```
// ACE Advanced Ballistics
force ace_advanced_ballistics_ammoTemperatureEnabled = true;
force ace_advanced_ballistics_barrelLengthInfluenceEnabled = true;
force ace_advanced_ballistics_bulletTraceEnabled = true;
force ace_advanced_ballistics_enabled = false;
force ace_advanced_ballistics_muzzleVelocityVariationEnabled = true;
force ace_advanced_ballistics_simulationInterval = 0.05;

// ACE Advanced Fatigue
force ace_advanced_fatigue_deployedSwayFactor = 1;
force ace_advanced_fatigue_enabled = false;
force ace_advanced_fatigue_enableStaminaBar = true;
ace_advanced_fatigue_fadeStaminaBar = true;
force ace_advanced_fatigue_loadFactor = 0;
force ace_advanced_fatigue_performanceFactor = 5;
force ace_advanced_fatigue_recoveryFactor = 5;
force ace_advanced_fatigue_restedSwayFactor = 1;
force ace_advanced_fatigue_swayFactor = 1;
force ace_advanced_fatigue_terrainGradientFactor = 1;

// ACE Advanced Throwing
ace_advanced_throwing_enabled = true;
force ace_advanced_throwing_enablePickUp = true;
force ace_advanced_throwing_enablePickUpAttached = true;
ace_advanced_throwing_showMouseControls = true;
ace_advanced_throwing_showThrowArc = true;

// ACE Advanced Vehicle Damage
force ace_vehicle_damage_enableCarDamage = false;
force ace_vehicle_damage_enabled = false;
force ace_vehicle_damage_removeAmmoDuringCookoff = true;

// ACE AI
force ace_ai_assignNVG = false;

// ACE Arsenal
force ace_arsenal_allowDefaultLoadouts = true;
force ace_arsenal_allowSharedLoadouts = true;
ace_arsenal_camInverted = false;
ace_arsenal_defaultToFavorites = false;
force ace_arsenal_enableIdentityTabs = true;
ace_arsenal_enableModIcons = true;
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 Artillery
force ace_artillerytables_advancedCorrections = false;
force ace_artillerytables_disableArtilleryComputer = false;
force ace_mk6mortar_airResistanceEnabled = false;
force ace_mk6mortar_allowCompass = true;
force ace_mk6mortar_allowComputerRangefinder = true;
force ace_mk6mortar_useAmmoHandling = false;

// ACE Captives
force ace_captives_allowHandcuffOwnSide = true;
force ace_captives_allowSurrender = true;
force ace_captives_requireSurrender = 1;
force ace_captives_requireSurrenderAi = false;

// ACE Casings
ace_casings_enabled = true;
ace_casings_maxCasings = 250;

// ACE Common
force ace_common_allowFadeMusic = true;
force ace_common_checkPBOsAction = 0;
force ace_common_checkPBOsCheckAll = false;
force ace_common_checkPBOsWhitelist = "[]";
ace_common_displayTextColor = [0,0,0,0.1];
ace_common_displayTextFontColor = [1,1,1,1];
ace_common_epilepsyFriendlyMode = false;
ace_common_progressBarInfo = 2;
ace_common_settingFeedbackIcons = 1;
ace_common_settingProgressBarLocation = 0;

// ACE Cook off
force ace_cookoff_ammoCookoffDuration = 1;
force ace_cookoff_destroyVehicleAfterCookoff = false;
force ace_cookoff_enable = 2;
force ace_cookoff_enableAmmobox = true;
force ace_cookoff_enableAmmoCookoff = true;
force ace_cookoff_enableFire = true;
force ace_cookoff_probabilityCoef = 1;
```

```
// ACE Crew Served Weapons
force ace_csw_ammoHandling = 2;
force ace_csw_defaultAssemblyMode = false;
ace_csw_dragAfterDeploy = false;
force ace_csw_handleExtraMagazines = true;
force ace_csw_handleExtraMagazinesType = 0;
force ace_csw_progressBarTimeCoefficent = 1;

// ACE Dragging
force ace_dragging_allowRunWithLightweight = true;
ace_dragging_dragAndFire = true;
force ace_dragging_skipContainerWeight = false;
force ace_dragging_weightCoefficient = 1;

// ACE Explosives
ace_explosives_customTimerDefault = 30;
force ace_explosives_customTimerMax = 900;
force ace_explosives_customTimerMin = 5;
force ace_explosives_explodeOnDefuse = true;
force ace_explosives_punishNonSpecialists = true;
force ace_explosives_requireSpecialist = false;

// ACE Field Rations
force acex_field_rations_affectAdvancedFatigue = true;
force acex_field_rations_enabled = false;
acex_field_rations_hudShowLevel = 0;
acex_field_rations_hudTransparency = -1;
acex_field_rations_hudType = 0;
force acex_field_rations_hungerSatiated = 1;
force acex_field_rations_terrainObjectActions = true;
force acex_field_rations_thirstQuenched = 1;
force acex_field_rations_timeWithoutFood = 2;
force acex_field_rations_timeWithoutWater = 2;
force acex_field_rations_waterSourceActions = 2;

// ACE Fire
force ace_fire_dropWeapon = 1;
force ace_fire_enabled = true;
force ace_fire_enableFlare = false;
ace_fire_enableScreams = true;

// ACE Fortify
force ace_fortify_markObjectsOnMap = 1;
force ace_fortify_timeCostCoefficient = 1;
```

```
force ace_fortify_timeMin = 1.5;
acex_fortify_settingHint = 2;

// ACE Fragmentation Simulation
force ace_frag_enabled = true;
force ace_frag_maxTrack = 10;
force ace_frag_maxTrackPerFrame = 10;
force ace_frag_reflectionsEnabled = false;
force ace_frag_spallEnabled = false;

// ACE G-Forces
force ace_gforces_coef = 1;
force ace_gforces_enabledFor = 1;

// ACE Goggles
ace_goggles_effects = 2;
ace_goggles_showClearGlasses = false;
ace_goggles_showInThirdPerson = false;

// ACE Grenades
force ace_grenades_convertExplosives = true;

// ACE Headless
force acex_headless_delay = 15;
force acex_headless_enabled = false;
force acex_headless_endMission = 0;
force acex_headless_log = false;
force acex_headless_transferLoadout = 0;

// ACE Hearing
force ace_hearing_autoAddEarplugsToUnits = true;
ace_hearing_disableEarRinging = false;
force ace_hearing_earplugsVolume = 0.5;
force ace_hearing_enableCombatDeafness = true;
force ace_hearing_enabledForZeusUnits = true;
force ace_hearing_unconsciousnessVolume = 0.4;

// ACE Interaction
force ace_interaction_disableNegativeRating = false;
force ace_interaction_enableGroupRenaming = true;
ace_interaction_enableMagazinePassing = true;
force ace_interaction_enableTeamManagement = true;
ace_interaction_enableWeaponAttachments = true;
force ace_interaction_interactWithTerrainObjects = false;
```

```
// 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 Logistics
ace_cargo_carryAfterUnload = true;
force ace_cargo_enable = true;
ace_cargo_enableRename = true;
force ace_cargo_loadTimeCoefficient = 5;
ace_cargo_openAfterUnload = 0;
force ace_cargo_paradropTimeCoefficent = 2.5;
force ace_rearm_distance = 20;
force ace_rearm_enabled = true;
force ace_rearm_level = 0;
force ace_rearm_supply = 0;
force ace_refuel_cargoRate = 10;
force ace_refuel_hoseLength = 12;
force ace_refuel_progressDuration = 2;
force ace_refuel_rate = 1;
force ace_towing_addRopeToVehicleInventory = true;

// ACE Magazine Repack
ace_magazinerepack_repackAnimation = true;
ace_magazinerepack_repackLoadedMagazines = true;
force ace_magazinerepack_timePerAmmo = 1.5;
```

```
force ace_magazinerepack_timePerBeltLink = 8;
force ace_magazinerepack_timePerMagazine = 2;

// ACE Map
force ace_map_BFT_Enabled = false;
force ace_map_BFT_HideAiGroups = false;
force ace_map_BFT_Interval = 1;
force ace_map_BFT_ShowPlayerNames = false;
force ace_map_DefaultChannel = -1;
force ace_map_mapGlow = true;
force ace_map_mapIllumination = true;
force ace_map_mapLimitZoom = false;
force ace_map_mapShake = true;
force ace_map_mapShowCursorCoordinates = false;
ace_markers_moveRestriction = 0;
ace_markers_timestampEnabled = true;
ace_markers_timestampFormat = "HH:MM";
ace_markers_timestampHourFormat = 24;
ace_markers_timestampTimezone = 0;
ace_markers_TimestampUTCMinutesOffset = 0;
ace_markers_timestampUTCOffset = 0;

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

// ACE Map Tools
ace_maptools_drawStraightLines = true;
ace_maptools_plottingBoardAllowChannelDrawing = 1;
ace_maptools_rotateModifierKey = 1;

// ACE Medical
force ace_medical_ai_enabledFor = 2;
force ace_medical_ai_requireItems = 0;
force ace_medical_AIDamageThreshold = 1;
```

```
force ace_medical_bleedingCoefficient = 1;
force ace_medical_blood_bloodLifetime = 900;
force ace_medical_blood_enabledFor = 2;
force ace_medical_blood_maxBloodObjects = 500;
force ace_medical_deathChance = 1;
force ace_medical_dropWeaponUnconsciousChance = 0;
force ace_medical_enableVehicleCrashes = true;
force ace_medical_engine_damagePassThroughEffect = 1;
force ace_medical_fatalDamageSource = 0;
force ace_medical_fractureChance = 0.242482;
force ace_medical_fractures = 1;
force ace_medical_ivFlowRate = 1;
force ace_medical_limping = 1;
force ace_medical_painCoefficient = 1;
force ace_medical_painUnconsciousChance = 0.0990013;
force ace_medical_painUnconsciousThreshold = 0.5;
force ace_medical_playerDamageThreshold = 20.0514;
force ace_medical_spontaneousWakeUpChance = 0.307048;
force ace_medical_spontaneousWakeUpEpinephrineBoost = 30;
