

1. v0.1 changes

- Dev build, not accessible for public

2. v0.2 changes

- First public version. Introduced moving ships that are in sync for all online players

3. v0.3 changes

- AI aircrafts attack live player from this build on

4. v0.4 changes

- incorporated Fireballs carrier takeoff mod v4.x

5. v0.5 changes

- fixed reconnect issue. As of this build, IL2 is fully functional after you disconnect from IL2 server or if new mission is loaded
- minor changes done to AI. AI should target live players more often now

6. v0.6 changes

- fixed AI not attacking after players in some cases
- fixed AI not defending themselves

6.1 v0.61 changes

- fixed AI aircraft spawning on carriers at time 0 or time > 0. Now it works for both cases

7. v0.7 changes

- enabled positioning of home base object to moving carrier
- fixed problems with enemy recognized as friend if spawned inside home base circle
- fixed loading and processing of targets set in mission
- incorporated Fireballs Carrier mod v5.2
- fixed enemy AI not attacking live player if player is the host
- fixed problem with air spawns over carriers
- fixed recording and playing of online dogfight tracks

Notes

When placing home base object on top of CV, you have to make sure that it is placed well within home bases smallest possible radius (that is < 500m of the carrier center point).

7.1 v0.71 changes

- ships resync set to 10s interval
- fixed catapult problems on modern carriers
- included Airport Friction Mod ([link](#))
- flight map starts at max zoom (zoomed out)

7.2 v0.72 changes

- changed trigger for enabling "refly" button when spawned on carriers
- ships resync lowered to 5s since no FPS loss was noted during testing

Notes

Refly button will be enabled only if player is still on the ground or has chocks set in carrier deck

7.3 v0.73 changes

- slight modifications to time synchronization procedure

7.4 v0.74 changes

- completely redone spawn points on all carriers for live players
- increased Home Base refresh rate to 1/4s on briefing/map screens

7.5 v0.75 changes

- new variables that allow users to control number of spawn points on specific type of CVs

7.6 v0.76 changes

- increased ships resync time from 5s to 10s
- decreased Home Base location refresh interval to 1/10s
- added support for *Ship Pack 2 MOD*.
- added new parameter for [MDS] section for controlling CVL carriers

Notes

New parameter is for Ship Pack 2 CVL carrier. There are two additional carriers, Graph Zeppelin, that is copy of HMS Illustrious and uses *ZutiCarrierSpawnPoints_RN* parameter and Ameer escort carrier that uses *ZutiCarrierSpawnPoints_CVE* parameter.

7.7 v0.77 changes

- removed ships resync

Notes

It was evident that in some cases players exploded when they spawned on carrier for the first time. For this reason ships resync option was removed.

8. v0.8 changes

- MDS variables accessible through FMB UI (Edit – MDS, third from the top)
- AirSpawn options added to HomeBase object in FMB
- [MDS] and [RespawnTime] sections are now saved if you save mission in FMB
- incorporated Fireballs CTO mod v5.3.3
- static units inside home base circle are converted to home base army, moving objects are not
- fixed problem of planes flying around with folded wings
- reintroduced ships resync
- loading of new missions based on the outcome of current one is now supported. New parameters for this are:
- targets that were set in mission will be displayed to players. They can also move around. If you set *Zuti_Targets_StaticIcons* to 1 (enable that) it will override *ZutiTargets_MovingIcons* and icons will be visible but they will be static. They will also NOT disappear as with *Zuti_Targets_StaticIcons* enabled radar objects are ignored.
- new option to show airplanes on map even if *NoMapIcons* settings is set
- introducing moving front lines
- introducing HomeBase capturing
- new/revisited parameters for number of spawn points on carriers
- enabled tower communication for players

9. v1.0 changes

- enabled usage of chocks on ground airfields
- enabled instant despawn of AI airplanes once they land and park
- added option to disable AI radio chatter
- added option to restrict users from pressing refly button if they are KIA
- enabled rearming, refueling and repairing of your aircraft
- added support for statistics screen data manipulation
- added radar range settings
- added option to set how long are bomb craters displayed
- added new tabs on HomeBase objects (AirSpawn/Radars and Capturing)

Notes for 0.8 and 1.0

MDS through FMB

Radar

The screenshot shows the 'Zuti MDS Settings' window with the 'Radar' tab selected. The window has a blue title bar and a light blue background. The 'Radar' tab is highlighted in the top navigation bar. The settings are organized into sections with dashed lines. The first section contains a checkbox for 'Radar in ADVANCE mode'. The second section contains a text description of the ADVANCE mode. The third section contains checkboxes for 'Minimap: Show AC icons' and 'Minimap: Show Rocket icons', and a text input for 'Radar refresh interval [s]'. The fourth section contains checkboxes for 'Ships are radars' and 'Scouts are radars', and text inputs for 'BigShip - MAX range [km]', 'BigShip - MIN height [m]', 'BigShip - MAX height [m]', 'SmallShip - MAX range [km]', 'SmallShip - MIN height [m]', and 'SmallShip - MAX height [m]'. The fifth section contains text inputs for 'AC scan MAX range [km]', 'AC scan delta height [m]', and a dropdown for 'Ground units scan alpha [°]'. The bottom section contains two text inputs for 'RED scout plane' and 'BLUE scout plane'.

Setting	Value
Radar in ADVANCE mode	<input type="checkbox"/>
Minimap: Show AC icons	<input checked="" type="checkbox"/>
Minimap: Show Rocket icons	<input type="checkbox"/>
Minimap: Show GO icons	<input type="checkbox"/>
Radar refresh interval [s]	10
Ships are radars	<input type="checkbox"/>
BigShip - MAX range [km]	100
BigShip - MIN height [m]	100
BigShip - MAX height [m]	5000
SmallShip - MAX range [km]	25
SmallShip - MIN height [m]	0
SmallShip - MAX height [m]	2000
Scouts are radars	<input type="checkbox"/>
AC scan MAX range [km]	2
AC scan delta height [m]	1500
Ground units scan alpha [°]	30
RED scout plane	
BLUE scout plane	

On this screen you have settings related with radar objects (Object 76 in FMB and aircraft carriers, if so instructed). This section is only processed if your game has NoMapIcons difficulty option **enabled**.

- *Radar in ADVANCED mode*: if this option is enabled, ALL radars on the map will show only those planes that are inside their assigned range. Range parameters are set for each HomeBase object under *AirSpawn/Base Radar(s)* tab,
- *Minimap: Show AC icons*: displays aircraft icons on minimap,
- *Minimap: Show Rocket icons*: displays rockets on minimap (V1...),
- *Minimap: Show GO icons*: displays AAA or Tank icons on minimap,
- *Radar refresh interval [s]*: this tells the game how fast the minimap/briefing screen is refreshed. Default is 10s. If you want normal IL2 behavior (real-time minimap picture), set this option to 0.

