Mater Control Tech library control scheme.

local uTable = {}

local function mpx2() return "MP" .. stats.stat\_get\_int(gameplay.get\_hash\_key("MPPLY\_LAST\_MP\_CHAR"), 1) .. "\_"end

uTable.Achievements = {

[1] = "Welcome to Los Santos",

[2] = "A Friendship Resurrected",

[3] = "A Fair Day's Pay",

[4] = "The Moment of Truth",

[5] = "To Live or Die in Los Santos",

[6] = "Diamond Hard",

[7] = "Subversive",

[8] = "Blitzed",

[9] = "Small Town, Big Job",

[10] = "The Government Gimps",

[11] = "The Big One!",

[12] = "Solid Gold, Baby!",

[13] = "Career Criminal",

[14] = "San Andreas Sightseer",

[15] = "All's Fare in Love and War",

[16] = "TP Industries Arms Race",

[17] = "Multi-Disciplined",

[18] = "From Beyond the Stars",

[19] = "A Mystery, Solved",

[20] = "Waste Management",

[21] = "Red Mist",

[22] = "Show Off",

[23] = "Kifflom!",

[24] = "Three Man Army",

[25] = "Out of Your Depth",

[26] = "Altruist Acolyte",

[27] = "A Lot of Cheddar",

[28] = "Trading Pure Alpha",

[29] = "Pimp My Sidearm",

[30] = "Wanted: Alive Or Alive",

[31] = "Los Santos Customs",

[32] = "Close Shave",

[33] = "Off the Plane",

[34] = "Three-Bit Gangster",

[35] = "Making Moves",

[36] = "Above the Law",

[37] = "Numero Uno",

[38] = "The Midnight Club",

[39] = "Unnatural Selection",

[40] = "Backseat Driver",

[41] = "Run Like The Wind",

[42] = "Clean Sweep",

[43] = "Decorated",

[44] = "Stick Up Kid",

[45] = "Enjoy Your Stay",

[46] = "Crew Cut",

[47] = "Full Refund",

[48] = "Dialling Digits",

[49] = "American Dream",

[50] = "A New Perspective",

[51] = "Be Prepared",

[52] = "In the Name of Science",

[53] = "Dead Presidents",

[54] = "Parole Day",

[55] = "Shot Caller",

[56] = "Four Way",

[57] = "Live a Little",

[58] = "Can't Touch This",

[59] = "Mastermind",

[60] = "Vinewood Visionary",

[61] = "Majestic",

[62] = "Humans of Los Santos",

[63] = "First Time Director",

[64] = "Animal Lover",

[65] = "Ensemble Piece",

[66] = "Cult Movie",

[67] = "Location Scout",

[68] = "Method Actor",

[69] = "Cryptozoologist",

[70] = "Getting Started",

[71] = "The Data Breaches",

[72] = "The Bogdan Problem",

[73] = "The Doomsday Scenario",

[74] = "A World Worth Saving",

[75] = "Orbital Obliteration",

[76] = "Elitist",

[77] = "Masterminds",}

uTable.YetiClues = {

{name = "Camp", coord = v3(-1562.69, 4699.04, 50.426)},

{name = "Clothes", coord = v3(-1359.869, 4733.429, 46.919)},

{name = "Dead Deer", coord = v3(-1715.398, 4501.203, 0.096)},

{name = "Car Wreck", coord = v3(-1282.18, 4487.826, 12.643)},

{name = "Body Parts", coord = v3(-1569.107, 4478.335, 21.157)},}

uTable.SerialKillerClues = {

{name = "Bloody Handprint", coord = v3(-678.9984, 5797.6851, 17.3309)},

{name = "Machete", coord = v3(1901.4042, 4911.5479, 48.6951)},

{name = "Severed Hand", coord = v3(1111.7750, 3142.0457, 38.4241)},

{name = "Message", coord = v3(-136.5509, 1912.8038, 197.2982)}}

uTable.SerialKillerCluesRandom = {

{name = "Black Van - Location 1", coord = v3(2576.0391, 1251.7494, 43.6099)},

{name = "Black Van - Location 2", coord = v3(2903.4150, 3644.0413, 43.8774)},

{name = "Black Van - Location 3", coord = v3(2432.3904, 5846.0757, 58.8891)},

{name = "Black Van - Location 4", coord = v3(-1567.880, 4424.6104, 7.2154)},

{name = "Black Van - Location 5", coord = v3(-1715.793, 2618.7686, 2.9409)}}

uTable.CircoLocoMusic = {

{name = "CircoLoco Record - Black EP", coord = v3(-2172.050, 1159.195, -24.372)},

{name = "CircoLoco Record - Blue EP", coord = v3(955.299, 48.904, 112.553)},

{name = "CircoLoco Record - Violet EP", coord = v3(-1618.841, -3010.627, -75.205)},

{name = "CircoLoco Record - Green EP", coord = v3(2726.694, -387.484, -48.993)}}

uTable.KennyMusic = {

{name = "Kenny's Backyard Boogie - #1", coord = v3(-2163.025, 1083.473, -24.362)},

{name = "Kenny's Backyard Boogie - #2", coord = v3(-2180.532, 1082.276, -24.367)},

{name = "Kenny's Backyard Boogie - #3", coord = v3(-2162.992, 1089.790, -24.363)},

{name = "Kenny's Backyard Boogie - #4", coord = v3(-2162.770, 1115.913, -24.371)}}

uTable.NezMusic = {

{name = "NEZ - You Wanna?", coord = v3(-860.241, -229.980, 61.016)},

{name = "NEZ ft. Schoolboy Q - Let's Get It", coord = v3(25.010, 521.276, 170.227)}}

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3770, 3771, 3772, 3773, 3774, 3775, 3776, 3777, 3778, 3779, 3800, 3801, 3802, 3798,

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uTable.AchievementIDs = {

1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78}

uTable.vanityPlates = {

{name = "E-Cola", id = 6},

{name = "Las Venturas", id = 7},

{name = "Liberty City", id = 8},

{name = "LS Car Meet", id = 9},

{name = "Panic", id = 10},

{name = "Pounders", id = 11},

{name = "Sprunk", id = 12}}

uTable.regionKick = {

[0] = "English",

[1] = "Espanol",

[1] = "Mexican",

uTable.randomUsernames = {}

function uTable.unlockAwards()

