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Arma 3 antistasi altis

Author: BARBOLANI Author Website: Requirements: No addons required Island(s): Altis Playable options: Multiplayer compatible / Singleplayer compatible Version: 0.21.0 Alpha Date: 2016-04-10 06:42 Comments: (10) Rating: by barbolani Description: A Whole Dynamic Map mission, for SP or MP Coop, focused on Resistance and Guerrilla Tactics. Features: Totally dynamic: missions, enemy and friendly assets, positions, etc. About 18 Sidemissions, including convoys, defense, rescue, logistics and much more to come! Theatre: Whole Altis: The whole island is your battlefield, decide tactically and strategically where to attack or defend. Resistance Logistics: No unlimited magic weapons and ammunition. You need to gather resources, in any way, to equip your team. You'll have to win every ball. Load the contents of the ammunition onto any truck. Civilian support: There is a civil war in Altis. Your actions will affect the civil perception on your side, which affects the territory you control, the number of assets and labour you receive and much more. Support for world power: Each faction is seeking the support of external parties (NATO and CSAT) to win the war. Get nice support from NATO and you will be able to coordinate with them. Enemy AI Commander: AI reacts to your movements and manages their economy. Friendly AI Management: Some features that will make it easier for your ai teammates to manage. Enemy Comms: Destroy the radio towers in order to disrupt enemy communications and make it more clumsy on its response. AI enhancements: Some additions to AI, such as the use of smoke to cover themselves or during dismantling, surrender, abseiling, skydiving, the use of fixed positions, airstrikes and many more. Persistent Savegame: You won't lose your game progress on mission updates. Discover the typical Arma combined weapon experience. As random as possible, there are no two missions exactly the same. Anything can happen, anytime, anywhere. Scripts: UPSMON (Kronzky, Monsada and Cool-Azroul13), Addon Free Stat Save System (zooloo75), Installation: Extract the .pbo(s) file from your Steam/SteamApps/common/Arma 3/MP/Missions folder. Todo: - Develop a new mission: eliminate the mortar squad, which will bomb friendly cities. Do it quickly or you will have penance due to the killings. - Include Destroy Fuel Depot Mission - Include Rescue NATO SpecOp Mission - Anything you, my beloved players wish, as long as they respect the phylosophy mission, will be implemented, especially I am open to new ideas sidemission Changelog: v0.21.0 AlphaIMPORTANT: Great changes to AAF threat assessment on how and what to send to any attack. IMPORTANT: When the AAF is underfunded, it will receive a credit from the CSAT in the event of a change in some support. The Consolidated Position message will appear when the AAF will not be able to counterattack in a newly conquered area. When players interview a soldier, the quality of the information depends on the soldier (Squad leaders, more info, grunts, less info). Static launchers, not just mortars can fire a QRF at their positions when they fire. Lowered to 100 mts the distance needed for AAF to check if enemies are surrendering. The AAF's major attacks will consist of at least one land and air transport vehicle. A small, quick aerial response from the AAF may consist of transport helicopters that will disembark troops. The CSAT attacks will consist of 3 air vehicles. Fast Travel now allows roadblocks and FIA watch stations to be a destination. Added some immunity of damage to fast-moving units for a short period of time to prevent them from being damaged during positioning. The dogs will patrol inside the airports, in fact there will be a dog in an airport flag to avoid infiltration exploits. Garage staff gets persistently saved on removal of the vehicle to avoid exploits. Delete the debugging message on AAF attack calculations. The number of AAF vehicles was not broadcast through the network. The tanks are back in headless customers. Improved los controls for smoke cover with new script commands. Backpacks unlocking requirements will be 5 euros unlocked backpacks count to avoid the easy static weapon backpack exploits. Missing static tripod is now unlocked at Arsenal. Added a triple control to the mortar positions that some of them gave a little trouble. If no position is found, no mortar should appear. In the case of prisoner-of-war rescue missions, after the time limit, prisoners of war who are not part of a group of players will be murdered. Dogs will not be included in the account to take any area. No more smoke use for troops disembarking from helis. Tanks are covered in smoke if they get heavy damage. Dogs spot the FIA even in vehicles. If an undercover player is present while the FIA conquers an area, he will lose Undercover. Procedures for booting reworked vehicles to make it faster. The garrisons at the base and the airport will ride on their respective armed vehicles if they are attacked again. As AI attack decisions have been improved, garrison mortars can lead to a QRF when firing as well. The personal garage can be accessed by any FIA flag. The new dismantling exercises allow ground attacks from the AAF to West Kavala Castle, so it's a possible target now. Not for MRAP patrols. Reducing remote control to FIA areas so that the AAF envisages a garrison in a hot zone. AAF vehicle prices. FIA Reinf no longer give money when Persistent Save. The AAF will not attack if it lacks funds. Convoys use additional escort vehicles in case the fate of the convoy is a hot zone, and the convoy's default vehicle number is increased to 4. FIA garrison mortars can be stolen to allow players to retrieve the device if the gunner is dead. Bug solved on persistent load and scripts QFR and Auto Garrison. NATO case aircraft will fly higher to be less vulnerable to guns, MGs, etc. More distance for controls to avoid civ/friendly fire on mortar fire. Road patrols should be more frequent now. Added a default roadblock in Edessa, south of Altis. CSAT heli improved spawning, no crushed helis should change Molos' support to our faction. v0.20.3 v0.20.3 IMPORTANT: Reworked the dogs. Civilian dogs don't spawn anymore. Dogs can patrol with small infantry patrols and a few sidemissions, not inside the areas. Bug fixed on mission request that probably shut down the entire AAF engine, taxes, etc. ACE: Added aerosol paint to Arsenal's default charge. v0.20.2 AlphaPetros no longer disappears when the garrison at FIA HQ was abolished. Counter counter supply missions will restart if every FIA soldier in the area is unconscious by default to relieve. Intel Found event will happen to any player in the conquered area, not just for those who take the flag. Intel will not be the same for all players. Personal score added for any player in a conquered area. v0.20.1 AlphaBulletproofed HQ position Persistent Save, so in case Petros is removed (cause of this is still unknown that no one gives an appropriate bug report) the correct position is recorded. Persistent load on PIJ commanders where causing the entire server load, which meant bugs on vehicles parked near HQ. CSAT and NATO are also heading directly to the kitchen. v0.20.0 AlphaIMPORTANT: The AAF will assess the area surrounding the defences to give priority to targets, avoiding attacking heavy garrisons, static launchers, mortars, etc. In some cases, there will be no attack. In these cases, the AAF will wait until