BATTLE ROYALE

Installing and troubleshooting

For Arma 3 version 1.78

Battle Royale version 0.8.9.1

Useful links:

Web: http://battleroyalegames.com/

This FAQ: http://battleroyalegames.com/downloads/Arma3BattleRoyale_InstallFAQ.pdf

Twitter: https://twitter.com/BattleRoyaleMod

Discord: http://discord.gg/battleroyale

Index

FAQ document changelog	3
Installing and setting up	5
Install method 1: Through Web Browser	5
Install method 2: Through Steam Client	5
If the download doesn't start	7
Arma 3 Battle Royale Rules	8
Setting up	9
Launcher settings	9
Binding required keys	11
Moving Health/Boost bar and GPS	12
Server Browser settings	13
Troubleshooting	17
Getting kicked when joining a server	17
Checking Arma 3 Properties	18
Checking Arma 3 folders	22
Mission file not downloading correctly (MPMissionsCache)	24
BattlEye: CreateVehicle Restriction #0	25
Steam Ticket Failed	26
Signature check timed out/Signature check failed	26
BattlEye: Public Value Variable Restriction #4, #8 or #35	26
Re-installing the mod	27
Advanced troubleshooting	29
OsX and Linux support	29
Appendix A	30

FAQ document changelog

2015-10-29 Version 0.1 Initial document release.

2015-10-29 Version 0.2

Added this changelog.

Changed wording here and there a bit.

Changed the order of some items.

Added mention about not having any Steam games open during downloads.

Added mention to delete the mod folder manually after unsubscribing.

Added page numbering.

Thanks to filmgoerjuan and Znx for proofreading and corrections.

2015-11-03 Version 0.3

Added mention about Mac and Linux support.

Re-wrote parts of the Checking Arma 3 folder paragraph.

Added list of good Arma 3\Addons folder files (Appendix A).

Added mentions about clearing the SteamApps\workshop folder when re-installing mod.

Added some links to front page of the document.

2015-12-06 Version 0.4

Updated BR 0.7.1 / Arma 1.54 version specific information like file numbers and names.

Updated Arma 3 Launcher pictures.

Added section about binding the Use Action keys.

Added mention about teaming in SOLO servers.

Added mention to start Launcher after re-install.

Added section about replacing individual pbo files.

Added section about Launcher claiming corrupted mod.

Lots of smaller details re-written etc.

Thanks again to filmgoerjuan for proof-reading and corrections

2016-03-13 Version 0.5

Updated BR 0.8 / Arma 1.56 version specific information like file numbers and names.

Updated Public Value Variable Restriction section

Added page "If the download doesn't start"

Added page "Moving health/Boost bar"

2016-07-16 Version 0.6

Changed picture to reflect updates to UI and colour scheme in Arma 1.62

Clarified Use Action Keys page

Added Arma 3 Battle Royale rules

Added Steam Max pings settings

Many sections re-written and expanded

Thanks again to filmgoerjuan for proof-reading and corrections

2016-08-31 Version 0.6.1

Changed ban durations in rules

Changed server filters chapter

Updated a few screenshots

2016-12-26
Updated rules
Updated information regarding the switch to CBA/CUP dependencies
Updated mod re-install to include removing CBA/CUP files
Added troubleshooting information about Steam Ticket/File verification issues
Removed obsolete information
Re-added joining directly from serverlist web page
Updated page numbering due to changes in page order

2017-11-30 Updated SMA dependency related info and picture Updated keybindings Updated Healthbar/GPS page

Installing and setting up

Install method 1: Through Web Browser

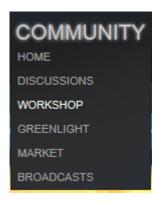
If you know you have previously logged into your account on the Steam website with your web browser, just go to http://steamcommunity.com/sharedfiles/filedetails/?id=421900169 and click the Subscribe Button.



However, if you have never used your web browser to log into Steam, you need to go through the Steam Guard verification hoops, so install method 2 might be easier for you.

Install method 2: Through Steam Client

In the Steam window, go to Community -> Workshop



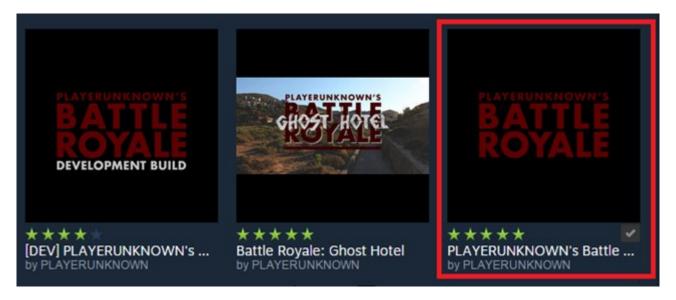
Search for Arma 3



In the Arma 3 Workshop, search for Battle Royale



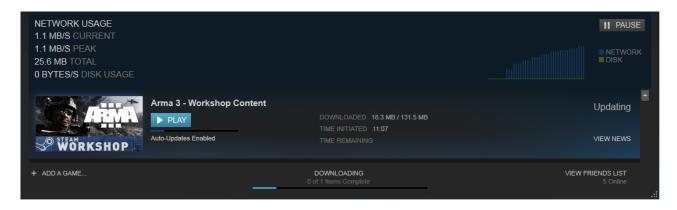
You will get a big list of mods by many different authors. Choose PLAYERUNKNOWN's Battle Royale by PLAYERUNKNOWN. Do NOT choose the [DEV] version.



Click the Subscribe button



Steam should now start downloading Battle Royale Mod (as well as CBA, SMA and CUP Weapons which are required by the BR mod to work). Make sure you don't have any Steam games open or -- with default Steam settings -- it won't start the download. If the download still doesn't start, exit and restart Steam. Make sure you have enough space on your hard disk.



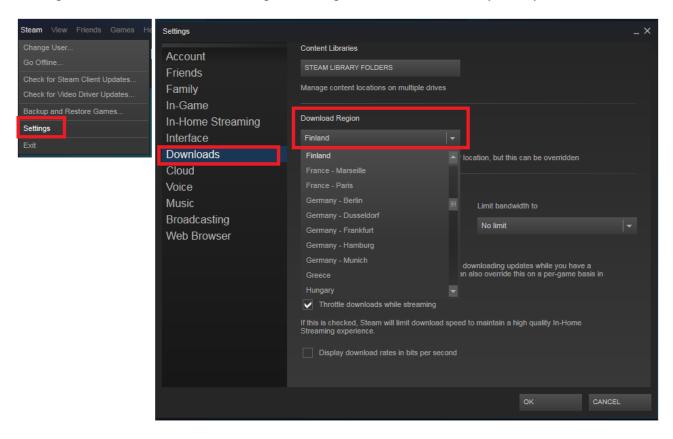
If the download doesn't start

First try verifying the Arma files (page 20). Make sure you have set Arma 3 to auto-update (page 19).

If this doesn't work, shut down Steam and restart it. Try starting the Arma 3 Launcher. See if there's a Force Download option in the bottom of the Launcher window.



If it still doesn't start downloading, try changing your Steam download region. Go to Steam -> Settings -> Downloads -> Download Region. Change it some other country near you.



