

# MAPFACT.net RUCKSACK ADDON v. 1.1



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## OVERVIEW

### GENERAL

### HOW to USE the RUCKSACK

### ADDONS

### TESTING MAPS

### IMPLEMENTING the RUCKSACK into MISSIONS

## [IMPLEMENTING the RADIO into MISSIONS](#) (new in version 1.1)

## [UNITS and OBJECTS](#)

## [DISCLAIMER](#)

## [CREDITS](#)

## [APPENDIX](#) (updated for version 1.1)

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### **GENERAL**

This Addon.pbo contains several Rucksack models and a radio equipment. Rucksack and radio as well are secondary weapons, they cover the LAW weapon slot and get carried on the back - who would have thought this!

Both weapons also have to be "shot" just like any other weapon, with the only difference that something else will happen.

The radio equipment requires batteries, every single battery is able to send 30 messages. The battery magazines are kept in one of the 10 ammunition slots like you gun magazines, too. In order to use the radio meaningfully it's a good idea to use the eventHandler "Fired". This way you can trigger any event you want to. An idea is the application of the [SupportPacks by snYpir](#), available at the [OFP Editing Center](#).

Just use your imagination, there's no other limit.

The Rucksack of course is the main part of this addon. Think of the Rucksack magazines as of different pockets in a real Rucksack. In the Inventory you'll find the pocketss where the pistol magazines are located. Each Rucksack pocket covers at least one slot, that will be closed for any other stuff (like handgun magazines). That's bad, but handgun mags can be placed in the Rucksack now as well.

Every Rucksack pocket contains several magazines (but always from one kind only): for guns, handguns, rocket launchers, handgrenades, smokeShells, and other useful equipment.

**Version 1.1** brings additional **dummy rucksacks** (an idea of Chernobyl). These are backpacks without models and without textures - practically invisible backpacks. Despite of being invisible they offer the full functionality. They are meant to be used on unit addons that already have a backpack integrated in their model, e.g. MarineAssaultPack units. This is a way to fix the not so nice look of overlapping backpacks. A smal downside: when you put down a dummy backpack it's rather hard to find it again.

Additionally the magazines for the **Invasion 44 Mod Demo** were added. (refer to appendix)

→ [BACK to OVERVIEW](#)

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## HOW to USE the RUCKSACK

In order to take a magazine off the Rucksack, you don't put down the whole pocket but do the following:

1. in the Actionmenü select the entry weapon Rucksack
2. if different magazines are in the Rucksack, select the desired mag in the Actionmenü and reload
3. fire Rucksack just like any other weapon
4. the player bends down and puts a packet on the ground.
5. by a few seconds, the magazine can be taken off the packet
6. reload Rucksack or change weapon

The AI is not able to use the Rucksack like the player. If you're playing as a squadleader, ordering your squad to drop a magazine doesn't really work. But it is possible to order the AI to drop the whole magazinebag. Then you can pick up the magazinbag and drop single magazines one by one. This is a good workaround and the AI is able to pick up single magazines.

Plesae use the Med-Kit when your hurt only. Otherwise it's wasted.

→ [\*\*BACK to OVERVIEW\*\*](#)

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## ADDONS

To use the Rucksack, unofficial addons are not needed. You just need "OperationFlashpoint/Resistance" in the version 1.96.

The Rucksack supports several third party addons. You will find matching Rucksack magazines for the following addons:

- MarineAssaultPack
- Laser's U.S. Weapons 2.0
- JAM3
- BW Mod

With supporting the JAM magazines it should be possible to use the Rucksack with many different weapon addons, eg. BAS.

→ [\*\*BACK to OVERVIEW\*\*](#)

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## TESTING MAPS

To test the Rucksack-Addon there're different testmaps available, which you can test the Rucksack with. You would need some Addons for some of them.

- MAP\_Rucksack\_BIS\_E.Intro Standard BIS, East
- MAP\_Rucksack\_BIS\_W.Intro Standard BIS, West
- MAP\_Rucksack\_BW\_W.Intro BW Mod, West
- MAP\_Rucksack\_JAM\_E.Intro JAM, East
- MAP\_Rucksack\_JAM\_W.Intro JAM, West
- MAP\_Rucksack\_LSR\_W.Intro Lasers Ranger V2.0 und US Weapons V2.0, West
- MAP\_Rucksack\_MAP\_E.Intro MarineAssaultPack, East
- MAP\_Rucksack\_MAP\_W.Intro MarineAssaultPack, West

- **MAP\_Rucksack\_RadioExample.Intro (new in version 1.1)**
- **MAP\_Rucksack\_RadioExample\_MP.Intro (new in version 1.1)**

→ **[BACK to OVERVIEW](#)**

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## IMPLEMENTING the RUCKSACK into MISSIONS

This pretty easy. You just have to add three lines in the "init.sqs" script of your mission:

```
-----  
~1  
[] exec "\MAP_Rucksack\Scripts\MAP_RuckInit.sqs"  
{_x addEventHandler ["fired",{if (_this select 1 in MAP_RuckSackTypes) then {_this exec  
"\MAP_Rucksack\Scripts\MAP_DropMag.sqs"}};}} foreach [ap,b2,b3,b4,b5,b6]  
EXIT  
-----
```

In case your mission doesn't have an "init.sqs" just write one but please don't forget to enter **EXIT** at it's end to end the script correctly.

Additionally you do have the possibility to add the Rucksack and different Rucksack magazines into the weapon selection of your "description.ext" or to feed the ammunition crates with it. In the testmaps you see hao that's done.

→ [BACK to OVERVIEW](#)

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## IMPLEMENTING the RADIO into MISSIONS

This isn't too hard neither. For the radio you have to add just a little to your **init.sqs**:

```
;-----  
-----  
;init.sqs  
~1  
[] exec "MAP_Rucksack\Scripts\MAP_RuckInit.sqs"  
{_x addEventHandler ["fired",{_this exec "EH_Fired.sqs";if (_this select 1 in MAP_RuckSackTypes) then  
_this exec "MAP_Rucksack\Scripts\MAP_DropMag.sqs"};]} foreach [ap,b2,b3,b4,b5,b6]  
EXIT  
;  
-----
```

Then you'll need a **description.ext** file. Into that you write or copy the following line:

```
;-----  
-----  
;description.ext  
#include <MAP_Rucksack\Radio.h>  
;  
-----
```

With this line the prefab dialog of the rucksack addon is included into your mission and is available easily. The next step is a very small script named **EH\_Fired.sqs**. Every time you fire a weapon it is called via the eventhandler we just added in the **init.sqs**. In case a MAP Radio is fired the radio dialog is being created.

Now you need a folder **Dialogs**. There's the script for creating and inscribing the dialog. For further explanations on dialogs I strongly recommend the excellent [Dialog-Tutorial by vektorboson](#) (eventhough the download page is in german only **the tutorial is in english**, too!). The inscription of the channel list is hidden in this code:

```
_index = lbAdd [9003, localize "STR_Radio_Channel_1"]
```

To change it you have to change the the respective entry in the **Stringtable.csv** file being **STR\_Radio\_Channel\_1** in the example above. To make your message find the right way to the desired receiver you need to have just one more file. That has to be called **MAP\_SendRadioMsg.sqs**. This script is called everytime you push the transmit button in the radio dialog.