it is strong enough for the next cycle. No more negative numbers on AAF vehicles count. The fia static weapons deployed rely on the AA threat assessment for the AAF to decide whether paradrop, fastrope or helis disembark. The tightrope troops will be covered in smoke. Fastropeing troops will directly attack the area, which should be a new challenge instead of a weak point in the AAF assaults. Fixed a heavy bug on FIA garrisons with mortars. v0.19.9 AlphaNon ACE and TFAR customers did not sign up correctly. v0.19.8 AlphaCorrected bug remaining on FIA garrisons at airports. Denser minefields in cities when the CSAT punishes certain cities. Increased a few civilians in vehicles traveling from one city to another. The objective vehicles of the supply and money convoy will not allow players to become infiltrated. In general: much safer landing, fast speed, land landing distances for all parties (the NATO case was very risky) moved the default position of HQ a bit so as not to be within ner's standard spawning distance when the players are there. Return of dispersion and safe distances for mortar shells to a more absolute method, as it gave very inconsistent results. The accuracy is better, teamkilling too. Dual-control heli spawning positions in the destruction of heli missions. The following counterattack information was provided in seconds but saying minutes. Now say minutes. CSAT Punishing armed civilians will be in random positions rather than in the city centre, which will facilitate the mission. v0.19.7 AlphaIMPORTANT: Airports, outposts and bases of the AAF will have a static AI and bunker on certain points (if possible) when the AAF considers it to be a hot zone. Fixed: The safety distance checks for mortar fire were incorrect. It should work. Some big changes on the Scripts so it will save a lot of network traffic and cpu load. Changed the position of some roadblocks by default as they gave some errors. Generally revised size and position of outposts and bases. Bases with helpids may have a heliport transport parked on them. Bug of marker information solved on HC platforms. Solving ai divestment problems in the HC platform. Fixed a critical bug on the garrison system at FIA airport. Fix ACE and TFAR customers where they think they didn't have the mod. v. v.19.6 AlphaIMPORTANT: AAF will manage the purchase of its vehicle more gradually, unless it perceives the FIA as a serious threat. This means that they will not buy tanks or aircraft until the FIA owns certain areas. In the early stages of play will be easier, harder later. AAF will save funds for the future war, so for sure there will be a chance of heavy machinery at the end of the game. Mortars only spawn in the outposts when the AAF thinks it is a hot zone with the presence of the FIA. Mortars should not spawn inside buildings or anything with the roof. Front-line checks will include FIA outposts. AAF rebuild radio towers as a task at the time that players can disrupt or wear on their advantage. Increased security control on mortar targets to avoid friendly/civilian casualties. Added an ACE cable cutter and other types of bandages to the arsenal's default loading for ACE users. Fixed: A code error that caused tightrope units to wait too long between one unit and another. Fastrope should be faster now. Returned to the old HQ asset placement method as the new one was positioning objects in very weird and ugly positions. Commander will have a mouse wheel action to be able to move hq objects over a radius of 30 meters. v0.19.5 AlphaDoubled mortar dispersal rate to make Antistasi more enjoyable for the casual player. Corrected error on SP server adhesion controls. Vanilla finally saves disabled to avoid support problems. Super hardcoded FIA HQ marker proprietary settings on the persistent load to avoid problems on erroneous stops. Added Lynx AP towers to the possible load of the AAF ammunition box. v0.19.4 AlphaFixed bug critical on PIJ players. v0.19.3 Bug AlphaFixed on the Resign control button. Bug fixed on variable destroyedbuildings and HC. Bug fixed on maritime patrols in HC Deleted small error on transfer scripts. Resolved: No vehicle markers appear on HC. Removing ACE_HuntIR_Box from the box NATO. The ace detection activated regardless of the medical level has been fixed. Let's hope to solve the last problem on the garrisons of FIA Headquarters and fast travel. Build HQ option will look for empty positions for each item in order to check if there is an appropriate position for them, otherwise they will move up to 30 meters. v0.19.2 AlphaFixed: RHS Optics were not unlocked. When the player selects Map Info, an initial index shows Altis' total demographic statistics, support statistics, and the number of cities destroyed. Fixed bugs after Petros died. NATO vehicles spawn without loading into the cargo. Added other ACE stuff to Arsenal, AAF and NATO ammunition. Thanks to Gregers Gedekid. Mission modified and optimized to avoid a few rare bugs. Rare. death has no mission action. Fixed Fast Travel thinking player controls AI. v0.19.1 AlphaCorrected small bug when the player reject an AI with a stolen Arsenal weapon locked. FIA HQ was considered an AAF zone when it was in charge of an earlier session. Petros will not attack players if they kill many enemy prisoners. v0.19.0 AlphaIMPORTANT: The mission no longer ends when Petros dies. The player's commander is forced to choose a new position at HQ and some arsenal tricks will be locked again. The contents of the ammunition will be lost. IMPORTANT: FIA HQ may be in garrison. IMPORTANT: More intense deployment of minefields by the AAF. They do it when they think they are in a defensive position to protect the bases. Cautious base of attack!!! IMPORTANT: Mortars will not spawn in AAF garrisons if they have a friendly base in the vicinity. All mines protecting a base will be revealed when the FIA takes it. Use of firearm fires re-activated by AAF. The FIA and AAF will use IR lasers if they have goggles and NV pointers. SP respawn will lose NV goggles if necessary. A slightly higher chance for AAF to spawn with NV. Removing NATO munitions from bases and airports. Now the players receive a notification of what has been unlocked at Arsenal. In the event that administrators set up the server with autoinit (wrong), config questions will be done for the first commander at PIJ. Delete the small bug on the member list option. v0.18.12 AlphaTweaked AI mortar scripts so they wouldn't shoot if civilians or friends are close to the target area (no bulletproof, as Arty ETA is several seconds always) Garage disabled by accident, sorry. v0.18.11 AlphaIMPORTANT: Drastic reduction (4) of factory bonuses. IMPORTANT: Removed a power plant in NE Altis, and replaced it with a factory. WARNING: THIS CAN CAUSE MALFUNCTIONS AND CAUSE A MISSION TO RESTART. IMPORTANT: Added two seaports - maritime patrol areas at N-NE Altis. WARNING: THIS CAN CAUSE MALFUNCTIONS AND CAUSE A MISSION TO RESTART. IMPORTANT: Fueled cities get 1% support for their camp if they are less than 50% and total support is less than 100% on each tax return. Ranks kept on MP respawn 10% Personal money loss on MP respawn. Updated briefing, thanks to dahooh for spelling corrections. Some clues did not appear for non-server members. Optimized membership features. The weapons of the PIJ players were not removed on Stat Load. Getting killed will affect the city's support in the same way as with AI. Removing the negative impact on AAF when the FIA conquers an area (kills are