- *Ships are radars*: makes ship objects radars. You also have two sets of parameters, one for ships that are defined as radar holders with powerful, long range radars, the other are holding less powerful radars.
- *Scouts are radars*: this will enable map makers to use scout airplanes as radar objects. Only scouts are able to identify GO objects and that option is only available if you enable scouts on your mission. First set of parameters determines the range in which scouts can identify other aircrafts and *Ground units scan alpha [°]* parameter determines the range in which scouts can identify GO objects. The formula behind this is: $range = scout\ height * \tan(\alpha)$. So, the higher the scouts are, the more range they can cover. Each side can have up to THREE scout plane types. It does not matter if it is AI or human.

Ships radar tables – BIG SHIPS

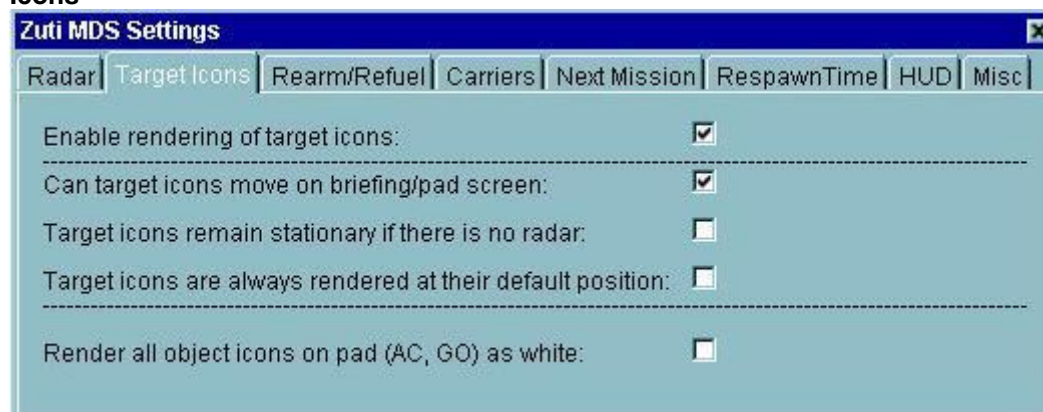
IJNYukikazeDD45, IJNAmatsukazeDD45, IJNBBSGeneric, IJNCVGeneric, IJNCVLGeneric, IJNZuikakuCV, IJNShokakuCV, IJNAkagiCV, IJNHiryuCV, IJNKagaCV, IJNSoryuCV, Carrier0, HMSIllustriousCV, HMSFormidableCV, HMSIndomitableCV, Carrier1, ItrepidCV11, USSExsexCV9, USSShamrockBayCVE84, USSKitkunBayCVE71, SSCasablancaCVE55, USSCVGeneric, USSSaratogaCV3, USSLexingtonCV2, USSPrincetonCVL23, USSBelleauWoodCVL24, USSSanJacintoCVL30.

Ships radar tables – SMALL SHIPS

Tirpitz, Niobe, Littorio, Italia0, Italia1, Kirov, Marat, Aurora, Destroyer_USSR_Type7_44, HMSDukeOfYorkBB, HMSKingGeorgeVBB, HMSPoWBB, HMSFiji, USSBBGeneric, USSIndianapolisCA35, USSKiddDD661, USSOBannonDD450, USSFletcherDD445, USSWardDD139.

You have to pay attention here for combinations. Example: if you wish to see your plane icon on the minimap after your side loses radars, you **have to** disable NoMinimapPath difficulty setting in your game. This way, you will see your AC icon on minimap no matter what. And remember, this section is only processed if **NoMapIcons difficulty setting is ENABLED**. Also, objects of stationary nature are *always* drawn on your map. These are: *destroy/defence ground, destroy/defence bridge, inspect*. For these you do not need radars on your map.

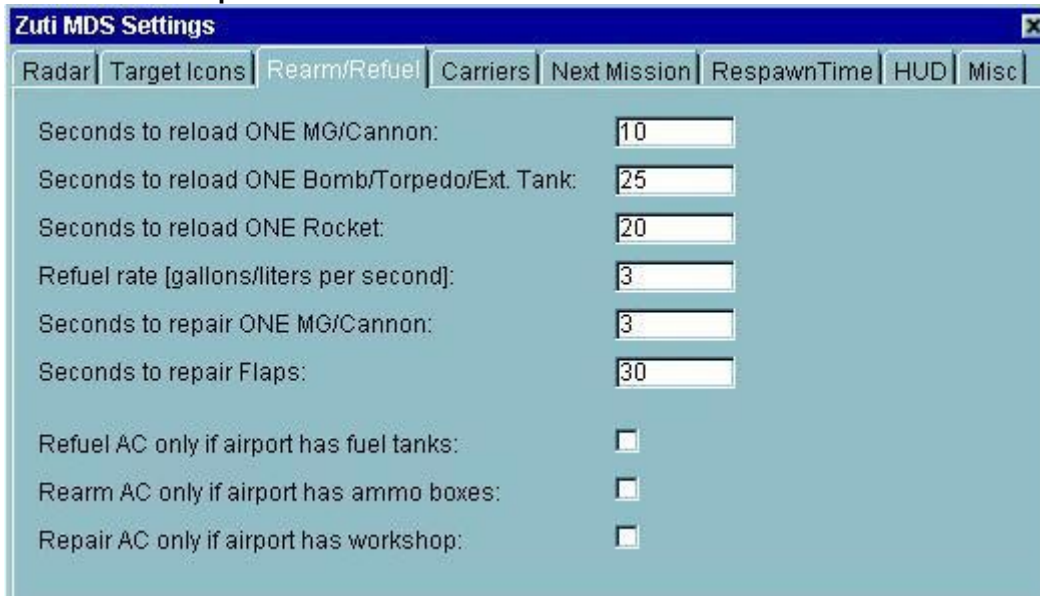
Icons



Targets section allows you to control target icons on your briefing and minimap screens.

- *Enable rendering of target icons*: enables/disables target icons on the briefing/map screen,
- *Can target icons move on briefing/pad screen*: If your side has radars, icons will change position,
- *Target icons remain stationary if there is no radar*: in case you enable this option makes minimap/briefing target icons stay at their last known location once your side loses all radars. **Caution**: if you join the game after the mission has already started and your side lost radars in the meantime, you will see targets at their default position,
- *Target icons are always rendered at their default position*: stronger than *Enable moving icons*, icons are ALWAYS static,
- *Render all object icons on pad (AC, GO) as white*: this option will enable rendering of all icons shown on pad as white. Exceptions are target icons.

