ace_minedetector_metalDete
ctor = false;
ace_interact_menu_moveToRoot__ACE_Equipment__ace_minedetector_metalDete
ctor__ace_minedetector_activate = false;
ace_interact_menu_moveToRoot__ACE_Equipment__ace_minedetector_metalDete
ctor__ace_minedetector_connectHeadphones = false;
ace_interact_menu_moveToRoot__ACE_Equipment__ace_minedetector_metalDete
ctor__ace_minedetector_deactivate = false;
ace_interact_menu_moveToRoot__ACE_Equipment__ace_minedetector_metalDete
ctor__ace_minedetector_disconnectHeadphones = false;
ace_interact_menu_moveToRoot__ACE_Equipment__ace_mk6mortar_rangetable =
false;
ace_interact_menu_moveToRoot__ACE_Equipment__ace_overheating_CheckTempe
rature = false;
ace_interact_menu_moveToRoot__ACE_Equipment__ace_overheating_CheckTempe
ratureSpareBarrels = false;
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ace_interact_menu_moveToRoot__ACE_Equipment__ace_overheating_CoolWeapon
WithItem = false;
ace_interact_menu_moveToRoot__ACE_Equipment__ace_overheating_SwapBarrel
= false;
ace_interact_menu_moveToRoot__ACE_Equipment__ace_overheating_UnJam =
false;
ace_interact_menu_moveToRoot__ACE_Equipment__ACE_PutInEarplugs = false;
ace_interact_menu_moveToRoot__ACE_Equipment__ACE_PutOnEHP = false;
ace_interact_menu_moveToRoot__ACE_Equipment__ace_rangecard_open =
false;
ace_interact_menu_moveToRoot__ACE_Equipment__ace_rangecard_open__ace_ra
ngecard_makeCopy = false;
ace_interact_menu_moveToRoot__ACE_Equipment__ace_rangecard_open__ace_ra
ngecard_openCopy = false;
ace_interact_menu_moveToRoot__ACE_Equipment__ace_reload_checkAmmo =
false;
ace_interact_menu_moveToRoot__ACE_Equipment__ACE_RemoveEarplugs =
false;
ace_interact_menu_moveToRoot__ACE_Equipment__ACE_RemoveEHP = false;
ace_interact_menu_moveToRoot__ACE_Equipment__ace_scopes_adjustZero =
false;
ace_interact_menu_moveToRoot__ACE_Equipment__ace_scopes_resetZero =
false;
ace_interact_menu_moveToRoot__ACE_Equipment__ace_spottingscope_place =
false;
ace_interact_menu_moveToRoot__ACE_Equipment__ACE_TacticalLadders =
false;
ace_interact_menu_moveToRoot__ACE_Equipment__ace_trenches = false;
ace_interact_menu_moveToRoot__ACE_Equipment__ace_trenches__ace_trench_l
ayFucker = false;
ace_interact_menu_moveToRoot__ACE_Equipment__ace_trenches__ace_trenches
_digEnvelopeBig = false;
ace_interact_menu_moveToRoot__ACE_Equipment__ace_trenches__ace_trenches
_digEnvelopeSmall = false;
ace_interact_menu_moveToRoot__ACE_Equipment__ace_trenches__grad_trenche
s_digEnvelopeGiant = false;
ace_interact_menu_moveToRoot__ACE_Equipment__ace_trenches__grad_trenche
s_digEnvelopeLongNameEmplacment = false;
ace_interact_menu_moveToRoot__ACE_Equipment__ace_trenches__grad_trenche
s_digEnvelopeShort = false;
ace_interact_menu_moveToRoot__ACE_Equipment__ace_trenches__grad_trenche
s_digEnvelopeVehicle = false;
ace_interact_menu_moveToRoot__ACE_Equipment__ace_tripod_place = false;
ace_interact_menu_moveToRoot__ACE_Equipment__ace_ui_checkWeaponZeroing
= false;