enough). On the default raise and TFAR, players have a small change of losing voice comms too. Some TFAR settings to ensure that no LR radio is given to players and they can use enemy vehicles to use them as LR radios. The state of the power supply has not been updated properly in AAF cities on the persistent load. Updated player markers script so that a player disconnects while unconscious the marker is deleted. v0.18.10 AlphaIMPORTANT: The outposts of the AAF now have a mortar. More UPSMys bugs fixed. Fixed a small error on Destroy Destroy despawning code. Reworked a bit of the code on logistics mission to avoid weird problems. Countdown in logistics procurement and banking missions will only appear to the players who do. Mortars controlled by players will not provoke an anti-Arty response from the AAF if they are very close to a base or a friendly airport. Error corrected on FIA airport script. Improved script/transfer to the ammo box. Bulletproofed a little garage script to avoid some weird errors (unknown cause). Petros will not grant logistical missions to cities where the FIA will not gain any support. Server faced city support, resources and prestige changes to avoid incongruities. A wider flight path for any bomb race, so enemies will have a chance to defeat the bombers before the strike is over. Prestige and the city's support change over the destruction of NATO, CSAT and some AAF vehicles. Fixing small bugs at NATO bases. Google NV mount more reliable for FIA soldiers. The static weapons purchased were removed during the garrison abduction if they were spawned. Petros is resurrected when he is killed by vehicles flying over him. The chances of having Google NV for AAF now is not 100% when the FIA unlocks them, and will also depend on the class names. More time to disable the simulation of parked vehicles in case of busy servers. It is no longer necessary to be in combat mode for iA to drop the smoke when they help an early little comrade. Zone-corrected depawning while the player was in control of the AI. No more playable slots. v0.18.9 AlphaNEW Characteristic: Fia Garrison Doctors will function as medical posts for any FIA soldier in the region. NEW FEATURE: AAF Maritime Patrols!!! IMPORTANT: To avoid AI is stuck so I have to respawn situations, when the player remains unconscious for 5 minutes, he will automatically revive if he has enough support. IMPORTANT: Position shifted from the southeast outpost of AAF to a more logical position with millet buildings. Keep an eye on it!!! IMPORTANT: The City's support values should not add more than 100%. The old values will be lowered if this is the case. Now, the political situation will not change when support reaches this summit and any side tries to improve it. To change this, measures related to the reduction of oppsite support must be taken. Assured iA uses static weapons placed for garrisons. Bleedout time on revive put in 5 minutes instead of 10. Small bug fixed when no box has been found transfer to truck scripts. Some more upSMys bugs fixed. Smarter AI, especially in cities. Skills included and granted for AAF heli pilots (they should better identify patrols). Fixed: The AAF did not attack the FIA mortar teams. Fia Reinf should be back. No more small bugfixes on transfer scripts. Slight increase in the gain rh on tax income. When LAW is unlocked, FIA AT will spawn with them (otherwise TITAN). The militiamen will spawn with a single blow of their RPG in retirement. Slight change to infiltration so far units has not properly updated their knowabout values. Fixed a small actionception that the transfer action was not removed when the driver got out of any truck. Garrisons fia fia stay in their respective areas. Added other ACE stuff to the default arsenal. Adding bipods and uav terminals as an unlock to the Arsenal system. FIA garrisons will not steal your vehicles. THE FIA roadblocks will be lifted on the removal. Change of support from the city on each kill is back. When it is undercover, the FIA AI will not lose the magazines of its secondary weapon. AAF supply convoys on fia cities will only be created if they can get some support. Server sided clean garbage to avoid BattleEye problems. More static AAF garrisons, less inclined to abandon their positions in search of the FIA. Some measures against spamclick on the garrison add options. Enemy distance criteria applied for the garrison add options. Fixed: On the rearm script units were looking for NV goggles, even when they had one. v0.18.8 AlphaChanged mouse wheel action removal control to avoid ACE conflict with the explosive placement module. Fixed: HC disabled use by accident. Extended transfer scripts for vests and other container content, and hopefully resolved the remaining bugs. v0.18.7 AlphaNEW SIDEMISSION: Ambush CSAT SpecOp Team. Belongs to the types of assassination mission and depends on the proximity of the AAF observation post. NEW FEATURE: Arty now has dam mode that will cover with tricks a line between two markers defined by the player. NEW FEATURE: Arty Module now supports more ammunition and ask the player he wants to use (smoke dams are very effective). NEW: The international press. Journalists sometimes appear (depending on NATO and CSAT values) in areas, killing them will affect the support of external powers. IMPORTANT: Introduction of another mission of failure, condition of end of mission: eight cities were destroyed by the CSAT. IMPORTANT: The AAF can rebuild radio towers. IMPORTANT: To allow the transfer to HQ AmmoBox now player can place the items in the ammunition box of the vehicle without the need to have a vehicle around. IMPORTANT FOR ACE users: The AI control function is disabled if ACE is being managed by ACE. IMPORTANT: Script non-motORIZED mods introduced. If ASR AI, MCC or ALIVE are detected mission will be completed, on the server, or customers or both. IMPORTANT: AAF has now also disarmed Helis on patrol duty all around the island. Road and air patrols will report any contact from the FIA that they spot. A high NATO level will spawn two MLRS instead of one when artillery support is requested. The mission did not end with the victory of the deputies. Resolved all Using script bugs (allPlayers hcArray) like the Skjip 8 hours and others. Undercover AI will lose Undercover if they choose a weapon. Protected the Save system a little more so that no bugged variables are saved, leading to ruining future sessions. A little further behind on the simulation disabling empty vehicles in order to make them spawn in normal positions. Halving the content of NATO ammunition Soldiers on foot should not spawn in problem areas when travelling quickly. Lowered to 350 mts some infiltration controls. CSAT Artillery is back. The damage caused by the campfires will no longer bother us while controlling the AI. Success in money will affect NATO and the Repeating City is similarly supporting a bank robbery mission. The infiltrated AI will lose its status when planting mines in the same way that it works for players. Changing conditions (light) to lose undercover when a player fires a weapon or plants a mine. Lowered a few snipers aiming skill. No skill bonus for the attacking forces of the AAF (they had the defensive bonus). The Transfer AmmoBox to Truck action will only appear if the player is the driver of the truck and only to that player. No AI will be able to use this option, even controlled AI. Most mouse wheel actions can no longer be controlled with an AI or performed during AI