Rearm/Refuel/Repair



Rearm/Refuel window will allow you to set up parameters for rearming, refueling and repairing. You can select how long does it take to reload/repair ONE weapon (for repairing only MGs/Cannons jamming is supported) and if separate task will be available ONLY if dedicated objects exist on the airport.

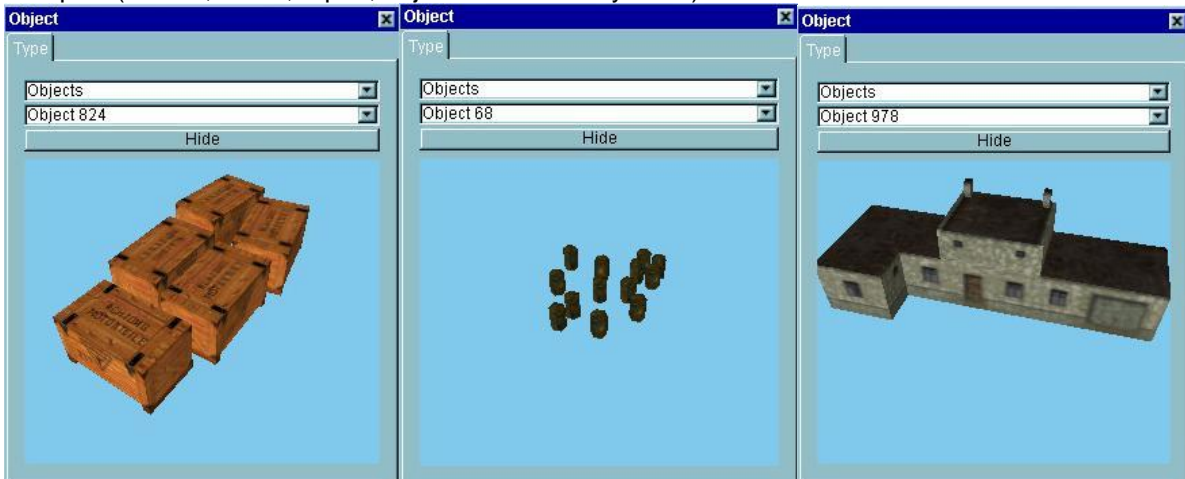
Rearming objects must contain this string in their name: "Box"

Refueling objects must contain this string in their name: "Barrel" or "Tank"

Repairing objects must contain this string in their name: "Workshop"

Make note of the CAPS, they are important!

Samples (Rearm, refuel, repair, object numbers may differ):



You also MUST have Airports set up either in your map .ini file or in your mission. For map .ini file, airports must be listed under [AIRPORTS] section, for .mis missions, airports must be set under [AlternativeAirfield] section. Example for PacificIslands map:

[AIRFIELDS]

Airfield_001 = 122397.51 151201.84 124195.6 149911.84 2.45

Airfield_002 = 218001.98 119298.47 219496.53 117603.05 2.45

Or, the same airports in .mis file:

[AlternativeAirfield]

122397.51 151201.84 124195.6 149911.84 2.45

218001.98 119298.47 219496.53 117603.05 2.45

As you can see, the difference is in section name and lines. If you create these airports with my tool for friction mod, just rename the section and remove Airfield_XXX = string from the name.

Now, if pilot lands on this marked area, he **MUST** set chocks in order to be able to execute rearm, refuel and repair operations. If he does not do that, he will receive message saying "Can not comply..." So, it is important that pilot land on marked airfield area and sets his chocks before he executes one of the mentioned actions.

Tower communication screens:

In dogfight servers, press: TAB + 5, in coop games, choose TAB + Control Tower.



Important

If you select option 1 in R/R/R screen, refueling will be done **only to default fuel value** of your airplane (25%, 50%, 75%, 100%) but if you select option **three** (Refuel), your plane will be refueled to its **max** capacity. Remember, you can always **stop** refueling process if you select option 6 or 8. This way you can control how much fuel your plane gets.

Carriers

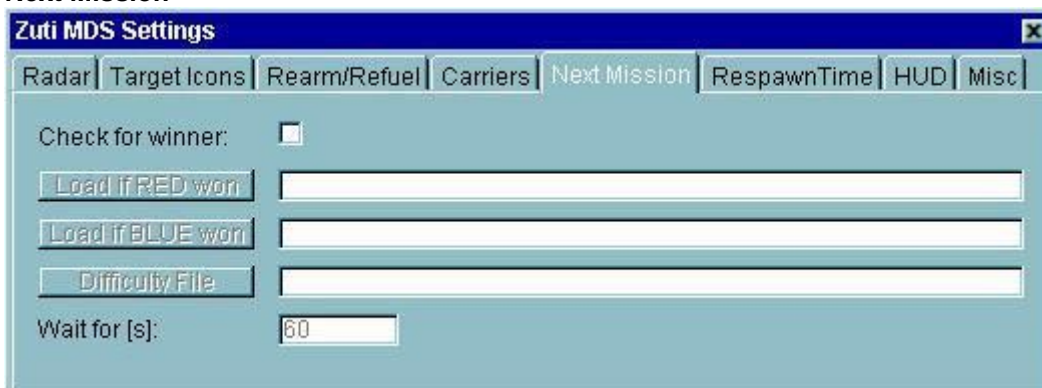


This window allows you to set number of spawn places (players that can join carrier based home base) for specific type of carrier. Drop-down menu has all valid values.

Supported carriers (full list):

Lexington, Saratoga, USS Generic, Casablanca, Kitkun Bay, Shamrock Bay, Essex, Intrepid, Illustrious, Akagi, Shokaku, Zuikaku, IJN Generic, ship pack 2 (Graf Zeppelin, Ameer, BelleauWood, Princeton, SanJacinto), Chaps CVs (Formidable, Indomitable, Hiryu, Kaga, Soryu, IJNCVLGeneric).

Next Mission



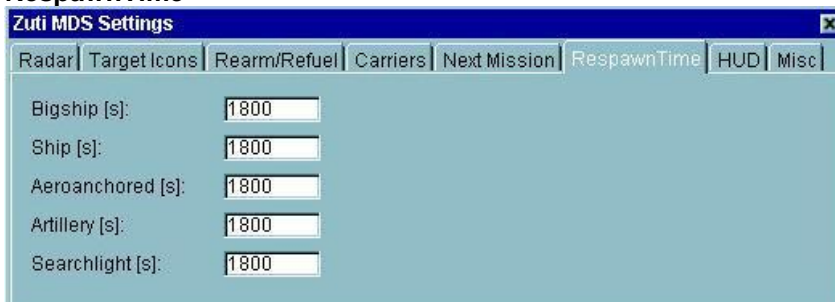
The image shows the 'Next Mission' tab of the 'Zuti MDS Settings' window. It features a 'Check for winner' checkbox, three file selection buttons ('Load if RED won', 'Load if BLUE won', 'Difficulty File') each followed by a text box, and a 'Wait for [s]:' field with the value '60'.