ace_interact_menu_moveToRoot__ACE_Equipment__ace_wardrobe = false;
ace_interact_menu_moveToRoot__ACE_Equipment__dirt_compat_ace_field_rati
ons_ACExWaterToCleanDirt = false;
ace_interact_menu_moveToRoot__ACE_Equipment__tsp_ace_earplug_insert =
false;
ace_interact_menu_moveToRoot__ACE_Equipment__tsp_ace_earplug_remove =
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false;
ace_interact_menu_moveToRoot__ACE_Explosives__ACE_Cellphone = false;
ace_interact_menu_moveToRoot__ACE_Explosives__ACE_Place = false;
ace_interact_menu_moveToRoot__ace_gestures__ace_gestures_Advance =
false;
ace_interact_menu_moveToRoot__ace_gestures__ace_gestures_CeaseFire =
false;
ace_interact_menu_moveToRoot__ace_gestures__ace_gestures_Cover = false;
ace_interact_menu_moveToRoot__ace_gestures__ace_gestures_Engage =
false;
ace_interact_menu_moveToRoot__ace_gestures__ace_gestures_Follow =
false;
ace_interact_menu_moveToRoot__ace_gestures__ace_gestures_Forward =
false;
ace_interact_menu_moveToRoot__ace_gestures__ace_gestures_Freeze =
false;
ace_interact_menu_moveToRoot__ace_gestures__ace_gestures_Go = false;
ace_interact_menu_moveToRoot__ace_gestures__ace_gestures_Hold = false;
ace_interact_menu_moveToRoot__ace_gestures__ace_gestures_Point = false;
ace_interact_menu_moveToRoot__ace_gestures__ace_gestures_Regroup =
false;
ace_interact_menu_moveToRoot__ace_gestures__ace_gestures_Stop = false;
ace_interact_menu_moveToRoot__ace_gestures__ace_gestures_Up = false;
ace_interact_menu_moveToRoot__ace_gestures__ace_gestures_Warning =
false;
ace_interact_menu_moveToRoot__ACE_MapTools__ACE_MapToolsAlign = false;
ace_interact_menu_moveToRoot__ACE_MapTools__ACE_MapToolsAlign__ACE_MapT
oolsAlignCompass = false;
ace_interact_menu_moveToRoot__ACE_MapTools__ACE_MapToolsAlign__ACE_MapT
oolsAlignNorth = false;
ace_interact_menu_moveToRoot__ACE_MapTools__ACE_MapToolsAlign__ACE_MapT
oolsAlignToPlottingBoard = false;
ace_interact_menu_moveToRoot__ACE_MapTools__ACE_MapToolsAlign__ACE_MapT
oolsAlignToPlottingBoardAcrylic = false;
ace_interact_menu_moveToRoot__ACE_MapTools__ACE_MapToolsAlign__ACE_MapT
oolsAlignToPlottingBoardRuler = false;
ace_interact_menu_moveToRoot__ACE_MapTools__ACE_MapToolsHide = false;
ace_interact_menu_moveToRoot__ACE_MapTools__ACE_MapToolsShowNormal =
false;
ace_interact_menu_moveToRoot__ACE_MapTools__ACE_MapToolsShowSmall =
false;
ace_interact_menu_moveToRoot__ACE_Medical__ACE_ArmLeft = false;
ace_interact_menu_moveToRoot__ACE_Medical__ACE_ArmRight = false;
ace_interact_menu_moveToRoot__ACE_Medical__ACE_Head = false;
ace_interact_menu_moveToRoot__ACE_Medical__ACE_LegLeft = false;
ace_interact_menu_moveToRoot__ACE_Medical__ACE_LegRight = false;
ace_interact_menu_moveToRoot__ACE_Medical__ACE_Torso = false;
ace_interact_menu_moveToRoot__ACE_Medical__ACE_Torso__TriageCard =
false;
ace_interact_menu_moveToRoot__ACE_PlottingBoardHide__ACE_PlottingBoardA
lign = false;
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ace_interact_menu_moveToRoot__ACE_PlottingBoardHide__ACE_PlottingBoardA