In the example mission only a hint is being shown telling you which channel you have used.

Of course you can do something more thrilling than a hint! it's completely up to you!

### For MP Missions please note:

The eventhandler "fired" is global. But assuming you don't want the dialog to pop up on every client I have put a local check into the **EH\_Fired.sqs** script. On the other hand the radio operator is supposed to trigger global events. To switch to global from local again you firstly need a GameLogic named Server (probably already there). Then you use a little trick in the **MAP\_SendRadioMsg.sqs** script, e.g.:

```
"Logic" CreateUnit [getPos server,group server,"sender=this;closeDialog 0;funker  
sidechat {T80: los!};e2 lockWP false"]
```

```
~1
```

```
deleteVehicle sender
```

This is a trick by **Spinor (Chain of Command)**. It makes use of the init-line argument of the createUnit command. No matter where you execute it the respective init-line is being executed on all machines.

→ [BACK to OVERVIEW](#)

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## UNITS and OBJECTS

The Rucksackaddon also brings also some new units and editor objects:

several BIS soldiers with Rucksack, under: **Side / Mapfact Soldiers**

several BIS weapon crates with Rucksack magazines, under: **empty / Mapfact Military Objects**

the tent and the emplacement, to find, under: **empty / Mapfact Military Objects**

You will find the equipment of the soldiers and the content of the crates in the → [APPENDIX](#).

→ [BACK to OVERVIEW](#)

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## DISCLAIMER

This addon has been made by **Flashpoint\_K** and **BadAss** of [www.Mapfact.net](http://www.Mapfact.net). This addon is an inofficial addon for the game 'Operation Flashpoint: Resistance' by Bohemia Interactive Studios. It is not allowed to neither use nor distribute this addon commercially.

Using the MAP Rucksack in missions is expressly desired, and of course no further permission is required!

Changing this addon is allowed as long as credits are given to [www.Mapfact.net](http://www.Mapfact.net). It is not allowed to distribute changed versions of this addon under the name MAP\_Rucksack.

You use this unofficial addon at your own risk.

Neither the creators nor the distributors of this unofficial addon are responsible for possible hardware or software damages.

## Contact:

[www.Mapfact.net](http://www.Mapfact.net)

[www.Mapfact.net/forum](http://www.Mapfact.net/forum)

[mail to BadAss](mailto:BadAss)

→ **[BACK to OVERVIEW](#)**

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## CREDITS

I tried to contact phaeden and Q of the [WGL Mod](#) but unfortunately didn't get an answer. So this isn't meant like stealing their rucksack. Full credits go out to **WGL Mod** for their very cool idea and solution for a rucksack addon. Our little part was to make it useable without **WGL** and to let it support some more weapon packs. Additions like the radio, lighter, tent and position are just what Mapfact.net is all about ;-)

When you use this rucksack addon, please note that it's based on **WGL Mod** work.

-*WGL Mod*: Idea and basic scripting solutions (Config, EH Fired, DropMag etc.)

-*Flashpoint\_K*: all Modells, Textures and Inventory pics, additional scripting

-*BadAss*: Config and scripting

-*raedor*: scripting and scripting advice

-*Kriegerdaemon*: scripting ideas and advice

-*ECP Mod*: *ECP adjustment (many thanks!)*

## additional inventory pics by:

-Earl & Suchey (MarineAssaultPack)

-Laser (US Weapons V2.0)

-JAM Team

-BW Mod

**Sounds by:**

-MCPXXL  
-Kriegerdaemon

**My ever faithful testing crew**

-Chneemann  
-Flashpoint\_K  
-Kriegerdaemon  
-Marco-Polo-IV  
-MCPXXL  
-Mr-Murray  
-Silola  
-simba  
-Sniping-Jack

Especially Flashpoint\_k did an amazing job with this. Without him there wouldn't be even a bag or small pocket! ;-) And at a very special little workshop in Hamburg raedor did his best do make the rucksack fully working in MP missions.

I'm very proud of the way this little one has grown. I appreciate your help! Thank you all!

Hamburg, 11/21/2005, BadAss.

→ **[BACK to OVERVIEW](#)**

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## **APPENDIX: Editor names**

[Rucksack ClassNames](#)

[Unit ClassNames](#)

[Object ClassNames](#)

[MAP\\_RuckBoxWest](#)

[MAP\\_RuckBoxBWMOD](#)

[MAP\\_RuckBoxEast](#)

[MAP\\_RuckBoxGuer](#)

[MAP\\_RuckBoxEquip](#)

[Rucksack-Magazines for Standard BIS Mags](#)

[Rucksack-Magazines for Mapfact Mags](#)

[Rucksack-Magazines for Mapfact Infantry Weapons Mags](#)

[Rucksack-Magazines for MarineAssaultPack Mags](#)

[Rucksack-Magazines for Lasers US-Weapons Mags](#)

[Rucksack-Magazines for BW Mod Mags](#)

[Rucksack-Magazines for Kabals Sniper Rifles Mags](#)

[Rucksack-Magazines for P2A1 Flaregun Addon](#)

[Rucksack-Magazines for the Invasion 44 Demo](#) (new in version 1.1)

[Rucksack-Magazines for JAM Mags](#)

→ [BACK to OVERVIEW](#)

---

## Rucksack ClassNames

Rucksack ClassNames	InGameNames
MAP_radio	"Radio","Funkgerät"
MAP_RucksackAlice	"Rucksack US (Wood)","Rucksack US (Wald)"
MAP_RucksackAlice_cd	"Rucksack US (Desert)","Rucksack US (Wüste)"
MAP_RucksackAlice_cs	"Rucksack US (Snow)","Rucksack US (Winter)"
MAP_RucksackBW	"Rucksack BW (Wood)","Rucksack BW (Wald)"
MAP_RucksackBW_cd	"Rucksack BW (Desert)","Rucksack BW (Wüste)"
MAP_RucksackBW_cs	"Rucksack BW (Snow)","Rucksack BW (Winter)"
MAP_RucksackEast	"Rucksack SU (Wood)","Rucksack SU (Wald)"
MAP_RucksackEast_cd	"Rucksack SU (Desert)","Rucksack SU (Wüste)"
MAP_RucksackEast_cs	"Rucksack SU (Snow)","Rucksack SU (Winter)"
MAP_RucksackCiv	"Rucksack (blue)","Rucksack (blau)"
MAP_RucksackCiv_s	"Rucksack (black)","Rucksack (schwarz)"
MAP_RucksackWestDummy	"Rucksack" (new in version 1.1)
MAP_RucksackEastDummy	"Rucksack" (new in version 1.1)
MAP_RucksackBWDummy	"Rucksack" (new in version 1.1)
MAP_RucksackCivDummy	"Rucksack" (new in version 1.1)