force ace_medical_statemachine_AIUnconsciousness = false;
force ace_medical_statemachine_cardiacArrestBleedoutEnabled = false;
force ace_medical_statemachine_cardiacArrestTime = 1555;
force ace_medical_statemachine_fatalInjuriesAI = 0;
force ace_medical_statemachine_fatalInjuriesPlayer = 2;
force ace_medical_treatment_advancedBandages = 1;
force ace_medical_treatment_advancedDiagnose = 1;
force ace_medical_treatment_advancedMedication = true;
force ace_medical_treatment_allowBodyBagUnconscious = false;
force ace_medical_treatment_allowGraveDigging = 1;
force ace_medical_treatment_allowLitterCreation = true;
force ace_medical_treatment_allowSelfIV = 1;
force ace_medical_treatment_allowSelfPAK = 0;
force ace_medical_treatment_allowSelfStitch = 0;
force ace_medical_treatment_allowSharedEquipment = 0;
force ace_medical_treatment_bandageEffectiveness = 2.00155;
ace_medical_treatment_bandageRollover = true;
force ace_medical_treatment_clearTrauma = 2;
force ace_medical_treatment_consumePAK = 0;
force ace_medical_treatment_consumeSurgicalKit = 0;
force ace_medical_treatment_convertItems = 0;
force ace_medical_treatment_cprSuccessChanceMax = 0.4;
force ace_medical_treatment_cprSuccessChanceMin = 0.4;
force ace_medical_treatment_graveDiggingMarker = true;
force ace_medical_treatment_holsterRequired = 0;
```

```
force ace_medical_treatment_litterCleanupDelay = 600;
force ace_medical_treatment_locationEpinephrine = 0;
force ace_medical_treatment_locationIV = 0;
force ace_medical_treatment_locationPAK = 0;
force ace_medical_treatment_locationsBoostTraining = false;
force ace_medical_treatment_locationSurgicalKit = 2;
force ace_medical_treatment_maxLitterObjects = 500;
force ace_medical_treatment_medicEpinephrine = 0;
force ace_medical_treatment_medicIV = 1;
force ace_medical_treatment_medicPAK = 0;
force ace_medical_treatment_medicSurgicalKit = 1;
force ace_medical_treatment_timeCoefficientPAK = 1;
force ace_medical_treatment_treatmentTimeAutoinjector = 5;
force ace_medical_treatment_treatmentTimeBodyBag = 15;
ace_medical_treatment_treatmentTimeCoeffZeus = 1;
force ace_medical_treatment_treatmentTimeCPR = 15;
force ace_medical_treatment_treatmentTimeGrave = 30;
force ace_medical_treatment_treatmentTimeIV = 12;
force ace_medical_treatment_treatmentTimeSplint = 4.32434;
force ace_medical_treatment_treatmentTimeTourniquet = 7;
force ace_medical_treatment_woundReopenChance = 0.495006;
force ace_medical_treatment_woundStitchTime = 5;

// ACE Medical Interface
force ace_medical_feedback_bloodVolumeEffectType = 0;
ace_medical_feedback_enableHUDIndicators = true;
force ace_medical_feedback_painEffectType = 1;
ace_medical_gui_bloodLossColor_0 = [1,1,1,1];
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 = [1,1,1,1];
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];
force ace_medical_gui_enableActions = 0;
ace_medical_gui_enableMedicalMenu = 1;
ace_medical_gui_enableSelfActions = true;
ace_medical_gui_interactionMenuShowTriage = 1;
force 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;
force ace_medical_gui_showBloodlossEntry = true;
force ace_medical_gui_showDamageEntry = false;
ace_medical_gui_tourniquetWarning = false;

// ACE Name Tags
force ace_nametags_ambientBrightnessAffectViewDist = 1;
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];
force ace_nametags_playerNamesMaxAlpha = 0.8;
force ace_nametags_playerNamesViewDistance = 5;
force 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
force ace_nightvision_aimDownSightsBlur = 1;
force ace_nightvision_disableNVGsWithSights = false;
force ace_nightvision_effectScaling = 1;
force ace_nightvision_fogScaling = 1;
force ace_nightvision_noiseScaling = 1;
ace_nightvision_shutterEffects = true;

// ACE Overheating
```

```
force ace_overheating_cookoffCoef = 1;
force ace_overheating_coolingCoef = 1;
ace_overheating_displayTextOnJam = true;
force ace_overheating_enabled = true;
force ace_overheating_heatCoef = 1;
force ace_overheating_jamChanceCoef = 1;
force ace_overheating_overheatingDispersion = true;
force ace_overheating_overheatingRateOfFire = true;
ace_overheating_particleEffectsAndDispersionDistance = 3000;
ace_overheating_showParticleEffects = true;
ace_overheating_showParticleEffectsForEveryone = false;
force ace_overheating_suppressorCoef = 1;
force ace_overheating_unJamFailChance = 0.1;
force ace_overheating_unJamOnreload = false;
force ace_overheating_unJamOnSwapBarrel = false;

// ACE Pointing
force ace_finger_enabled = false;
ace_finger_indicatorColor = [0.83,0.68,0.21,0.75];
ace_finger_indicatorForSelf = true;
force ace_finger_maxRange = 4;
force ace_finger_proximityScaling = false;
force ace_finger_sizeCoef = 1;

// ACE Pylons
force ace_pylons_enabledForZeus = true;
force ace_pylons_enabledFromAmmoTrucks = true;
force ace_pylons_rearmNewPylons = false;
force ace_pylons_requireEngineer = false;
force ace_pylons_requireToolkit = true;
force ace_pylons_searchDistance = 15;
force ace_pylons_timePerPylon = 5;

// ACE Quick Mount
force ace_quickmount_distance = 3;
force ace_quickmount_enabled = true;
ace_quickmount_enableMenu = 3;
ace_quickmount_priority = 0;
force ace_quickmount_speed = 18;

// ACE Repair
force ace_repair_addSpareParts = true;
force ace_repair_autoShutOffEngineWhenStartingRepair = false;
force ace_repair_consumeItem_toolKit = 0;
```

```
ace_repair_displayTextOnRepair = true;
force ace_repair_enabled = true;
force ace_repair_engineerSetting_fullRepair = 2;
force ace_repair_engineerSetting_repair = 1;
force ace_repair_engineerSetting_wheel = 0;
force ace_repair_fullRepairLocation = 2;
force ace_repair_fullRepairRequiredItems = ["ace_repair_anyToolKit"];
force ace_repair_locationsBoostTraining = false;
force ace_repair_miscRepairRequiredItems = ["ace_repair_anyToolKit"];
force ace_repair_miscRepairTime = 15;
force ace_repair_patchWheelEnabled = 0;
force ace_repair_patchWheelLocation = ["ground","vehicle"];
force ace_repair_patchWheelMaximumRepair = 0.3;
force ace_repair_patchWheelRequiredItems = ["ace_repair_anyToolKit"];
force ace_repair_patchWheelTime = 5;
force ace_repair_repairDamageThreshold = 0.6;
force ace_repair_repairDamageThreshold_engineer = 0.4;
force ace_repair_timeCoefficientFullRepair = 1.5;
force ace_repair_wheelChangeTime = 10;
force ace_repair_wheelRepairRequiredItems = [];

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

// ACE Scopes
force ace_scopes_correctZeroing = true;
force ace_scopes_deduceBarometricPressureFromTerrainAltitude = false;
force ace_scopes_defaultZeroRange = 100;
force ace_scopes_enabled = true;
force ace_scopes_forceUseOfAdjustmentTurrets = false;
force ace_scopes_overwriteZeroRange = false;
force ace_scopes_simplifiedZeroing = false;
ace_scopes_useLegacyUI = false;
force ace_scopes_zeroReferenceBarometricPressure = 1013.25;
force ace_scopes_zeroReferenceHumidity = 0;
force ace_scopes_zeroReferenceTemperature = 15;

// ACE Sitting
force acex_sitting_enable = true;

// ACE Spectator
force ace_spectator_enableAI = false;
ace_spectator_maxFollowDistance = 5;
```

```
force ace_spectator_restrictModes = 0;
force ace_spectator_restrictVisions = 0;

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

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

// ACE Uncategorized
force ace_fastroping_autoAddFRIES = false;
force ace_fastroping_requireRopeItems = false;
force ace_gunbag_swapGunbagEnabled = true;
force ace_hitreactions_minDamageToTrigger = 0.1;
ace_inventory_inventoryDisplaySize = 0;
force ace_laser_dispersionCount = 2;
force ace_laser_showLaserOnMap = 1;
force ace_marker_flags_placeAnywhere = false;
force ace_microdagr_mapDataAvailable = 2;
force ace_microdagr_waypointPrecision = 3;
force ace_noradio_enabled = true;
ace_optionsmenu_showNewsOnMainMenu = true;
force ace_overpressure_distanceCoefficient = 1;
force ace_parachute_failureChance = 0;
ace_parachute_hideAltimeter = true;
ace_tagging_quickTag = 1;

// ACE User Interface
force ace_ui_allowSelectiveUI = true;
ace_ui_ammoCount = false;
ace_ui_ammoType = true;
ace_ui_commandMenu = true;
force 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
force ace_vehiclelock_defaultLockpickStrength = 10;
force ace_vehiclelock_lockVehicleInventory = false;
force ace_vehiclelock_vehicleStartingLockState = -1;

// ACE Vehicles
force ace_novehicleclanlogo_enabled = false;
ace_vehicles_hideEjectAction = true;
force ace_vehicles_keepEngineRunning = false;
ace_vehicles_speedLimiterStep = 5;
force ace_viewports_enabled = true;

// ACE View Distance Limiter
```