lign__ACE_PlottingBoardAlignAcrylic = false;
ace_interact_menu_moveToRoot__ACE_PlottingBoardHide__ACE_PlottingBoardA
lign__ACE_PlottingBoardAlignAcrylic__ACE_PlottingBoardAlignAcrylicMapto
ol = false;
ace_interact_menu_moveToRoot__ACE_PlottingBoardHide__ACE_PlottingBoardA
lign__ACE_PlottingBoardAlignAcrylic__ACE_PlottingBoardAlignAcrylicUp =
false;
ace_interact_menu_moveToRoot__ACE_PlottingBoardHide__ACE_PlottingBoardA
lign__ACE_PlottingBoardAlignBoard = false;
ace_interact_menu_moveToRoot__ACE_PlottingBoardHide__ACE_PlottingBoardA
lign__ACE_PlottingBoardAlignBoard__ACE_PlottingBoardAlignBoardMaptool =
false;
ace_interact_menu_moveToRoot__ACE_PlottingBoardHide__ACE_PlottingBoardA
lign__ACE_PlottingBoardAlignBoard__ACE_PlottingBoardAlignBoardUp =
false;
ace_interact_menu_moveToRoot__ACE_PlottingBoardHide__ACE_PlottingBoardA
lign__ACE_PlottingBoardAlignRuler = false;
ace_interact_menu_moveToRoot__ACE_PlottingBoardHide__ACE_PlottingBoardA
lign__ACE_PlottingBoardAlignRuler__ACE_PlottingBoardAlignRulerMaptool =
false;
ace_interact_menu_moveToRoot__ACE_PlottingBoardHide__ACE_PlottingBoardA
lign__ACE_PlottingBoardAlignRuler__ACE_PlottingBoardAlignRulerUp =
false;
ace_interact_menu_moveToRoot__ACE_PlottingBoardHide__ACE_PlottingBoardR
ulerHide = false;
ace_interact_menu_moveToRoot__ACE_PlottingBoardHide__ACE_PlottingBoardR
ulerShow = false;
ace_interact_menu_moveToRoot__ACE_PlottingBoardHide__ACE_PlottingBoardW
ipe = false;
ace_interact_menu_moveToRoot__ACE_TeamManagement__ACE_BecomeLeader =
false;
ace_interact_menu_moveToRoot__ACE_TeamManagement__ACE_JoinTeamBlue =
false;
ace_interact_menu_moveToRoot__ACE_TeamManagement__ACE_JoinTeamGreen =
false;
ace_interact_menu_moveToRoot__ACE_TeamManagement__ACE_JoinTeamMain =
false;
ace_interact_menu_moveToRoot__ACE_TeamManagement__ACE_JoinTeamRed =
false;
ace_interact_menu_moveToRoot__ACE_TeamManagement__ACE_JoinTeamYellow =
false;
ace_interact_menu_moveToRoot__ACE_TeamManagement__ACE_LeaveGroup =
false;
ace_interact_menu_moveToRoot__ACE_TeamManagement__ACE_remoteTeamManagem
ent = false;
ace_interact_menu_moveToRoot__ACE_TeamManagement__ACE_RenameGroup =
false;
ace_interact_menu_moveToRoot__ACE_TeamManagement__diwako_dui_buddy_budd
y_action_team_remove = false;
ace_interact_menu_moveToRoot__tsp_animate_drop__ACE_Chemlight_IR =
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false;
ace_interact_menu_moveToRoot__tsp_animate_drop__Chemlight_green =
false;
ace_interact_menu_moveToRoot__tsp_animate_drop__Chemlight_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;
```

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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;
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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];
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;

// 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;