This screen allows you to set which mission will load if red or blue side wins. If you press buttons next to text boxes, file selection window will appear. Browse to your desired mission files and confirm your selection. Pay **special attention** to mission location if you will be moving missions to different servers as file location path **must not change**. If it does, new mission will not load.

- *Check for winner*: if this is enabled, Next Mission parameters are taken into account when one side wins,
- *Load if RED won*: mission that will be loaded if red team wins
- *Load if BLUE won*: mission that will be loaded if blue team wins,
- *Difficulty File*: difficulty file that will be applied to newly loaded mission,
- *Wait for [s]*: delay before new mission will be loaded once one team wins.

This feat is supported if you use ZUTI_MDS_Manager. It is not (yet) supported with FBDj v1.5 and it will not be supported with IL2SC.

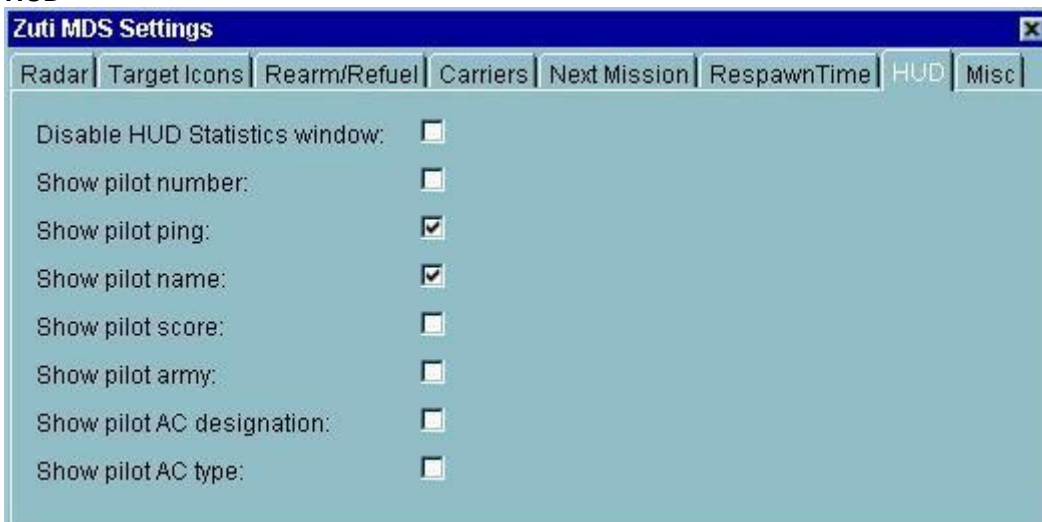
RespawnTime



The image shows the 'RespawnTime' tab of the 'Zuti MDS Settings' window. It contains five rows, each with a label and a text box: 'Bigship [s]: 1800', 'Ship [s]: 1800', 'Aeroanchored [s]: 1800', 'Artillery [s]: 1800', and 'Searchlight [s]: 1800'.

This screen enables you to control how soon static objects will be reborn.

HUD



The image shows the 'HUD' tab of the 'Zuti MDS Settings' window. It lists several options with checkboxes: 'Disable HUD Statistics window:', 'Show pilot number:', 'Show pilot ping:', 'Show pilot name:', 'Show pilot score:', 'Show pilot army:', 'Show pilot AC designation:', and 'Show pilot AC type:'. The checkboxes for 'Show pilot ping:' and 'Show pilot name:' are checked.

This window allows you to select which options will be displayed when player presses "S" button to view who is connected to server. You can also disable this statistics.

Misc

Zuti MDS Settings

Radar | Target Icons | Rearm/Refuel | Carriers | Next Mission | RespawnTime | HUD | Misc

Enable tower communication: ☒

Disable AI radio chatter: ☒

Despawn AI AC after they land and park: ☒

Hide unpopulated/enemy airfields: ☐

Hide number of players per HomeBase for Briefing: ☐

Enable Refly only if pilot Bailed or Died: ☒

Delay before Refly is enabled if you get killed:

KIA Refly button multiplier:

Death limit, after which pilot is unable to hit Refly:

Disable Refly for the duration of the mission: ☐

Bomb craters visibility time multipliers

Cat1 bombs multi: <input type="text" value="1.0"/> * 80s (≤100kg or 100lb, rockets, cannons...)	Cat2 bombs multi: <input type="text" value="1.0"/> * 80s (≤1000kg or 1000lb, torpedoes, TinyTim...)
Cat3 bombs multi: <input type="text" value="1.0"/> * 80s (>1000kg or 1000lb)	Cat4 bombs multi: <input type="text" value="1.0"/> * 900s (special bombs - fat man, 5tons...)

This screen contains miscellaneous options

- *Enable tower communication*: enables TAB key for live players,
- *Disable AI radio chatter*: disable messages sent from AI planes,
- *Despawn AI AC after they land and park*: when AI aircraft land and park, they will vanish from the map and release game resources. They will also not interfere with live players,
- *Hide unpopulated/enemy airfields*: non-friendly and unused airfields are not drawn on minimap. Special useful on big maps with a lot of airports,
- *Hide number of players per HomeBase from Briefing*: this option, if enabled, will hide number of players that is displayed beside each HomeBase object on your map on briefing screen,
- *Enable Refly only if pilot Bailed or Died*: this option enables mission maker to disable pilots to hit refly button the second they die. If they select this option, mission makers can specify what the refly button penalty is (seconds). Calculation behind this is as follows:

refly penalty = *Delay before Refly is enabled* + (KIA count * *KIA Refly button multiplier*).

Example: pilot died 4 times. With above settings, his time penalty would be:

refly penalty = 15 + (4 * 2.0) -> refly penalty = 23s.

- *Disable Refly for the duration of the mission*: with this option you disable refly button until mission is reloaded.

For pilots with damaged airplanes: if you land your plane on valid airport surface (friction mod) and your plane is damaged, you can bail out and change it without losing any points. On the other hand, if you bail from a perfectly fine airplane, you will be penalized for bail out.

Last section is for prolonging/shortening appearance of bomb/cannon/rockets craters. Default multiplier is set at 1.0 for all of them. Default times are also stated. By changing multipliers, you are making craters stay longer or disappear quicker. For category 4 bombs, Fat Man has 900s as default time, others have 600s.