force ace_viewdistance_enabled = true;
force ace_viewdistance_limitViewDistance = 10000;
ace_viewdistance_objectViewDistanceCoeff = 0;
ace_viewdistance_viewDistanceAirVehicle = 0;
ace_viewdistance_viewDistanceLandVehicle = 0;
ace_viewdistance_viewDistanceOnFoot = 0;

// ACE View Restriction
force acex_viewrestriction_mode = 0;
force acex_viewrestriction_modeSelectiveAir = 0;
force acex_viewrestriction_modeSelectiveFoot = 0;
force acex_viewrestriction_modeSelectiveLand = 0;
force acex_viewrestriction_modeSelectiveSea = 0;
acex_viewrestriction_preserveView = false;

// ACE Volume
acex_volume_enabled = false;
acex_volume_fadeDelay = 1;
acex_volume_lowerInVehicles = false;
acex_volume_reduction = 5;
acex_volume_remindIfLowered = false;
acex_volume_showNotification = true;

// ACE Weapons
ace_common_persistentLaserEnabled = false;
ace_reload_displayText = true;
ace_reload_showCheckAmmoSelf = false;
ace_reloadlaunchers_displayStatusText = true;
ace_weaponselect_displayText = true;

// ACE Weather
force ace_weather_enabled = true;
ace_weather_showCheckAirTemperature = true;
force ace_weather_updateInterval = 60;
force ace_weather_windSimulation = true;

// ACE Wind Deflection
force ace_winddeflection_enabled = true;
force ace_winddeflection_simulationInterval = 0.05;
force ace_winddeflection_vehicleEnabled = true;

// ACE Zeus
force ace_zeus_autoAddObjects = false;
force ace_zeus_canCreateZeus = -1;

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force ace_zeus_radioOrdnance = false;
force ace_zeus_remoteWind = false;
force ace_zeus_revealMines = 0;
force ace_zeus_zeusAscension = false;
force ace_zeus_zeusBird = false;

// Community Base Addons
cba_diagnostic_ConsoleIndentType = -1;
force cba_diagnostic_watchInfoRefreshRate = 0.2;
cba_disposable_dropUsedLauncher = 2;
force cba_disposable_replaceDisposableLauncher = true;
cba_events_repetitionMode = 1;
force cba_network_loadoutValidation = 0;
cba_optics_usePipOptics = true;
cba_ui_notifyLifetime = 4;
cba_ui_StorePasswords = 1;