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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;
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ace_nametags_defaultNametagColor = [0.77,0.51,0.08,1];
ace_nametags_nametagColorBlue = [0.67,0.67,1,1];
ace_nametags_nametagColorGreen = [0.67,1,0.67,1];
ace_nametags_nametagColorMain = [1,1,1,1];
ace_nametags_nametagColorRed = [1,0.67,0.67,1];
ace_nametags_nametagColorYellow = [1,1,0.67,1];
ace_nametags_playerNamesMaxAlpha = 0.8;
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_consumeItem_toolKit = 0;
ace_repair_displayTextOnRepair = true;
ace_repair_enabled = true;
ace_repair_engineerSetting_fullRepair = 1;
ace_repair_engineerSetting_repair = 0;
ace_repair_engineerSetting_wheel = 0;
ace_repair_fullRepairLocation = 2;
ace_repair_fullRepairRequiredItems = ["ace_repair_anyToolKit"];
ace_repair_locationsBoostTraining = false;
ace_repair_miscRepairRequiredItems = ["ace_repair_anyToolKit"];
ace_repair_miscRepairTime = 15;
ace_repair_patchWheelEnabled = 0;
ace_repair_patchWheelLocation = ["ground", "vehicle"];
ace_repair_patchWheelMaximumRepair = 0.3;
ace_repair_patchWheelRequiredItems = ["ace_repair_anyToolKit"];
ace_repair_patchWheelTime = 5;
ace_repair_repairDamageThreshold = 0.6;
ace_repair_repairDamageThreshold_engineer = 0.4;
ace_repair_timeCoefficientFullRepair = 1.5;
ace_repair_wheelChangeTime = 10;
ace_repair_wheelRepairRequiredItems = [];

// ACE Respawn
ace_respawn_removeDeadBodiesDisconnected = true;
ace_respawn_savePreDeathGear = false;

// ACE Scopes
ace_scopes_correctZeroing = true;
ace_scopes_deduceBarometricPressureFromTerrainAltitude = false;
ace_scopes_defaultZeroRange = 100;
ace_scopes_enabled = true;
ace_scopes_forceUseOfAdjustmentTurrets = false;
ace_scopes_inScopeAdjustment = false;
ace_scopes_overwriteZeroRange = false;
```

```
ace_scopes_simplifiedZeroing = false;
ace_scopes_useLegacyUI = false;
ace_scopes_zeroReferenceBarometricPressure = 1013.25;
ace_scopes_zeroReferenceHumidity = 0;
ace_scopes_zeroReferenceTemperature = 15;

// ACE Sitting
acex_sitting_enable = true;

// ACE Spectator
ace_spectator_enableAI = false;
ace_spectator_maxFollowDistance = 5;
ace_spectator_restrictModes = 0;
ace_spectator_restrictVisions = 0;

// ACE Switch Units
ace_switchunits_enableSafeZone = true;
ace_switchunits_enableSwitchUnits = false;
ace_switchunits_safeZoneRadius = 100;
ace_switchunits_switchToCivilian = false;
ace_switchunits_switchToEast = false;
ace_switchunits_switchToIndependent = false;
ace_switchunits_switchToWest = false;

// ACE Trenches
ace_trenches_bigEnvelopeDigDuration = 25;
ace_trenches_bigEnvelopeRemoveDuration = 15;
ace_trenches_smallEnvelopeDigDuration = 20;
ace_trenches_smallEnvelopeRemoveDuration = 12;

// ACE Uncategorized
ace_fastroping_autoAddFRIES = true;
ace_fastroping_requireRopeItems = 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;
dyelCarrySimpleObjects = true;
dyelChat = true;
dyelDebug = false;
dyelGroupManagement = true;