HomeBase AirSpawn and Radars settings

Mission makers have the possibility to set specific height, speed, orientation, max players and AirSpawning for each HomeBase object placed on the map. Like *Capturing* tab, this tab is available for each HomeBase object on your map. This screen also allows user to set range parameters for all radar objects that are placed inside selected HomeBase object.

Note: if **MAX allowed pilots** is set to **0** the number of allowed pilots is **limited by actual HomeBase spawn points!**

Home base capturing

This *Capturing* tab is accessible on your HomeBase object that you placed on the map. It gives you option enable capturing of enemy home bases and populate them with specified planes.

- *Enable HomeBase capturing:* enables that enemy home base can be captured by your army, if your front line moves over that home base, this option is **GLOBAL** and applied **ALL** HomeBase objects placed on the map,
- *Can THIS HomeBase be captured:* applies only for current HomeBase object,
- *New RED planes:* if you click this button you will see new window opening. You can select planes that will be loaded to newly captured home bases,
- *New BLUE planes:* same as for RED but it happens when BLUE capture RED home base.

Mission sections (MDS and RespawnTime)

[RespawnTime] mod entries (if you forgot, number represents seconds until object is respawned):

[RespawnTime]
Bigship 1800
Ship 1800
Aeroanchored 1800
Artillery 1800
Searchlight 1800

Static unit's conversion

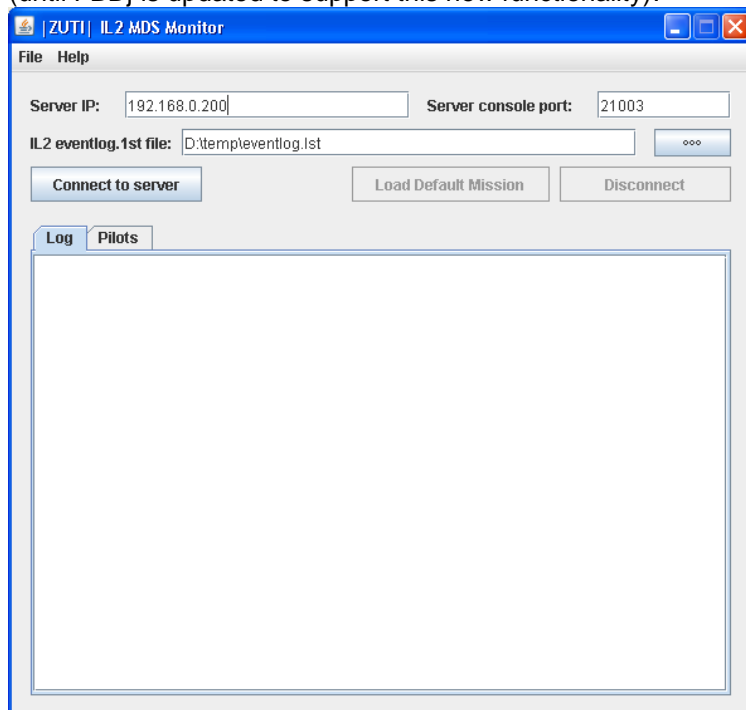
Mod version 0.7 changed default IL2 behavior. Originally all units inside home base circle were converted to army of that home base. This produced issues with moving objects that were set to do an attack to home base. As they were converted... they were not attacking. The solution with 0.7 was fine but if someone wished to create plain dogfight mission with more than red/blue side, there was a problem. FMB only allows units to have either red or blue side. Mentioned functionality changed army during loading process and so objects could have up to 16 different armies. What I did now is I allowed converting of static units but not moving units.

Unfolding wings

If planes are flying around when you join mission with folded wings they should unfold them in few seconds.

Controlling MDS

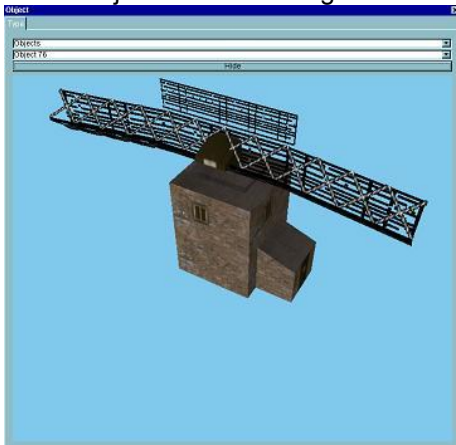
DS can work with server commanders (FBDj, MDS Monitor). This feature ONLY APPLIES FOR DS INSTANCE, not for in-game DS instance and is disabled by default. To enable it, you have to set parameter *ZutiTargets_CheckForWinner* to 1 in your mis file and use Zuti IL2 MDS Monitor software (until FBDj is updated to support this new functionality).



This works based on mission objectives that are set in mission with targets. When one side completes give tasks, server checks for appropriate parameters and executes them if they are present. Mandatory for this to work are *ZutiNextMission_RedWon* and *ZutiNextMission_BlueWon* parameters. Values for these two must point to next mission file location. The file must be in *Missions* folder but this folder name must be omitted. For *ZutiNextMission_Difficulty* parameter, full path must be given (from IL2 root folder). *ZutiNextMission_LoadDelay* parameter value represents time delay until next mission is loaded and is in seconds. Default value (hardcoded) for this is 60s.

Moving Targets

Also new is displaying and moving of mission targets. I made target descriptions change depending on player army. So for one it will read defend and for another it will read destroy. Targets can also move on the map. You can control this by setting parameter *ZutiTargets_MovingIcons* under mission [MDS] section to 1 to enable that (default setting) or disable that by setting parameter to 0. This, however, is only part of the story. In order for icons to really move around, each side has to have at least one LIVE radar object inside one (or more) of its Home Bases. As soon as radar is gone (either destroyed or HomeBase was captured by opposing army) target icons go to their default position and stop moving. Radar object that I'm talking about is under *Objects* list in FMB (object 76):



In case you want to use your CVs to act as radars too, you have to set *ZutiRadar_CvsAsRadars* parameter in your .mis file to 1 (disabled by default). Only *GENERIC* CVs are supported.

Related with this functionality is also ability to show airplanes on the map if your side has live radars. We are talking of aircrafts **ONLY**, and even that only until your radars are destroyed. This option is controlled with *ZutiRadar_ShowAircraft* parameter and is enabled by default. If you want to disable it, set this parameter to 0 in your [MDS] section of your .mis file. Last two options are also new. *ZutiRadar_RefreshInterval* controls radar refresh rate. By default, radar "screen" is refreshed every 10s. You can disable this by setting it to 0s. This will show you real time objects movement on the map. And if you want to have all plane icons drawn with white color, set *ZutiRadar_AircraftIconsWhite* to 1 (enabled). By doing this, all aircrafts on the map will have white color when drawn on minimap, including your plane. *ZutiRadar_ShowAircraft* and *ZutiRadar_AircraftIconsWhite* parameters are only valid if you set *NoMinimapIcons* difficulty setting to true for your mission.