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_FM\_DM\_WINS"), 50, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_FM\_TDM\_WINS"), 50, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_FM\_TDM\_MVP"), 50, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_RACES\_WON"), 50, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_FMWINAIRRACE"), 25, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_FMWINSEARACE"), 25, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_FM\_GTA\_RACES\_WON"), 50, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_FMKILL3ANDWINGTARACE"), true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_FMRALLYWONDRIVE"), 25, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_FMRALLYWONNAV"), 25, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_FMWINCUSTOMRACE"), true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_FMWINRACETOPOINTS"), 25, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CL\_RACE\_MODDED\_CAR"), true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_FM\_RACE\_LAST\_FIRST"), 25, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_FMRACEWORLDRECHOLDER"), true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_FM\_RACES\_FASTEST\_LAP"), 50, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_FMWINALLRACEMODES"), true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_FMHORDWAVESSURVIVE"), 10, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "NUMBER\_SLIPSTREAMS\_IN\_RACE"), 100, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "NUMBER\_TURBO\_STARTS\_IN\_RACE"), 50, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_NO\_ARMWRESTLING\_WINS"), 25, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "MOST\_ARM\_WRESTLING\_WINS"), 25, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_WIN\_AT\_DARTS"), 25, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_FM\_GOLF\_WON"), 25, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_FM\_TENNIS\_WON"), 25, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_FM\_TENNIS\_5\_SET\_WINS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_FM\_TENNIS\_STASETWIN"), true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_FM\_SHOOTRANG\_CT\_WON"), 25, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_FM\_SHOOTRANG\_RT\_WON"), 25, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_FM\_SHOOTRANG\_TG\_WON"), 25, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_FM\_SHOOTRANG\_GRAN\_WON"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_FMWINEVERYGAMEMODE"), true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_WIN\_CAPTURES"), 50, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_WIN\_CAPTURE\_DONT\_DYING"), 25, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_WIN\_LAST\_TEAM\_STANDINGS"), 50, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_ONLY\_PLAYER\_ALIVE\_LTS"), 50, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_KILL\_TEAM\_YOURSELF\_LTS"), 25, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AIR\_LAUNCHES\_OVER\_40M"), 25, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_CARS\_EXPORTED"), 50, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_LESTERDELIVERVEHICLES"), 25, true)

stats.stat\_set\_int(gameplay.get\_hash\_key("MPPLY\_TOTAL\_RACES\_WON"), 500, true)

stats.stat\_set\_int(gameplay.get\_hash\_key("MPPLY\_TOTAL\_RACES\_LOST"), 250, true)

stats.stat\_set\_int(gameplay.get\_hash\_key("MPPLY\_TOTAL\_CUSTOM\_RACES\_WON"), 500, true)

stats.stat\_set\_int(gameplay.get\_hash\_key("MPPLY\_TOTAL\_DEATHMATCH\_LOST"), 250, true)

stats.stat\_set\_int(gameplay.get\_hash\_key("MPPLY\_TOTAL\_DEATHMATCH\_WON"), 500, true)

stats.stat\_set\_int(gameplay.get\_hash\_key("MPPLY\_TOTAL\_TDEATHMATCH\_LOST"), 250, true)

stats.stat\_set\_int(gameplay.get\_hash\_key("MPPLY\_TOTAL\_TDEATHMATCH\_WON"), 500, true)

stats.stat\_set\_int(gameplay.get\_hash\_key("MPPLY\_SHOOTINGRANGE\_WINS"), 500, true)

stats.stat\_set\_int(gameplay.get\_hash\_key("MPPLY\_SHOOTINGRANGE\_LOSSES"), 250, true)

stats.stat\_set\_int(gameplay.get\_hash\_key("MPPLY\_TENNIS\_MATCHES\_WON"), 500, true)

stats.stat\_set\_int(gameplay.get\_hash\_key("MPPLY\_TENNIS\_MATCHES\_LOST"), 250, true)

stats.stat\_set\_int(gameplay.get\_hash\_key("MPPLY\_GOLF\_WINS"), 500, true)

stats.stat\_set\_int(gameplay.get\_hash\_key("MPPLY\_GOLF\_LOSSES"), 250, true)

stats.stat\_set\_int(gameplay.get\_hash\_key("MPPLY\_DARTS\_TOTAL\_WINS"), 500, true)

stats.stat\_set\_int(gameplay.get\_hash\_key("MPPLY\_DARTS\_TOTAL\_MATCHES"), 750, true)

stats.stat\_set\_int(gameplay.get\_hash\_key("MPPLY\_SHOOTINGRANGE\_TOTAL\_MATCH"), 800, true)

stats.stat\_set\_int(gameplay.get\_hash\_key("MPPLY\_BJ\_WINS"), 500, true)

stats.stat\_set\_int(gameplay.get\_hash\_key("MPPLY\_BJ\_LOST"), 250, true)

stats.stat\_set\_int(gameplay.get\_hash\_key("MPPLY\_RACE\_2\_POINT\_WINS"), 500, true)

stats.stat\_set\_int(gameplay.get\_hash\_key("MPPLY\_RACE\_2\_POINT\_LOST"), 250, true)

stats.stat\_set\_int(gameplay.get\_hash\_key("MPPLY\_KILLS\_PLAYERS"), 3593, true)

stats.stat\_set\_int(gameplay.get\_hash\_key("MPPLY\_DEATHS\_PLAYER"), 1002, true)

stats.stat\_set\_int(gameplay.get\_hash\_key("MPPLY\_MISSIONS\_CREATED"), 500, true)

stats.stat\_set\_int(gameplay.get\_hash\_key("MPPLY\_LTS\_CREATED"), 500, true)