dyelInventoryMenu = false;
dyelWeightLimit = "1000";

// DUI - Squad Radar - Indicators
diwako_dui_indicators_crew_range_enabled = false;
diwako_dui_indicators_fov_scale = false;
diwako_dui_indicators_icon_buddy = true;
diwako_dui_indicators_icon_leader = true;
diwako_dui_indicators_icon_medic = true;
diwako_dui_indicators_range = 20;
diwako_dui_indicators_range_crew = 300;
diwako_dui_indicators_range_scale = false;
diwako_dui_indicators_rangeLimit = 100;
diwako_dui_indicators_show = true;
diwako_dui_indicators_size = 1;
diwako_dui_indicators_style = "standard";
diwako_dui_indicators_useACENametagsRange = true;

// DUI - Squad Radar - Line Compass
diwako_dui_linecompass_ACEFingeringColor = [1,0.66,0,1];
diwako_dui_linecompass_AllowNumericDrawBearing = true;
diwako_dui_linecompass_CompassAvailableShown = true;
diwako_dui_linecompass_compassRange = 35;
diwako_dui_linecompass_compassRangeLimit = 50;
diwako_dui_linecompass_CustomWaypointColor = [0,0,0.87,1];
diwako_dui_linecompass_DefaultIconColor = [0.5,0.87,0.5,1];
diwako_dui_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;

// 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_useSideIsFriendly = true;

// DUI - Squad Radar - Radar
```

```
diwako_oui_compass_hide_alone_group = false;
diwako_oui_compass_hide_blip_alone_group = false;
diwako_oui_compass_icon_scale = 1;
diwako_oui_compass_opacity = 1;
diwako_oui_compass_style =
["\z\diwako_oui\addons\radar\UI\compass_styles\milint\limited.paa", "\z\
diwako_oui\addons\radar\UI\compass_styles\milint\full.paa"];
diwako_oui_compassRange = 35;
diwako_oui_compassRefreshrate = 0;
diwako_oui_dir_showMildot = false;
diwako_oui_dir_size = 1.4;
diwako_oui_distanceWarning = 3;
diwako_oui_enable_compass = true;
diwako_oui_enable_compass_dir = 2;
diwako_oui_enable_occlusion = false;
diwako_oui_enable_occlusion_cone = 360;
diwako_oui_hudScaling = 1;
diwako_oui_namelist = true;
diwako_oui_namelist_bg = 0;
diwako_oui_namelist_only_buddy_icon = false;
diwako_oui_namelist_size = 1;
diwako_oui_namelist_text_shadow = 2;
diwako_oui_namelist_width = 215;
diwako_oui_radar_ace_finger = true;
diwako_oui_radar_ace_medic = true;
diwako_oui_radar_always_show_unit_numbers = false;
diwako_oui_radar_compassRangeCrew = 500;
diwako_oui_radar_compassRangeLimit = 50;
diwako_oui_radar_dir_padding = 25;
diwako_oui_radar_dir_shadow = 2;
diwako_oui_radar_enable_seat_icons = 2;
diwako_oui_radar_group_by_vehicle = false;
diwako_oui_radar_icon_opacity = 1;
diwako_oui_radar_icon_opacity_no_player = true;
diwako_oui_radar_icon_priority_setting = 1;
diwako_oui_radar_icon_scale_crew = 6;
diwako_oui_radar_leadingZeroes = false;
diwako_oui_radar_namelist_hideWhenLeader = false;
diwako_oui_radar_namelist_vertical_spacing = 1;
diwako_oui_radar_occlusion_fade_in_time = 1;
diwako_oui_radar_occlusion_fade_time = 10;
diwako_oui_radar_pointer_color = [1,0.5,0,1];
diwako_oui_radar_pointer_style = "standard";
diwako_oui_radar_show_cardinal_points = true;