→ [APPENDIX](#)

→ [BACK to OVERVIEW](#)

## Unit ClassNames

Unit ClassNames	InGameNames	Waffen / Weapons	Magazine / Magazines
MAP_SoldierWB_Ruck	"Soldier (Rucksack)" "Soldat (Rucksack)"	M16, MAP_RucksackAlice	M16, M16, M16, M16, Handgrenade, Handgrenade, Handgrenade, Handgrenade, Handgrenade, Handgrenade,  MAP_M16_PDM, MAP_M16_PDM, MAP_M60_PDM
MAP_SoldierWB_RuckMG	"Ammobearer (M60)", "Munitionsträger (M60)"	M16, MAP_RucksackAlice	M16, M16, M16, M16, Handgrenade, Handgrenade, Handgrenade, Handgrenade, Handgrenade, Handgrenade,  MAP_M60_PDM, MAP_M60_PDM
MAP_SoldierWB_RuckLAW	"Ammobearer (LAW)", "Munitionsträger (LAW)"	M16, MAP_RucksackAlice	M16, M16, M16, M16, Handgrenade, Handgrenade, Handgrenade, Handgrenade, Handgrenade, Handgrenade, MAP_LAW_PDM, MAP_LAW_PDM
MAP_SoldierWB_RuckGrenL	"Grenadier (Rucksack)", "Grenadier (Rucksack)"	M16GrenadeLauncher, MAP_RucksackAlice	M16, M16, M16, M16, GrenadeLauncher, GrenadeLauncher, GrenadeLauncher, MAP_GL_PDM, MAP_GL_PDM
MAP_SoldierWB_RuckSniper	"Sniper (Rucksack)", "Scharfschütze (Rucksack)"	M21, MAP_RucksackAlice, Beretta	M21, M21, M21, M21, BerettaMag, MAP_Ber_PDM, MAP_M21_PDM, MAP_M21_PDM,

MAP_SoldierWB_Radio	"Soldier (RTO)", "Soldat (Funker)"	M16, MAP_Radio	M16, M16, M16, M16, Handgrenade, Handgrenade, Handgrenade, MAP_RadioMsg, MAP_RadioMsg, MAP_RadioMsg
MAP_SoldierEB_Ruck	"Soldier (Rucksack)", "Soldat (Rucksack)"	AK74, MAP_RucksackEast	AK74, AK74, AK74, AK74, Handgrenade, Handgrenade, Handgrenade, Handgrenade, Handgrenade, Handgrenade, MAP_AK74_PDM, MAP_AK74_PDM, MAP_PKM_PDM
MAP_SoldierEB_RuckMG	"Ammobearer (PK)", "Munitionsträger (PK)"	AK74, MAP_RucksackEast	AK74, AK74, AK74, AK74, Handgrenade, Handgrenade, Handgrenade, Handgrenade, Handgrenade, Handgrenade, MAP_PKM_PDM, MAP_PKM_PDM
MAP_SoldierEB_RuckRPG	"Ammobearer (RPG)", "Munitionsträger (RPG)"	AK74, MAP_RucksackEast	AK74, AK74, AK74, AK74, Handgrenade, Handgrenade, Handgrenade, Handgrenade, Handgrenade, Handgrenade, MAP_RPG_PDM, MAP_RPG_PDM
MAP_SoldierEB_RuckGrenL	"Grenadier (Rucksack)", "Grenadier (Rucksack)"	AK74GrenadeLauncher, MAP_RucksackEast	AK74, AK74, AK74, AK74, GrenadeLauncher, GrenadeLauncher, GrenadeLauncher, MAP_GL_PDM, MAP_GL_PDM
MAP_SoldierEB_RuckSniper	"Sniper (Rucksack)", "Scharfschütze (Rucksack)"	SVDDragunov, MAP_RucksackEast, Tokarev	SVDDragunov, SVDDragunov, SVDDragunov, SVDDragunov, TokarevMag, MAP_SVD_PDM, MAP_SVD_PDM, MAP_Tokarev_PDM
MAP_SoldierEB_Radio	"Soldier (RTO)", "Soldat (Funker)"	AK74, MAP_Radio	AK74, AK74, AK74, AK74, Handgrenade, Handgrenade, Handgrenade, MAP_RadioMsg, MAP_RadioMsg, MAP_RadioMsg

MAP_SoldierGB_Ruck	"Soldier (Rucksack)", "Soldat (Rucksack)"	AK47cz, MAP_RucksackEast	AK47, AK47, AK47, AK47, Handgrenade, Handgrenade, Handgrenade, Handgrenade, Handgrenade, Handgrenade, MAP_AK47_PDM, MAP_AK47_PDM, MAP_PKM_PDM
MAP_SoldierGB_RuckMG	"Ammobearer (PK)", "Munitionsträger (PK)"	AK47cz, MAP_RucksackEast	AK47, AK47, AK47, AK47, Handgrenade, Handgrenade, Handgrenade, Handgrenade, Handgrenade, Handgrenade, MAP_PKM_PDM, MAP_PKM_PDM
MAP_SoldierGB_RuckRPG	"Ammobearer (RPG)", "Munitionsträger (RPG)"	AK47cz, MAP_RucksackEast	AK47, AK47, AK47, AK47, Handgrenade, Handgrenade, Handgrenade, Handgrenade, Handgrenade, Handgrenade, MAP_RPG_PDM, MAP_RPG_PDM
MAP_SoldierGB_RuckGrenL	"Grenadier (Rucksack)", "Grenadier (Rucksack)"	AK47GrenadeLauncher, MAP_RucksackEast	AK47, AK47, AK47, AK47, GrenadeLauncher, GrenadeLauncher, GrenadeLauncher, MAP_GL_PDM, MAP_GL_PDM
MAP_SoldierGB_RuckSniper	"Sniper (Rucksack)", "Scharfschütze (Rucksack)"	HuntingRifle, MAP_RucksackEast, Cz75	HuntingRifleMag, HuntingRifleMag, HuntingRifleMag, HuntingRifleMag, Cz75Mag, MAP_HuntingR_PDM, MAP_HuntingR_PDM, MAP_Cz75_PDM
MAP_SoldierGB_Radio	"Soldier (RTO)", "Soldat (Funker)"	AK47, MAP_Radio	AK47, AK47, AK47, AK47, Handgrenade, Handgrenade, Handgrenade, MAP_RadioMsg, MAP_RadioMsg, MAP_RadioMsg

→ [APPENDIX](#)

→ [BACK to OVERVIEW](#)

---

## Object ClassNames

Object ClassNames	InGameNames
MAP_TentA	"Tent", "Zelt"
MAP_Position	"Position", "Stellung"
MAP_RuckBoxWest	"Ammocrate (West, Rucksack)", "Munitionskiste (West, Rucksack)"
MAP_RuckBoxBWMOD	"Ammocrate (BW, Rucksack)", "Munitionskiste (BW, Rucksack)"
MAP_RuckBoxEast	"Ammocrate (East, Rucksack)", "Munitionskiste (Ost, Rucksack)"
MAP_RuckBoxGuer	"Ammocrate (Guer., Rucksack)", "Munitionskiste (Widerst., Rucksack)"
MAP_RuckBoxEquip	"Ammocrate (Equipment, Rucksack)", "Munitionskiste (Equipment, Rucksack)"