testing. AAF highway patrols have made the HC compatible. Better placement of trucks at the AAF observation post, as some of them exploded. Bypassing UPSMys errors on the respawn module. The markers for small AAF patrols are now LOCAL MP to the server or HC. Fixed small bugs on ammo transfer scripts. Ammotruck Missions now have some units wandering around to avoid the fast truck flight ride. Increased chances of action to combat the AAF. Removing errors flooding .rpt regarding mouseclick sounds on dialogues. Upper limit capped to target the accuracy on the AI at 0.35 regardless of the skill level of the AAF or FIA. Exception: Snipers and snipers. The defensive skills of the AAF were not changed by class. HDCs were marked as detected even when none were present. v0.18.6 AlphaIMPORTANT: Now AAF may want to send convoys of ravics to FIA cities for support. IMPORTANT: The radio service does not matter to AAF to carry out large attacks, only small ones. IMPORTANT: Raised up to 10 kmrt airports attack missions. No more ugly marker following the traitor when he escapes. Now, prisoner rescue missions can happen in the outposts as well, which will make them much easier. NATO bonuses for carrying out prisoner rescue missions are the same as refugee evacuation missions. Double chance of automatic raiidions because it was very low. City support functions optimized for missions. In some cases, small counterattacks have not been deawning to death. Prisoners of war should come off now once released. Deleted error trying to give a teammate name to a saved POW. A lower aiming skill bonus for snipers/snipers. Amount corrected to unlock NVG and Laser unlocks. FIA reinforcements did not see morning in some cases. The outposts of the AAF now have large groups instead of medium-sized. Improved Arty accuracy on mortar defense. They are as deadly as those who attack now. AAF will never pass competence 13, instead they will spend money on vehicles. When the player is unconscious, the camera points to the support AI if available and coming, otherwise, points to the player. The AAF sometimes uses satchels to kill fortified units in buildings. Hopefully corrected some UPSMys errors. Steal Static option got lost. It was handed over. v0.18.5 AlphaRemoved debugging message on the Arty module. Bug deleted that stopped small counterattacks. QRF fixed on ammunition logistics As part of logistics supply missions, the AAF will be more attracted to investigate the refuelling truck as the civvies do. v0.18.4 AlphaIMPORTANT: New arty system. Select an arty squad on the HC bar (no matter if NATO) and press SHIFT + Y. Click on the arty target, select the number of rounds (if not enough, arty will shoot everything they have), wait for the kaboom. IMPORTANT: NATO Arty now joins the HC bar, driverless, even on MRLS, etc. IMPORTANT: More effective AAF QRF attacks. They are not based on the always area, can be position-based, so they can attack mortar batteries or reinforce ambush convoys. Arsenal unlocking requirements will be displayed each time a player opens the ammunition box. Arsenal minimum number of unlocking has been increased for some assets. Reorganization of briefing notes to make them more intuitive. Arty now hits the force spawning areas if the target's position is close enough, which will really bombard the actual units from more distance than the spawning distance. Bug corrected that did not allow to regain the lost territory. Bug fixed on some minimum unlock requirements. v0.18.3 AlphaAutomated undercover when entering a vehicle. Corrected error on arsenal management. Update and improve the special key function. Improved a little road search radius for parked vehicles to avoid flooding errors in .rpt. The enemy AI no longer oversized civilians on FIA cities, with the exception of the CSAT. Fewer units in the map - better performance. v0.18.2 AlphaIMPORTANT: The amounts needed to unlock anything will depend on the amount of this type that the FIA has released. Plants will reduce that amount. IMPORTANT: Added Earplugs with END key, thanks to Manko. Disabled when ACE is present. Deleted marker in case of player disconnected in the player markers module. The NATO CAS was modified by direct control of the NATO Air Squad under module HC. This is much less problematic than the CAS modules. Disabled mortar trucks will stick mortars to their positions and won't do stupid things. AAF is trying to save money to have tanks and planes if possible, more chances to see tanks. Fixed: Vehicles were not removed from the garage when the player chose one. Fixed: Players were unable to join the commander's career after resigning by clicking the appropriate button. Personal bulletproof variables on respawn. Automated sidemissions now have a 25% chance of being created. Increased knowledge of the player's enemy to lose undercover on the vehicle road) and foot (dress/showing weapons) v0.18.1 AlphaFixed errors on debugging tools for vehicle prices. Bug fixed on Steal Ammotruck missions. Fixed dialogue error trying to add to the personal garage when the player was not a commanding officer. Fixed bug not allowing to complete the money convoy missions. Corrected typing in Heal, Repair and Rearm action. v0.18.0 AlphaIMPORTANT: Added up to three headless customer support. IMPORTANT: Heal and Repair action is now healing, repairing and rearming (rearms all vehicles close to their default ammo count). IMPORTANT: Killing civilians (not resource workers) at an MP's a score penalty. A very bad karma will make the player be hated by any FIA AI (including Petros) and he will have to log out to be able to play again. IMPORTANT: AI teammates don't automatically enter combat mode when danger is detected, they need player orders to do so. IMPORTANT: The garrison system has expanded to bases and airports. NATO's presence and vehicles now depend on NATO support (there are aisles and others in a squad). The commander can manage the garrisons in the same way as all the senses. WARNING: This will likely render persistent backups corrupted, untested. Expect a reboot. Apologies. NEW FEATURE: Personal garage. MP players now go garage vehicles to their personal garage. Only commanders have the option to access and add to the fia garage. Integrated with persistent savings. NEW FEATURE: Members of the white list of MP readers may resign as commander. The choose button is in game options (HQ Map). If there are no eligible commanders except the player, he will not be able to give up. Reworked spawning system to better adapt it to MP and especially HC. Corrected error on having inactive tanks in AAF attacks. Missiles removed from AAF drones. Price function of the bulletproof vehicle just in case some vehicle is messing up the variables. Includes convoy van drivers in the AAF soldier cost. Players cannot capture the flag during undercover. Much more likely to standard infantry teams when the AAF generates medium groups (less chance of AA/AT teams) On small outposts, AAF squads will consist only of AA/AT types. Only types of civilian workers will spawn in power plants, resources and factories. Civil removal more friendly of deputies on the system fms down. Adjusted skill models for the AAF. AAF troops less capitulations. Hopefully more stable animations for the troops handed over. Task system returned to the one used before Nexus (Cashsus) update that all BIS funtions work again. Redundant variables removed for large aaf attack verification. Improved a bit of mission request code. More FIA with helmets and