diwako_oui_radar_sortType = "none";
diwako_oui_radar_sqlFirst = false;
diwako_oui_radar_syncGroup = false;
diwako_oui_radar_vehicleCompassEnabled = false;
diwako_oui_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 = 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;

// 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_lsh"", ""U_O_FullGhillie_lsh"", ""U_B_FullGhillie_ls
h"", ""U_I_FullGhillie_sard"", ""U_O_FullGhillie_sard"", ""U_B_FullGhillie
_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"", ""C
UP_U_I_Ghillie_Top"", ""U_SSU_Stealth_Uniform_Ghillie_HexcamBrown"", ""U_
SSU_Stealth_Uniform_Ghillie_HexcamGreen"", ""U_SSU_Stealth_Uniform_Ghill
ie_MCAM_Alpine"", ""U_SSU_Stealth_Uniform_Ghillie_AOR1"", ""U_SSU_Stealth
_Uniform_Ghillie_AOR2"", ""U_SSU_Stealth_Uniform_Ghillie_MCAM_Black"", ""
U_SSU_Stealth_Uniform_Ghillie_Black"", ""U_SSU_Stealth_Uniform_Ghillie_M
81"", ""U_SSU_Stealth_Uniform_Ghillie_MCAM"", ""U_SSU_Stealth_Uniform_Ghi
llie_OCP"", ""U_SSU_Stealth_Uniform_Ghillie_MCAM_Tropic"", ""U_SSU_Stealt
h_Uniform_Ghillie_MCAM_Woodland"""];
hatg_setting_equipment_suppressor_blacklist =
[""ACE_muzzle_mzls_B"", ""ACE_muzzle_mzls_L"", ""ACE_muzzle_mzls_H"", ""A
CE_muzzle_mzls_93mmg"", ""ACE_muzzle_mzls_338"", ""ACE_muzzle_mzls_smg_01
"", ""ACE_muzzle_mzls_smg_02"", ""muzzle_antenna_01_f"", ""muzzle_antenna_
02_f"", ""muzzle_antenna_03_f"", ""CUP_muzzle_mfsup_Flashhider_545x39_Bla
ck"", ""CUP_muzzle_mfsup_Flashhider_545x39_OD"", ""CUP_muzzle_mfsup_Flash
hider_545x39_Tan"", ""CUP_muzzle_mfsup_Flashhider_556x45_Black"", ""CUP_m
uzzle_mfsup_Flashhider_556x45_OD"", ""CUP_muzzle_mfsup_Flashhider_556x45
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_Tan"" , ""CUP_muzzle_mfsup_SCAR_L"" , ""CUP_muzzle_mfsup_SCAR_H"" , ""CUP_mu
zzzle_mfsup_Flashhider_762x39_Black"" , ""CUP_muzzle_mfsup_Flashhider_762x
39_OD"" , ""CUP_muzzle_mfsup_Flashhider_762x39_Tan"" , ""CUP_muzzle_mfsup_F
lashhider_762x51_Black"" , ""CUP_muzzle_mfsup_Flashhider_762x51_OD"" , ""CU
P_muzzle_mfsup_Flashhider_762x51_Tan"" , ""CUP_muzzle_mfsup_CSA"" , ""CUP_m
uzzle_mfsup_CSA_desert"" , ""CUP_muzzle_mfsup_CSA_woodland"" , ""CUP_muzzle
_mfsup_flashhider_Sa58"" , ""CUP_muzzle_mfsup_Zendl"" , ""CUP_muzzle_mfsup_
Zendl_desert"" , ""CUP_muzzle_mfsup_Zendl_woodland"" , ""CUP_acc_bfa"" , ""CU
P_acc_sffh"" , ""CUP_muzzle_mfsup_Flashhider_PK_Black"" , ""CUP_muzzle_mfsu
p_Flashhider_PK_OD"" , ""CUP_muzzle_mfsup_Flashhider_PK_Tan"" , ""rhs_acc_a
k5"" , ""rhs_acc_dtk"" , ""rhs_acc_dtk1983"" , ""rhs_acc_dtk1"" , ""rhs_acc_dtk
2"" , ""rhs_acc_dtk3"" , ""rhs_acc_pgs64"" , ""rhs_acc_pgs64_74u"" , ""rhs_acc_
pgs64_74un"" , ""rhs_acc_uuk"" , ""rhs_acc_dtk1l"" , ""rhs_acc_dtkakm"" , ""rhs
_acc_dtkrpk"" , ""rhsusf_acc_ARDEC_M240"" , ""rhsoref_acc_falMuzzle_11a1"" ,
""rhsusf_acc_SF3P556"" , ""rhsusf_acc_SFMB556"" , ""rhsoref_acc_zendl"" , ""r
hsusf_acc_m14_flashsuppresor"" , ""rhsusf_acc_m24_muzzlehider_black"" , ""r
hsusf_acc_m24_muzzlehider_d"" , ""rhsusf_acc_m24_muzzlehider_wd"" , ""hlc_m