Moving Front Lines

New to this build are also moving front lines. You can set this up by placing *FrontMark* object in FMB on top of either Tank unit or ship that is of type *BigShip*. *BigShip* ships are all carriers, battleships, costal defense ships, cruisers and all IJN destroyers. But do make sure you place *FrontMark* object **ON TOP** of mentioned objects center point. If not, the front will not move. If object is destroyed, the code will search for nearest friendly unit, capable of carrying flag (it tank is destroyed, tanks are searched, if *BigShip* then ships are searched). Tank search radius is 500m of destroyed unit and for ships this radius is 1km. If no units that would meet required criteria are found, *FrontMarker* is removed and front lines move accordingly.

Home Base Capturing

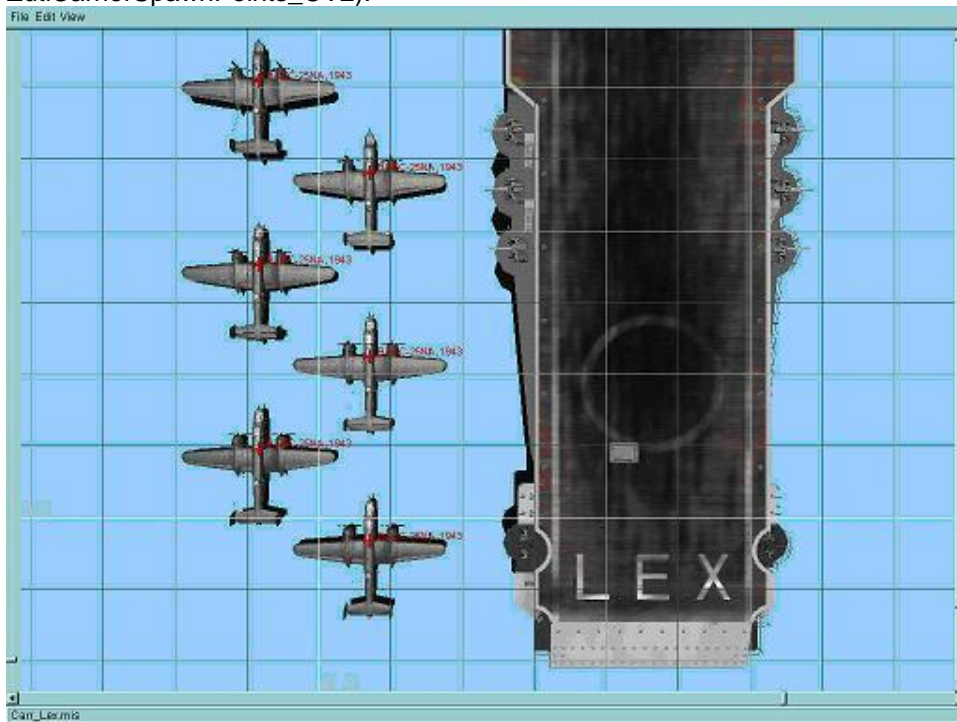
Home Base capturing is also new thing in this build. Once front line moves over HomeBase that is owned by opposing army, it is converted to advancing army. All objects in that HomeBase radius are converted to new army. To disable this, set parameter *ZutiFront_EnableHomeBaseCapturing* to 0, but by default it is enabled. Once HomeBase is captured, new planes are loaded to its list. If you don't specify which planes to load in parameters *ZutiFront_CapturedBasePlanesRed000* and *ZutiFront_CapturedBasePlanesBlue000*, default planes are loaded (for red side Hurricane MkIIb, for blue side Bf109-E4, parameters go from 000 to 255, because IL2 has problems if line in .mis file is too long and because of that I had to split values into multiple lines). But if you set mentioned parameters, only those planes are set. Format of those two parameters is: parameter name, followed by plane names separated with SPACE. You can see the names of the planes under *BornPlace* section in your .mis file. Last thing to note here is parameter *ZutiFront_HideUnpopulatedAirstripsFromMinimap*. This one will, if enabled, hide all enemy and unused (white) airfields that show on the minimap.

Furthermore, even if it is not disabled from this mod onwards, your airfields that have home base attached will have home base color. But don't worry, enemy will only see white airfields + his own.

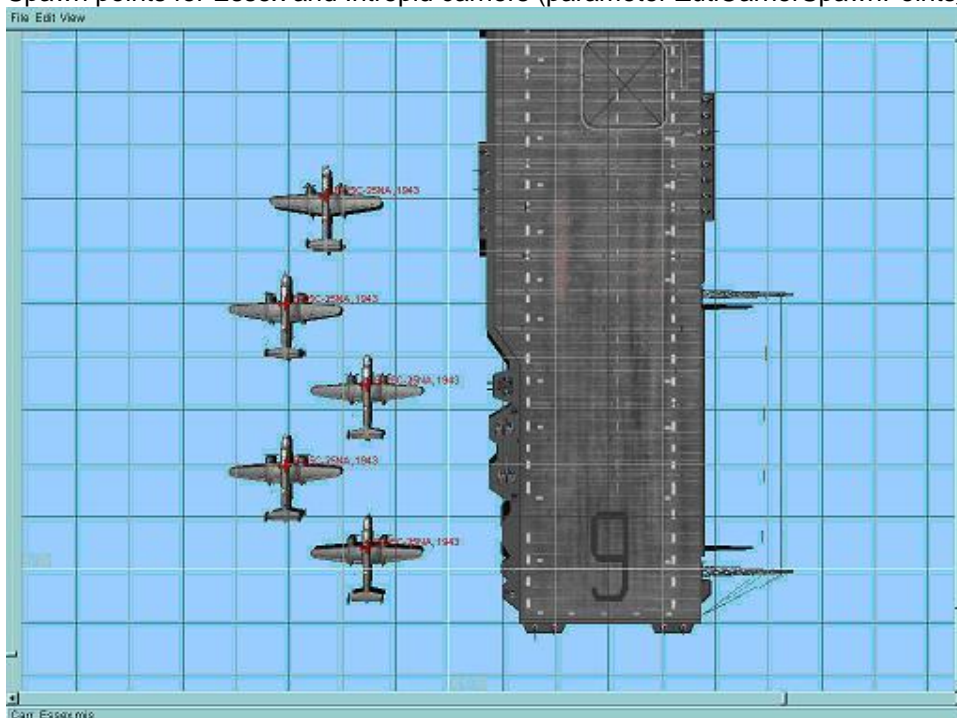
New carrier spawn points

Carrier spawn points had to be revisited because it was discovered that old setup caused players to spawn over enemy bases in some cases. So everything about this was reverted back to original IL2 setup. You can see the default number of spawn places in given sample lines above or look at visual presentation below.