summer clothes, if they wear helmets, they will wear mil clothes. Improved despawn on major AI attacks. Fixed: UAV now has a cost for AAF MP bank robbers now lose Undercover so close to the bank. In mp control of an outpost build squad leader led to malfunctions when the player reached his destination. In some cases, optimized MP function calls do not only to specific customers or servers. Fixed public variable puestosFIA. Fixed when in MP the commander bypassed a window in the init settings that made the whole game not work. Corrected error on garrison removal. v0.17.15 AlphaAdded RHS VR rockets to possible AAF ammoBox spawn. In the open MP, guest players cannot provoke a Defend HQ mission by firing mortars near HQ. Added first aid kits on Arsenal's default. THE FIA's power plant garrisons are now handling mortars properly. Added an int revised reload time to be able to recruit when the player has rejected units recently (to avoid constant-despawn spawning until the soldier equipment is what the player wants) AlphaFixed card info error in MP. Increased minimum AAF courage statistics so they are not complete cowards in the early stages of the game. Improved dismantling exercises for AAF mech/word inf. Optimized a bit the transfer of/to truck scripts to avoid some exploits and bugs. Server sided transfer to avoid silly battle eye behavior. v0.17.12 AlphaMore mine types integrated into persistent savings. Management of the mine integrated into persistent savings. Severe bug fix that made FIA AI not spawn with appropriate ammunition sometimes. v0.17.11 AlphaIMPORTANT: Low radio tower coverage. From 5kmrts to 3.5Kmrts. This will make it easier to avoid the AAF's response, even having none in certain parts of the map. Bases can send small CAs if they are closer to 2 kmrts, regardless of whether there is a radio service or not. Brute forced the addition of assets to the arsenal to avoid the problems in the turned mp troops put their hands behind their heads again. The default music is back in the SP information. Added Radio Comms on Map Info options. v0.17.10 AlphaAdded some NATO weapons on possible ammunition. Double check for players in the init server to avoid certain bugs caused by ACE or CBA. Adding RHS supressor to AAF ammunition possible content. v0.17.9 AlphaNo more duplicated area taken when the player captures a flag. Return of the radar to the old GPS. BIS Radar is very ugly. Added a super-explicit 'x' explanatory symbol in the city's support report. Fia Reinf and AAF small counter-attacks are updated correctly on the persistent load. Adding some debugging messages to the .rpt file in order to debugge other players is much easier. Road control will not be done undercover in a Civ. Bug helpaid corrected on unlocking backpack arsenal. v0.17.8 AlphaIMPORTANT: Second test on the DataBase approach for Altis. In MP, when a player has lost undercover mounted in a vehicle, all the players in that vehicle will lose it too. No more losing NATO points when a unit surrendered dies by other Western direct fire. Bulletproofed Garrison and AI control variables as in some rare cases, they were corrupted and rendered the player unable to manage the areas. Small changes to UPSMONpatrollnBuilding to avoid bug report flooding on rpt. Changing the default GPS GRAPHIC interface by a mini Squad position map (Arma vanilla) Fixed typos that caused heavy bugs on tasks. Added a routine to force the return of AI control when certain actions need everyone in control of their player. Correction mp init when no one has chosen commander by default. AI's narrow door functions when bis changed the function names in the Nexus patch. v0.17.7 AlphaReverted mission initiates the old method because it caused problems with non-Spanish servers. A little more tweaking to make sure that the arsenal is well para para para armaarseel for all players in MP. Fixed small bug on persistent shutdown (Sidemissions have not been recorded) Fixed small bug on backpack management and save in the arsenal. No more Calvin Klein soldier on the charge when he saved with Civ clothes. Small counter-attacks generated on the load will be made if it has some sense (not always). Mission returned introduces to the old method, as as caused problems with non-Spanish servers. v0.17.6 AlphaNerfed more AAF skills. Same as fia AI. In the early stages should be noticeable. When the player is not precocious by shooting inside a vehicle and disassembles, his iA teammates will disembark in order to heal him. When the loss of CONTROL of the AI caused by damage to the original player's unit or controlled AI, the player receives a hint message. Infiltrated AI units can no longer be selected for self-weapon. Fixed the bug in CSAT punishments. Fixed a few minor bugs in the transfer to the script of the HQ ammo box. Fixed the small bug in Map Info related to the improvement of the DB of the roads. Some change with iA behavior when they are back from Undercover. Mortar teams will deploy mortar in a clearer area, so probably the AI will be more eager to fire. Implementation of the workaround for support modules based on it has changed the number of slot machines and playable names. Feel free to change them, but all the senses add a variable in the same way I placed them. Changed the position of the text of the tax income report to ensure that all players in the aspect ratio can see it. Mission init improved that some parameters are chosen from a DB in the case of the island of Altis, instead of building them on the fly (roads, number of houses on each city) Bypass solution on tasks removal and the existence of bug verification on the respective BIS functions. Small changes in the information text. Initial settings and bugfixes. v0.17.5 AlphaIMPORTANT: City Road DB was moving around the network a lot. Reworked the DB Cities Road to be totally server side. This should increase the network performance a little in MP. This is a very fundamental change, heavily tested, but can lead to serious malfunctions, please report any problems you find. IMPORTANT: To adapt to the new endurance system, the FIA will check the weight of the aircraft to add a launcher. Ditto with AutoRearm: they won't look for a launcher if they're too loaded. IMPORTANT: Total overhaul of Undercover mode. Now the player must click the appropriate button on a Y menu. On foot: a civilian uniform is required. When Undercover is lost in some cases, the player or his vehicle will be reported, and the vehicle may become unusable or the player will have to wait 30 minutes of play to be able to re-ent Undercover. Check the briefing notes for more details. IMPORTANT: Undercover mine planting will verify enemy presence and, if in the city, CIV support from the AAF (simulating reported a civ supported by the AAF) to lose Undercover. Stealing civilian vehicles will affect prestige in the respective city and, depending on suport city, perhaps the AAF will be flagged from the position of the players and/or lose undercover. Releasing POWS/Refuges makes the Undercover player lose (otherwise, some missions would become extremely easy). Due to the new uniform civilian infiltration system have been added to the Arsenal. Small change on the distribution of buttons in the Y menu. Rejection units are now in the AI management menu. Bug fixed in some rare cases with with Update the arsenal and the player played pre-configured weapons. Some missions were waiting for the mission vehicle to be unpawned in order to start the countdown to the mission's