uzzle_Miter18T"" , ""hlc_muzzle_snds_ROTEx3P"" , ""hlc_muzzle_Gunfighter_co
mp"" , ""hlc_muzzle_Brevis"" , ""hlc_muzzle_MAG58_Brake"" , ""hlc_muzzle_17SB
rake"" , ""hlc_muzzle_OEMDevice"" , ""hlc_muzzle_KX3_comp"" , ""hlc_muzzle_FS
C30"" , ""hlc_muzzle_Cherrybomb"" , ""hlc_muzzle_SF3P_762R"" , ""hlc_muzzle_A
1_FlashHider"" , ""hlc_muzzle_XM177E1_Moderator"" , ""hlc_muzzle_XM177E2_Mo
derator"" , ""hlc_muzzle_E1_FlashHider"" , ""hlc_muzzle_OEMDevice_556"" , ""h
lc_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"" , ""srifle_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"" , ""C
UP_srifle_VSSVintorez_VFG"" , ""CUP_srifle_VSSVintorez_top_rail"" , ""CUP_s
rifle_VSSVintorez_flash_top"" , ""CUP_srifle_VSSVintorez_VFG_top_rail"" , "
CUP_smg_MP5SD6"" , ""CUP_arifle_OTS14_GROZA_762_Grip"" , ""CUP_arifle_OTS1
4_GROZA_Grip"" , ""rhs_weap_asval"" , ""rhs_weap_asval_grip"" , ""rhs_weap_as
val_grip_npz"" , ""rhs_weap_asval_npz"" , ""rhs_weap_vss"" , ""rhs_weap_vss_g
rip"" , ""rhs_weap_vss_grip_npz"" , ""rhs_weap_vss_npz"" , ""rhs_weap_m3a1_sp
ecops"" , ""hlc_rifle_honeybase"" , ""hlc_rifle_awcovert_BL"" , ""hlc_rifle_a
wcovert_FDE"" , ""hlc_rifle_awcovert"" , ""hlc_smg_mp5sd5"" , ""hlc_smg_mp5sd
6"" ]";
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;
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// 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;
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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_GreenEyes_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_G

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reenEyes_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_femaleCauc02t4_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_fem

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aleCauc02t4_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_femaleBlk01_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;

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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 = 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;
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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;
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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;

// 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_bucks
  hot"",
  ""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_Subm
  unition_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"",
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""Land_Mil_Barracks_i"",
""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"",
""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"",
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""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"" ,
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""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;