→ [APPENDIX](#)

→ [BACK to OVERVIEW](#)

---

## Content: **MAP\_RuckBoxWest**

10x MAP\_RucksackAlice  
 20x MAP\_M16\_PDM  
 20x MAP\_GL\_PDM  
 20x MAP\_M60\_PDM  
 20x MAP\_M21\_PDM  
 20x MAP\_M4\_PDM  
 20x MAP\_HK\_PDM  
 20x MAP\_G3\_PDM  
 20x MAP\_G36\_PDM  
 20x MAP\_FAL\_PDM  
 20x MAP\_Steyr\_PDM  
 20x MAP\_UZI\_PDM  
 20x MAP\_Glock\_PDM  
 20x MAP\_GlockS\_PDM  
 20x MAP\_Ber\_PDM  
 20x MAP\_LAW\_PDM  
 20x MAP\_Mortar\_PDM  
 20x MAP\_Mine\_PDM  
 20x MAP\_PipeBomb\_PDM  
 20x MAP\_Flare\_PDM  
 20x MAP\_FlareR\_PDM  
 20x MAP\_FlareG\_PDM  
 20x MAP\_FlareY\_PDM  
 20x MAP\_Smoke\_PDM  
 20x MAP\_SmokeR\_PDM

20x MAP\_SmokeG\_PDM  
20x MAP\_HandGrenade\_PDM

→ [APPENDIX](#)

→ [BACK to OVERVIEW](#)

---

## Content: **MAP\_RuckBoxBWMOD**

10x MAP\_RucksackBW  
20x MAP\_BWMOD\_P8Mag\_PDM  
20x MAP\_BWMOD\_G36Mag\_PDM  
20x MAP\_BWMOD\_G36SDMag\_PDM  
20x MAP\_BWMOD\_MG3Mag\_PDM  
20x MAP\_BWMOD\_MG4Mag\_PDM  
20x MAP\_BWMOD\_G22Mag\_PDM  
20x MAP\_BWMOD\_PzFst3\_R\_PDM  
20x MAP\_Mine\_PDM  
20x MAP\_PipeBomb\_PDM  
20x MAP\_Flare\_PDM  
20x MAP\_FlareR\_PDM  
20x MAP\_FlareG\_PDM  
20x MAP\_FlareY\_PDM  
20x MAP\_Smoke\_PDM  
20x MAP\_SmokeR\_PDM  
20x MAP\_SmokeG\_PDM  
20x MAP\_HandGrenade\_PDM

→ [APPENDIX](#)

→ [BACK to OVERVIEW](#)

---

## Content: **MAP\_RuckBoxEast**

10x MAP\_RucksackEast  
20x MAP\_AK74\_PDM  
20x MAP\_GL\_PDM  
20x MAP\_PKM\_PDM  
20x MAP\_SVD\_PDM  
20x MAP\_Skorpion\_PDM  
20x MAP\_Tokarev\_PDM  
20x MAP\_Bizon\_PDM  
20x MAP\_RPG\_PDM  
20x MAP\_Mortar\_PDM

20x MAP\_Mine\_PDM  
20x MAP\_PipeBomb\_PDM  
20x MAP\_Flare\_PDM  
20x MAP\_FlareR\_PDM  
20x MAP\_FlareG\_PDM  
20x MAP\_FlareY\_PDM  
20x MAP\_Smoke\_PDM  
20x MAP\_SmokeR\_PDM  
20x MAP\_SmokeG\_PDM  
20x MAP\_HandGrenade\_PDM

→ [APPENDIX](#)

→ [BACK to OVERVIEW](#)

---

Content: **MAP\_RuckBoxGuer**

10x MAP\_RucksackEast  
20x MAP\_AK47\_PDM  
20x MAP\_GL\_PDM  
20x MAP\_PKM\_PDM  
20x MAP\_HuntingR\_PDM  
20x MAP\_Skorpion\_PDM  
20x MAP\_KShell\_PDM  
20x MAP\_KBall\_PDM  
20x MAP\_RPG\_PDM  
20x MAP\_Cz75\_PDM  
20x MAP\_Rev\_PDM  
20x MAP\_Ing\_PDM  
20x MAP\_Mortar\_PDM  
20x MAP\_Mine\_PDM  
20x MAP\_PipeBomb\_PDM  
20x MAP\_Flare\_PDM  
20x MAP\_FlareR\_PDM  
20x MAP\_FlareG\_PDM  
20x MAP\_FlareY\_PDM  
20x MAP\_Smoke\_PDM  
20x MAP\_SmokeR\_PDM  
20x MAP\_SmokeG\_PDM  
20x MAP\_HandGrenade\_PDM

→ [APPENDIX](#)

→ [BACK to OVERVIEW](#)

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## Content: **MAP\_RuckBoxEquip**

10x MAP\_RucksackCiv  
10x MAP\_RucksackCiv\_s  
10x MAP\_Radio  
20x MAP\_Bandage\_PDM  
20x MAP\_Proviant\_PDM  
20x MAP\_Binocular\_PDM (not available yet)  
20x MAP\_NVGoggles\_PDM (not available yet)  
20x MAP\_RadioMsg  
20x MAP\_Feuer\_PDM  
10x MAP\_PositionMag\_PDM  
10x MAP\_TentMag\_PDM

→ [APPENDIX](#)

→ [BACK to OVERVIEW](#)

---

## Rucksack-Magazines for Standard BIS Mags

Rucksackmag ClassNames	EditorNames
MAP_M16_PDM	M16
MAP_GL_PDM	GrenadeLauncher
MAP_M60_PDM	M60
MAP_M21_PDM	M21
MAP_M4_PDM	M4
MAP_HK_PDM	HK
MAP_G3_PDM	HKG3Mag
MAP_G36_PDM	G36aMag
MAP_FAL_PDM	FALMag
MAP_Steyr_PDM	SteyrMag
MAP_UZI_PDM	UZIMag
MAP_Glock_PDM	GlockMag
MAP_GlockS_PDM	GlockSMag
MAP_Ber_PDM	BerettaMag
MAP_LAW_PDM	LAWLauncher
MAP_Bizon_PDM	BizonMag