Spawn points for USA generic, Lexington and Saratoga carriers (parameter ZutiCarrierSpawnPoints_CV2):



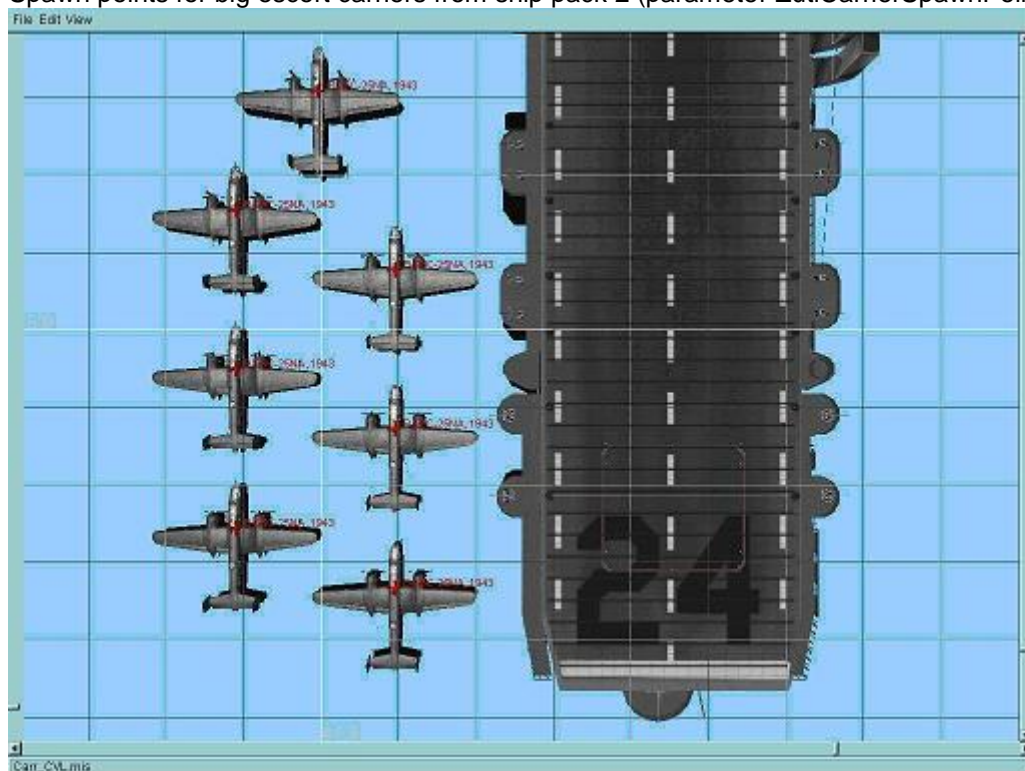
Spawn points for Essex and Intrepid carriers (parameter ZutiCarrierSpawnPoints_CV9):



Spawn points for escort carriers (parameter ZutiCarrierSpawnPoints_CVE):



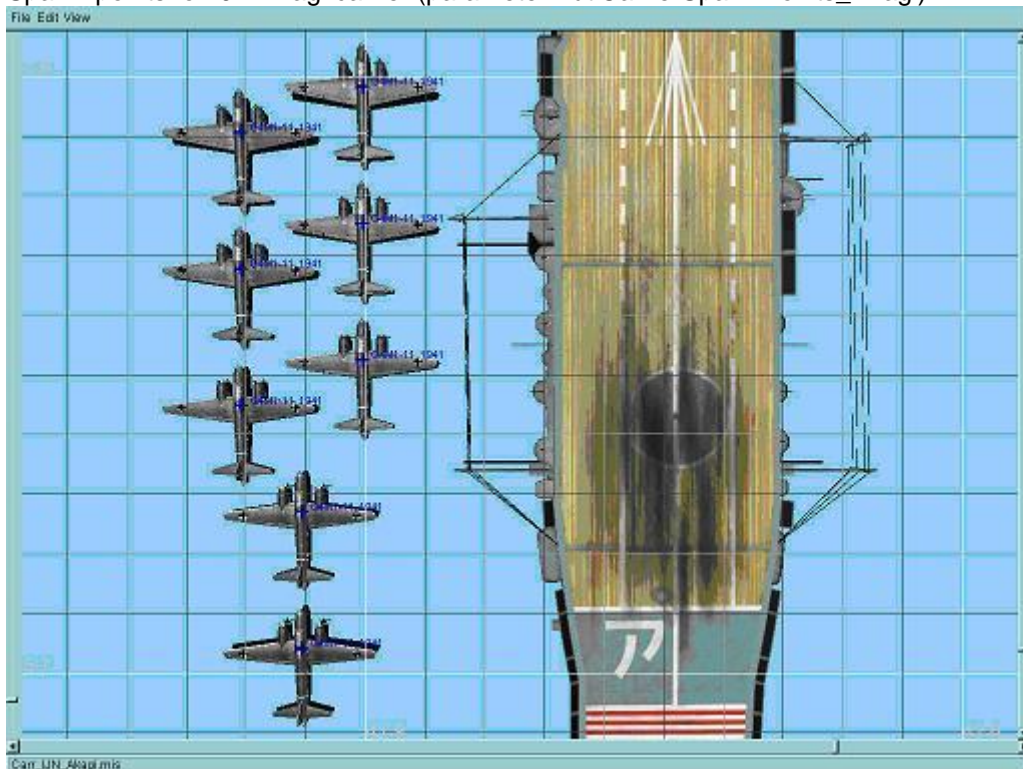
Spawn points for big escort carriers from ship pack 2 (parameter ZutiCarrierSpawnPoints_CVL):



