

ns_fx_l_forest1	expl_dist04
ns_fx_l_forest2	expl_dist05
ns_fx_l_rain	expl_dist06
ns_fx_l_thunder	expl_dist07
ns_fx_l_radio	expl_dist08
ns_fx_misc1	expl_dist09
ns_fx_misc2	expl_dist10
ns_fx_misc3	expl_dist11
ns_fx_misc4	expl_dist12
ns_fx_misc5	expl_dist13
ns_fx_misc6	expl_dist14
ns_fx_misc7	expl_dist15
ns_fx_voices	expl_dist16
ns_fx_aftermath	expl_dist17
ns_fx_generator	expl_dist18
ns_fx_generator_out	expl_dist19
ns_fx_aii_underground	expl_dist20
ns_fx_wind1	expl_dist21
ns_fx_wind2	expl_dist22
ns_fx_wind3	expl_dist23
ns_fx_wind4	expl_dist24
ns_fx_wind5	expl_dist25
ns_fx_wind6	expl_dist26
ns_fx_wind7	expl_dist27
ns_fx_wind8	expl_dist28
ns_fx_wind9	expl_dist29
ns_fx_thunder1	expl_dist30
ns_fx_thunder2	expl_dist31
ns_fx_thunder3	expl_dist32
ns_fx_thunder4	expl_dist33
ns_fx_thunder5	expl_dist34
ns_fx_thunder6	expl_dist35
ns_fx_thunder7	expl_dist36
ns_fx_rain1	expl_dist37
ns_fx_rain2	z_id1
ns_fx_rain3	z_id2
ns_fx_rain4	z_id3
ns_fx_rain5	z_id4
ns_fx_rain6	z_id5
ns_fx_forestbird1	z_id6
ns_fx_forestbird2	z_id7
ns_fx_forestbird3	z_id8
ns_fx_forestbird4	z_id9
ns_fx_forestbird5	z_id10
ns_fx_forestbird6	z_id11
ns_fx_flies1	z_id12
ns_fx_flies2	z_id13
ns_fx_flies3	z_id14
ns_fx_flies4	z_id15
ns_fx_drone1	z_id16
ns_fx_drone1r	z_id17
ns_fx_drone2	z_at1
ns_fx_drone2r	z_at2
ns_fx_crow1	z_at3
ns_fx_crow2	z_at4
ns_fx_crow3	blood_distant_growl_0
ns_fx_bird1	blood_distant_growl_1
ns_fx_bird2	blood_distant_growl_2
ns_fx_bird3	blood_distant_growl_3
ns_namalsk_amb1	blood_distant_growl_4
ns_namalsk_amb1_f	blood_forest_hidden_1
ns_namalsk_amb1_fm	blood_forest_hidden_2
ns_namalsk_amb2	blood_forest_hidden_3
15_amb_battle	blood_forest_hidden_4

```

ns_namalsk_amb3      blood_invisible_go
ns_namalsk_playground blood_invisible_left
ns_namalsk_houses    blood_att_1
ns_amb_namalsk_night blood_att_2
ns_amb_namalsk_hills blood_att_3
ns_amb_namalsk_hills_n blood_att_4
ns_namalsk_coast1    bl_begin
ns_namalsk_coast2    bl_hit1
ns_fx_beep_normal    bl_hit2
ns_fx_beep_pda        bl_hit3
ns_fx_beep_cvak       bl_wave1
ns_fx_beep_geiger     bl_wave2
ns_fx_breath          bl_wave3
ns_fx_distant_alarm  bl_psi
ns_fx_closer_alarm   bl_full
expl_dist01          bl_detect
expl_dist02          apsi_on
expl_dist03          apsi_off

```

ns_mutants [mutants]

[Nightstalkers] Shadow of Namalsk

```

NS_zombie1
NS_zombie2
NS_zombie3
ns_bloodsucker

```

ns_music [music]

[Nightstalkers] Shadow of Namalsk

```

nsmisc_namalsk_day    11_something_wrong
nsmisc_namalsk_night  12_night_time
nsmisc_ns_menu         12_moment
nsmisc_namalsk_menu   12_tomountains
nsmisc_namalsk_menu2  12_mutants
00_NC_intro           12_mutants2
01_lubjansk_guards    12_satellite
01_far_away           13_strike
01_lubjansk           14_nacattacking
02_haunted1           14_airbattle
02_haunted2           15_tara_combat
03_vorkuta_marsh      15_tara_combat2
03_first_shadow       15_tara_tension
04_Vorkuta_chase      16_lubjanskstrike
04_end_of_beginning   16_lubjansk1
04_bad_news           16_lubjansk2
05_introducing_vorkuta 16_beheaded
05_dark_night         17_inf_intro
06_jammed             17_trouble_node
06_deep_night         17_bunker
06_first_person       18_quick_strike
07_daylight           18_harvesting
07_testing            18_fear_the_future
08_nightstalkers     19_evilcrow
09_danger             19_evilcrow2
09_danger_stealth    19_attack
09_danger_a1         20_under_lesson
09_danger_a2         21_frozen
11_dark_morning       21_final_tension
11_cold_jump         22_ending1
11_fear              22_ending2
                    22_outro

```

Note: All classes of these music tracks have duration parameter, it is possible to wait for end using this code (*.sqf):

```

_sleep_duration = getnumber (configfile >> "cfgMusic" >> "NAME OF THE TRACK" >> "duration");
sleep _sleep_duration;

```

ns_factions [factions]**[Nightstalkers] Shadow of Namalsk**

```
nac_soldier_1
nac_soldier_crew
nac_soldier_LAT
nac_soldier_AT
nac_soldier_AA
nac_soldier_medik
nac_soldier_2
nac_soldier_3
nac_soldier_mg
nac_soldier_gl
nac_soldier_sniper
nac_soldier_sniper2
nac_soldier_er7
nac_soldier_er7_att
nac_soldier_leader
nac_BTR90
nac_BTR90_hq
nac_2S6M_Tunguska
nac_BMP3
nac_Pickup_PK
nac_Offroad_DSHKM
nac_Offroad_SPG9
nac_Kamaz
nac_KamazRepair
nac_KamazReammo
nac_KamazRefuel
ns_tamika
ns_peter
ns_michael
ns_max
ns_alex
```

ns2 [misc]**[Nightstalkers] Shadow of Namalsk**

```
mut_heart
nsw_er7s
nsw_er7a
nsw_er7mm
```

Notes:

APSI - protection device against deadly radiation from blowouts

mut_heart - this item is for marking mutants, so, if unit have this item, unit will be for mutants just another mutant, if you want to protect some unit against mutants, use this item

nsw_er7s, nsw_er7a, nsw_er7mm - hi-tech weapon designed by NAC, in the same order - sniper version, attack version, ammo for both

This text is also available in Czech or English on <http://www.nightstalkers.cz/>

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