MAP_AK47_PDM	AK47
MAP_AK74_PDM	AK74
MAP_SVD_PDM	SVDDragunov
MAP_PKM_PDM	PK
MAP_Skorpion_PDM	SkorpionMag
MAP_Tokarev_PDM	TokarevMag
MAP_RPG_PDM	RPGLauncher
MAP_KShell_PDM	KozliceShell
MAP_KBall_PDM	KozliceBall
MAP_HuntingR_PDM	HuntingRifleMag
MAP_Cz75_PDM	Cz75Mag
MAP_Rev_PDM	RevolverMag
MAP_Ing_PDM	IngramMag
MAP_Mortar_PDM	Mortar
MAP_Mine_PDM	Mine
MAP_PipeBomb_PDM	Pipebomb
MAP_Flare_PDM	Flare
MAP_FlareR_PDM	FlareRed
MAP_FlareG_PDM	FlareGreen
MAP_FlareY_PDM	FlareYellow
MAP_Smoke_PDM	SmokeShell
MAP_SmokeR_PDM	SmokeShellRed
MAP_SmokeG_PDM	SmokeShellGreen
MAP_HandGrenade_PDM	Hangrenade
MAP_Binocular_PDM	Binocular (not available yet)
MAP_NVGoggles_PDM	NVGoggles (not available yet)

→ [APPENDIX](#)

→ [BACK to OVERVIEW](#)

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## Rucksack-Magazines for Mapfact Mags

Rucksackmag ClassNames	EditorNames
MAP_XM8_M30_PDM	MAP_XM8_BC_Mag30
MAP_XM8_M100_PDM	MAP_XM8_BC_Mag100

MAP_XM10600_PDM	MAP_XM1060
MAP_XM8_M30sd_PDM	MAP_XM8_SD_Mag30
MAP_LB_PDM	MAP_LaserBattery
MAP_Grenadelauncher_PDM	not available yet
MAP_LAWATMag_PDM	not available yet
MAP_LAWAPMag_PDM	not available yet
MAP_RPGATMag_PDM	not available yet
MAP_RPGAPMag_PDM	not available yet
MAP_Bandage_PDM	MAP_Bandage
MAP_Proviant_PDM	MAP_Proviant
MAP_Feuer_PDM	MAP_Feuer
MAP_Radio_PDM	MAP_RadioMsg
MAP_PositionMag_PDM	none
MAP_TentMag_PDM	none

→ [APPENDIX](#)

→ [BACK to OVERVIEW](#)

---

## Rucksack-Magazines for Mapfact Infantry Weapons Mags

Rucksackmag ClassNames	EditorNames
MAP_762x51_20_Mag_PDM	MAP_762x51_20_Mag not available yet
MAP_762x51_10_Mag_PDM	MAP_762x51_10_Mag not available yet
MAP_762x51_5_Mag_PDM	MAP_762x51_5_Mag not available yet
MAP_556x45_BetaC_PDM	MAP_556x45_BetaC not available yet
MAP_556x45_42_Mag_PDM	MAP_556x45_42_Mag not available yet
MAP_556x45_Mag_PDM	MAP_556x45_Mag not available yet

→ [APPENDIX](#)

→ [BACK to OVERVIEW](#)

---

## Rucksack-Magazines for MarineAssaultPack Mags

With the MarineAssaultPack, Lasers US Weapons, BW Mod and JAM Rucksackmagazines the class names is the same as the real magazines just without MAP\_ and \_PDM. Every Rucksack can carry every magazine.

Rucksackmag ClassNames	EditorNames
MAP_c8xm16mag_PDM	c8xm16mag
MAP_c8xm203grenade_PDM	c8xm203grenade
MAP_c8xm249mag_PDM	c8xm249mag
MAP_c8xm4mag_PDM	c8xm4mag
MAP_c8xm4sdmag_PDM	c8xm4sdmag
MAP_c8xm1014mag_PDM	c8xm1014mag
MAP_SUCHSMAWHE_PDM	SUCHSMAWHE
MAP_SUCHSMAWAT_PDM	SUCHSMAWAT
MAP_c8xak74mag_PDM	c8xak74mag
MAP_c8xgp25grenade_PDM	c8xgp25grenade
MAP_c8xak74sdmag_PDM	c8xak74sdmag
MAP_c8xrp74mag_PDM	c8xrp74mag
MAP_c8xaks74umag_PDM	c8xaks74umag
MAP_c8xaks74usdmag_PDM	c8xaks74usdmag
MAP_C8XBS1grenade_PDM	C8XBS1grenade
MAP_SUCHRPG16dHE_PDM	SUCHRPG16dHE

→ [APPENDIX](#)

→ [BACK to OVERVIEW](#)

---

## Rucksack-Magazines for Lasers US-Weapons Mags

With the MarineAssaultPack, Lasers US Weapons, BW Mod and JAM Rucksackmagazines the class names is the same as the real magazines just without MAP\_ and \_PDM. Every Rucksack can carry every magazine.

Rucksackmag ClassNames	EditorNames

MAP_LSR_m249mag_PDM	LSR_m249mag
MAP_LSR_m249sdmag_PDM	LSR_m249sdmag
MAP_LSR_m240mag_PDM	LSR_m240mag
MAP_LSR_m4mag_PDM	LSR_m4mag
MAP_LSR_m4sdmag_PDM	LSR_m4sdmag
MAP_LSR_m203grenade_PDM	LSR_m203grenade
MAP_LSR_m16mag_PDM	LSR_m16mag
MAP_LSR_m1014mag_PDM	LSR_m1014mag
MAP_LSR_sr25mag_PDM	LSR_sr25mag
MAP_LSR_sr25_sdmag_PDM	LSR_sr25_sdmag
MAP_LSR_m14mag_PDM	LSR_m14mag
MAP_LSR_m14sdmag_PDM	LSR_m14sdmag
MAP_LSR_m24mag_PDM	LSR_m24mag
MAP_LSR_m40mag_PDM	LSR_m40mag
MAP_LSR_mp5mag_PDM	LSR_mp5mag
MAP_LSR_mp5sdmag_PDM	LSR_mp5sdmag
MAP_LSR_socommag_PDM	LSR_socommag
MAP_LSR_socomsdmag_PDM	LSR_socomsdmag
MAP_LSR_m9mag_PDM	LSR_m9mag
MAP_LSR_m9sdmag_PDM	LSR_m9sdmag
MAP_LSR_hpdamag_PDM	LSR_hpdamag
MAP_LSR_smawAT_PDM	LSR_smawAT
MAP_LSR_smawHE_PDM	LSR_smawHE

→ [APPENDIX](#)

→ [BACK to OVERVIEW](#)

---

## Rucksack-Magazines for BW Mod Mags

With the MarineAssaultPack, Lasers US Weapons, BW Mod and JAM Rucksackmagazines the class names is the same as the real magazines just without MAP\_ and \_PDM. Every Rucksack can carry every magazine.