Arma 3 Battle Royale Rules

Before setting up BR, let's go through the rules you agree to follow when joining our servers:

No hate speech allowed of any kind, either in voice or text chat. A first offense results in a 14-day ban, a second offense is a permanent ban. There are no longer any appeals to reduce HS bans and longer bans may be given at the discretion of the admin staff if you say something particularly offensive or spam hate speech repeatedly.

Hate speech includes but is not limited to:

- Racist slurs (e.g. any variation of the n-word)
- Homophobic slurs (e.g. any variation of the f-word)
- Playing Hitler's speeches, etc.
- Playing racist or homophobic songs, etc.

Use common good manners and please don't try to test our limits and patience; using slight misspellings and spoonerisms to avoid detection but still get your meaning across will be treated just as harshly as if you used the offensive terms outright.

Teaming is forbidden in servers with [SOLO] tags. If you get caught teaming in a [SOLO] server, you will receive a 7-day ban for your first offense, a 30-day ban for your second offense and a permanent ban for your third offense.

Teaming includes but is not limited to:

- Playing together (e.g. running around the map in tandem, looting, sharing loot, not killing another player when you have the chance, etc.)
- Picking up other players for car rides
- Sharing information over VOIP services

If a teaming investigation leads to a conclusion that the teaming has continued for a longer duration without being detected earlier, a more severe punishment (up to and including a permanent ban) may be given without any prior warnings.

Abusing bugs such as glitching inside rocks or viewing through walls will result in a 30-day ban for a first offense and a permanent ban for a second offense.

Stream sniping can result in a ban, up to and including a permanent ban for a first offense.

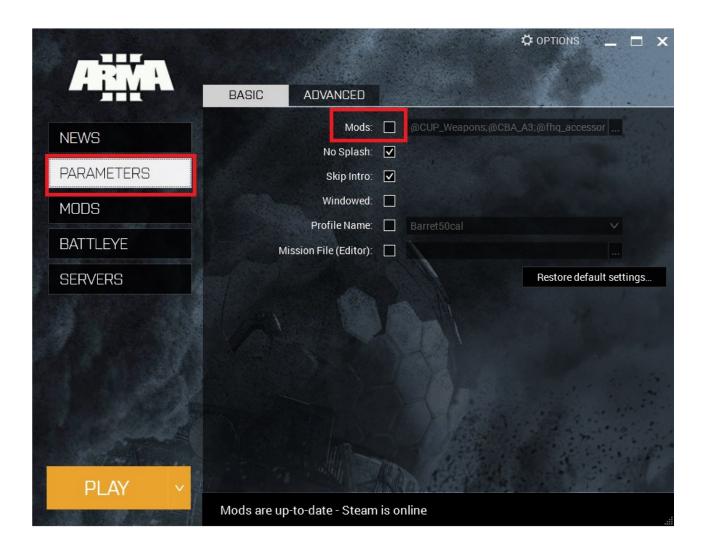
Cheating and hacking will result in a permanent ban for a first offense.

Any questions and clarifications about the rules will be answered in Discord, so it's better to ask before rather than after getting banned. If you feel you have been banned by mistake, you can appeal in the #arma3-banappeals channel on the Battle Royale Discord. Please note that we are unlikely to reduce the length of your ban if you are guilty, though we will consider evidence that you were banned incorrectly. The Discord invite is http://discord.gg/battleroyale

Setting up

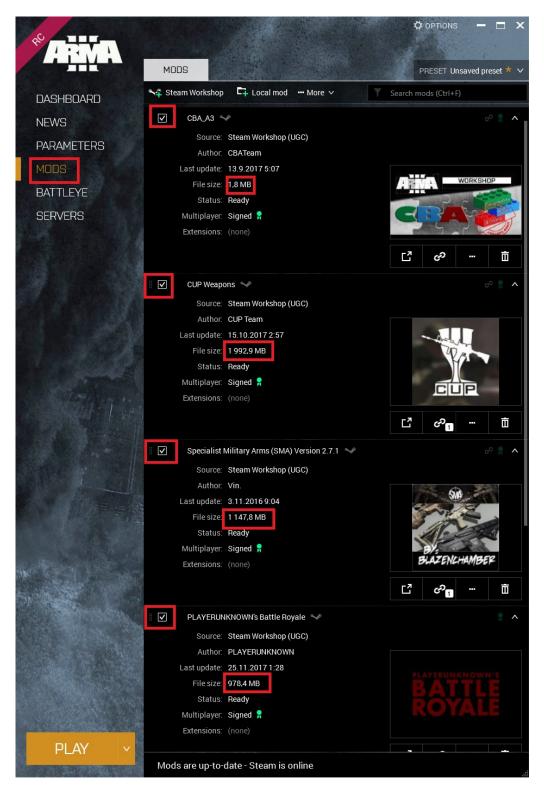
Launcher settings

Once the download is completed, click the Play button to start the Arma 3 Launcher. In the PARAMETERS tab, make sure you don't have any other *Mods* enabled (un-tick the box). You can tick the *No Splash* and *Skip Intro* boxes for faster startup.



In the MODS tab, make sure you have the CBA_A3,SMA, CUP Weapons and PLAYERUNKNOWN's Battle Royale enabled. MAKE SURE YOU DON'T HAVE ANY OTHER MODS ENABLED.

Click Play to start Arma 3.

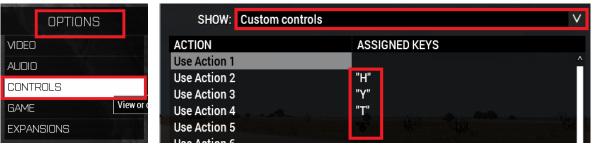


NOTE: this FAQ is not updated for every minor client update, but you can always verify the correct File sizes in our Discord server (http://discord.gg/battleroyale)

Binding required keys

The next task is to set up the keys for the Skin selection menu, toggling Earplugs, using Boost items and as of patch 0.8.4 repacking magazines.

You can assign the keys to your liking in Options-> Controls -> Custom Controls



Here's the way to set them up like they were in previous versions of Battle Royale:

ACTION	ASSIGNED KEYS	Function
Use Action 2	Н	Skin Menu - Change your outfit in lobby
Use Action 3	Υ	Earplugs - Lowers audio volume to 20%
Use Action 4	Т	Boost - Uses a Redgull / Painkiller
Use Action 5		Magazine repack (New in 0.8.4!)

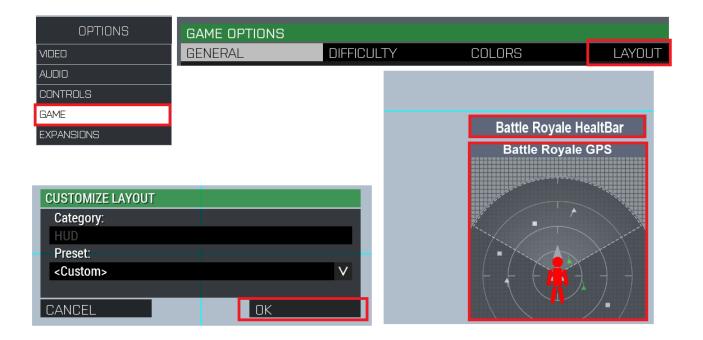
OTHER KEYS REQUIRED

"Team switch" from "Common" controls, you'll need this to open the teaming menu in TEAM servers (Default=U)

"Right Panel Next" from "Common" controls, use this key to open the GPS. Default key depends on your keyboard layout language. You can also use RightCTRL+M to open the GPS on the left side if you are using the default interface layout.