// OPTRE Powered MJOLNIR
OPTRE_HUD_ENEMY_COLOR = [1,0.2,0.2,1];
OPTRE_HUD_FRIENDLY_COLOR = [0.7,1,1,1];
OPTRE_HUD_GROUP_COLOR = [1,1,1,1];
OPTRE_HUD_HUMAN_ICON =
"\OPTRE_Suit_Scripts\textures\OPTRE_MJOLNIR_hudTargetInfantry.paa";
OPTRE_HUD_HUMAN_SIZE = 0.3;
OPTRE_HUD_NEUTRAL_COLOR = [1,1,0,1];
OPTRE_HUD_STATIC_ICON =
"\OPTRE_Suit_Scripts\textures\OPTRE_MJOLNIR_hudTargetEmplacement.paa";
OPTRE_HUD_STATIC_SIZE = 0.4;
OPTRE_HUD_VEHICLE_ICON =
"\OPTRE_Suit_Scripts\textures\OPTRE_MJOLNIR_hudTargetVehicle.paa";
OPTRE_HUD_VEHICLE_SIZE = 0.6;
force OPTRE_JUMP_SUITS_SETTING =
"OPTRE_MJOLNIR_Undersuit,OPTRE_MJOLNIR_Dress_Uniform,OPTRE_FC_MJOLNIR_MK
VI_Undersuit,OPTRE_FC_Elite_CombatSkin";
force OPTRE_MJOLNIR_ACTIVATE_AI = true;
OPTRE_MJOLNIR_ALLOW_LOWLIGHT_SETTING = true;
OPTRE_MJOLNIR_ALLOW_TARGETING_SETTING = true;
OPTRE_MJOLNIR_BOOTUP_COLOR = [0.694,0.933,0.345,1];
OPTRE_MJOLNIR_CAMSHAKE = true;
OPTRE_MJOLNIR_CHARGE_EFFECT_COLOR = [0.8,1,1,0.2];
OPTRE_MJOLNIR_CHARGE_TEXTURE_COLOR = [0.8,1,1,1];
OPTRE_MJOLNIR_DEPLETED_ALERT_COLOR = [1,0.2,0.2,0.8];
OPTRE_MJOLNIR_DEPLETED_EFFECT_COLOR = [1,0.2,0.2,1];
force OPTRE_MJOLNIR_ENABLE_JUMP = true;
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force OPTRE_MJOLNIR_ENABLE_SPARKS_HIT = true;
force OPTRE_MJOLNIR_ENABLE_SPARKS_SHIELD = true;
OPTRE_MJOLNIR_ENERGY_BAR_ACTIVE = true;
OPTRE_MJOLNIR_ENERGY_BAR_COLOR = [0.5,0.9,0.9,0.8];
OPTRE_MJOLNIR_ENERGY_BAR_TEXT_COLOR = [0.7,1,1,0.8];
OPTRE_MJOLNIR_HITEFFECT_COLOR = [1,1,0.2,1];
OPTRE_MJOLNIR_HITEFFECT_DEPLETED_COLOR = [1,0.2,0.2,1];
OPTRE_MJOLNIR_HUD_ACTIVE_INTRO = true;
force OPTRE_MJOLNIR_INCREASED_SPEED = true;
OPTRE_MJOLNIR_INFODISPLAY_COLOR = [0.7,1,1,0.8];
OPTRE_MJOLNIR_INFOTEXT_COLOR = [0.7,1,1,0.8];
force OPTRE_MJOLNIR_JUMP_FORWARD = 3.49489;
force OPTRE_MJOLNIR_JUMP_UP_HIGH = 3.99204;
force OPTRE_MJOLNIR_JUMP_UP_LOW = 5;
OPTRE_MJOLNIR_OVERLAY_COLOR = [0.7,1,1,0.4];
OPTRE_MJOLNIR_OVERWRITE_CONFIG_SHIELD = false;
force OPTRE_MJOLNIR_PREVENT_FALLDAMAGE = true;
OPTRE_MJOLNIR_RADAR_COLOR = [0.7,1,1,0.8];
force OPTRE_MJOLNIR_RECOIL_MODIFIER = 0.3;
OPTRE_MJOLNIR_SHIELD_DELAY = 0.1;
force OPTRE_MJOLNIR_SHIELD_ENERGY = 500;
force OPTRE_MJOLNIR_SHIELD_ENERGY_AI = 500;
force OPTRE_MJOLNIR_SHIELD_MODIFIER_1 = 1;
force OPTRE_MJOLNIR_SHIELD_MODIFIER_2 = 1.5;
force OPTRE_MJOLNIR_SHIELD_MODIFIER_3 = 2;
force OPTRE_MJOLNIR_SHIELD_MODIFIER_4 = 2.5;
force OPTRE_MJOLNIR_SHIELD_MODIFIER_5 = 3;
force OPTRE_MJOLNIR_SHIELD_MODIFIER_SUITS_1 =
"OPTRE_FC_Elite_Armor_Minor,OPTRE_Grunt_Shield";
force OPTRE_MJOLNIR_SHIELD_MODIFIER_SUITS_2 =
"OPTRE_FC_Elite_Armor_Major,OPTRE_FC_Elite_Armor_SpecOps,OPTRE_FC_Elite_Armor_
Officer";
force OPTRE_MJOLNIR_SHIELD_MODIFIER_SUITS_3 = "OPTRE_FC_Elite_Armor_Ultra";
force OPTRE_MJOLNIR_SHIELD_MODIFIER_SUITS_4 =
"OPTRE_FC_Elite_Armor_Zealot,OPTRE_FC_Elite_Armor_FieldMarshal";
force OPTRE_MJOLNIR_SHIELD_MODIFIER_SUITS_5 =
"OPTRE_FC_Elite_Armor_HonorGuard,OPTRE_FC_Elite_Armor_HonorGuard_Ultra";
force OPTRE_MJOLNIR_SHIELD_REGEN = 1.98573;
force OPTRE_MJOLNIR_SHIELD_REGEN_AI = 2;
force OPTRE_MJOLNIR_SHOW_ACTIVATE = true;
OPTRE_MJOLNIR_SHOW_DEACTIVATE = false;
OPTRE_MJOLNIR_SHOW_OUTLINE = true;
OPTRE_MJOLNIR_SHOW_OVERLAY = true;
force OPTRE_MJOLNIR_SPEED_MODIFIER = 1.68646;
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force OPTRE_MJOLNIR_SUPPRESS_RECOIL = true;
OPTRE_MJOLNIR_TARGETING_INTERVAL_RANGE_SETTING = 100;
OPTRE_MJOLNIR_TARGETING_MAX_RANGE_SETTING = 1000;
OPTRE_MJOLNIR_TARGETING_MIN_RANGE_SETTING = 100;
OPTRE_MJOLNIR_WEAPON_ICON_COLOR = [0.7,1,1,0.8];
OPTRE_POWERED_HELMETS =
"OPTRE_MJOLNIR_Mk4Helmet,OPTRE_MJOLNIR_Mk4Helmet_Blue,OPTRE_MJOLNIR_Mk4Helmet_Red,OPTRE_FC_MJOLNIR_MKV_Helmet,OPTRE_FC_MJOLNIR_MKV_Helmet_Black,OPTRE_FC_MJOLNIR_MKV_Helmet_117,OPTRE_FC_MJOLNIR_MKV_Helmet_Caboose,OPTRE_FC_MJOLNIR_MKV_Helmet_Freeman,OPTRE_FC_MJOLNIR_MKV_Helmet_Church,OPTRE_FC_MJOLNIR_MKV_Helmet_Donut,OPTRE_FC_MJOLNIR_MKV_Helmet_Simmons,OPTRE_FC_MJOLNIR_MKV_Helmet_Night,OPTRE_FC_MJOLNIR_MKV_Helmet_Olive,OPTRE_FC_MJOLNIR_MKV_Helmet_Grif,OPTRE_FC_MJOLNIR_MKV_Helmet_Sarge,OPTRE_FC_MJOLNIR_MKV_Helmet_Tucker,OPTRE_MJOLNIR_MkVBHelmet,OPTRE_MJOLNIR_MkVBHelmet_UA,OPTRE_MJOLNIR_MkVBHelmet_UA_HUL,OPTRE_MJOLNIR_MkVBHelmet_Red,OPTRE_MJOLNIR_MkVBHelmet_Blue,OPTRE_MJOLNIR_MkVBHelmet_Black,OPTRE_MJOLNIR_Commando,OPTRE_MJOLNIR_Commando_HUL3,OPTRE_MJOLNIR_Commando_DefaultV_HUL3,OPTRE_MJOLNIR_Commando_SilverV_HUL3,OPTRE_MJOLNIR_Commando_BlueV_HUL3,OPTRE_MJOLNIR_Commando_BlackV_HUL3,OPTRE_MJOLNIR_Commando_Black_HUL3,OPTRE_MJOLNIR_Commando_Black_DefaultV_HUL3,OPTRE_MJOLNIR_Commando_Black_SilverV_HUL3,OPTRE_MJOLNIR_Commando_Black_BlueV_HUL3,OPTRE_MJOLNIR_Commando_Black_BlackV_HUL3,OPTRE_MJOLNIR_Commando_Blue_HUL3,OPTRE_MJOLNIR_Commando_Blue_DefaultV_HUL3,OPTRE_MJOLNIR_Commando_Blue_SilverV_HUL3,OPTRE_MJOLNIR_Commando_Blue_BlueV_HUL3,OPTRE_MJOLNIR_Commando_Blue_BlackV_HUL3,OPTRE_MJOLNIR_Commando_Red_HUL3,OPTRE_MJOLNIR_Commando_Red_DefaultV_HUL3,OPTRE_MJOLNIR_Commando_Red_SilverV_HUL3,OPTRE_MJOLNIR_Commando_Red_BlueV_HUL3,OPTRE_MJOLNIR_Commando_Red_BlackV_HUL3,OPTRE_MJOLNIR_MkVBHelmet_BLKV,OPTRE_MJOLNIR_MkVBHelmet_BLUV,OPTRE_MJOLNIR_MkVBHelmet_SLVV,OPTRE_MJOLNIR_MkVBHelmet_Black_SLVV,OPTRE_MJOLNIR_Commando_DefaultV,OPTRE_MJOLNIR_Commando_SilverV,OPTRE_MJOLNIR_Commando_BlueV,OPTRE_MJOLNIR_Commando_BlackV,OPTRE_MJOLNIR_Commando_Black,OPTRE_MJOLNIR_Commando_Black_DefaultV,OPTRE_MJOLNIR_Commando_Black_SilverV,OPTRE_MJOLNIR_Commando_Black_BlueV,OPTRE_MJOLNIR_Commando_Black_BlackV,OPTRE_MJOLNIR_Commando_Blue,OPTRE_MJOLNIR_Commando_Blue_DefaultV,OPTRE_MJOLNIR_Commando_Blue_SilverV,OPTRE_MJOLNIR_Commando_Blue_BlueV,OPTRE_MJOLNIR_Commando_Blue_BlackV,OPTRE_MJOLNIR_Commando_Red,OPTRE_MJOLNIR_Commando_Red_DefaultV,OPTRE_MJOLNIR_Commando_Red_SilverV,OPTRE_MJOLNIR_Commando_Red_BlueV,OPTRE_MJOLNIR_Commando_Red_BlackV,OPTRE_MJOLNIR_CQB,OPTRE_MJOLNIR_CQC,OPTRE_MJOLNIR_Pilot,OPTRE_MJOLNIR_Operator,OPTRE_MJOLNIR_EOD,OPTRE_MJOLNIR_ODST,OPTRE_FC_MJOLNIR_Mark_VI_Helmet,OPTRE_FC_MJOLNIR_Mark_VI_Helmet_White,OPTRE_FC_MJOLNIR_Mark_VI_Helmet_Olive,OPTRE_FC_MJOLNIR_Mark_VI_Helmet_Tan,OPTRE_FC_MJOLNIR_Mark_VI_Helmet_Tex,OPTRE_FC_MJOLNIR_Mark_VI_Helmet_Caboose,OPTRE_FC_MJOLNIR_Mark_VI_Helmet_Church,OPTRE_FC_MJOLNIR_Mark_VI_Helmet_Donut,OPTRE_FC_MJOLNIR_Mark_VI_Helmet_Grif,OPTRE_FC_MJOLNIR_Mark_VI_Helmet_