stats.stat\_set\_int(gameplay.get\_hash\_key("MPPLY\_FM\_MISSION\_LIKES"), 1500, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_FM25DIFFERENTDM"), true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CR\_DIFFERENT\_DM"), 25, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_FM25DIFFERENTRACES"), true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CR\_DIFFERENT\_RACES"), 25, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_PARACHUTE\_JUMPS\_20M"), 25, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_PARACHUTE\_JUMPS\_50M"), 25, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_FMBASEJMP"), 25, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_FMATTGANGHQ"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_FM6DARTCHKOUT"), true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_FM\_GOLF\_BIRDIES"), 25, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_FM\_GOLF\_HOLE\_IN\_1"), true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_FM\_TENNIS\_ACE"), 25, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_FMBBETWIN"), 50000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_LAPDANCES"), 25, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_FMCRATEDROPS"), 25, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_FMPICKUPDLCCRATE1ST"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_FM25DIFITEMSCLOTHES"), true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_NO\_HAIRCUTS"), 25, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_BUY\_EVERY\_GUN"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_DRIVELESTERCAR5MINS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_FMTATTOOALLBODYPARTS"), true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_DROPOFF\_CAP\_PACKAGES"), 100, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_PICKUP\_CAP\_PACKAGES"), 100, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_MENTALSTATE\_TO\_NORMAL"), 50, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_STORE\_20\_CAR\_IN\_GARAGES"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_TRADE\_IN\_YOUR\_PROPERTY"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_DAILYOBJWEEKBONUS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_DAILYOBJMONTHBONUS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CL\_DRIVE\_RALLY"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CL\_PLAY\_GTA\_RACE"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CL\_PLAY\_BOAT\_RACE"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CL\_PLAY\_FOOT\_RACE"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CL\_PLAY\_TEAM\_DM"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CL\_PLAY\_VEHICLE\_DM"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CL\_PLAY\_MISSION\_CONTACT"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CL\_PLAY\_A\_PLAYLIST"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CL\_PLAY\_POINT\_TO\_POINT"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CL\_PLAY\_ONE\_ON\_ONE\_DM"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CL\_PLAY\_ONE\_ON\_ONE\_RACE"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CL\_SURV\_A\_BOUNTY"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CL\_SET\_WANTED\_LVL\_ON\_PLAY"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CL\_GANG\_BACKUP\_GANGS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CL\_GANG\_BACKUP\_LOST"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CL\_GANG\_BACKUP\_VAGOS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CL\_CALL\_MERCENARIES"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CL\_PHONE\_MECH\_DROP\_CAR"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CL\_GONE\_OFF\_RADAR"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CL\_FILL\_TITAN"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CL\_MOD\_CAR\_USING\_APP"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CL\_MOD\_CAR\_USING\_APP"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CL\_BUY\_INSURANCE"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CL\_BUY\_GARAGE"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CL\_ENTER\_FRIENDS\_HOUSE"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CL\_CALL\_STRIPPER\_HOUSE"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CL\_CALL\_FRIEND"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CL\_SEND\_FRIEND\_REQUEST"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CL\_W\_WANTED\_PLAYER\_TV"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "FM\_INTRO\_CUT\_DONE"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "FM\_INTRO\_MISS\_DONE"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "SHOOTINGRANGE\_SEEN\_TUT"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "TENNIS\_SEEN\_TUTORIAL"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "DARTS\_SEEN\_TUTORIAL"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "ARMWRESTLING\_SEEN\_TUTORIAL"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "HAS\_WATCHED\_BENNY\_CUTSCE"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "NO\_PHOTOS\_TAKEN"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "BOUNTSONU"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "BOUNTPLACED"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "BETAMOUNT"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CRARMWREST"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CRBASEJUMP"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CRDARTS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CRDM"), true, true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CRGANGHIDE"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CRGOLF"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CRHORDE"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CRMISSION"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CRSHOOTRNG"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CRTENNIS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "NO\_TIMES\_CINEMA"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key("MPPLY\_AWD\_FM\_CR\_DM\_MADE"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key("MPPLY\_AWD\_FM\_CR\_RACES\_MADE"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key("MPPLY\_AWD\_FM\_CR\_PLAYED\_BY\_PEEP"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key("MPPLY\_AWD\_FM\_CR\_MISSION\_SCORE"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CHAR\_WEAP\_UNLOCKED"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CHAR\_WEAP\_UNLOCKED2"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CHAR\_WEAP\_UNLOCKED3"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CHAR\_WEAP\_UNLOCKED4"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CHAR\_WEAP\_ADDON\_1\_UNLCK"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CHAR\_WEAP\_ADDON\_2\_UNLCK"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CHAR\_WEAP\_ADDON\_3\_UNLCK"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CHAR\_WEAP\_ADDON\_4\_UNLCK"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CHAR\_WEAP\_FREE"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CHAR\_WEAP\_FREE2"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CHAR\_FM\_WEAP\_FREE"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CHAR\_FM\_WEAP\_FREE2"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CHAR\_FM\_WEAP\_FREE3"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CHAR\_FM\_WEAP\_FREE4"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CHAR\_WEAP\_PURCHASED"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CHAR\_WEAP\_PURCHASED2"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "WEAPON\_PICKUP\_BITSET"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "WEAPON\_PICKUP\_BITSET2"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CHAR\_FM\_WEAP\_UNLOCKED"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "NO\_WEAPONS\_UNLOCK"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "NO\_WEAPON\_MODS\_UNLOCK"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "NO\_WEAPON\_CLR\_MOD\_UNLOCK"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CHAR\_FM\_WEAP\_UNLOCKED2"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CHAR\_FM\_WEAP\_UNLOCKED3"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CHAR\_FM\_WEAP\_UNLOCKED4"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CHAR\_KIT\_1\_FM\_UNLCK"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CHAR\_KIT\_2\_FM\_UNLCK"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CHAR\_KIT\_3\_FM\_UNLCK"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CHAR\_KIT\_4\_FM\_UNLCK"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CHAR\_KIT\_5\_FM\_UNLCK"), true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CHAR\_KIT\_6\_FM\_UNLCK"), -1, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CHAR\_KIT\_7\_FM\_UNLCK"), -1, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CHAR\_KIT\_8\_FM\_UNLCK"), -1, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CHAR\_KIT\_9\_FM\_UNLCK"), -1, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CHAR\_KIT\_10\_FM\_UNLCK"), -1, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CHAR\_KIT\_11\_FM\_UNLCK"), -1, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CHAR\_KIT\_12\_FM\_UNLCK"), -1, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CHAR\_KIT\_FM\_PURCHASE"), -1, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CHAR\_WEAP\_FM\_PURCHASE"), -1, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CHAR\_WEAP\_FM\_PURCHASE2"), -1, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CHAR\_WEAP\_FM\_PURCHASE3"), -1, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CHAR\_WEAP\_FM\_PURCHASE4"), -1, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "FIREWORK\_TYPE\_1\_WHITE"), 1000, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "FIREWORK\_TYPE\_1\_RED"), 1000, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "FIREWORK\_TYPE\_1\_BLUE"), 1000, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "FIREWORK\_TYPE\_2\_WHITE"), 1000, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "FIREWORK\_TYPE\_2\_RED"), 1000, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "FIREWORK\_TYPE\_2\_BLUE"), 1000, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "FIREWORK\_TYPE\_3\_WHITE"), 1000, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "FIREWORK\_TYPE\_3\_RED"), 1000, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "FIREWORK\_TYPE\_3\_BLUE"), 1000, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "FIREWORK\_TYPE\_4\_WHITE"), 1000, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "FIREWORK\_TYPE\_4\_RED"), 1000, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "FIREWORK\_TYPE\_4\_BLUE"), 1000, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "WEAP\_FM\_ADDON\_PURCH"), -1, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_FMTIME5STARWANTED"), 120, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_5STAR\_WANTED\_AVOIDANCE"), 50, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_FMSHOOTDOWNCOPHELI"), 25, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_VEHICLES\_JACKEDR"), 500, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_SECURITY\_CARS\_ROBBED"), 25, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_HOLD\_UP\_SHOPS"), 20, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_ODISTRACTCOPSNOEATH"), 25, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_ENEMYDRIVEBYKILLS"), 100, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CHAR\_WANTED\_LEVEL\_TIME5STAR"), 18000000, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CARS\_COPS\_EXPLODED"), 300, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "BIKES\_EXPLODED"), 100, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "BOATS\_EXPLODED"), 168, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "HELIS\_EXPLODED"), 98, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "PLANES\_EXPLODED"), 138, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "QUADBIKE\_EXPLODED"), 50, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "BICYCLE\_EXPLODED"), 48, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "SUBMARINE\_EXPLODED"), 28, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "TIRES\_POPPED\_BY\_GUNSHOT"), 500, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "NUMBER\_CRASHES\_CARS"), 300, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "NUMBER\_CRASHES\_BIKES"), 300, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "BAILED\_FROM\_VEHICLE"), 300, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "NUMBER\_CRASHES\_QUADBIKES"), 300, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "NUMBER\_STOLEN\_COP\_VEHICLE"), 300, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "NUMBER\_STOLEN\_CARS"), 300, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "NUMBER\_STOLEN\_BIKES"), 300, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "NUMBER\_STOLEN\_BOATS"), 300, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "NUMBER\_STOLEN\_HELIS"), 300, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "NUMBER\_STOLEN\_PLANES"), 300, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "NUMBER\_STOLEN\_QUADBIKES"), 300, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "NUMBER\_STOLEN\_BICYCLES"), 300, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "MC\_CONTRIBUTION\_POINTS"), 1000, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "MEMBERSMARKEDFORDEATH"), 700, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "MCKILLS"), 500, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "MCDEATHS"), 700, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "RIVALPRESIDENTKILLS"), 700, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "RIVALCEOANDVIPKILLS"), 700, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CLUBHOUSECONTRACTSCOMPLETE"), 700, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CLUBHOUSECONTRACTEARNINGS"), 32698547, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CLUBCHALLENGESCOMPLETED"), 700, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "MEMBERCHALLENGESCOMPLETED"), 700, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "GHKILLS"), 500, true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "HORDELVL"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "HORDKILLS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "UNIQUECRATES"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "BJWINS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "HORDEWINS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "MCMWINS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "GANGHIDWINS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "KILLS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "HITS\_PEDS\_VEHICLES"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "SHOTS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "HEADSHOTS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "KILLS\_ARMED"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "SUCCESSFUL\_COUNTERS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "KILLS\_PLAYERS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "DEATHS\_PLAYER"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "KILLS\_STEALTH"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "KILLS\_INNOCENTS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "KILLS\_ENEMY\_GANG\_MEMBERS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "KILLS\_FRIENDLY\_GANG\_MEMBERS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "KILLS\_BY\_OTHERS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "BIGGEST\_VICTIM\_KILLS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "ARCHENEMY\_KILLS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "KILLS\_COP"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "KILLS\_SWAT"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "STARS\_ATTAINED"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "STARS\_EVADED"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "VEHEXPORTED"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "TOTAL\_NO\_SHOPS\_HELD\_UP"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CR\_GANGATTACK\_CITY"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CR\_GANGATTACK\_COUNTRY"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CR\_GANGATTACK\_LOST"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CR\_GANGATTACK\_VAGOS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "NO\_NON\_CONTRACT\_RACE\_WIN"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "DIED\_IN\_DROWNING"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "DIED\_IN\_DROWNINGINVEHICLE"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "DIED\_IN\_EXPLOSION"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "DIED\_IN\_FALL"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "DIED\_IN\_FIRE"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "DIED\_IN\_ROAD"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "GRENADE\_ENEMY\_KILLS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "MICROSMG\_ENEMY\_KILLS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "SMG\_ENEMY\_KILLS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "ASLTSMG\_ENEMY\_KILLS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CRBNRIFLE\_ENEMY\_KILLS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "ADVRIFLE\_ENEMY\_KILLS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "MG\_ENEMY\_KILLS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CMBTMG\_ENEMY\_KILLS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "ASLTMG\_ENEMY\_KILLS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "RPG\_ENEMY\_KILLS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "PISTOL\_ENEMY\_KILLS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "PLAYER\_HEADSHOTS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "SAWNOFF\_ENEMY\_KILLS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "STKYBMB\_ENEMY\_KILLS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "UNARMED\_ENEMY\_KILLS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "SNIPERRFL\_ENEMY\_KILLS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "HVYSNIPER\_ENEMY\_KILLS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_50\_VEHICLES\_BLOWNUP"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CARS\_EXPLODED"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_CAR\_EXPORT"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_FMDRIVEWITHOUTCRASH"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_PASSENGERTIME"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_TIME\_IN\_HELICOPTER"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_VEHICLE\_JUMP\_OVER\_40M"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "MOST\_FLIPS\_IN\_ONE\_JUMP"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "MOST\_SPINS\_IN\_ONE\_JUMP"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CHAR\_FM\_VEHICLE\_1\_UNLCK"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CHAR\_FM\_VEHICLE\_2\_UNLCK"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "NO\_CARS\_REPAIR"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "VEHICLES\_SPRAYED"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "NUMBER\_NEAR\_MISS\_NOCRASH"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "USJS\_FOUND"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "USJS\_COMPLETED"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "USJS\_TOTAL\_COMPLETED"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "CRDEADLINE"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "FAVOUTFITBIKETIMECURRENT"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "FAVOUTFITBIKETIME1ALLTIME"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "FAVOUTFITBIKETYPECURRENT"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "FAVOUTFITBIKETYPEALLTIME"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "LONGEST\_WHEELIE\_DIST"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "RACES\_WON"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "COUNT\_HOTRING\_RACE"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_FMFURTHESTWHEELIE"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_FMFULLYMODDEDCAR"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_100\_HEADSHOTS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_FMOVERALLKILLS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_FMKILLBOUNTY"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_FM\_DM\_3KILLSAMEGUY"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_FM\_DM\_KILLSTREAK"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_FM\_DM\_STOLENKILL"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_FM\_DM\_TOTALKILLS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_FMKILLSTREAKSDM"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_FMMOSTKILLSGANGHIDE"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_FMMOSTKILLSSURVIVE"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_FMREVENGEKILLSDM"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_KILL\_CARRIER\_CAPTURE"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_NIGHTVISION\_KILLS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_KILL\_PSYCHOPATHS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_TAKEDOWNSMUGPLANE"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_100\_KILLS\_PISTOL"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_100\_KILLS\_SMG"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_100\_KILLS\_SHOTGUN"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "ASLTRIFLE\_ENEMY\_KILLS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_100\_KILLS\_SNIPER"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "MG\_ENEMY\_KILLS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_25\_KILLS\_STICKYBOMBS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_50\_KILLS\_GRENADES"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_50\_KILLS\_ROCKETLAUNCH"), true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_20\_KILLS\_MELEE"), 50, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_CAR\_BOMBS\_ENEMY\_KILLS"), 25, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "MELEEKILLS"), 700, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "HITS"), 10000, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "DEATHS"), 499, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "HIGHEST\_SKITTLES"), 900, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "NUMBER\_NEAR\_MISS"), 1000, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_FINISH\_HEISTS"), 50, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_FINISH\_HEIST\_SETUP\_JOB"), 50, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_COMPLETE\_HEIST\_NOT\_DIE"), -1, true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_FINISH\_HEIST\_NO\_DAMAGE"), true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_WIN\_GOLD\_MEDAL\_HEISTS"), 25, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_DO\_HEIST\_AS\_MEMBER"), 25, true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_DO\_HEIST\_AS\_THE\_LEADER"), 25, true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_SPLIT\_HEIST\_TAKE\_EVENLY"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_ACTIVATE\_2\_PERSON\_KEY"), true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_CONTROL\_CROWDS"), 25, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_ALL\_ROLES\_HEIST"), true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "HEIST\_COMPLETION"), 25, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "HEISTS\_ORGANISED"), -1, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "HEIST\_START"), -1, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "HEIST\_END"), -1, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CUTSCENE\_MID\_PRISON"), -1, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CUTSCENE\_MID\_HUMANE"), -1, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CUTSCENE\_MID\_NARC"), -1, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CUTSCENE\_MID\_ORNATE"), -1, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CR\_FLEECA\_PREP\_1"), -1, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CR\_FLEECA\_PREP\_2"), -1, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CR\_FLEECA\_FINALE"), -1, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CR\_PRISON\_PLANE"), -1, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CR\_PRISON\_BUS"), -1, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CR\_PRISON\_STATION"), -1, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CR\_PRISON\_UNFINISHED\_BIZ"), -1, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CR\_PRISON\_FINALE"), -1, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CR\_HUMANE\_KEY\_CODES"), -1, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CR\_HUMANE\_ARMORDILLOS"), -1, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CR\_HUMANE\_EMP"), -1, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CR\_HUMANE\_VALKYRIE"), -1, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CR\_HUMANE\_FINALE"), -1, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CR\_NARC\_COKE"), -1, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CR\_NARC\_TRASH\_TRUCK"), -1, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CR\_NARC\_BIKERS"), -1, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CR\_NARC\_WEED"), -1, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CR\_NARC\_STEAL\_METH"), -1, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CR\_NARC\_FINALE"), -1, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CR\_PACIFIC\_TRUCKS"), -1, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CR\_PACIFIC\_WITSEC"), -1, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CR\_PACIFIC\_HACK"), -1, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CR\_PACIFIC\_BIKES"), -1, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CR\_PACIFIC\_CONVOY"), -1, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CR\_PACIFIC\_FINALE"), -1, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_MATCHING\_OUTFIT\_HEIST"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "HEIST\_PLANNING\_DONE\_PRINT"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "HEIST\_PLANNING\_DONE\_HELP\_0"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "HEIST\_PLANNING\_DONE\_HELP\_1"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "HEIST\_PRE\_PLAN\_DONE\_HELP\_0"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "HEIST\_CUTS\_DONE\_FINALE"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "HEIST\_IS\_TUTORIAL"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "HEIST\_STRAND\_INTRO\_DONE"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "HEIST\_CUTS\_DONE\_ORNATE"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "HEIST\_CUTS\_DONE\_PRISON"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "HEIST\_CUTS\_DONE\_BIOLAB"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "HEIST\_CUTS\_DONE\_NARCOTIC"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "HEIST\_CUTS\_DONE\_TUTORIAL"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "HEIST\_AWARD\_DONE\_PREP"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "HEIST\_AWARD\_BOUGHT\_IN"), true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "HEIST\_PLANNING\_STAGE"), -1, true)