You may assign other keys to these actions, but will have to ensure that they don't conflict with their assignment to other actions in the Arma 3 settings.

Moving Health/Boost bar and GPS



From the Main menu, go to Options -> Game.

Select "LAYOUT" tab

You can move the Healthbar and GPS to your desired location by dragging them with Right Mouse button.

You can also resize the Health Bar holding down Left Mouse Button (only changes width).

GPS minimap can resized holding down Left Mouse Button.

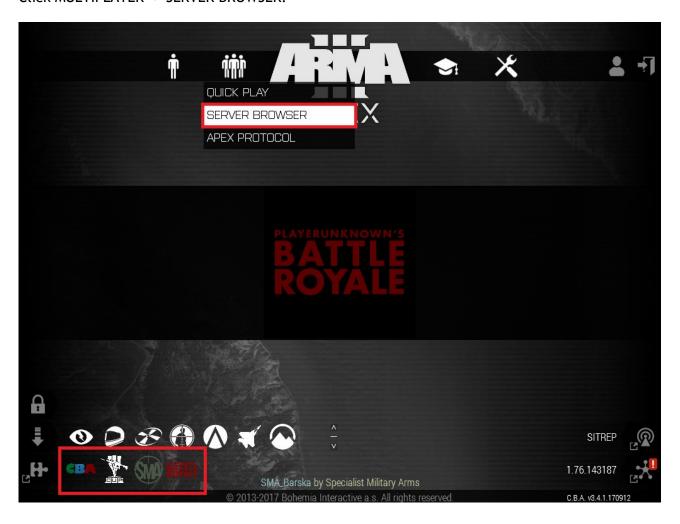
Click OK when you are done.

You need to restart Arma to apply the changes made to layout !!!

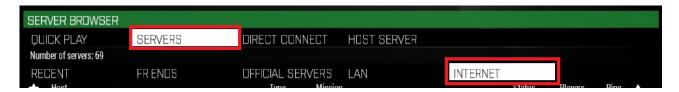
Server Browser settings

If you have the mod enabled correctly, you should see the CBA, SMA, CUP Weapons and Battle Royale mod icons in the main menu. You can't have other mods enable.

Click MULTIPLAYER -> SERVER BROWSER.



Select SERVERS -> INTERNET

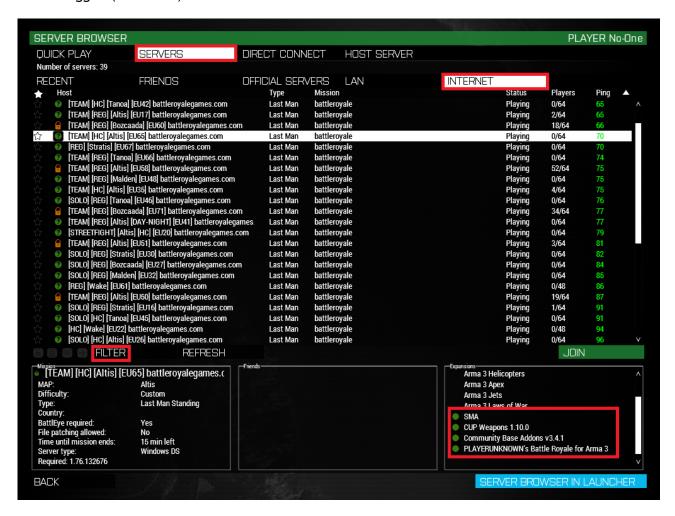




Note that you can only join servers with a green question mark icon. The servers with an orange lock icon are currently in play and so you will need to wait for the round to end. A red icon means that you either have extra mods enabled or your Arma or Battle Royale mod is corrupted or it's the wrong version.

The difference between Hardcore (HC) and Regular (REG) servers is that on Regular servers you can use 3rd person camera and set waypoints that show up in your character's view.

We would like again to remind you again that you MAY NOT TEAM in servers which have a [SOLO] tag in the server name. This will lead to you and your mate receiving a ban from all SOLO servers. SOLO servers are meant only for solo playing, not teaming. You can team on TEAM and untagged (unranked) servers.

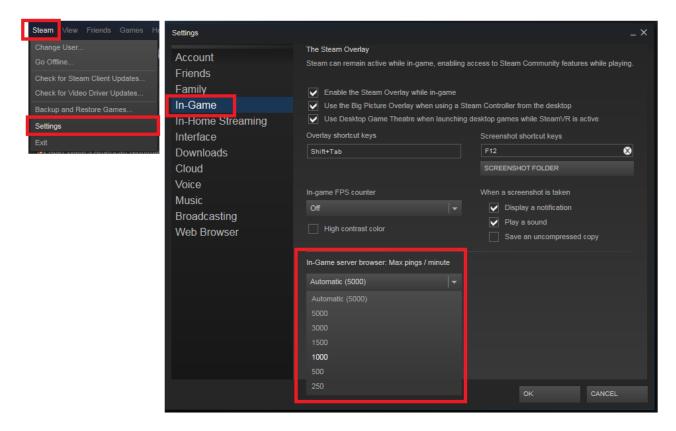


Loading the full server list can take ages on some occasions, and some low-end modems or routers can actually choke trying to download them all. To prevent that, click the FILTER Button under the server list. Set *Mission* to **battleroyale** and *Type* to **Last Man Standing**.



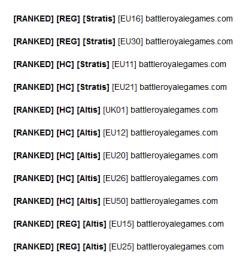
With the filters set, the server list should download a lot faster.

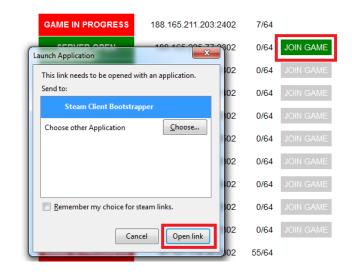
If you are still having problems getting the server list to load properly, go to Steam -> Settings -> In-Game -> In-Game server browser: Max pings / minute. The default value is 5000, so try lowering it until your server browser starts working properly.

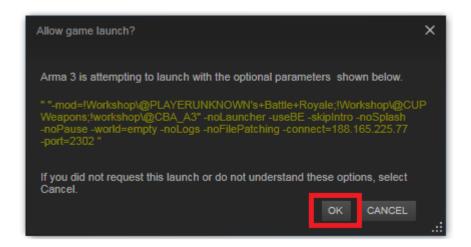


You can also go to http://battleroyalegames.com/servers/ and join a server from there. You might get the Steam Client Bootstrapper notification depending on your browser settings. If this happens, press OK. Also, when Steam asks for your permission to launch the game, press OK.

SOLO EU | Teaming on these servers will get you banned







Please note that before you can use the web page to join the servers, you must have started the Arma 3 Launcher once so that it sets up the mod. You also have to start the Launcher once after each time Arma 3/Battle Royale/CBA/CUP are updated before you can use Join Game button from the server list again. This is because after each update, Arma 3 Launcher has to prepare the updated files before they can be used.