// 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;

// 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_0 = true;
zen_faction_filter_0_UK3CB_ADA_0 = true;
zen_faction_filter_0_UK3CB_ADC_0 = true;
zen_faction_filter_0_UK3CB_ADE_0 = true;
zen_faction_filter_0_UK3CB_ADG_0 = true;
zen_faction_filter_0_UK3CB_ADM_0 = true;
zen_faction_filter_0_UK3CB_ADP_0 = true;
zen_faction_filter_0_UK3CB_ADR_0 = true;
zen_faction_filter_0_UK3CB_APD_0 = true;
```

```
zen_faction_filter_0_UK3CB_ARD_0 = true;  
zen_faction_filter_0_UK3CB_CCM_0 = true;  
zen_faction_filter_0_UK3CB_CHC_0 = true;  
zen_faction_filter_0_UK3CB_CHD_0 = true;  
zen_faction_filter_0_UK3CB_CHD_0_groups = true;  
zen_faction_filter_0_UK3CB_CHD_W_0 = true;  
zen_faction_filter_0_UK3CB_CHD_W_0_groups = true;  
zen_faction_filter_0_UK3CB_CPD_0 = true;  
zen_faction_filter_0_UK3CB_CSAT_A_0 = true;  
zen_faction_filter_0_UK3CB_CSAT_B_0 = true;  
zen_faction_filter_0_UK3CB_CSAT_F_0 = true;  
zen_faction_filter_0_UK3CB_CSAT_G_0 = true;  
zen_faction_filter_0_UK3CB_CSAT_M_0 = true;  
zen_faction_filter_0_UK3CB_CSAT_N_0 = true;  
zen_faction_filter_0_UK3CB_CSAT_S_0 = true;  
zen_faction_filter_0_UK3CB_CSAT_U_0 = true;  
zen_faction_filter_0_UK3CB_CSAT_W_0 = true;  
zen_faction_filter_0_UK3CB_CW_S0V_0_EARLY = true;  
zen_faction_filter_0_UK3CB_CW_S0V_0_LATE = true;  
zen_faction_filter_0_UK3CB_FIA_0 = true;  
zen_faction_filter_0_UK3CB_GAF_0 = true;  
zen_faction_filter_0_UK3CB_I0N_0_Desert = true;  
zen_faction_filter_0_UK3CB_I0N_0_Urban = true;  
zen_faction_filter_0_UK3CB_I0N_0_Winter = true;  
zen_faction_filter_0_UK3CB_I0N_0_Woodland = true;  
zen_faction_filter_0_UK3CB_KDF_0 = true;  
zen_faction_filter_0_UK3CB_KRG_0 = true;  
zen_faction_filter_0_UK3CB_LDF_0 = true;  
zen_faction_filter_0_UK3CB_LDF_0_groups = true;  
zen_faction_filter_0_UK3CB_LFR_0 = true;  
zen_faction_filter_0_UK3CB_LNM_0 = true;  
zen_faction_filter_0_UK3CB_LNM_0_groups = true;  
zen_faction_filter_0_UK3CB_LSM_0 = true;  
zen_faction_filter_0_UK3CB_MDF_0 = true;  
zen_faction_filter_0_UK3CB_MEC_0 = true;  
zen_faction_filter_0_UK3CB_MEE_0 = true;  
zen_faction_filter_0_UK3CB_MEI_0 = true;  
zen_faction_filter_0_UK3CB_NAP_0 = true;  
zen_faction_filter_0_UK3CB_NAP_0_groups = true;  
zen_faction_filter_0_UK3CB_NFA_0 = true;  
zen_faction_filter_0_UK3CB_NFA_0_groups = true;  
zen_faction_filter_0_UK3CB_NPD_0 = true;  
zen_faction_filter_0_UK3CB_PLM_0 = true;  
zen_faction_filter_0_UK3CB_TKA_0 = true;  
zen_faction_filter_0_UK3CB_TKC_0 = true;  
zen_faction_filter_0_UK3CB_TKM_0 = true;  
zen_faction_filter_0_UK3CB_TKP_0 = true;  
zen_faction_filter_0_UK3CB_TNM_0 = true;  
zen_faction_filter_0_UK3CB_TPD_0 = true;  
zen_faction_filter_0_UK3CB_WEI_0 = true;  
zen_faction_filter_0_UK3CB_WEI_0_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;
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;
```

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