Rucksackmag ClassNames	EditorNames
MAP_BWMOD_P8Mag_PDM	BWMOD_P8Mag

MAP_BWMOD_G36Mag_PDM	BWMOD_G36Mag (not available yet)
MAP_BWMOD_G36SDMag_PDM	BWMOD_G36SDMag (not available yet)
MAP_BWMOD_MG3Mag_PDM	BWMOD_MG3Mag
MAP_BWMOD_MG4Mag_PDM	BWMOD_MG4Mag (not available yet)
MAP_BWMOD_G22Mag_PDM	BWMOD_G22Mag
MAP_BWMOD_PzFst3_R_PDM	BWMOD_PzFst3_R

→ [APPENDIX](#)

→ [BACK to OVERVIEW](#)

---

## Rucksack-Magazines for Kabals Sniper Rifle Mags

Rucksackmag ClassNames	EditorNames
MAP_kbl_AWPmag_PDM	kbl_AWPmag
MAP_kbl_L96a1mag_PDM	kbl_L96a1mag
MAP_kbl_awm50mag_PDM	kbl_awm50mag
MAP_kbl_AWM50SPHEmag_PDM	kbl_AWM50SPHEmag
MAP_kbl_AWM50SPAPmag_PDM	kbl_AWM50SPAPmag

→ [APPENDIX](#)

→ [BACK to OVERVIEW](#)

---

## Rucksack-Magazines for P2A1 Flaregun Addon

Rucksackmag ClassNames	EditorNames
MAP_White_Flare_Mag_PDM	White_Flare_Mag
MAP_Purple_Flare_Mag_PDM	Purple_Flare_Mag
MAP_Red_Flare_Mag_PDM	Red_Flare_Mag

MAP_Green_Flare_Mag_PDM	Green_Flare_Mag
MAP_Yellow_Flare_Mag_PDM	Yellow_Flare_Mag
MAP_White_Smoke_Mag_PDM	White_Smoke_Mag
MAP_Purple_Smoke_Mag_PDM	Purple_Smoke_Mag
MAP_Red_Smoke_Mag_PDM	Red_Smoke_Mag
MAP_Green_Smoke_Mag_PDM	Green_Smoke_Mag
MAP_Yellow_Smoke_Mag_PDM	Yellow_Smoke_Mag

→ [APPENDIX](#)

→ [BACK to OVERVIEW](#)

---

## Rucksack-Magazines for the Invasion 44 Demo (since version 1.1)

With the Invasion44 Mod Rucksackmagazines the class names is the same as the real magazines just without MAP\_ and \_PDM. An exeption being grenadelaunchers and rocketlaunchers.

Rucksackmag ClassNames	EditorNames
MAP_M1_carbineMag_PDM	M1_carbineMag
MAP_GarandMag_PDM	GarandMag
MAP_GreaseGunMag_PDM	GreaseGunMag
MAP_ThompsonMag_PDM	ThompsonMag
MAP_BARMag_PDM	BARMag
MAP_SpringfieldMag_PDM	SpringfieldMag
MAP_GarandGLMag_PDM	GarandGrenadeLauncherMag
MAP_M1919A4Mag_PDM	M1919A4Mag
MAP_HawkinsMine_PDM	HawkinsMine
MAP_m9rock_PDM	m9rock
MAP_KarMag_PDM	KarMag
MAP_KarGLMag_PDM	KarGrenadeLauncherMag
MAP_Fg42Mag_PDM	Fg42Mag
MAP_MP40Mag_PDM	MP40Mag
MAP_Stgw44Mag_PDM	Stgw44Mag
MAP_G43Mag_PDM	G43Mag
MAP_Mg42Mag_PDM	Mg42Mag

MAP_Pzf60LMag_PDM	Panzerfaust60LauncherMag
MAP_RPzBGr_PDM	RPzBGr

→ [APPENDIX](#)

→ [BACK to OVERVIEW](#)

---

## Rucksack-Magazines for JAM Mags

With the MarineAssaultPack, Lasers US Weapons, BW Mod and JAM Rucksackmagazines the class names is the same as the real magazines just without MAP\_ and \_PDM. Every Rucksack can carry every magazine.

Rucksackmag ClassNames	EditorNames
	please refer to your appropriate JAM ReadMe File

## JAM MAGAZINES WEST

MAP\_JAM\_W556\_30mag\_PDM  
 MAP\_JAM\_W556\_30HDmag\_PDM  
 MAP\_JAM\_W556\_30SDmag\_PDM  
 MAP\_JAM\_W556\_30SDHDmag\_PDM  
 MAP\_JAM\_W556\_30SUBmag\_PDM  
 MAP\_JAM\_W556\_30SUBHDmag\_PDM  
 MAP\_JAM\_W556\_30Bmag\_PDM  
 MAP\_JAM\_W556\_30BHDmag\_PDM  
 MAP\_JAM\_W556\_30BSDmag\_PDM  
 MAP\_JAM\_W556\_30BSDHDmag\_PDM  
 MAP\_JAM\_W556\_30BSUBmag\_PDM  
 MAP\_JAM\_W556\_30BSUBHDmag\_PDM  
 MAP\_JAM\_W556\_20mag\_PDM  
 MAP\_JAM\_W556\_20HDmag\_PDM  
 MAP\_JAM\_W556\_20SDmag\_PDM  
 MAP\_JAM\_W556\_20SDHDmag\_PDM  
 MAP\_JAM\_W556\_20SUBmag\_PDM  
 MAP\_JAM\_W556\_20SUBHDmag\_PDM  
 MAP\_JAM\_W556\_30SBAmag\_PDM  
 MAP\_JAM\_W556\_30SBAHDmag\_PDM  
 MAP\_JAM\_W556\_30SBASDmag\_PDM  
 MAP\_JAM\_W556\_30SBASDHDmag\_PDM  
 MAP\_JAM\_W556\_30SBASUBmag\_PDM