As a last resort, you can manually join a server by copying the IP address and port and pasting (ctrl+v) them to DIRECT CONNECT tab.

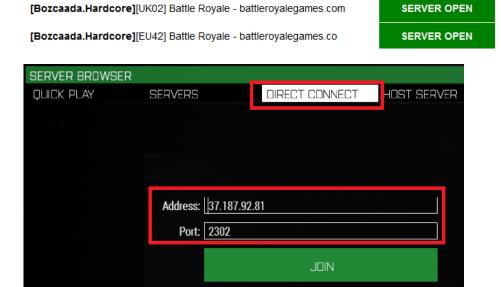
81.19.212.114:2302

151.80.47.190

0/64

Copy

Select All



Troubleshooting

Getting kicked when joining a server

Getting kicked from a server can happen due to a multitude of reasons and, unfortunately, there is no magic bullet solution. Even though all of the major known causes are already in the FAQ, we will go through them here again, one by one.

CASE 1: You don't have the correct version of the mod. You still have the 0.6 or older version.

SOLUTION: See FAQ pages 5-6 for how to install the mod from the Steam Workshop.

CASE 2: You don't have the mod set up correctly or you have other mods enabled.

SOLUTION: See FAQ pages 9-10 for how to set up the launcher and to verify you have the mod enabled.

CASE 3: You Arma 3 files are corrupted.

SOLUTION: See FAQ page 20 for how to verify your Arma 3 game files. Bohemia Interactive recommends you verify your files, especially after an Arma 3 patch has been released, just in in case something has broken during the update process.

CASE 4: You are using DEV/RC version of Arma 3.

SOLUTION: See FAQ page 21 for how to opt out of any beta programs.

CASE 5: You have additional files in your Arma 3\addons folder.

SOLUTION: Check FAQ pages 22-23 for how to get rid of the extra files.

CASE 6: Some of your MOD files are corrupted.

SOLUTION: See FAQ pages 27-28 for how to unsubscribe and manually delete the leftover files from the workshop folder.

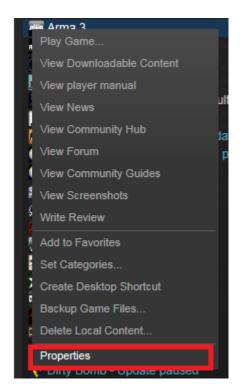
CASE 7: Mission file doesn't get updated or downloaded correctly.

SOLUTION: See FAQ page 24-25 for how to check the folder and empty the mission cache.

CASE 8: Steam Ticket and Signature fails and timeouts

SOLUTION: See FAQ page 26 for possible solutions.

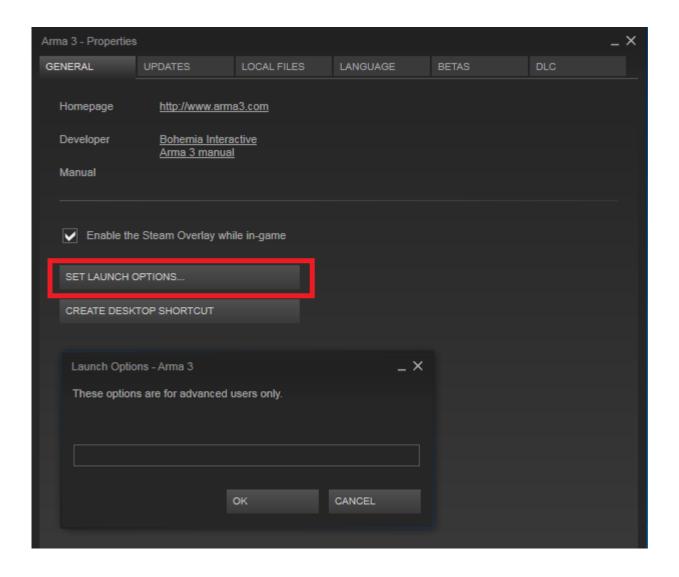
Checking Arma 3 Properties



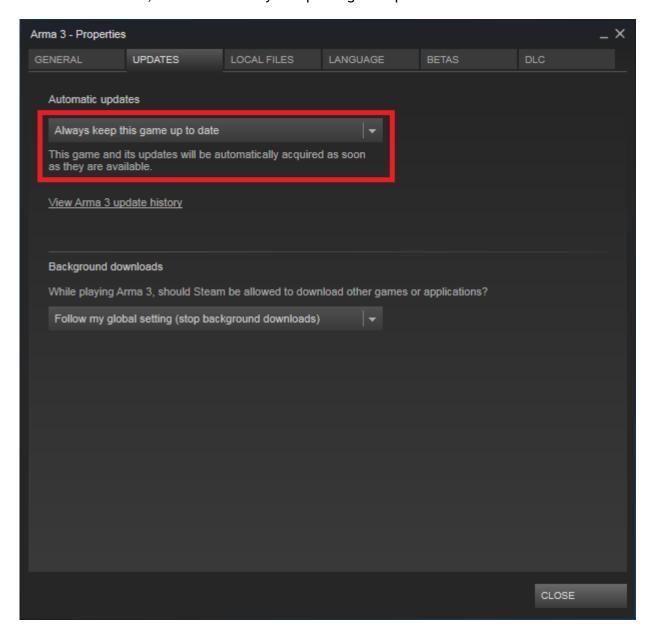
Go to your Library, Right-click Arma 3 and select Properties

In the GENERAL tab, click SET LAUNCH OPTIONS...

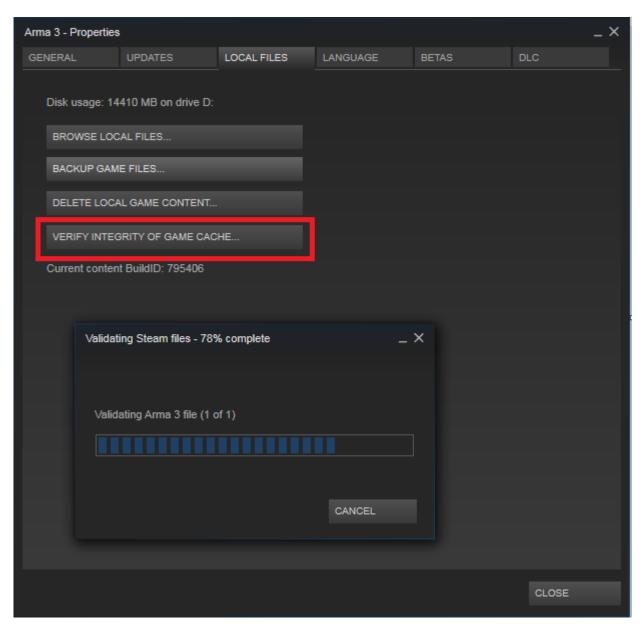
It should be blank. Click OK.