removal. Corrected. Small bug fixed on helmets DB v0.17.4 AlphaIMPORTANT: As civilians are not a must, they can be almost disabled by setting the Civ percentage at 0. Put at 0 spawn will spawn at least one civ, a civ vehicle in the cities and civilian patrols per city spawned. Included Huron soldiers of transport and cargo of appropriate during NATO attacks. AA threat assessment implemented for any air assault. If there is too much threat, squads will most of the time be paradropped at high altitude, if there is little risk, then the simple recall or landing will be done. Not for all types of choppers. Door animations to all vehicles (which have). You can now shoot in the APC/Heli while it has the doors open. AmmoBox HQ excluded from the AI AutoRearm function. Mission vehicles are returned to the HQ (Bank and Money Convoy) and the vehicles sold/garaged'd transfer all of its cargo to HQ AmmoBox before they are removed. Halves small patrols in power plants, resources and factories about. Choosing safer and more pleasant garage vehicles. Fancy task markers are back (lost due to procedural changes in the latest Nexus Uodate) Fixed transfer cargo script when the ammo box had too few items it didn't work. When moving the AC, things hq is invisible again in SP. Due to nexus update the command has changed and seems broken into MP. First aid kits have not been available at Arsenal since the beginning. v0.17.3 AlphaIMPORTANT: Dramatically, the costs of pricing the AI of recruits have decreased significantly because they were too high on higher skill levels. Its supposed to be around 2xprice in skill level 20. This will see more tanks, planes, etc. on the AAF side, and early MP players will be able to recruit something on high-skill servers. IMPORTANT: Nerfed a lot more AAF skills. It should be much more visible on the early steps. IMPORTANT: Ignoring a Kill the Traitor mission will lead to a great loss on HR and money, instead of a Defend Petros mission. Failing that (Traitor reaches an AAF base) remains the same. The version is displayed in the index when the player selects the Game Options menu. AutoRearm: AI will choose magazines for secondary weapons of backpacks dead soldiers, not just the empty backpack. The persistent stop message will not appear in the middle of the screen. If the FIA has NV Goggles unlocked at Arsenal, the AAF will spawning with them, regardless of their economy. Error corrected on the squadmate layout that made units not depawning and money/hours spent do not recover. v0.17.2 AlphaChanged script inthosht to iniPlayerLocal as it caused no init on players and they were able to move before the server init. Added some extra uniforms, sunglasses and other missing clothing to the initial arsenal config. Thanks to Bullitt for his help. Fixed the possible bug when the player has selected HC and team selected selected units and chooses to THE AI. 100% recovery of the soldiers' prize when teammates are disappointed. The simulation deactivation was set to HQ vehicles rather than others. Improved performance. Double the HR gain on tax income. Fixed the small bug in prisoner rescue missions and doubling HR revenues to succeed, as this is the most difficult mission in Antistasi. Removing the removal of the headset on headshot in MP (less traffic). v0.17.1 AlphaIMPORTANT: End of mission implemented. When more than half of the POPULATION (not cities) supports the FIA, you win. IMPORTANT: Mounted FIA mortars now operate differently. They are deployed on the ground once the truck reaches a given destination via HC. Once they have another destination, they will pack and move. Corrected when the MP player said NO to load the previous session and had the chance to move the spawning position. Added the Stavrou identity for potential AI teammates in MP. Destroyed cities give 0 income and 0 HR to both sides, instead of half. Create a special handle damage script for Petros so that verification is not performed every time an FIA unit is hit. Bug fixed when the player controlled a HC unit and select the return action. v0.17.0 AlphaNEW FEATURE: NAPALM and cluster bombs. NEW FEATURE: NATO's bomb is working. For 10 NATO points, you have three options for making bombs: the HE, Cluster and Napalm bombs. NEW FEATURE: Watchdogs. They will reveal (if, no matter if on sight) any close barefoot FIA, no matter whether undercover or not. They have some chance to spawn in roadblocks, resources, power plants, airports and bases. QUESTION: The AI won't attack them, they love Altis puppies. Humans will have to kill them on their own. NEW FEATURE: Added guerrilla uniforms, caps, bandanas, etc. to the original Arsenal stuff for players who want to play Barbie. IMPORTANT: You won't lose Undercover on foot by nearby (dogs are the exception). IMPORTANT: CSAT and NATO can now attack areas other than bases, airports and cities. They will not use arty and/or bombs in these areas. IMPORTANT: NATO CAS missions can now be made up of up to three vehicles. Number and quality still depend on FIA support. IMPORTANT: Petros is not included in the spawning system, which in some cases results in improved performance. Near HQ, vehicles will be unsold if they are more than 300 mts away. IMPORTANT: Dogs in cities. But don't worry. It's just furniture. Or not.... IMPORTANT: FIA mortar fire leading to a Nearby AAF patrol, simulating a battery destruction mission. IMPORTANT: Adding some comments in iniVAr.sqf and iniZones.sqf for the few brave who dare to try to modify Antistasi or try to make it work in custom islands. IMPORTANT: An SPF check will be done before doing a lot of action. Spawning units especially. The AAF garrisons will stop spawning when a minimum is done (mainly static weapons and construction groups). Players will not be able to recruit or request anything from NATO if the server is too busy. Exceptions: fia garrisons (not NATO!!!), base AAF sidemission units, small counter-attacks. The big ones will just be delayed, but will not spawn fewer units. Other processes in the game will be bypassed when the check fails, such as the surrender script. If you want to disable this (and burn your server maybe) just put your FPS limit on a lower setting. Mission will allow you to put it on zero, and have a complete Antistasi, no matter what. Reworked CSAT and AAF abandon the code, better

performance. NATO air strikes will only consist of transport vehicles, as the player can provide case and bomb tracks separately. CSAT will use the appropriate types of ammunition in their bomb sets. Reworked Persistent backup and destroyed buildings, it did not work after a second charge. Added some ACO optics to Arsenal's possible assets. Added IR beams to AAF ammunition. Civ Percentage config is now on a 1% basis and has a minimum of 5% Double spawning garrison now depends on FPS also, if all goes well, double garrison is spawned. Best code for Radio Tower killed check. Reworked vehicle spawn/despawn system to have better performance and perhaps fewer explosions when spawning. AAF will make great attacks, even without money. Kastro Castle is excluded from any AAF ground attack, as the AI spoil with the vehicles and the castle gate. Added some voices to wounded soldiers who are not unconscious when they ask for a doctor. Hopefully the ammo trucks parked near HQ will be almost empty on a persistent load. Safer vehicle spawning in airports. The divested units do not generate traffic in the network. Defending HQ missions by mortar fire have not been generated properly in MP Now