Simmons,OPTRE_FC_MJOLNIR_Mark_VI_Helmet_Sarge,OPTRE_FC_MJOLNIR_Mark_VI_Helmet_Kaikaina,OPTRE_FC_MJOLNIR_Mark_VI_Helmet_Lopez,OPTRE_FC_MJOLNIR_Mark_VI_Helmet_Doc,OPTRE_FC_MJOLNIR_Mark_VI_Helmet_North,OPTRE_FC_MJOLNIR_Mark_VI_Helmet_South,OPTRE_FC_MJOLNIR_Mark_VI_Helmet_York,OPTRE_FC_MJOLNIR_Mark_VI_Helmet_Washington,OPTRE_FC_MJOLNIR_Mark_VI_Helmet_Tucker,OPTRE_MJOLNIR_EVAHelmet,OPTRE_MJOLNIR_EVAHelmet_Emily,OPTRE_MJOLNIR_MPHelmet,OPTRE_MJOLNIR_ReconHelmet,OPTRE_FC_Elite_Helmet_FieldMarshal,OPTRE_FC_Elite_Helmet_HonorGuard_Ultra,OPTRE_FC_Elite_Helmet_HonorGuard,OPTRE_FC_Elite_Helmet_Major,OPTRE_FC_Elite_Helmet_Officer,OPTRE_FC_Elite_Helmet_Minor,OPTRE_FC_Elite_Helmet_SpecOps,OPTRE_FC_Elite_Helmet_Ultra,OPTRE_FC_Elite_Helmet_Zealot";
force OPTRE_POWERED_SUITS_SETTING =
"OPTRE_Grunt_Shield,OPTRE_MJOLNIR_Mk4Armor,OPTRE_MJOLNIR_Mk4Armor_Blue,OPTRE_MJOLNIR_Mk4Armor_Red,OPTRE_FC_MJOLNIR_MKV_Armor,OPTRE_FC_MJOLNIR_MKV_Armor_Black,OPTRE_FC_MJOLNIR_MKV_Armor_117,OPTRE_FC_MJOLNIR_MKV_Armor_Caboose,OPTRE_FC_MJOLNIR_MKV_Armor_Freeman,OPTRE_FC_MJOLNIR_MKV_Armor_Church,OPTRE_FC_MJOLNIR_MKV_Armor_Donut,OPTRE_FC_MJOLNIR_MKV_Armor_Simmons,OPTRE_FC_MJOLNIR_MKV_Armor_Night,OPTRE_FC_MJOLNIR_MKV_Armor_Olive,OPTRE_FC_MJOLNIR_MKV_Armor_Grif,OPTRE_FC_MJOLNIR_MKV_Armor_Sarge,OPTRE_FC_MJOLNIR_MKV_Armor_Tucker,OPTRE_MJOLNIR_MkVBArmor,OPTRE_FC_MJOLNIR_Mark_VI_Armor,OPTRE_FC_MJOLNIR_Mark_VI_Armor_White,OPTRE_FC_MJOLNIR_Mark_VI_Armor_Olive,OPTRE_FC_MJOLNIR_Mark_VI_Armor_Tan,OPTRE_FC_MJOLNIR_Mark_VI_Armor_Tex,OPTRE_FC_MJOLNIR_Mark_VI_Armor_Caboose,OPTRE_FC_MJOLNIR_Mark_VI_Armor_Church,OPTRE_FC_MJOLNIR_Mark_VI_Armor_Tucker,OPTRE_FC_MJOLNIR_Mark_VI_Armor_Donut,OPTRE_FC_MJOLNIR_Mark_VI_Armor_Grif,OPTRE_FC_MJOLNIR_Mark_VI_Armor_Simmons,OPTRE_FC_MJOLNIR_Mark_VI_Armor_Sarge,OPTRE_FC_MJOLNIR_Mark_VI_Armor_Kaikaina,OPTRE_FC_MJOLNIR_Mark_VI_Armor_Lopez,OPTRE_FC_MJOLNIR_Mark_VI_Armor_Doc,OPTRE_FC_MJOLNIR_Mark_VI_Armor_North,OPTRE_FC_MJOLNIR_Mark_VI_Armor_South,OPTRE_FC_MJOLNIR_Mark_VI_Armor_York,OPTRE_FC_MJOLNIR_Mark_VI_Armor_Washington,OPTRE_FC_Elite_Armor_FieldMarshal,OPTRE_FC_Elite_Armor_HonorGuard_Ultra,OPTRE_FC_Elite_Armor_HonorGuard,OPTRE_FC_Elite_Armor_Major,OPTRE_FC_Elite_Armor_Officer,OPTRE_FC_Elite_Armor_Minor,OPTRE_FC_Elite_Armor_SpecOps,OPTRE_FC_Elite_Armor_Ultra,OPTRE_FC_Elite_Armor_Zealot,OPTRE_MJOLNIR_MkVBArmor2,OPTRE_MJOLNIR_MkVBArmor3,OPTRE_MJOLNIR_MkVBArmor4,OPTRE_MJOLNIR_MkVBArmor5,OPTRE_MJOLNIR_MkVBArmor6,OPTRE_MJOLNIR_MkVBArmor7,OPTRE_MJOLNIR_MkVBArmor8,OPTRE_MJOLNIR_MkVBArmor_FJPARA1,OPTRE_MJOLNIR_MkVBArmor_FJPARA2,OPTRE_MJOLNIR_MkVBArmor_FJPARA3,OPTRE_MJOLNIR_MkVBArmor_FJPARA4,OPTRE_MJOLNIR_MkVBArmor_FJPARA5,OPTRE_MJOLNIR_MkVBArmor_FJPARA6,OPTRE_MJOLNIR_MkVBArmor_FJPARA7,OPTRE_MJOLNIR_MkVBArmor_FJPARA8,OPTRE_MJOLNIR_MkVBArmor_FJPARA9,OPTRE_MJOLNIR_MkVBArmor_Commando,OPTRE_MJOLNIR_MkVBArmor_Commando2,OPTRE_MJOLNIR_MkVBArmor_Commando3,OPTRE_MJOLNIR_MkVBArmor_Commando4,OPTRE_MJOLNIR_MkVBArmor_Commando5,OPTRE_MJOLNIR_MkVBArmor_Commando6,OPTRE_MJOLNIR_MkVBArmor_Commando7,OPTRE_MJOLNIR_MkVBArmor_Commando8,OPTRE_MJOLNIR_MkVBArmor_MkV,OPTRE_MJOLNIR_MkVBArmor_MkV2,OPTRE_MJOLNIR_MkVBArmor_MkV3,OPTRE_MJOLNIR_MkVBArmor_MkV4,O