In the UPDATES tab, make sure "Always keep this game up to date" is selected

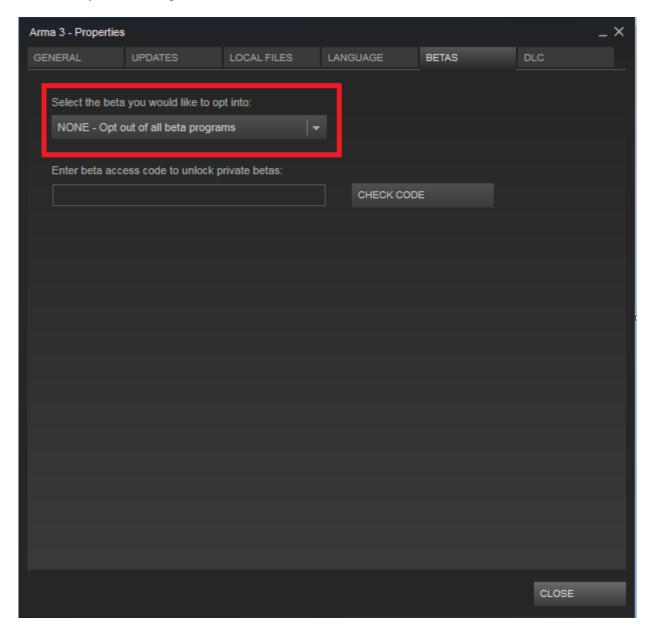


Verifying the Arma 3 game files can fix problems if some file(s) got corrupted during an update or for some other reason. If any files are found to be corrupted Steam will re-download them.



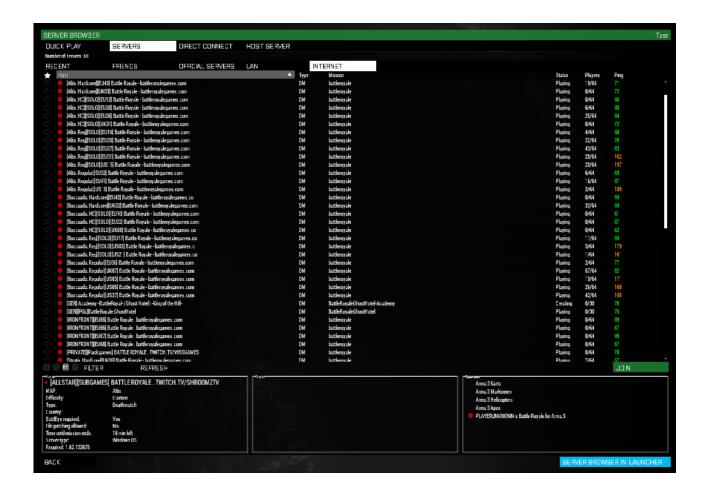
It should be noted after the bar reaches 100% only the base Arma 3 games files are verified. It still continues to verify all the mods downloaded from Steam Workshop. If you have many mods downloaded this can take a substantial amount of time. Wait until your disk activity ends before starting Arma again.

Make sure you are using the Stable version of Arma 3, not a Beta or Release Candidate.

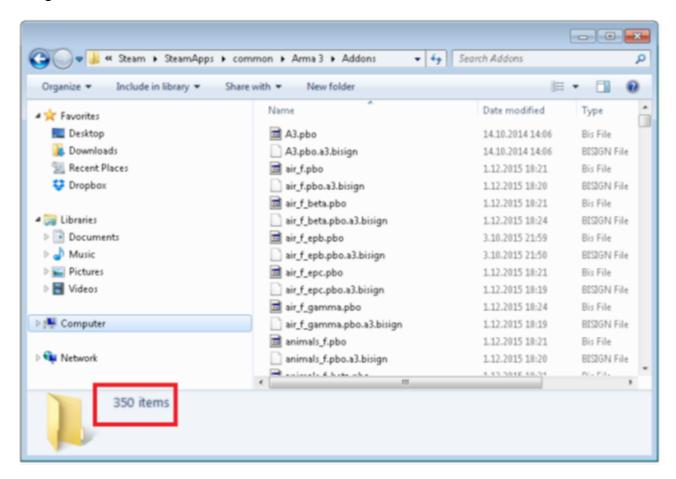


Checking Arma 3 folders

It's possible that you have tried some other mods which instructed you to install their files in the Arma 3\Addons folder. All files inside this folder are automatically loaded when Arma 3 starts. Having any non-Arma 3 game files in this folder will cause you to be kicked from Battle Royale Servers as they are forbidden -- this is for anti-cheat purposes. If you have non-Arma 3 game files in this folder sometimes you will get kicked when joining a server and other times you will see all the servers with red icons as illustrated below.



Go to C:\Program Files (x86)\Steam\SteamApps\common\Arma 3\Addons or wherever you have the game installed.



At the time of writing, Arma 3 is at version 1.76 and there should be 350 files in the folder. There shouldn't be any subfolders. If any other mod you may have installed earlier instructed you to install any files in the Addons folder, they must be removed completely.

Method 1:

See **Appendix A** for a list of good files and compare them to your folder. Remove the extra files and do the file verification (page 20). After the file verification, make sure that you still have only 350 files.

Method 2:

Delete all the files inside the Arma3\Addons folder and do the file verification (page 20). NOTE: THIS IS a ~13 GB DOWNLOAD, however, so if your connection is slow you might want to try method 1 first.

Of course, as soon as Arma releases another update the number of files can change and this FAQ might not be immediately updated with this change. You can always join the Battle Royale Discord server and ask in the #arma3-help channel for the correct number of files for the most recent version of Arma.

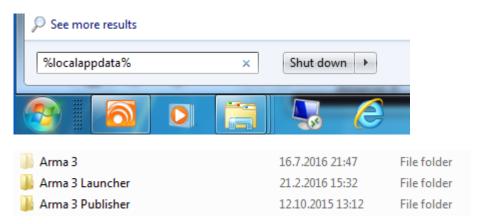
http://discord.gg/battleroyale

Mission file not downloading correctly (MPMissionsCache)

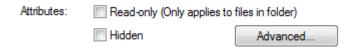
The mission file is downloaded when you join a server. It is a relatively small file, around 250 KB in the current BR version. It downloads while you join a server. However, if joining the servers seems to take a long time, you can't see the leaderboard leaders in the billboards, or if you get any "bad state" error messages, something might have gone wrong with the mission file download.

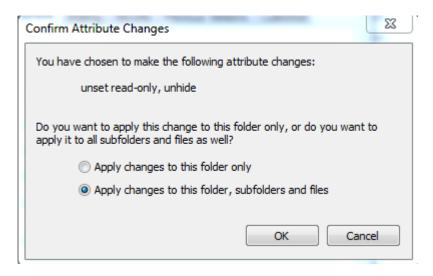
Mission file download stalling or hanging can also be caused by your modem and/or router. For example, there is at least one Fritzbox router model which isn't compatible with Arma for whatever reason. As well, recently there were a couple of cases where AVG antivirus affected the mission file download. If you are having problems with the download, try disabling your firewall/antivirus solution for 10 minutes (most AV programs have this function) and see if the download works.

Type %localappdata% in your start menu and click Enter. The Resource Manager should start.



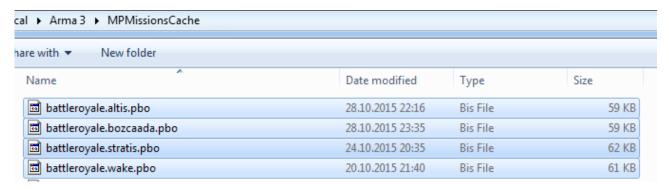
Make sure the Arma 3 folder is not hidden (as it is in this sample screen capture). If your folder is hidden, right click the folder, Properties, remove the tick from Hidden and read-only checkboxes, Apply.