stats.stat\_set\_int(gameplay.get\_hash\_key("MPPLY\_HEIST\_ACH\_TRACKER"), -1, true)

stats.stat\_set\_int(gameplay.get\_hash\_key("MPPLY\_WIN\_GOLD\_MEDAL\_HEISTS"), 25, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key("MPPLY\_AWD\_FLEECA\_FIN"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key("MPPLY\_AWD\_PRISON\_FIN"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key("MPPLY\_AWD\_HUMANE\_FIN"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key("MPPLY\_AWD\_SERIESA\_FIN"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key("MPPLY\_AWD\_PACIFIC\_FIN"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key("MPPLY\_AWD\_HST\_ORDER"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key("MPPLY\_AWD\_COMPLET\_HEIST\_MEM"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key("MPPLY\_AWD\_COMPLET\_HEIST\_1STPER"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key("MPPLY\_AWD\_HST\_SAME\_TEAM"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key("MPPLY\_AWD\_HST\_ULT\_CHAL"), true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "GANGOPS\_HEIST\_STATUS"), -1, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "GANGOPS\_HEIST\_STATUS"), -229384, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "GANGOPS\_FM\_MISSION\_PROG"), -1, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "GANGOPS\_FLOW\_MISSION\_PROG"), -1, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CR\_GANGOP\_MORGUE"), 10, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CR\_GANGOP\_DELUXO"), 10, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CR\_GANGOP\_SERVERFARM"), 10, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CR\_GANGOP\_IAABASE\_FIN"), 10, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CR\_GANGOP\_STEALOSPREY"), 10, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CR\_GANGOP\_FOUNDRY"), 10, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CR\_GANGOP\_RIOTVAN"), 10, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CR\_GANGOP\_SUBMARINECAR"), 10, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CR\_GANGOP\_SUBMARINE\_FIN"), 10, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CR\_GANGOP\_PREDATOR"), 10, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CR\_GANGOP\_BMLAUNCHER"), 10, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CR\_GANGOP\_BCCUSTOM"), 10, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CR\_GANGOP\_STEALTHTANKS"), 10, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CR\_GANGOP\_SPYPLANE"), 10, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CR\_GANGOP\_FINALE"), 10, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CR\_GANGOP\_FINALE\_P2"), 10, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CR\_GANGOP\_FINALE\_P3"), 10, true)

stats.stat\_set\_masked\_int(gameplay.get\_hash\_key(mpx2() .. "DLCSMUGCHARPSTAT\_INT260"), 3, 16, 8, true)

stats.stat\_set\_masked\_int(gameplay.get\_hash\_key(mpx2() .. "BUSINESSBATPSTAT\_INT260"), 3, 24, 8, true)

stats.stat\_set\_masked\_int(gameplay.get\_hash\_key(mpx2() .. "BUSINESSBATPSTAT\_INT260"), 3, 32, 8, true)

stats.stat\_set\_masked\_int(gameplay.get\_hash\_key(mpx2() .. "BUSINESSBATPSTAT\_INT260"), 3, 40, 8, true)

stats.stat\_set\_masked\_int(gameplay.get\_hash\_key(mpx2() .. "BUSINESSBATPSTAT\_INT260"), 3, 48, 8, true)

stats.stat\_set\_int(gameplay.get\_hash\_key("MPPLY\_GANGOPS\_ALLINORDER"), 100, true)

stats.stat\_set\_int(gameplay.get\_hash\_key("MPPLY\_GANGOPS\_LOYALTY"), 100, true)

stats.stat\_set\_int(gameplay.get\_hash\_key("MPPLY\_GANGOPS\_CRIMMASMD"), 100, true)

stats.stat\_set\_int(gameplay.get\_hash\_key("MPPLY\_GANGOPS\_LOYALTY2"), 100, true)

stats.stat\_set\_int(gameplay.get\_hash\_key("MPPLY\_GANGOPS\_LOYALTY3"), 100, true)

stats.stat\_set\_int(gameplay.get\_hash\_key("MPPLY\_GANGOPS\_CRIMMASMD2"), 100, true)

stats.stat\_set\_int(gameplay.get\_hash\_key("MPPLY\_GANGOPS\_CRIMMASMD3"), 100, true)