PTRE_MJOLNIR_MkVBArmor_MkV5,OPTRE_MJOLNIR_MkVBArmor_MkV6,OPTRE_MJOLNIR_MkVBArmor_MkV7,OPTRE_MJOLNIR_MkVBArmor_MkV8,OPTRE_MJOLNIR_MkVBArmor_Red,OPTRE_MJOLNIR_MkVBArmor_Blue,OPTRE_MJOLNIR_MkVBArmor_Black,OPTRE_MJOLNIR_MkVBArmor_Default,OPTRE_MJOLNIR_MkVBArmor_Default2,OPTRE_MJOLNIR_MkVBArmor_Default3,OPTRE_MJOLNIR_MkVBArmor_Default4,OPTRE_MJOLNIR_MkVBArmor_Default5,OPTRE_MJOLNIR_MkVBArmor_Default6,OPTRE_MJOLNIR_MkVBArmor_Default7,OPTRE_MJOLNIR_MkVBArmor_Default8,OPTRE_MJOLNIR_MkVBArmor_Default9,OPTRE_MJOLNIR_MkVBArmor_Default10,OPTRE_MJOLNIR_MkVBArmor_Default11,OPTRE_MJOLNIR_MkVBArmor_Default_Black,OPTRE_MJOLNIR_MkVBArmor_Default_Red,OPTRE_MJOLNIR_MkVBArmor_Default_Blue,OPTRE_MJOLNIR_MkVBArmor_Grenadier,OPTRE_MJOLNIR_MkVBArmor_Grenadier2,OPTRE_MJOLNIR_MkVBArmor_Grenadier3,OPTRE_MJOLNIR_MkVBArmor_Grenadier4,OPTRE_MJOLNIR_MkVBArmor_Grenadier5,OPTRE_MJOLNIR_MkVBArmor_Grenadier6,OPTRE_MJOLNIR_MkVBArmor_Grenadier7,OPTRE_MJOLNIR_MkVBArmor_Grenadier8,OPTRE_MJOLNIR_MkVBArmor_Grenadier9,OPTRE_MJOLNIR_MkVBArmor_CQC,OPTRE_MJOLNIR_MkVBArmor_CQC2,OPTRE_MJOLNIR_MkVBArmor_CQC3,OPTRE_MJOLNIR_MkVBArmor_CQC4,OPTRE_MJOLNIR_MkVBArmor_CQC5,OPTRE_MJOLNIR_MkVBArmor_CQC6,OPTRE_MJOLNIR_MkVBArmor_CQC7,OPTRE_MJOLNIR_MkVBArmor_CQC8,OPTRE_MJOLNIR_MkVBArmor_CQC9,OPTRE_MJOLNIR_MkVBArmor_CQC10,OPTRE_MJOLNIR_MkVBArmor_CQC11,OPTRE_MJOLNIR_MkVBArmor_CQC12,OPTRE_MJOLNIR_MkVBArmor_CQC13,OPTRE_MJOLNIR_MkVBArmor_CQC14,OPTRE_MJOLNIR_MkVBArmor_FJPARA_Knees,OPTRE_MJOLNIR_MkVBArmor_FJPARA_Knees2,OPTRE_MJOLNIR_MkVBArmor_FJPARA_Knees3,OPTRE_MJOLNIR_MkVBArmor_FJPARA_Knees4,OPTRE_MJOLNIR_MkVBArmor_FJPARA_Knees5,OPTRE_MJOLNIR_MkVBArmor_FJPARA_Knees6,OPTRE_MJOLNIR_MkVBArmor_Collar_Gren_UA,OPTRE_MJOLNIR_MkVBArmor_Collar_Gren_UA2,OPTRE_MJOLNIR_MkVBArmor_Collar_Gren_UA3,OPTRE_MJOLNIR_MkVBArmor_Collar_Gren_UA4,OPTRE_MJOLNIR_MkVBArmor_Collar_Gren_UA5,OPTRE_MJOLNIR_MkVBArmor_Collar_Gren_UA6OPTRE_MJOLNIR_MkVBArmor_ParaCQC_FJPARA_Knees1,OPTRE_MJOLNIR_MkVBArmor_ParaCommando_FJPARA_Knees1,OPTRE_MJOLNIR_MkVBArmor_ParaGrenadier_FJPARA_Knees1,OPTRE_MJOLNIR_MkVBArmor_ParaMarkV_FJPARA_Knees1,OPTRE_MJOLNIR_MkVBArmor_ParaSecurity_FJPARA_Knees1,OPTRE_MJOLNIR_MkVBArmor_ParaCQC_FJPARA_Knees2,OPTRE_MJOLNIR_MkVBArmor_ParaCommando_FJPARA_Knees2,OPTRE_MJOLNIR_MkVBArmor_ParaGrenadier_FJPARA_Knees2,OPTRE_MJOLNIR_MkVBArmor_ParaMarkV_FJPARA_Knees2,OPTRE_MJOLNIR_MkVBArmor_ParaSecurity_FJPARA_Knees2,OPTRE_MJOLNIR_MkVBArmor_CQCPara_FJPARA_Knees1,OPTRE_MJOLNIR_MkVBArmor_CQCCommando_FJPARA_Knees1,OPTRE_MJOLNIR_MkVBArmor_CQCGrenadier_FJPARA_Knees1,OPTRE_MJOLNIR_MkVBArmor_CQCMarkV_FJPARA_Knees1,OPTRE_MJOLNIR_MkVBArmor_CQCSecurity_FJPARA_Knees1,OPTRE_MJOLNIR_MkVBArmor_CQCPara_FJPARA_Knees2,OPTRE_MJOLNIR_MkVBArmor_CQCCommando_FJPARA_Knees2,OPTRE_MJOLNIR_MkVBArmor_CQCGrenadier_FJPARA_Knees2,OPTRE_MJOLNIR_MkVBArmor_CQCMarkV_FJPARA_Knees2,OPTRE_MJOLNIR_MkVBArmor_CQCSecurity_FJPARA_Knees2,OPTRE_MJOLNIR_MkVBArmor_CommandoPara_FJPARA_Knees1,OPTRE_MJOLNIR_MkVBArmor_CommandoCQC_FJPARA_Knees1,OPTRE_MJOLNIR_MkVBArmor_CommandoGrenadier_FJPARA_Knees1,OPTRE_MJOLNIR_MkVBArmor_CommandoMarkV_FJPARA_Knees1,OPTRE_MJOLNIR_MkVBArmor_CommandoSecurity_FJPARA_Knees1,OPTRE_MJOLNIR_MkVBArmor