Apply the changes to subfolders as well.

Proceed to AppData\Local\Arma 3\. Make sure that MPMissionsCache folder is not hidden or Read-only. If it is, change it as instructed above. You can delete all the files inside the MPMissionsCache folder, or at least the ones starting with *battleroyale*. The files will be downloaded again when you join a server.



BattlEye: CreateVehicle Restriction #0

You might get kicked for this if too many players are trying to join a server at the same time. This often happens after a server restart during the busy hours of the day. This overloads the server and it kicks you. Join again, wait in the lobby for a moment for the initial rush to die down and then proceed after that.

If this continues, try clearing the MPMissionCache

Steam Ticket Failed

There are also other reasons you might get kicked. Unfortunately, BattlEye doesn't give very descriptive info about the kick reason. The easiest way to find out what the message says is to join a server with someone else who is not being kicked and have him check the kick reason from the chat history. You may ask someone in the BR Discord to help you with this.

Sometimes Steam or BattlEye loses connection (Steam Ticket Failed). You could try restarting your router/modem/other networking equipment, this might help if you are getting these problems often.

Signature check timed out/Signature check failed

Especially after the 1.62 update we've seen increase in "Signature check timed out" messages. We suspect this is at least partly due to the fact that Arma game size on disk increased with the Apex DLC assets. Even if you don't own the DLC, many of the new assets are still included with the base game.

This seems to be a problem especially for players who have lower-end systems with, such as slower dualcore processors (Celerons/Pentiums/Athlons etc), often combined with only 4 GB of RAM. Short of upgrading processor and RAM, you can try:

- -Turning off your antivirus, since active scanning might slow down Arma file verication
- -Turning off any other hard disk-io intensive programs, such as Torrent, nVidia Shadowplay, or anything else that might be running in the background. You can use the Windows built-in Resource Manager to see which programs are using disk io.
- -Defrag HDD as this might help a bit
- -If you have SSD drive, try moving Arma to SSD. For example, http://www.traynier.com/software/steammover is easy to use for moving any Steam games. It should be noted that it won't move the BR/CBA/CUP files though, only the base Arma 3 files. But mod files are smaller than the base Arma files anyway and are faster to verify.

BattlEye: Public Value Variable Restriction #4, #8 or #35

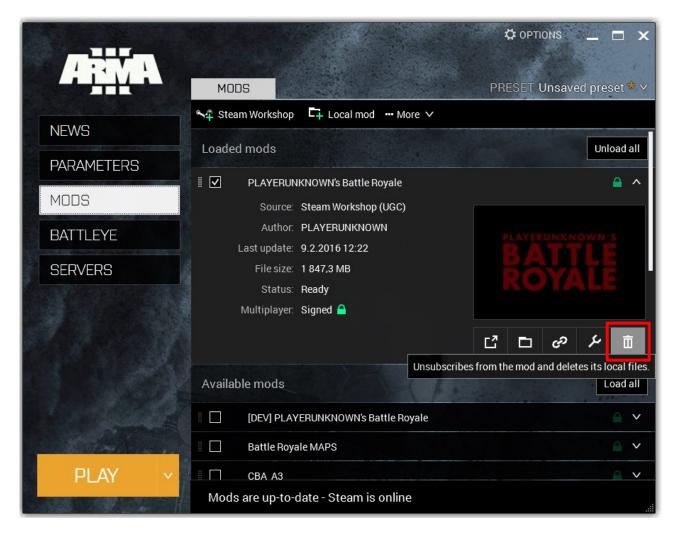
You might get kicked for the above reasons if you have "esp", "call" or "wookie" in you nickname. You must create a new Profile. In the Arma 3 main menu, go to CONFIGURE -> PROFILE -> NEW and set up the new profile with a new Nickname.

NOTE: you may NOT want to delete the old profile. If you play King of the Hill, for example, all your progress (experience, money, guns etc.) is tied to your old profile. If you delete, you'll lose everything and start from level 0. If you want to play KOTH again, you need to switch to your old profile before you start playing.

Re-installing the mod

After the mod is updated, sometimes old files are not deleted and remain in the workshop folders. Unfortunately, neither Arma 3 Launcher nor file verification catches this problem.

Go to the Arma 3 Launcher, click the Trash Can icon to unsubscribe from PLAYERUNKNOWN's Battle Royale, CBA_A3 and CUP Weapons. Close the Launcher and exit Steam.

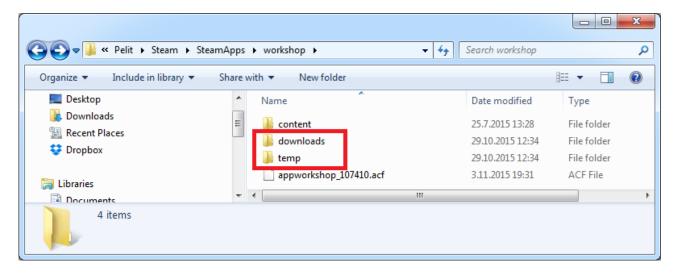


(Continues on the next page)

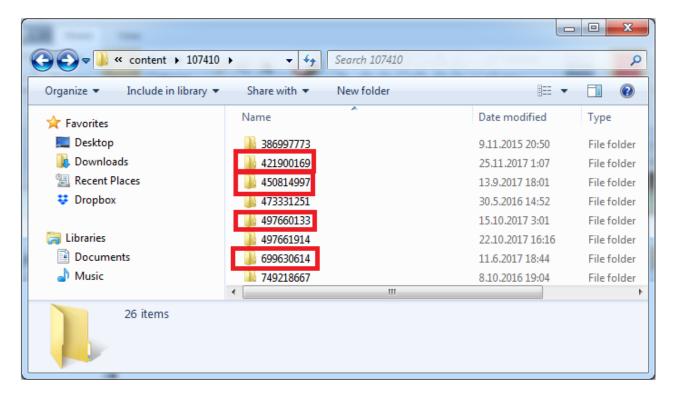
To demonstrate that you browsed through the FAQ up to this point

The code word is: MARMALADE

Next, go to the C:\Program Files (x86)\Steam\SteamApps\workshop folder or wherever you have Steam installed. If there are any files inside *downloads* and *temp* folders, delete those files.



Next, go to the C:\Program Files (x86)\Steam\SteamApps\workshop\content\107410 folder or wherever you have Steam installed. Delete the "421900169", "699630614", "450814997" and "497660133" folders. These are the workshop folders containing the Battle Royale, CBA and CUP Weapons.



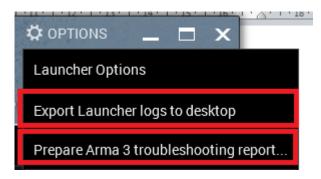
Start Steam, re-subscribe to the mod in the Workshop. If the download doesn't start automatically, exit and re-start Steam again.

Advanced troubleshooting

If you've tried everything in this FAQ and are still unable to play Battle Royale, someone may be able to help you on the BR Discord if we have time (try the #br-help room). We might request some log files from you, and this is how to find them:

Go to your Arma 3 Launcher and select Options -> "Export Launcher logs to desktop" or "Prepare Arma 3 troubleshooting report..."

Both commands will create .zip files which you can drag & drop in the BR Discord chat (it will prompt you to confirm that you want to upload them) for the admins to take a look at.