MAP\_JAM\_W556\_30SBASUBHDmag\_PDM  
MAP\_JAM\_W68\_15SBmag\_PDM  
MAP\_JAM\_W68\_15SBHDmag\_PDM  
MAP\_JAM\_W68\_15SBSDmag\_PDM  
MAP\_JAM\_W68\_15SBSDHDmag\_PDM  
MAP\_JAM\_W68\_15SBSUBmag\_PDM  
MAP\_JAM\_W68\_15SBSUBHDmag\_PDM  
MAP\_JAM\_W68\_25SBmag\_PDM  
MAP\_JAM\_W68\_25SBHDmag\_PDM  
MAP\_JAM\_W68\_25SBSDmag\_PDM  
MAP\_JAM\_W68\_25SBSDHDmag\_PDM  
MAP\_JAM\_W68\_25SBSUBmag\_PDM  
MAP\_JAM\_W68\_25SBSUBHDmag\_PDM  
MAP\_JAM\_W68\_30SBmag\_PDM  
MAP\_JAM\_W68\_30SBHDmag\_PDM  
MAP\_JAM\_W68\_30SBSDmag\_PDM  
MAP\_JAM\_W68\_30SBSDHDmag\_PDM  
MAP\_JAM\_W68\_30SBSUBmag\_PDM  
MAP\_JAM\_W68\_30SBSUBHDmag\_PDM  
MAP\_JAM\_W68\_15SAmag\_PDM  
MAP\_JAM\_W68\_15SAHDmag\_PDM  
MAP\_JAM\_W68\_15SASDmag\_PDM  
MAP\_JAM\_W68\_15SASDHDmag\_PDM  
MAP\_JAM\_W68\_15SASUBmag\_PDM  
MAP\_JAM\_W68\_15SASUBHDmag\_PDM  
MAP\_JAM\_W68\_25SAmag\_PDM  
MAP\_JAM\_W68\_25SAHDmag\_PDM  
MAP\_JAM\_W68\_25SASDmag\_PDM  
MAP\_JAM\_W68\_25SASDHDmag\_PDM  
MAP\_JAM\_W68\_25SASUBmag\_PDM  
MAP\_JAM\_W68\_25SASUBHDmag\_PDM  
MAP\_JAM\_W68\_30SAmag\_PDM  
MAP\_JAM\_W68\_30SAHDmag\_PDM  
MAP\_JAM\_W68\_30SASDmag\_PDM  
MAP\_JAM\_W68\_30SASDHDmag\_PDM  
MAP\_JAM\_W68\_30SASUBmag\_PDM  
MAP\_JAM\_W68\_30SASUBHDmag\_PDM  
MAP\_JAM\_W68\_15SBAmag\_PDM  
MAP\_JAM\_W68\_15SBAHDmag\_PDM  
MAP\_JAM\_W68\_15SBASDmag\_PDM  
MAP\_JAM\_W68\_15SBASDHDmag\_PDM  
MAP\_JAM\_W68\_15SBASUBmag\_PDM  
MAP\_JAM\_W68\_15SBASUBHDmag\_PDM  
MAP\_JAM\_W68\_25SBAmag\_PDM  
MAP\_JAM\_W68\_25SBAHDmag\_PDM  
MAP\_JAM\_W68\_25SBASDmag\_PDM  
MAP\_JAM\_W68\_25SBASDHDmag\_PDM  
MAP\_JAM\_W68\_25SBASUBmag\_PDM  
MAP\_JAM\_W68\_25SBASUBHDmag\_PDM

MAP\_JAM\_W68\_30SBAmag\_PDM  
MAP\_JAM\_W68\_30SBAHDmag\_PDM  
MAP\_JAM\_W68\_30SBASDmag\_PDM  
MAP\_JAM\_W68\_30SBASDHDmag\_PDM  
MAP\_JAM\_W68\_30SBASUBmag\_PDM  
MAP\_JAM\_W68\_30SBASUBHDmag\_PDM  
MAP\_JAM\_W65\_10mag\_PDM  
MAP\_JAM\_W65\_10HDmag\_PDM  
MAP\_JAM\_W65\_10SDmag\_PDM  
MAP\_JAM\_W65\_10SDHDmag\_PDM  
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MAP\_JAM\_W65\_10SUBHDmag\_PDM  
MAP\_JAM\_W65\_17mag\_PDM  
MAP\_JAM\_W65\_17HDmag\_PDM  
MAP\_JAM\_W65\_17SDmag\_PDM  
MAP\_JAM\_W65\_17SDHDmag\_PDM  
MAP\_JAM\_W65\_17SUBmag\_PDM  
MAP\_JAM\_W65\_17SUBHDmag\_PDM  
MAP\_JAM\_W65\_25mag\_PDM  
MAP\_JAM\_W65\_25HDmag\_PDM  
MAP\_JAM\_W65\_25SDmag\_PDM  
MAP\_JAM\_W65\_25SDHDmag\_PDM  
MAP\_JAM\_W65\_25SUBmag\_PDM  
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MAP\_JAM\_W65\_17SBHDmag\_PDM  
MAP\_JAM\_W65\_17SBSDmag\_PDM  
MAP\_JAM\_W65\_17SBSDHDmag\_PDM  
MAP\_JAM\_W65\_17SBSUBmag\_PDM  
MAP\_JAM\_W65\_17SBSUBHDmag\_PDM  
MAP\_JAM\_W65\_25SBmag\_PDM  
MAP\_JAM\_W65\_25SBHDmag\_PDM  
MAP\_JAM\_W65\_25SBSDmag\_PDM  
MAP\_JAM\_W65\_25SBSDHDmag\_PDM  
MAP\_JAM\_W65\_25SBSUBmag\_PDM  
MAP\_JAM\_W65\_25SBSUBHDmag\_PDM  
MAP\_JAM\_W65\_17SBAmag\_PDM

MAP\_JAM\_W65\_17SBAHDmag\_PDM  
MAP\_JAM\_W65\_17SBASDmag\_PDM  
MAP\_JAM\_W65\_17SBASDHDmag\_PDM  
MAP\_JAM\_W65\_17SBASUBmag\_PDM  
MAP\_JAM\_W65\_17SBASUBHDmag\_PDM  
MAP\_JAM\_W65\_25SBAmag\_PDM  
MAP\_JAM\_W65\_25SBAHDmag\_PDM  
MAP\_JAM\_W65\_25SBASDmag\_PDM  
MAP\_JAM\_W65\_25SBASDHDmag\_PDM  
MAP\_JAM\_W65\_25SBASUBmag\_PDM  
MAP\_JAM\_W65\_25SBASUBHDmag\_PDM  
MAP\_JAM\_W556\_G36\_30mag\_PDM  
MAP\_JAM\_W556\_G36\_30HDmag\_PDM  
MAP\_JAM\_W556\_G36\_30SDmag\_PDM  
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MAP\_JAM\_W556\_G36\_30SUBmag\_PDM  
MAP\_JAM\_W556\_G36\_30SUBHDmag\_PDM  
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MAP\_JAM\_W556\_AUG\_30HDmag\_PDM  
MAP\_JAM\_W556\_AUG\_30SDmag\_PDM  
MAP\_JAM\_W556\_AUG\_30SDHDmag\_PDM  
MAP\_JAM\_W556\_AUG\_30SUBmag\_PDM  
MAP\_JAM\_W556\_AUG\_30SUBHDmag\_PDM  
MAP\_JAM\_W762\_20mag\_PDM  
MAP\_JAM\_W762\_20HDmag\_PDM  
MAP\_JAM\_W762\_20SDmag\_PDM  
MAP\_JAM\_W762\_20SDHDmag\_PDM  
MAP\_JAM\_W762\_20SUBmag\_PDM  
MAP\_JAM\_W762\_20SUBHDmag\_PDM  
MAP\_JAM\_W556\_L86\_30mag\_PDM  
MAP\_JAM\_W556\_L86\_30HDmag\_PDM  
MAP\_JAM\_473x33\_G11\_45Mag\_PDM  
MAP\_JAM\_473x33\_G11\_45HDMag\_PDM  
MAP\_JAM\_M9mag\_PDM  
MAP\_JAM\_M9SDmag\_PDM  
MAP\_JAM\_Glockmag\_PDM  
MAP\_JAM\_GlockSDmag\_PDM  
MAP\_JAM\_M1911mag\_PDM  
MAP\_JAM\_M1911SDmag\_PDM  
MAP\_JAM\_Mk23mag\_PDM  
MAP\_JAM\_Mk23SDmag\_PDM  
MAP\_JAM\_46x30\_MP7\_20Mag\_PDM  
MAP\_JAM\_46x30\_MP7\_40Mag\_PDM  
MAP\_JAM\_46x30\_MP7\_20SDMag\_PDM  
MAP\_JAM\_46x30\_MP7\_40SDMag\_PDM  
MAP\_JAM\_46x30\_MP7\_20SUBMag\_PDM  
MAP\_JAM\_46x30\_MP7\_40SUBMag\_PDM  
MAP\_JAM\_46x30\_MP7\_Prim\_20Mag\_PDM  
MAP\_JAM\_46x30\_MP7\_Prim\_20HDMag\_PDM