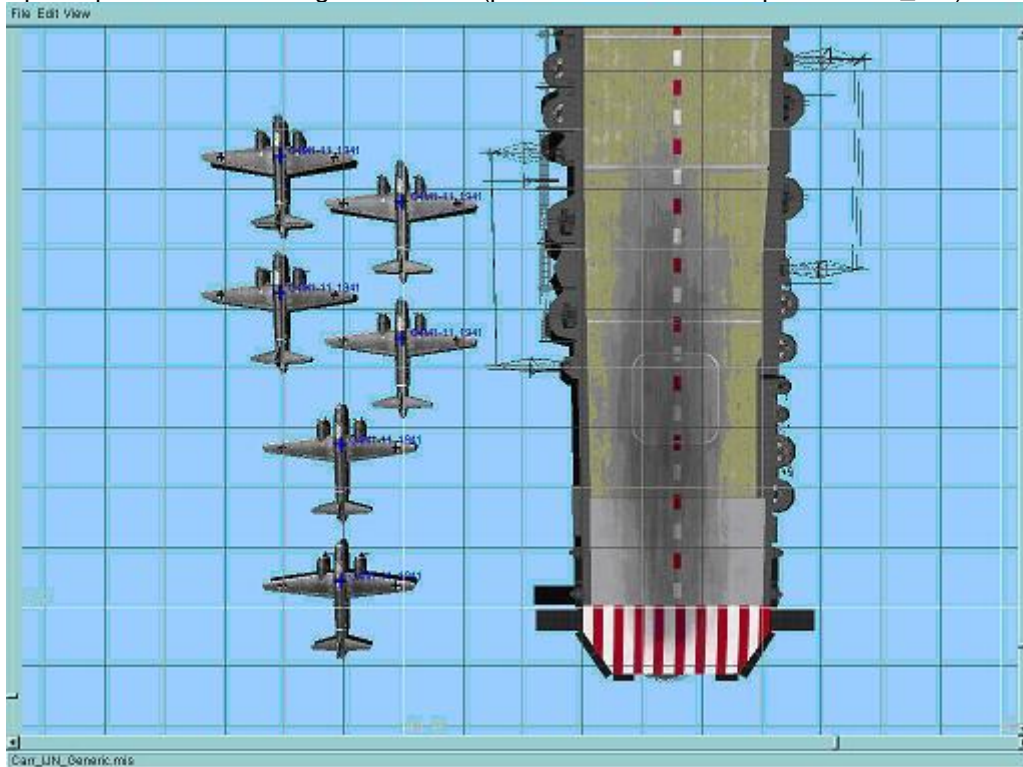
Spawn points for Illustrious and Graph Zeppelin carriers (parameter ZutiCarrierSpawnPoints_HMS):



Spawn points for IJN Akagi carrier (parameter ZutiCarrierSpawnPoints_Akagi):



Spawn points for remaining IJN carriers (parameter ZutiCarrierSpawnPoints_IJN):



Tower communication

This version also has tower communications enabled for live players. Note worth mentioning here is request for Target vector. This will show you vector to your DESTROY target objectives, it ignores DEFENCE targets for players.

Version Checking

MDS version check is also new. If your MDS installation is of different version that server, then you will not be able to connect to the server. This is also true for non-MDS servers.

Complete list of [MDS] variables of this mod with default values (accessible via FMB – *Edit*, third choice from the top):

[MDS]

ZutiCarrierSpawnPoints_CV2 6
ZutiCarrierSpawnPoints_CV9 5
ZutiCarrierSpawnPoints_CVE 2
ZutiCarrierSpawnPoints_CVL 7
ZutiCarrierSpawnPoints_Akagi 8
ZutiCarrierSpawnPoints_IJN 6
ZutiCarrierSpawnPoints_HMS 5

ZutiNextMission_RedWon
ZutiNextMission_BlueWon
ZutiNextMission_Difficulty
ZutiNextMission_LoadDelay 60

ZutiTargets_StaticIcons 0
ZutiTargets_MovingIcons 1
ZutiTargets_CheckForWinner 0
ZutiTargets_ShowTargets 1

ZutiRadar_SetRadarToAdvanceMode 0
 ZutiRadar_ShowAircraft 1
 ZutiRadar_ShowGroundUnits 0
 ZutiRadar_ShowRockets 0
 ZutiRadar_StaticIconsIfNoRadar 0
 ZutiRadar_AircraftIconsWhite 0
 ZutiRadar_RefreshInterval 10
 ZutiRadar_EnableTowerCommunications 1
 ZutiRadar-ShipsAsRadar 0
 ZutiRadar_ShipRadar_MaxRange 100
 ZutiRadar_ShipRadar_MinHeight 100
 ZutiRadar_ShipRadar_MaxHeight 5000
 ZutiRadar_ShipSmallRadar_MaxRange 25
 ZutiRadar_ShipSmallRadar_MinHeight 0
 ZutiRadar_ShipSmallRadar_MaxHeight 2000
 ZutiRadar_ScoutsAsRadar 0
 ZutiRadar_ScoutRadar_MaxRange 2
 ZutiRadar_ScoutRadar_DeltaHeight 1500
 ZutiRadar_ScoutRadarType_Red
 ZutiRadar_ScoutRadarType_Blue
 ZutiRadar_HideUnpopulatedAirstripsFromMinimap 0
 ZutiRadar_ScoutGroundObjects_Alpha 5

ZutiHud_DisableHudStatistics 0
 ZutiHud_ShowPilotNumber 0
 ZutiHud_ShowPilotPing 1
 ZutiHud_ShowPilotName 1
 ZutiHud_ShowPilotScore 0
 ZutiHud_ShowPilotArmy 0
 ZutiHud_ShowPilotACDesignation 0
 ZutiHud_ShowPilotACType 0

ZutiMisc_DisableAIRadioChatter 1
 ZutiMisc_DespawnAIPlanesAfterLanding 1
 ZutiMisc_HidePlayersCountOnHomeBase 0
 ZutiMisc_EnableReflyOnlyIfBailedOrDied 1
 ZutiMisc_DisableReflyForMissionDuration 0
 ZutiMisc_ReflyKIADelay 15
 ZutiMisc_MaxAllowedKIA 10
 ZutiMisc_ReflyKIADelayMultiplier 2.0
 ZutiMisc_BombsCat1_CratersVisibilityMultiplier 1.0
 ZutiMisc_BombsCat2_CratersVisibilityMultiplier 1.0
 ZutiMisc_BombsCat3_CratersVisibilityMultiplier 1.0
 ZutiMisc_BombsCat4_CratersVisibilityMultiplier 1.0

ZutiReload_OneMgCannonRearmSecond 10
 ZutiReload_OneBombFTankTorpedoeRearmSeconds 25
 ZutiReload_OneRocketRearmSeconds 20
 ZutiReload_GallonsLitersPerSecond 3
 ZutiReload_OneWeaponRepairSeconds 3
 ZutiReload_FlapsRepairSeconds 30
 ZutiReload_ReloadOnlyIfFuelTanksExist 0
 ZutiReload_ReloadOnlyIfAmmoBoxesExist 0
 ZutiReload_RepairOnlyIfWorkshopExist 0

ZutiFront_EnableHomeBaseCapturing 0