_CommandoPara_FJPARA_Knees2,OPTRE_MJOLNIR_MkVBArmor_CommandoCQC_FJPARA_Knees2,OPTRE_MJOLNIR_MkVBArmor_CommandoGrenadier_FJPARA_Knees2,OPTRE_MJOLNIR_MkVBArmor_CommandoMarkV_FJPARA_Knees2,OPTRE_MJOLNIR_MkVBArmor_CommandoSecurity_FJPARA_Knees2,OPTRE_MJOLNIR_MkVBArmor_GrenadierPara_FJPARA_Knees1,OPTRE_MJOLNIR_MkVBArmor_GrenadierCQC_FJPARA_Knees1,OPTRE_MJOLNIR_MkVBArmor_GrenadierCommando_FJPARA_Knees1,OPTRE_MJOLNIR_MkVBArmor_GrenadierMarkV_FJPARA_Knees1,OPTRE_MJOLNIR_MkVBArmor_GrenadierSecurity_FJPARA_Knees1,OPTRE_MJOLNIR_MkVBArmor_GrenadierPara_FJPARA_Knees2,OPTRE_MJOLNIR_MkVBArmor_GrenadierCQC_FJPARA_Knees2,OPTRE_MJOLNIR_MkVBArmor_GrenadierCommando_FJPARA_Knees2,OPTRE_MJOLNIR_MkVBArmor_GrenadierMarkV_FJPARA_Knees2,OPTRE_MJOLNIR_MkVBArmor_GrenadierSecurity_FJPARA_Knees2,OPTRE_MJOLNIR_MkVBArmor_MarkVPara_FJPARA_Knees1,OPTRE_MJOLNIR_MkVBArmor_MarkVCQC_FJPARA_Knees1,OPTRE_MJOLNIR_MkVBArmor_MarkVCommando_FJPARA_Knees1,OPTRE_MJOLNIR_MkVBArmor_MarkVGrenadier_FJPARA_Knees1,OPTRE_MJOLNIR_MkVBArmor_MarkVSecurity_FJPARA_Knees1,OPTRE_MJOLNIR_MkVBArmor_MarkVPara_FJPARA_Knees2,OPTRE_MJOLNIR_MkVBArmor_MarkVCQC_FJPARA_Knees2,OPTRE_MJOLNIR_MkVBArmor_MarkVCommando_FJPARA_Knees2,OPTRE_MJOLNIR_MkVBArmor_MarkVGrenadier_FJPARA_Knees2,OPTRE_MJOLNIR_MkVBArmor_MarkVSecurity_FJPARA_Knees2,OPTRE_MJOLNIR_MkVBArmor_SecurityPara_FJPARA_Knees1,OPTRE_MJOLNIR_MkVBArmor_SecurityCQC_FJPARA_Knees1,OPTRE_MJOLNIR_MkVBArmor_SecurityCommando_FJPARA_Knees1,OPTRE_MJOLNIR_MkVBArmor_SecurityGrenadier_FJPARA_Knees1,OPTRE_MJOLNIR_MkVBArmor_SecurityMarkV_FJPARA_Knees1,OPTRE_MJOLNIR_MkVBArmor_SecurityPara_FJPARA_Knees2,OPTRE_MJOLNIR_MkVBArmor_SecurityCQC_FJPARA_Knees2,OPTRE_MJOLNIR_MkVBArmor_SecurityCommando_FJPARA_Knees2,OPTRE_MJOLNIR_MkVBArmor_SecurityGrenadier_FJPARA_Knees2,OPTRE_MJOLNIR_MkVBArmor_SecurityMarkV_FJPARA_Knees2,OPTRE_MJOLNIR_MkVBArmor_ParaCQC_FJPARA_Knees_Collar1,OPTRE_MJOLNIR_MkVBArmor_ParaCommando_FJPARA_Knees_Collar1,OPTRE_MJOLNIR_MkVBArmor_ParaGrenadier_FJPARA_Knees_Collar1,OPTRE_MJOLNIR_MkVBArmor_ParaMarkV_FJPARA_Knees_Collar1,OPTRE_MJOLNIR_MkVBArmor_ParaSecurity_FJPARA_Knees_Collar1,OPTRE_MJOLNIR_MkVBArmor_ParaCQC_FJPARA_Knees_Collar2,OPTRE_MJOLNIR_MkVBArmor_ParaCommando_FJPARA_Knees_Collar2,OPTRE_MJOLNIR_MkVBArmor_ParaGrenadier_FJPARA_Knees_Collar2,OPTRE_MJOLNIR_MkVBArmor_ParaMarkV_FJPARA_Knees_Collar2,OPTRE_MJOLNIR_MkVBArmor_ParaSecurity_FJPARA_Knees_Collar2,OPTRE_MJOLNIR_MkVBArmor_CQCPara_FJPARA_Knees_Collar1,OPTRE_MJOLNIR_MkVBArmor_CQCCommando_FJPARA_Knees_Collar1,OPTRE_MJOLNIR_MkVBArmor_CQCGrenadier_FJPARA_Knees_Collar1,OPTRE_MJOLNIR_MkVBArmor_CQCMarkV_FJPARA_Knees_Collar1,OPTRE_MJOLNIR_MkVBArmor_CQCSecurity_FJPARA_Knees_Collar1,OPTRE_MJOLNIR_MkVBArmor_CQCPara_FJPARA_Knees_Collar2,OPTRE_MJOLNIR_MkVBArmor_CQCCommando_FJPARA_Knees_Collar2,OPTRE_MJOLNIR_MkVBArmor_CQCGrenadier_FJPARA_Knees_Collar2,OPTRE_MJOLNIR_MkVBArmor_CQCMarkV_FJPARA_Knees_Collar2,OPTRE_MJOLNIR_MkVBArmor_CQCSecurity_FJPARA_Knees_Collar2,OPTRE_MJOLNIR_MkVBArmor_CommandoPara_FJPARA_Knees_Collar1,OPTRE_MJOLNIR_MkVBArmor_CommandoCQC_FJPARA_Knees_Collar1,OPTRE_MJOLNIR_MkVBArmor_CommandoGrenadier_FJPARA_Knees_Collar1,OPTRE_MJOLNIR_MkVBArmor_CommandoMarkV_FJPARA_Knees_Collar1,OPTRE_MJOLNIR_MkVBArmor_

CommandoSecurity_FJPARA_Knees_Collar1,OPTRE_MJOLNIR_MkVBArmor_CommandoPara_FJPARA_Knees_Collar2,OPTRE_MJOLNIR_MkVBArmor_CommandoCQC_FJPARA_Knees_Collar2,OPTRE_MJOLNIR_MkVBArmor_CommandoGrenadier_FJPARA_Knees_Collar2,OPTRE_MJOLNIR_MkVBArmor_CommandoMarkV_FJPARA_Knees_Collar2,OPTRE_MJOLNIR_MkVBArmor_CommandoSecurity_FJPARA_Knees_Collar2,OPTRE_MJOLNIR_MkVBArmor_GrenadierPara_FJPARA_Knees_Collar1,OPTRE_MJOLNIR_MkVBArmor_GrenadierCQC_FJPARA_Knees_Collar1,OPTRE_MJOLNIR_MkVBArmor_GrenadierCommando_FJPARA_Knees_Collar1,OPTRE_MJOLNIR_MkVBArmor_GrenadierMarkV_FJPARA_Knees_Collar1,OPTRE_MJOLNIR_MkVBArmor_GrenadierSecurity_FJPARA_Knees_Collar1,OPTRE_MJOLNIR_MkVBArmor_GrenadierPara_FJPARA_Knees_Collar2,OPTRE_MJOLNIR_MkVBArmor_GrenadierCQC_FJPARA_Knees_Collar2,OPTRE_MJOLNIR_MkVBArmor_GrenadierCommando_FJPARA_Knees_Collar2,OPTRE_MJOLNIR_MkVBArmor_GrenadierMarkV_FJPARA_Knees_Collar2,OPTRE_MJOLNIR_MkVBArmor_GrenadierSecurity_FJPARA_Knees_Collar2,OPTRE_MJOLNIR_MkVBArmor_MarkVPara_FJPARA_Knees_Collar1,OPTRE_MJOLNIR_MkVBArmor_MarkVCQC_FJPARA_Knees_Collar1,OPTRE_MJOLNIR_MkVBArmor_MarkVCommando_FJPARA_Knees_Collar1,OPTRE_MJOLNIR_MkVBArmor_MarkVGrenadier_FJPARA_Knees_Collar1,OPTRE_MJOLNIR_MkVBArmor_MarkVSecurity_FJPARA_Knees_Collar1,OPTRE_MJOLNIR_MkVBArmor_MarkVPara_FJPARA_Knees_Collar2,OPTRE_MJOLNIR_MkVBArmor_MarkVCQC_FJPARA_Knees_Collar2,OPTRE_MJOLNIR_MkVBArmor_MarkVCommando_FJPARA_Knees_Collar2,OPTRE_MJOLNIR_MkVBArmor_MarkVGrenadier_FJPARA_Knees_Collar2,OPTRE_MJOLNIR_MkVBArmor_MarkVSecurity_FJPARA_Knees_Collar2,OPTRE_MJOLNIR_MkVBArmor_SecurityPara_FJPARA_Knees_Collar1,OPTRE_MJOLNIR_MkVBArmor_SecurityCQC_FJPARA_Knees_Collar1,OPTRE_MJOLNIR_MkVBArmor_SecurityCommando_FJPARA_Knees_Collar1,OPTRE_MJOLNIR_MkVBArmor_SecurityGrenadier_FJPARA_Knees_Collar1,OPTRE_MJOLNIR_MkVBArmor_SecurityMarkV_FJPARA_Knees_Collar1,OPTRE_MJOLNIR_MkVBArmor_SecurityPara_FJPARA_Knees_Collar2,OPTRE_MJOLNIR_MkVBArmor_SecurityCQC_FJPARA_Knees_Collar2,OPTRE_MJOLNIR_MkVBArmor_SecurityCommando_FJPARA_Knees_Collar2,OPTRE_MJOLNIR_MkVBArmor_SecurityGrenadier_FJPARA_Knees_Collar2,OPTRE_MJOLNIR_MkVBArmor_SecurityMarkV_FJPARA_Knees_Collar2,OPTRE_MJOLNIR_MkVBArmor_FJPARA_Collar,OPTRE_MJOLNIR_MkVBArmor_Commando_Collar,OPTRE_MJOLNIR_MkVBArmor_MkV_Collar,OPTRE_MJOLNIR_MkVBArmor_Grenadier_Collar,OPTRE_MJOLNIR_MkVBArmor_CQC_Collar,OPTRE_MJOLNIR_MkVBArmor2_Collar,OPTRE_MJOLNIR_MkVBArmor_FJPARA_Knees_CollarBase,OPTRE_MJOLNIR_MkVBArmor_Commando_Knees_CollarBase,OPTRE_MJOLNIR_MkVBArmor_MkV_Knees_CollarBase,OPTRE_MJOLNIR_MkVBArmor_Grenadier_Knees_CollarBase,OPTRE_MJOLNIR_MkVBArmor_CQC_Knees_CollarBase,OPTRE_MJOLNIR_MkVBArmor2_Knees_CollarBase,OPTRE_MJOLNIR_MkVBArmor_ParaCQC_FJPARA_Collar1,OPTRE_MJOLNIR_MkVBArmor_ParaCommando_FJPARA_Collar1,OPTRE_MJOLNIR_MkVBArmor_ParaGrenadier_FJPARA_Collar1,OPTRE_MJOLNIR_MkVBArmor_ParaMarkV_FJPARA_Collar1,OPTRE_MJOLNIR_MkVBArmor_ParaSecurity_FJPARA_Collar1,OPTRE_MJOLNIR_MkVBArmor_ParaCQC_FJPARA_Collar2,OPTRE_MJOLNIR_MkVBArmor_ParaCommando_FJPARA_Collar2,OPTRE_MJOLNIR_MkVBArmor_ParaGrenadier_FJPARA_Collar2,OPTRE_MJOLNIR_MkVBArmor_ParaMarkV_FJPARA_Collar2,OPTRE_MJOLNIR_MkVBArmor_ParaSecurity_FJPARA_Collar2,OPTRE_MJOLNIR_MkVBArmor_CQCPara_FJPARA_Collar1,OPTRE_MJOLNIR_MkVBArmor_CQCCommando_FJPARA_Collar1,OPTRE_MJOLNIR_MkVBArmor_CQCGren