OsX and Linux support

Unfortunately, the Mac and Linux ports of Arma 3 are not supported, as there is no BattlEye client for them.

Appendix A

This is a list of Arma 3\Addons folder files for version 1.78. If you have more than 350 files, you can compare your files to this list and remove the extra ones. Also do the file verification (page 20) after removing the extra files. After the verification, see that the number is still 350 files, so that you accidentally didn't remove wrong files and kept the extra ones.

```
3den.pbo
3den.pbo.a3.bisign
3den_language.pbo
3den_language.pbo.a3.bisign
A3.pbo
a3.pbo.a3.bisign
air_f.pbo
air_f.pbo.a3.bisign
air_f_beta.pbo
air_f_beta.pbo.a3.bisign
air_f_epb.pbo
air_f_epb.pbo.a3.bisign
air_f_epc.pbo
air_f_epc.pbo.a3.bisign
air_f_gamma.pbo
air_f_gamma.pbo.a3.bisign
animals_f.pbo
animals_f.pbo.a3.bisign
animals_f_beta.pbo
animals_f_beta.pbo.a3.bisign
anims_f.pbo
anims_f.pbo.a3.bisign
anims_f_bootcamp.pbo
anims_f_bootcamp.pbo.a3.bisign
anims_f_data.pbo
anims_f_data.pbo.a3.bisign
anims_f_epa.pbo
anims_f_epa.pbo.a3.bisign
anims_f_epc.pbo
anims_f_epc.pbo.a3.bisign
anims_f_exp_a.pbo
anims_f_exp_a.pbo.a3.bisign
armor_f.pbo
armor_f.pbo.a3.bisign
armor_f_beta.pbo
armor_f_beta.pbo.a3.bisign
armor_f_epb.pbo
armor_f_epb.pbo.a3.bisign
armor_f_epc.pbo
armor_f_epc.pbo.a3.bisign
armor_f_gamma.pbo
armor_f_gamma.pbo.a3.bisign
baseconfig_f.pbo
baseconfig_f.pbo.a3.bisign
boat_f.pbo
```