stats.stat\_set\_int(gameplay.get\_hash\_key("MPPLY\_GANGOPS\_SUPPORT"), 100, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key("MPPLY\_AWD\_GANGOPS\_IAA"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key("MPPLY\_AWD\_GANGOPS\_SUBMARINE"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key("MPPLY\_AWD\_GANGOPS\_MISSILE"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key("MPPLY\_AWD\_GANGOPS\_ALLINORDER"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key("MPPLY\_AWD\_GANGOPS\_LOYALTY"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key("MPPLY\_AWD\_GANGOPS\_LOYALTY2"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key("MPPLY\_AWD\_GANGOPS\_LOYALTY3"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key("MPPLY\_AWD\_GANGOPS\_CRIMMASMD"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key("MPPLY\_AWD\_GANGOPS\_CRIMMASMD2"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key("MPPLY\_AWD\_GANGOPS\_CRIMMASMD3"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key("MPPLY\_AWD\_GANGOPS\_SUPPORT"), true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_DANCE\_TO\_SOLOMUN"), 120, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_DANCE\_TO\_TALEOFUS"), 120, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_DANCE\_TO\_DIXON"), 120, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_DANCE\_TO\_BLKMAD"), 120, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_CLUB\_DRUNK"), 200, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "NIGHTCLUB\_VIP\_APPEAR"), 700, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "NIGHTCLUB\_JOBS\_DONE"), 700, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "NIGHTCLUB\_EARNINGS"), 5721002, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "HUB\_SALES\_COMPLETED"), 1001, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "HUB\_EARNINGS"), 20721002, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "DANCE\_COMBO\_DURATION\_MINS"), 3600000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "NIGHTCLUB\_PLAYER\_APPEAR"), 100, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "LIFETIME\_HUB\_GOODS\_SOLD"), 784672, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "LIFETIME\_HUB\_GOODS\_MADE"), 507822, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "DANCEPERFECTOWNCLUB"), 120, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "NUMUNIQUEPLYSINCLUB"), 120, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "DANCETODIFFDJS"), 4, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "NIGHTCLUB\_HOTSPOT\_TIME\_MS"), 3600000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "NIGHTCLUB\_CONT\_TOTAL"), 20, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "NIGHTCLUB\_CONT\_MISSION"), -1, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CLUB\_CONTRABAND\_MISSION"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "HUB\_CONTRABAND\_MISSION"), 1000, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_CLUB\_HOTSPOT"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_CLUB\_CLUBBER"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_CLUB\_COORD"), true, true)

stats.stat\_set\_masked\_int(gameplay.get\_hash\_key(mpx2() .. "BUSINESSBATPSTAT\_INT379"), 50, 8, 8, true)

stats.stat\_set\_masked\_int(gameplay.get\_hash\_key(mpx2() .. "BUSINESSBATPSTAT\_INT379"), 100, 16, 8, true)

stats.stat\_set\_masked\_int(gameplay.get\_hash\_key(mpx2() .. "BUSINESSBATPSTAT\_INT379"), 20, 24, 8, true)

stats.stat\_set\_masked\_int(gameplay.get\_hash\_key(mpx2() .. "BUSINESSBATPSTAT\_INT379"), 80, 32, 8, true)

stats.stat\_set\_masked\_int(gameplay.get\_hash\_key(mpx2() .. "BUSINESSBATPSTAT\_INT379"), 60, 40, 8, true)

stats.stat\_set\_masked\_int(gameplay.get\_hash\_key(mpx2() .. "BUSINESSBATPSTAT\_INT379"), 40, 48, 8, true)

stats.stat\_set\_masked\_int(gameplay.get\_hash\_key(mpx2() .. "BUSINESSBATPSTAT\_INT379"), 10, 56, 8, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_BS\_TRINKET\_TICKERS"), -1, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_BS\_TRINKET\_SAVED"), -1, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_WATCH\_YOUR\_STEP"), 50, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_TOWER\_OFFENSE"), 50, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_READY\_FOR\_WAR"), 50, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_THROUGH\_A\_LENS"), 50, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_SPINNER"), 50, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_YOUMEANBOOBYTRAPS"), 50, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_MASTER\_BANDITO"), 50, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_SITTING\_DUCK"), 50, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_CROWDPARTICIPATION"), 50, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_KILL\_OR\_BE\_KILLED"), 50, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_MASSIVE\_SHUNT"), 50, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_YOURE\_OUTTA\_HERE"), 200, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_WEVE\_GOT\_ONE"), 50, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_ARENA\_WAGEWORKER"), 1000000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_TIME\_SERVED"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_TOP\_SCORE"), 55000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_CAREER\_WINNER"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARENAWARS\_SP"), 0, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARENAWARS\_SKILL\_LEVEL"), 20, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARENAWARS\_SP\_LIFETIME"), 100, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARENAWARS\_AP"), 0, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARENAWARS\_AP\_TIER"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARENAWARS\_AP\_LIFETIME"), 5055000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARENAWARS\_CARRER\_UNLK"), -1, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_W\_THEME\_SCIFI"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_W\_THEME\_APOC"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_W\_THEME\_CONS"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_W\_PASS\_THE\_BOMB"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_W\_DETONATION"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_W\_ARCADE\_RACE"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_W\_CTF"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_W\_TAG\_TEAM"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_W\_DESTR\_DERBY"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_W\_CARNAGE"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_W\_MONSTER\_JAM"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_W\_GAMES\_MASTERS"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_L\_PASS\_THE\_BOMB"), 500, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_L\_DETONATION"), 500, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_L\_ARCADE\_RACE"), 500, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_L\_CTF"), 500, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_L\_TAG\_TEAM"), 500, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_L\_DESTR\_DERBY"), 500, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_L\_CARNAGE"), 500, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_L\_MONSTER\_JAM"), 500, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_L\_GAMES\_MASTERS"), 500, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "NUMBER\_OF\_CHAMP\_BOUGHT"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_SPECTATOR\_KILLS"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_LIFETIME\_KILLS"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_LIFETIME\_DEATHS"), 500, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARENAWARS\_CARRER\_WINS"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARENAWARS\_CARRER\_WINT"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARENAWARS\_MATCHES\_PLYD"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARENAWARS\_MATCHES\_PLYDT"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_SPEC\_BOX\_TIME\_MS"), 86400000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_SPECTATOR\_DRONE"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_SPECTATOR\_CAMS"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_SMOKE"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_DRINK"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_VEH\_MONSTER"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_VEH\_MONSTER"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_VEH\_MONSTER"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_VEH\_CERBERUS"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_VEH\_CERBERUS2"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_VEH\_CERBERUS3"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_VEH\_BRUISER"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_VEH\_BRUISER2"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_VEH\_BRUISER3"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_VEH\_SLAMVAN4"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_VEH\_SLAMVAN5"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_VEH\_SLAMVAN6"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_VEH\_BRUTUS"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_VEH\_BRUTUS2"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_VEH\_BRUTUS3"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_VEH\_SCARAB"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_VEH\_SCARAB2"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_VEH\_SCARAB3"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_VEH\_DOMINATOR4"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_VEH\_DOMINATOR5"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_VEH\_DOMINATOR6"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_VEH\_IMPALER2"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_VEH\_IMPALER3"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_VEH\_IMPALER4"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_VEH\_ISSI4"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_VEH\_ISSI5"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_VEH\_ISSI"), 61000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_VEH\_IMPERATOR"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_VEH\_IMPERATOR2"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_VEH\_IMPERATOR3"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_VEH\_ZR380"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_VEH\_ZR3802"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_VEH\_ZR3803"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_VEH\_DEATHBIKE"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_VEH\_DEATHBIKE2"), 1000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "ARN\_VEH\_DEATHBIKE3"), 1000, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_BEGINNER"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_FIELD\_FILLER"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_ARMCHAIR\_RACER"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_LEARNER"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_SUNDAY\_DRIVER"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_THE\_ROOKIE"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_BUMP\_AND\_RUN"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_GEAR\_HEAD"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_DOOR\_SLAMMER"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_HOT\_LAP"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_ARENA\_AMATEUR"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_PAINT\_TRADER"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_SHUNTER"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_JOCK"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_WARRIOR"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_T\_BONE"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_MAYHEM"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_WRECKER"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_CRASH\_COURSE"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_ARENA\_LEGEND"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_PEGASUS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_UNSTOPPABLE"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_CONTACT\_SPORT"), true, true)