players can add air and other types (not NATO) vehicles to the garage pool. In city supplies, in MP, undercover units near the track did not lose undercover. Solved. Reduces the maximum number of bombs in CSAT punishment from 6 to 3. Most cases will be 1 or 2. Fixed: FIA soldiers were spawning with AT weapons without ammunition. Civil defense in CSAT punishments is now spawned instead of picking them up in the civs already spawned. Minimum of 8, their number depends on the spawning rate of Civ, the population and the support of the FIA. Very untrained. Militia with glifles spawn with 3 HE grenades. v0.16.4 AlphaDestroyed military buildings integrated into the backup system. They will be destroyed on the charge. Optimised a bit of the code to place statics in millet buildings. Bug fixed on TFAR. It should work. v0.16.3 AlphaIMPORTANT FOR ACE UTILISATEURS: Basic medical items on the ground, such as bandages, morphine, etc. added to the Arsenal. Fixed a bug in circumstances removing roadblocks and outposts. Fixed small bug in Amobox AAF content. Fixed the small bug in NATO's Ammodrop missions. Changed my ugly card icons by super beautiful 3D BIS icons on sidemissions. Old markers only appear when the target moves (running away from btw traitors). Destroying vehicle missions now have a better way to ensure that the vehicle is not destroyed when spawning. Added a little more difficulty to kill the Traitor missions with AAF patrol in the vicinity of the house. Auto Rearm now commands a little less chaotic when it comes to squadmate messages. Just a little. Fia mortar soldiers now have the appropriate skills depending on the FIA's skill level. Radios have been added to HC squad leaders and mortar squads. Small changes to ensure the availability of mortar and case support. Implementation of a hard reset of the entire radio support system with Reinit UI button. v0.16.2 AlphaIMPORTANT: Improved mission initialization in MP. Should take less time for players when the server is on the init process. IMPORTANT: Arty's dismissal from HQ will give a small percent to have a HQ defense mission (AAF located you). Important: Killing with Arty will cause undercover men to lose near the s killed unit. IMPORTANT: Deaths FIA and NATO affect the nearest city fia support negatively. IMPORTANT: In defend HQ missions now CSAT is spawned in helicopters and inserted with fastrope, but coming from anywhere (no CSAT carrier) and up to three. IMPORTANT: AutoRearm will be looking for AI for better weapons if they have the most basic ones. Also with NV Googles and headphones. In MP When the player commander logs out, if there is no eligible commander, all HC units and vehicles will be added to the FIA resource pool and removed, pending a new connected commander being bugged. Killing treacherous missions are now lost when the traitor reaches an AAF base. Improved ammoboxes and ammotrucks loads and now they provide a minimum of magazines for the weapons they content themselves with. Unlocked weapons and mags now appear in NATO ammunition because of its field supply objective. Sidemissions do not wait for tasks to be removed to remove units and vehicles. Added a living check for planes in carpet bombing scripts. Elimination of FT restrictions on the player's area. Fixed some bugs on persistent savings regarding unit repayment. Ai Locked Weapons and Mags will be added to the ammo box on the next persistent charge. Vehicles not close to HQ will be added to the garage at the next persistent charge instead of being refunded. Inventory of vehicles recovered from the empty garage. Removing the lock state in some helis so they can be stolen too. When the player fires a teammate, once he is removed, his weapons and important things that are not unlocked, will be transferred to HQ Ammobox. Removing tags for units in vehicles as it was buggy and gave some errors. The CAS NATO can also consist of aircraft if sufficient NATO support. Fixed small bug that did not allow to send to Garage AAF ground vehicles sometimes. Modified no AI controls check in the undercover script. The AAF, NATO and CSAT will use their lasers at night if they have NV. Fixed the debawning of stolen static weapons when deployed. Users of static AAF soldiers will spawn without a backpack. Delete the error Inventory item with first name: [acc_flashlight] not found. Initializations of re-coded FIA soldiers, with performance gain. Added unlock counting requirements for Arsenal in briefing. Changing the cost table for FIA units. Relive and rearm integrated so that one won't The other one. Bug removed from the Ranks system. Bug deleted in OnPlayerDisconnect. v0.16.1 AlphaNEW FEATURE: FIA teammates spawn without radio if they are not unlocked. Aside from the vanilla effects (only voice sound) if the player sends them away, they will get lost and try to come back. The Auto Rearm button will make them look for a radio among the corpses. IMPORTANT: Added an outpost to Syrta. Can cause weird things when the load persists. IMPORTANT: Drastic reduction (/10) in HR income on taxes. Unlocked guns have not been updated during the persistent charge until the next tax income. Removing the message Only Humans when the AAF attempts to board an air vehicle in SP/Hosted. Civ vehicles with a double price as mil those (yes, being easily undercover must have its counterpart). Fixed bugs that did not remove certain items (map, gps, radio) and backpacks from the ammunition box when Arsenal unlocked. The error may remain until the mission restarts, and then the persistent charge will not resolve it. Excuse me. Let us hope that the garrisons of the city of the AAF do not carry a vehicle. Bug fixed that disabled NATO Arty support. Giving money to another player will not close the window. PIJ players will not be asked to reallocate HQ after loading. Bug corrected that made the FIA units do not go with the main weapon if they had a rangefinder. Adding Laser Designator batteries in AAF ammunition possible charge. v0.16.0 AlphaNEW function: NATO's armoured column is finally here. IMPORTANT: In respawns SP player without weapons and objects, as the Arsenal function is enough to rearm. IMPORTANT: No longer needs to take flag action to conquer an area. Taking the flag is always there and is useful if players want to bypass enemy presence verification and trigger Intel Found events. FIA AI can conquer now. IMPORTANT: Integration rhs escalation. Only Russian weapons will be considered. Now, basic AK74 will be added to the arsenal from the beginning. The initial configuration of the players has also changed. With RHS FIA units will spawn with mod weapons. Snipers are the exception (don't like the SDVs on them). I tried to force the Take the Flag action when the AAF takes over an area, and if not, proximity control over the area to allow the player to win back by simply killing enemies. Bug fixed on the ammunition of FIA snipers when Lynx is unlocked. Decrease in a little of the minimum tax income and the HR revenues of cities to make HR management a little more difficult. Will keep an eye on HR for future development that nowadays doesn't matter at all. Arsenal automated removal of locked backpacks Sometimes he does strange things, but not important. Slight changes to hopefully improve the stability of the HC and Radio 0-8 support. Added all types of magazines to the Arsenal system to integrate even from mods. Added laserdesignators of all types to the Arsenal, as before only NATO was counted. Undercover AI will not lose their weapon