 $boat_f.pbo.a3.bisign$

boat_f_beta.pbo

boat_f_beta.pbo.a3.bisign

boat_f_epc.pbo

boat_f_epc.pbo.a3.bisign

boat_f_gamma.pbo

boat_f_gamma.pbo.a3.bisign

cargoposes_f.pbo

cargoposes_f.pbo.a3.bisign

characters_f.pbo

characters_f.pbo.a3.bisign

characters_f_beta.pbo

characters_f_beta.pbo.a3.bisign

characters_f_bootcamp.pbo

characters_f_bootcamp.pbo.a3.bisign

characters f_epa.pbo

characters_f_epa.pbo.a3.bisign

characters_f_epb.pbo

characters_f_epb.pbo.a3.bisign

characters_f_epc.pbo

characters_f_epc.pbo.a3.bisign

characters_f_gamma.pbo

characters_f_gamma.pbo.a3.bisign

data_f.pbo

data_f.pbo.a3.bisign

data_f_bootcamp.pbo

data_f_bootcamp.pbo.a3.bisign

data_f_exp_a.pbo

data f exp a.pbo.a3.bisign

data_f_exp_b.pbo

data_f_exp_b.pbo.a3.bisign

drones_f.pbo

drones_f.pbo.a3.bisign

dubbing_f.pbo

dubbing_f.pbo.a3.bisign

dubbing_f_beta.pbo

dubbing_f_beta.pbo.a3.bisign

dubbing_f_bootcamp.pbo

dubbing_f_bootcamp.pbo.a3.bisign

dubbing_f_epa.pbo

dubbing_f_epa.pbo.a3.bisign

dubbing_f_epb.pbo

dubbing_f_epb.pbo.a3.bisign

dubbing f_epc.pbo

dubbing_f_epc.pbo.a3.bisign

dubbing_f_gamma.pbo

dubbing f gamma.pbo.a3.bisign

dubbing_radio_f.pbo

dubbing_radio_f.pbo.a3.bisign

dubbing_radio_f_data_eng.pbo

dubbing_radio_f_data_eng.pbo.a3.bisign

dubbing_radio_f_data_engb.pbo

dubbing_radio_f_data_engb.pbo.a3.bisign

dubbing_radio_f_data_gre.pbo

 $dubbing_radio_f_data_gre.pbo.a3.bisign$

dubbing_radio_f_data_per.pbo

dubbing_radio_f_data_per.pbo.a3.bisign

dubbing_radio_f_data_vr.pbo

dubbing_radio_f_data_vr.pbo.a3.bisign

editor_f.pbo

editor_f.pbo.a3.bisign

editorpreviews_f.pbo

editorpreviews_f.pbo.a3.bisign

functions_f.pbo

functions_f.pbo.a3.bisign

functions_f_bootcamp.pbo

functions_f_bootcamp.pbo.a3.bisign

functions_f_epa.pbo

functions_f_epa.pbo.a3.bisign

functions_f_epc.pbo

functions_f_epc.pbo.a3.bisign

functions_f_exp_a.pbo

functions_f_exp_a.pbo.a3.bisign

language_f.pbo

language_f.pbo.a3.bisign

language_f_beta.pbo

language_f_beta.pbo.a3.bisign

language_f_bootcamp.pbo

language_f_bootcamp.pbo.a3.bisign

language_f_epa.pbo

language_f_epa.pbo.a3.bisign

language_f_epb.pbo

language f epb.pbo.a3.bisign

language_f_epc.pbo

language_f_epc.pbo.a3.bisign

language_f_exp_a.pbo

language_f_exp_a.pbo.a3.bisign

language f exp b.pbo

language_f_exp_b.pbo.a3.bisign

language_f_gamma.pbo

language_f_gamma.pbo.a3.bisign

languagemissions_f.pbo

languagemissions_f.pbo.a3.bisign

languagemissions_f_beta.pbo

languagemissions_f_beta.pbo.a3.bisign

languagemissions_f_bootcamp.pbo

languagemissions_f_bootcamp.pbo.a3.bisign

languagemissions_f_epa.pbo

languagemissions_f_epa.pbo.a3.bisign

languagemissions_f_epb.pbo

languagemissions f epb.pbo.a3.bisign

languagemissions_f_epc.pbo

languagemissions_f_epc.pbo.a3.bisign

languagemissions_f_exp_a.pbo

languagemissions_f_exp_a.pbo.a3.bisign

languagemissions_f_gamma.pbo

languagemissions_f_gamma.pbo.a3.bisign

map_altis.pbo

map_altis.pbo.a3.bisign

map altis data.pbo

map_altis_data.pbo.a3.bisign

map_altis_data_layers.pbo

map_altis_data_layers.pbo.a3.bisign

map_altis_data_layers_00_00.pbo

map_altis_data_layers_00_00.pbo.a3.bisign

map_altis_data_layers_00_01.pbo

map altis data layers 00 01.pbo.a3.bisign

map_altis_data_layers_01_00.pbo

map_altis_data_layers_01_00.pbo.a3.bisign

map altis data layers 01 01.pbo

map_altis_data_layers_01_01.pbo.a3.bisign

map_altis_scenes_f.pbo

map_altis_scenes_f.pbo.a3.bisign

map_data.pbo

map_data.pbo.a3.bisign

map_stratis.pbo

map_stratis.pbo.a3.bisign

map_stratis_data.pbo

map_stratis_data.pbo.a3.bisign

map_stratis_data_layers.pbo

map_stratis_data_layers.pbo.a3.bisign

map_stratis_scenes_f.pbo

map_stratis_scenes_f.pbo.a3.bisign

map_vr.pbo

map_vr.pbo.a3.bisign

map_vr_scenes_f.pbo

map_vr_scenes_f.pbo.a3.bisign

misc_f.pbo

misc_f.pbo.a3.bisign

missions_f.pbo

missions_f.pbo.a3.bisign

missions f beta.pbo

missions_f_beta.pbo.a3.bisign

missions f beta data.pbo

 $missions_f_beta_data.pbo.a3.bisign$

missions f beta video.pbo

missions_f_beta_video.pbo.a3.bisign

missions_f_bootcamp.pbo

missions_f_bootcamp.pbo.a3.bisign

missions_f_bootcamp_data.pbo

missions_f_bootcamp_data.pbo.a3.bisign

missions_f_bootcamp_video.pbo

missions_f_bootcamp_video.pbo.a3.bisign

missions_f_data.pbo

missions f data.pbo.a3.bisign

missions_f_epa.pbo

missions_f_epa.pbo.a3.bisign

missions_f_epa_data.pbo

missions_f_epa_data.pbo.a3.bisign

missions_f_epa_video.pbo

missions_f_epa_video.pbo.a3.bisign

missions_f_epb.pbo

missions_f_epb.pbo.a3.bisign

missions_f_epc.pbo

missions_f_epc.pbo.a3.bisign

missions_f_exp_a.pbo

 $missions_f_exp_a.pbo.a3.bisign$

missions_f_exp_a_data.pbo

missions_f_exp_a_data.pbo.a3.bisign

missions_f_gamma.pbo

missions_f_gamma.pbo.a3.bisign

missions_f_gamma_data.pbo

missions_f_gamma_data.pbo.a3.bisign

missions_f_gamma_video.pbo

missions_f_gamma_video.pbo.a3.bisign

missions_f_video.pbo

missions_f_video.pbo.a3.bisign

modules_f.pbo

modules_f.pbo.a3.bisign

modules_f_beta.pbo

modules_f_beta.pbo.a3.bisign

modules_f_beta_data.pbo

 $modules_f_beta_data.pbo.a3.bisign$

modules_f_bootcamp.pbo

modules_f_bootcamp.pbo.a3.bisign

modules_f_data.pbo

modules_f_data.pbo.a3.bisign

modules_f_epb.pbo

modules_f_epb.pbo.a3.bisign

modules_f_exp_a.pbo

modules f exp a.pbo.a3.bisign

music_f.pbo

music_f.pbo.a3.bisign

music_f_bootcamp.pbo

music_f_bootcamp.pbo.a3.bisign

music_f_bootcamp_music.pbo

music_f_bootcamp_music.pbo.a3.bisign

music_f_epa.pbo

 $music_f_epa.pbo.a3.bisign$

music_f_epa_music.pbo

music_f_epa_music.pbo.a3.bisign

music_f_epb.pbo

music_f_epb.pbo.a3.bisign

music_f_epb_music.pbo

music_f_epb_music.pbo.a3.bisign

music_f_epc.pbo

music_f_epc.pbo.a3.bisign

music_f_epc_music.pbo

music f epc music.pbo.a3.bisign

music_f_music.pbo

music_f_music.pbo.a3.bisign

plants_f.pbo

plants_f.pbo.a3.bisign

props_f_exp_a.pbo

props_f_exp_a.pbo.a3.bisign

roads_f.pbo

roads_f.pbo.a3.bisign

rocks_f.pbo

rocks_f.pbo.a3.bisign

signs_f.pbo

signs_f.pbo.a3.bisign

soft_f.pbo

soft_f.pbo.a3.bisign

soft_f_beta.pbo

soft_f_beta.pbo.a3.bisign

soft_f_bootcamp.pbo

soft_f_bootcamp.pbo.a3.bisign

soft_f_epc.pbo

soft_f_epc.pbo.a3.bisign

soft_f_gamma.pbo

soft_f_gamma.pbo.a3.bisign

sounds_f.pbo

sounds_f.pbo.a3.bisign

sounds_f_arsenal.pbo

sounds_f_arsenal.pbo.a3.bisign

sounds_f_bootcamp.pbo

sounds_f_bootcamp.pbo.a3.bisign

sounds_f_characters.pbo

sounds_f_characters.pbo.a3.bisign

sounds_f_environment.pbo

sounds_f_environment.pbo.a3.bisign

sounds_f_epb.pbo

sounds_f_epb.pbo.a3.bisign

sounds_f_epc.pbo

sounds_f_epc.pbo.a3.bisign

sounds_f_exp_a.pbo

sounds_f_exp_a.pbo.a3.bisign

sounds_f_sfx.pbo

sounds_f_sfx.pbo.a3.bisign

sounds_f_vehicles.pbo

sounds_f_vehicles.pbo.a3.bisign

static_f.pbo

static_f.pbo.a3.bisign

static_f_beta.pbo

static_f_beta.pbo.a3.bisign

static_f_gamma.pbo

static_f_gamma.pbo.a3.bisign

structures_f.pbo

structures_f.pbo.a3.bisign

structures_f_bootcamp.pbo

structures_f_bootcamp.pbo.a3.bisign

structures_f_data.pbo

structures_f_data.pbo.a3.bisign

structures_f_epa.pbo

structures_f_epa.pbo.a3.bisign

structures_f_epb.pbo

structures_f_epb.pbo.a3.bisign

structures_f_epc.pbo

structures_f_epc.pbo.a3.bisign

structures_f_exp_a.pbo

 $structures_f_exp_a.pbo.a3.bisign$

structures_f_households.pbo

 $structures_f_households.pbo.a3.bisign$

structures_f_ind.pbo

 $structures_f_ind.pbo.a3.bisign$

structures_f_mil.pbo

structures_f_mil.pbo.a3.bisign

structures_f_wrecks.pbo

structures_f_wrecks.pbo.a3.bisign

ui_f.pbo

ui_f.pbo.a3.bisign

ui_f_bootcamp.pbo

ui_f_bootcamp.pbo.a3.bisign

ui_f_data.pbo

ui_f_data.pbo.a3.bisign

ui_f_exp_a.pbo

ui_f_exp_a.pbo.a3.bisign

uifonts_f.pbo

uifonts_f.pbo.a3.bisign

uifonts_f_data.pbo

uifonts_f_data.pbo.a3.bisign

weapons_f.pbo

weapons_f.pbo.a3.bisign

weapons_f_beta.pbo

weapons_f_beta.pbo.a3.bisign

weapons_f_bootcamp.pbo

 $we apons_f_bootcamp.pbo.a3.bisign$

weapons_f_epa.pbo

weapons_f_epa.pbo.a3.bisign

weapons_f_epb.pbo

weapons_f_epb.pbo.a3.bisign

weapons_f_epc.pbo

weapons_f_epc.pbo.a3.bisign

weapons_f_gamma.pbo

weapons_f_gamma.pbo.a3.bisign