stats.stat\_set\_masked\_int(gameplay.get\_hash\_key(mpx2() .. "ARENAWARSPSTAT\_INT"), 1, 35, 8, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_ODD\_JOBS"), 50, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "VCM\_FLOW\_PROGRESS"), -1, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "VCM\_STORY\_PROGRESS"), 5, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_FIRST\_TIME1"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_FIRST\_TIME2"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_FIRST\_TIME3"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_FIRST\_TIME4"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_FIRST\_TIME5"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_FIRST\_TIME6"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_ALL\_IN\_ORDER"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_SUPPORTING\_ROLE"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_LEADER"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_SURVIVALIST"), true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CAS\_HEIST\_NOTS"), -1, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CAS\_HEIST\_FLOW"), -1, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "SIGNAL\_JAMMERS\_COLLECTED"), 50, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_PREPARATION"), 40, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_ASLEEPONJOB"), 20, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_DAICASHCRAB"), 100000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_BIGBRO"), 40, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_SHARPSHOOTER"), 40, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_RACECHAMP"), 40, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_BATSWORD"), 1000000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_COINPURSE"), 950000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_ASTROCHIMP"), 3000000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_MASTERFUL"), 40000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "H3\_BOARD\_DIALOGUE0"), -1, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "H3\_BOARD\_DIALOGUE1"), -1, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "H3\_BOARD\_DIALOGUE2"), -1, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "H3\_VEHICLESUSED"), -1, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "H3\_CR\_STEALTH\_1A"), 100, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "H3\_CR\_STEALTH\_2B\_RAPP"), 100, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "H3\_CR\_STEALTH\_2C\_SIDE"), 100, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "H3\_CR\_STEALTH\_3A"), 100, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "H3\_CR\_STEALTH\_4A"), 100, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "H3\_CR\_STEALTH\_5A"), 100, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "H3\_CR\_SUBTERFUGE\_1A"), 100, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "H3\_CR\_SUBTERFUGE\_2A"), 100, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "H3\_CR\_SUBTERFUGE\_2B"), 100, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "H3\_CR\_SUBTERFUGE\_3A"), 100, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "H3\_CR\_SUBTERFUGE\_3B"), 100, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "H3\_CR\_SUBTERFUGE\_4A"), 100, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "H3\_CR\_SUBTERFUGE\_5A"), 100, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "H3\_CR\_DIRECT\_1A"), 100, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "H3\_CR\_DIRECT\_2A1"), 100, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "H3\_CR\_DIRECT\_2A2"), 100, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "H3\_CR\_DIRECT\_2BP"), 100, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "H3\_CR\_DIRECT\_2C"), 100, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "H3\_CR\_DIRECT\_3A"), 100, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "H3\_CR\_DIRECT\_4A"), 100, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "H3\_CR\_DIRECT\_5A"), 100, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CR\_ORDER"), 100, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_SCOPEOUT"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_CREWEDUP"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_MOVINGON"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_PROMOCAMP"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_GUNMAN"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_SMASHNGRAB"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_INPLAINSI"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_UNDETECTED"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_ALLROUND"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_ELITETHEIF"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_PRO"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_SUPPORTACT"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_SHAFTED"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_COLLECTOR"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_DEADEYE"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_PISTOLSATDAWN"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_TRAFFICAVOI"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_CANTCATCHBRA"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_WIZHARD"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_APEESCAPE"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_MONKEYKIND"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_AQUAAPE"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_KEEPFAITH"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_TRUELOVE"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_NEMESIS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_FRIENDZONED"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "VCM\_FLOW\_CS\_RSC\_SEEN"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "VCM\_FLOW\_CS\_BWL\_SEEN"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "VCM\_FLOW\_CS\_MTG\_SEEN"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "VCM\_FLOW\_CS\_OIL\_SEEN"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "VCM\_FLOW\_CS\_DEF\_SEEN"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "VCM\_FLOW\_CS\_FIN\_SEEN"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "HELP\_FURIA"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "HELP\_MINITAN"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "HELP\_YOSEMITE2"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "HELP\_ZHABA"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "HELP\_IMORGEN"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "HELP\_SULTAN2"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "HELP\_VAGRANT"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "HELP\_VSTR"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "HELP\_STRYDER"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "HELP\_SUGOI"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "HELP\_KANJO"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "HELP\_FORMULA"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "HELP\_FORMULA2"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "HELP\_JB7002"), true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_PREPARATION"), 50, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_ASLEEPONJOB"), 20, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_DAICASHCRAB"), 100000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_BIGBRO"), 40, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_SHARPSHOOTER"), 40, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_RACECHAMP"), 40, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_BATSWORD"), 1000000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_COINPURSE"), 950000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_ASTROCHIMP"), 3000000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_MASTERFUL"), 40000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "SCGW\_NUM\_WINS\_GANG\_0"), 50, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "SCGW\_NUM\_WINS\_GANG\_1"), 50, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "SCGW\_NUM\_WINS\_GANG\_2"), 50, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "SCGW\_NUM\_WINS\_GANG\_3"), 50, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CH\_ARC\_CAB\_CLAW\_TROPHY"), -1, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "CH\_ARC\_CAB\_LOVE\_TROPHY"), -1, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "IAP\_MAX\_MOON\_DIST"), 2147483647, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "SCGW\_INITIALS\_0"), 69644, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "SCGW\_INITIALS\_1"), 50333, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "SCGW\_INITIALS\_2"), 63512, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "SCGW\_INITIALS\_3"), 46136, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "SCGW\_INITIALS\_4"), 21638, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "SCGW\_INITIALS\_5"), 2133, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "SCGW\_INITIALS\_6"), 1215, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "SCGW\_INITIALS\_7"), 2444, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "SCGW\_INITIALS\_8"), 38023, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "SCGW\_INITIALS\_9"), 2233, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "FOOTAGE\_INITIALS\_0"),0, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "FOOTAGE\_INITIALS\_1"), 64, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "FOOTAGE\_INITIALS\_2"), 8457, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "FOOTAGE\_INITIALS\_3"), 91275, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "FOOTAGE\_INITIALS\_4"), 53260, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "FOOTAGE\_INITIALS\_5"), 78663, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "FOOTAGE\_INITIALS\_6"), 25103, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "FOOTAGE\_INITIALS\_7"), 102401, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "FOOTAGE\_INITIALS\_8"), 12672, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "FOOTAGE\_INITIALS\_9"), 74380, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "FOOTAGE\_SCORE\_0"), 284544, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "FOOTAGE\_SCORE\_1"), 275758, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "FOOTAGE\_SCORE\_2"), 100000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "FOOTAGE\_SCORE\_3"), 90000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "FOOTAGE\_SCORE\_4"), 80000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "FOOTAGE\_SCORE\_5"), 70000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "FOOTAGE\_SCORE\_6"), 60000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "FOOTAGE\_SCORE\_7"), 50000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "FOOTAGE\_SCORE\_8"), 40000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "FOOTAGE\_SCORE\_9"), 30000, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_SCOPEOUT"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_CREWEDUP"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_MOVINGON"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_PROMOCAMP"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_GUNMAN"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_SMASHNGRAB"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_INPLAINSI"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_UNDETECTED"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_ALLROUND"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_ELITETHEIF"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_PRO"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_SUPPORTACT"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_SHAFTED"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_COLLECTOR"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_DEADEYE"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_PISTOLSATDAWN"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_TRAFFICAVOI"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_CANTCATCHBRA"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_WIZHARD"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_APEESCAP"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_MONKEYKIND"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_AQUAAPE"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_KEEPFAITH"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_TRUELOVE"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_NEMESIS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_FRIENDZONED"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "IAP\_CHALLENGE\_0"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "IAP\_CHALLENGE\_1"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "IAP\_CHALLENGE\_2"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "IAP\_CHALLENGE\_3"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "IAP\_CHALLENGE\_4"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "IAP\_GOLD\_TANK"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "SCGW\_WON\_NO\_DEATHS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_KINGOFQUB3D"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_QUBISM"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_QUIBITS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_GODOFQUB3D"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_ELEVENELEVEN"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_GOFOR11TH"), true, true)