attachments and some ammo when they lose undercover. Destroy improved chopper missions. The position of the marker is aprox. Look for smoke for for the goal. FIA units with sandard rifles will not spawn with machine guns or sniper rifles, even if they are unlocked. Disabled people gain capacity from air units. Increased the distance from enemy bases and outposts to lose undercover, as before, you have to be right inside to lose it. Added smoke grenades to the possible contents of AAF ammunition. FIA uniforms are now randomized for civ clothes when the training level is low. Small chance to wear the best vest for certain types of fia soldiers. Fia Grunts with AA / AT will not spawn with backpack. A little boost for the FIA garrisons, because they are in a defensive position and should fight better and have better equipment. Improved dismantling exercise for AAF Mech-Mot infantry. They will disassemble in safe places depending on certain factors. The loss of a NATO support mission will have additional costs in NATO support. v0.15.2 AlphaAAF has flown helis and the planes are now properly backed up if they are approaching HQ. v0.15.1 Alpha - IMPORTANT: The time to remove a task has been greatly increased to a random number. This means that players will not be able to ask permanently for the same mission, plus, the automated mission assignment will not permanently give the same (Kill the Traitor fans will be happy). - Solved a bug related to garage vehicles and persistent shutdown, as they were constantly updated even when the commander did not save. - Reduced the Chances of the Sniper Team on the small AAF patrol paddling from 50% to 25%. - No destroyed vehicles can be added to the garage. v0.15.0 Alpha - NEW FEATURE: Players can now buy a civilian helicopter (which works with Undercover mode) and fly AAF or helis aircraft. - NEW FEATURE: Virtual garage. You can keep the vehicles in a virtual garage. Integrated with persistent savings. Use the Y menu to add a vehicle to the garage. Use the HQ flag menu to retrieve it. - IMPORTANT: To add garage features, the Y menu and HQ flag buttons have been rearranged. - IMPORTANT: Players can purchase civilian vehicles. Buying vehicle menu has changed slightly. - IMPORTANT: PIJ players will be asked to upload their personal stats. - FINALLY: Solved the Problems Steal Staic in Roadblocks, even in MP. Backpacks in this case does not seem exactly where the player is, but very close (about 4 meters as much). - In MP, if there is no player commander, players are allowed to request sidemissions from Petros. - According to this, the failure of an assassination mission will not lead to a mission to defend HQ if there is no who's playing. - Hopefully solve the locality problems on the ranks in the rank system. It should work now. - Solved locality problems with Undercover and free run over AAF with car in MP. - If TFAR or ACE Medical is active, a message will appear on the players' connection. - Most beautiful hint windows in some important posts (savegame, selection of cards and others I find them). - Nicer Intel Found reports when the number of assets is less than one. - Fixed the bug that ruined the entire mission when the JIP players enter when the server has not yet set up. - Bug corrected in in on dedi/ non hosters in MP. v14/10/15 0.14.11 AlphaIMPORTANT: Standard grunt rifle will now have a random weapon taken from the arsenal pool. They have changed to the militia concept, and will have jurisdictional penalties. If players want a more professional army, it must recruit specialized soldiers or elevate the general skills of the FIA. IMPORTANT: During re-repwning, the unconscious AI will die (simulating abandoned to die). The respawned AI should not go to their original positions when re-painting. Small changes to players' disconnection routines, which will give less assignment buggy commander. Halves the maximum number of bomb strikes on CSAT punishments. More improvements to avoid insta-blow up spawning in Ammotruck Steal missions. Bank theft missions should appear less often now. The player no longer asks for permanent healing in vehicles when AutoHeal is activated. The Bank's attempts to carry out missions will have a negative impact on FIA support in the nearby city, as the civies regard the FIA as mere bandits. Unlocked backpacks are no longer added to the ammunition box when loading. Tanks are slightly cheaper than planes for AAF now. The AAF Commander vehicle purchase script has been modified to make their assets more balanced. AAF costs upgrading skills in the same level as the FIA, again. Grenades, flares, etc. now be added correctly to The Arsenal. Disabled squad reject on construction crews because it will lead to never completing their tasks. Fixed small counterattacks on the charging game made even when the goal has been consolidated. Fixed mission succeed automatically when a player boards a truck of supplies on supply convoy missions. Now it works as the job description says. The recruitment of doctors no longer closes the recruitment window. Decreased to one the trucks spawned in several types of AAF zones. Saving a city from a CSAT punishment will also give you some NATO points. The player will lose control of the AI if it is a building/minefield group and has reached its destination. v28/09/15 0.14.10 AlphaCorrected's abandoned missions failed and succeeded at the same time. Increase (3x) in AAF vehicle costs. Tanks, planes and advanced vehicles should be less common now. Always looking for the right, balanced for everyone, magic, number. Nerfed point skills on AAF snipers, snipers, etc. Bug fixed related to adding backpack to the arsenal. v30/07/15 0.14.9 AlphaCorrected despawning stolen mission vehicles. Some improvements on the support modules assigned to the player. Maybe that solves some of the problems. v04/07/15 0.14.8 AlphaCorrected Arty / SYNCHRONISATION of the CAS module in MP v19/06/13 0.14.7 Alpha-corrected errors on vehicle price lists in MP v15/06/13 0.14.6 AlphaCorrected errors on persistent backups in some cases. v14/06/13 0.14.5 AlphaFast Travel disabled in groups with more than one player. Fixed errors on soldiers of the FIA init AI. Destroyed AAF vessels will also affect the AAF's economy. v14/06/13 0.14.4 Alpha IMPORTANT: MP players can use save system too, whenever they want, but it will only register their personal staff Error corrected on the player init in MP that made it not finish and not display the stats bar and the Y menu. Increased vehicle cost for aaf in a 50% code optimized for vehicle init. Returned the hours and resources lost each time the player re-repwns in SP. On MP Respawn player will lose 10% of his personal money. Small error in backpacks sometimes disturbed persist save corrected error with manager arsenal and backpacks. Y Key should work after normal sp charge. v12/06/13 0.14.3 AlphaCorrected some errors regarding the list of server members, PIJ and access to the ammunition box. Fixed some errors on Petros murdered in MP. Fixed some errors on the member server reader's initialization. Fixed not to update the unlocked weapons and items for the JIP players until some others are unlocked GPS added as unlocking to the Arsenal system. v21-04-15 0.11.3 Alphahotfixing tasks on the persistent load had not updated the position of the HQ. v22-04-15 0.11.2 AlphaStolen and bought statics where messing persistent savings system. Solved. Hotfixed vehicles init because of some lost code. 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