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adier_FJPARA_Collar1,OPTRE_MJOLNIR_MkVBArmor_CQCMarkV_FJPARA_Collar1,OPTRE
_MJOLNIR_MkVBArmor_CQCSecurity_FJPARA_Collar1,OPTRE_MJOLNIR_MkVBArmor_CQ
CPara_FJPARA_Collar2,OPTRE_MJOLNIR_MkVBArmor_CQCCommando_FJPARA_Collar2,O
PTRE_MJOLNIR_MkVBArmor_CQCGrenadier_FJPARA_Collar2,OPTRE_MJOLNIR_MkVBArm
or_CQCMarkV_FJPARA_Collar2,OPTRE_MJOLNIR_MkVBArmor_CQCSecurity_FJPARA_Coll
ar2,OPTRE_MJOLNIR_MkVBArmor_CommandoPara_FJPARA_Collar1,OPTRE_MJOLNIR_Mk
VBArmor_CommandoCQC_FJPARA_Collar1,OPTRE_MJOLNIR_MkVBArmor_CommandoGre
nadier_FJPARA_Collar1,OPTRE_MJOLNIR_MkVBArmor_CommandoMarkV_FJPARA_Collar1,
OPTRE_MJOLNIR_MkVBArmor_CommandoSecurity_FJPARA_Collar1,OPTRE_MJOLNIR_Mk
VBArmor_CommandoPara_FJPARA_Collar2,OPTRE_MJOLNIR_MkVBArmor_CommandoCQC
_FJPARA_Collar2,OPTRE_MJOLNIR_MkVBArmor_CommandoGrenadier_FJPARA_Collar2,O
PTRE_MJOLNIR_MkVBArmor_CommandoMarkV_FJPARA_Collar2,OPTRE_MJOLNIR_MkVB
Armor_CommandoSecurity_FJPARA_Collar2,OPTRE_MJOLNIR_MkVBArmor_GrenadierPara_
FJPARA_Collar1,OPTRE_MJOLNIR_MkVBArmor_GrenadierCQC_FJPARA_Collar1,OPTRE_M
JOLNIR_MkVBArmor_GrenadierCommando_FJPARA_Collar1,OPTRE_MJOLNIR_MkVBArmor
_GrenadierMarkV_FJPARA_Collar1,OPTRE_MJOLNIR_MkVBArmor_GrenadierSecurity_FJPA
RA_Collar1,OPTRE_MJOLNIR_MkVBArmor_GrenadierPara_FJPARA_Collar2,OPTRE_MJOLN
IR_MkVBArmor_GrenadierCQC_FJPARA_Collar2,OPTRE_MJOLNIR_MkVBArmor_GrenadierC
ommando_FJPARA_Collar2,OPTRE_MJOLNIR_MkVBArmor_GrenadierMarkV_FJPARA_Collar
2,OPTRE_MJOLNIR_MkVBArmor_GrenadierSecurity_FJPARA_Collar2,OPTRE_MJOLNIR_Mk
VBArmor_MarkVPara_FJPARA_Collar1,OPTRE_MJOLNIR_MkVBArmor_MarkVCQC_FJPARA
_Collar1,OPTRE_MJOLNIR_MkVBArmor_MarkVCommando_FJPARA_Collar1,OPTRE_MJOL
NIR_MkVBArmor_MarkVGrenadier_FJPARA_Collar1,OPTRE_MJOLNIR_MkVBArmor_MarkVS
ecurity_FJPARA_Collar1,OPTRE_MJOLNIR_MkVBArmor_MarkVPara_FJPARA_Collar2,OPTR
E_MJOLNIR_MkVBArmor_MarkVCQC_FJPARA_Collar2,OPTRE_MJOLNIR_MkVBArmor_Mar
kVCommando_FJPARA_Collar2,OPTRE_MJOLNIR_MkVBArmor_MarkVGrenadier_FJPARA_C
ollar2,OPTRE_MJOLNIR_MkVBArmor_MarkVSecurity_FJPARA_Collar2,OPTRE_MJOLNIR_M
kVBArmor_SecurityPara_FJPARA_Collar1,OPTRE_MJOLNIR_MkVBArmor_SecurityCQC_FJP
ARA_Collar1,OPTRE_MJOLNIR_MkVBArmor_SecurityCommando_FJPARA_Collar1,OPTRE_
MJOLNIR_MkVBArmor_SecurityGrenadier_FJPARA_Collar1,OPTRE_MJOLNIR_MkVBArmor_
SecurityMarkV_FJPARA_Collar1,OPTRE_MJOLNIR_MkVBArmor_SecurityPara_FJPARA_Coll
ar2,OPTRE_MJOLNIR_MkVBArmor_SecurityCQC_FJPARA_Collar2,OPTRE_MJOLNIR_MkVB
Armor_SecurityCommando_FJPARA_Collar2,OPTRE_MJOLNIR_MkVBArmor_SecurityGrenadi
er_FJPARA_Collar2,OPTRE_MJOLNIR_MkVBArmor_SecurityMarkV_FJPARA_Collar2";
OPTRE_START_ON_INIT = true;

// OPTRE Settings
OPTRE_AircraftHUD_colour = [0.082,0.408,0.039,1];
OPTRE_Debug_Mode = false;
force OPTRE_Enable_Humans_To_Detach = false;
force OPTRE_Enable_Supercombustion_dev = true;
force OPTRE_Enable_Turret_Detach = true;
force OPTRE_Hijack_FriendlyFireEnabled = true;
force OPTRE_Hijack_Mode = 2;
```

```
force OPTRE_Human_Non_Detachable_Turrets = "";
force OPTRE_Jackal_Randomize = true;
force OPTRE_Spartan_Non_Detachable_Turrets = "";
force OPTRE_Spartan_Randomize = true;
```