stats.stat\_set\_masked\_int(gameplay.get\_hash\_key(mpx2().."SU20PSTAT\_INT"), 1, 35, 8, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_INTELGATHER"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_COMPOUNDINFILT"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_LOOT\_FINDER"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_MAX\_DISRUPT"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_THE\_ISLAND\_HEIST"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_GOING\_ALONE"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_TEAM\_WORK"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_MIXING\_UP"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_TEAM\_WORK"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_MIXING\_UP"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_PRO\_THIEF"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_CAT\_BURGLAR"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_ONE\_OF\_THEM"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_GOLDEN\_GUN"), true, true)

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stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_PROFESSIONAL"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_HELPING\_OUT"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_COURIER"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_PARTY\_VIBES"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_HELPING\_HAND"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_ELEVENELEVEN"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "COMPLETE\_H4\_F\_USING\_VETIR"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "COMPLETE\_H4\_F\_USING\_LONGFIN"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "COMPLETE\_H4\_F\_USING\_ANNIH"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "COMPLETE\_H4\_F\_USING\_ALKONOS"), true, true)

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stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_SUNSET"), 1800000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_TREASURE\_HUNTER"), 1000000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_WRECK\_DIVING"), 1000000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_KEINEMUSIK"), 1800000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_PALMS\_TRAX"), 1800000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_MOODYMANN"), 1800000, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_FILL\_YOUR\_BAGS"), 1000000000, true)

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stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "H4CNF\_APPROACH"), -1, true)

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stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_CAR\_CLUB\_MEM"), 100, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_SPRINTRACER"), 50, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_STREETRACER"), 50, true)

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stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_TEST\_CAR"), 240, true)

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stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_CAR\_EXPORT"), 100, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_ROBBERY\_CONTRACT"), 100, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_FACES\_OF\_DEATH"), 100, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_CAR\_CLUB"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_PRO\_CAR\_EXPORT"), true, true)

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stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_MILITARY\_CONVOY"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_FLEECA\_BANK"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_FREIGHT\_TRAIN"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_BOLINGBROKE\_ASS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_IAA\_RAID"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_METH\_JOB"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_BUNKER\_RAID"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_STRAIGHT\_TO\_VIDEO"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_MONKEY\_C\_MONKEY\_DO"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_TRAINED\_TO\_KILL"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_DIRECTOR"), true, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_CONTRACTOR"), 50, true)

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stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_PRODUCER"), 60, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "FIXERTELEPHONEHITSCOMPL"), 10, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "PAYPHONE\_BONUS\_KILL\_METHOD"), 10, true)

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stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "FIXER\_GENERAL\_BS"), -1, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "FIXER\_COMPLETED\_BS"), -1, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "FIXER\_STORY\_BS"), -1, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "FIXER\_STORY\_STRAND"), -1, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "FIXER\_STORY\_COOLDOWN"), -1, true)

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stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "FIXER\_SC\_VEH\_RECOVERED"), 85, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "FIXER\_SC\_VAL\_RECOVERED"), 85, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "FIXER\_SC\_GANG\_TERMINATED"), 85, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "FIXER\_SC\_VIP\_RESCUED"), 85, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "FIXER\_SC\_ASSETS\_PROTECTED"), 85, true)

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stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "FIXER\_EARNINGS"), 19734860, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_TEEING\_OFF"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_PARTY\_NIGHT"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_BILLIONAIRE\_GAMES"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_HOOD\_PASS"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_STUDIO\_TOUR"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_DONT\_MESS\_DRE"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_BACKUP"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_SHORTFRANK\_1"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_SHORTFRANK\_2"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_SHORTFRANK\_3"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_CONTR\_KILLER"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_DOGS\_BEST\_FRIEND"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_MUSIC\_STUDIO"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_SHORTLAMAR\_1"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_SHORTLAMAR\_2"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_SHORTLAMAR\_3"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "BS\_FRANKLIN\_DIALOGUE\_0"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "BS\_FRANKLIN\_DIALOGUE\_1"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "BS\_FRANKLIN\_DIALOGUE\_2"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "BS\_IMANI\_D\_APP\_SETUP"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "BS\_IMANI\_D\_APP\_STRAND"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "BS\_IMANI\_D\_APP\_PARTY"), true, true)

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stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "BS\_IMANI\_D\_APP\_PARTY\_F"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "BS\_IMANI\_D\_APP\_BILL"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "BS\_IMANI\_D\_APP\_BILL\_2"), true, true)

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stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "BS\_IMANI\_D\_APP\_HOOD"), true, true)

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stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_TRUCKAMBUSH"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_LOSTCAMPREV"), true, true)

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stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_GETSTARTED"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_CHEMREACTION"), true, true)

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stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_DRUGTRIPREHAB"), true, true)

stats.stat\_set\_bool(gameplay.get\_hash\_key(mpx2() .. "AWD\_CARGOPLANE"), true, true)

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stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_CALLME"), 50, true)

stats.stat\_set\_int(gameplay.get\_hash\_key(mpx2() .. "AWD\_CHEMCOMPOUNDS"), 50, true)

end

return uTable