MAP\_JAM\_46x30\_MP7\_Prim\_40Mag\_PDM  
MAP\_JAM\_46x30\_MP7\_Prim\_40HDMag\_PDM  
MAP\_JAM\_46x30\_MP7\_Prim\_20SDMag\_PDM  
MAP\_JAM\_46x30\_MP7\_Prim\_20SDHDMag\_PDM  
MAP\_JAM\_46x30\_MP7\_Prim\_40SDMag\_PDM  
MAP\_JAM\_46x30\_MP7\_Prim\_40SDHDMag\_PDM  
MAP\_JAM\_46x30\_MP7\_Prim\_20SUBMag\_PDM  
MAP\_JAM\_46x30\_MP7\_Prim\_20SUBHDMag\_PDM  
MAP\_JAM\_46x30\_MP7\_Prim\_40SUBMag\_PDM  
MAP\_JAM\_46x30\_MP7\_Prim\_40SUBHDMag\_PDM  
MAP\_JAM\_MP5SAmag\_PDM  
MAP\_JAM\_MP5SAHDmag\_PDM  
MAP\_JAM\_MP5SASDmag\_PDM  
MAP\_JAM\_MP5SASDHDmag\_PDM  
MAP\_JAM\_MP5SASUPmag\_PDM  
MAP\_JAM\_MP5SASUPHDmag\_PDM  
MAP\_JAM\_MP5SBAmag\_PDM  
MAP\_JAM\_MP5SBAHDmag\_PDM  
MAP\_JAM\_MP5SBASDmag\_PDM  
MAP\_JAM\_MP5SBASDHDmag\_PDM  
MAP\_JAM\_MP5SBASUPmag\_PDM  
MAP\_JAM\_MP5SBASUPHDmag\_PDM  
MAP\_JAM\_UZImag\_PDM  
MAP\_JAM\_UZIHDmag\_PDM  
MAP\_JAM\_UZISDmag\_PDM  
MAP\_JAM\_UZISDHDmag\_PDM  
MAP\_JAM\_UZISUPmag\_PDM  
MAP\_JAM\_UZISUPHDmag\_PDM  
MAP\_JAM\_45ACP\_UMP\_25Mag\_PDM  
MAP\_JAM\_45ACP\_UMP\_25HDMag\_PDM  
MAP\_JAM\_45ACP\_UMP\_Sec\_25Mag\_PDM  
MAP\_JAM\_MP5SA\_Sec\_15mag\_PDM  
MAP\_JAM\_MP5SASD\_Sec\_15mag\_PDM  
MAP\_JAM\_MP5SASUP\_Sec\_15mag\_PDM  
MAP\_JAM\_MP5SA\_Sec\_30mag\_PDM  
MAP\_JAM\_MP5SASD\_Sec\_30mag\_PDM  
MAP\_JAM\_MP5SASUP\_Sec\_30mag\_PDM  
MAP\_JAM\_MP5SBA\_Sec\_15mag\_PDM  
MAP\_JAM\_MP5SBASD\_Sec\_15mag\_PDM  
MAP\_JAM\_MP5SBASUP\_Sec\_15mag\_PDM  
MAP\_JAM\_MP5SBA\_Sec\_30mag\_PDM  
MAP\_JAM\_MP5SBASD\_Sec\_30mag\_PDM  
MAP\_JAM\_MP5SBASUP\_Sec\_30mag\_PDM  
MAP\_JAM\_UZI\_Sec\_25mag\_PDM  
MAP\_JAM\_UZISD\_Sec\_25mag\_PDM  
MAP\_JAM\_UZISUP\_Sec\_25mag\_PDM  
MAP\_JAM\_W556M\_200mag\_PDM  
MAP\_JAM\_W556M\_200HDmag\_PDM  
MAP\_JAM\_W556M\_200SDmag\_PDM

MAP\_JAM\_W556M\_200SDHDmag\_PDM  
MAP\_JAM\_W762M\_100mag\_PDM  
MAP\_JAM\_W762M\_100HDmag\_PDM  
MAP\_JAM\_W762M\_200mag\_PDM  
MAP\_JAM\_W762M\_200HDmag\_PDM  
MAP\_JAM\_W762\_5mag\_PDM  
MAP\_JAM\_W762\_5SDmag\_PDM  
MAP\_JAM\_W762\_L96\_5mag\_PDM,  
MAP\_JAM\_W762\_L96\_5SDmag\_PDM  
MAP\_JAM\_W762\_5SUBmag\_PDM  
MAP\_JAM\_W762Sniper\_20mag\_PDM  
MAP\_JAM\_W762Sniper\_20SDmag\_PDM  
MAP\_JAM\_W762Sniper\_20SUBmag\_PDM  
MAP\_JAM\_W127\_10mag\_PDM  
MAP\_JAM\_M433grenade\_PDM  
MAP\_JAM\_M576buck\_PDM  
MAP\_JAM\_12Gauge\_Shotgun\_Mag\_PDM  
MAP\_JAM\_AT4Rocket\_PDM  
MAP\_JAM\_AT4AARocket\_PDM  
MAP\_JAM\_AT4APRocket\_PDM  
MAP\_JAM\_AT4ALLRocket\_PDM  
MAP\_JAM\_CAVS\_AT4Rocket\_PDM  
MAP\_JAM\_CAVS\_AT4AARocket\_PDM  
MAP\_JAM\_CAVS\_AT4APRocket\_PDM  
MAP\_JAM\_CAVS\_AT4ALLRocket\_PDM  
MAP\_JAM\_M72Rocket\_PDM  
MAP\_JAM\_M72AARocket\_PDM  
MAP\_JAM\_M72APRocket\_PDM  
MAP\_JAM\_M72ALLRocket\_PDM  
MAP\_JAM\_CAVS\_M72Rocket\_PDM  
MAP\_JAM\_CAVS\_M72AARocket\_PDM  
MAP\_JAM\_CAVS\_M72APRocket\_PDM  
MAP\_JAM\_CAVS\_M72ALLRocket\_PDM  
MAP\_JAM\_M14Mortar\_PDM  
MAP\_JAM\_MarkerGrenades\_PDM  
MAP\_JAM\_MarkerRound\_PDM  
MAP\_JAM\_flareWhite\_PDM  
MAP\_JAM\_flareRed\_PDM  
MAP\_JAM\_flareGreen\_PDM  
MAP\_JAM\_flareYellow\_PDM  
MAP\_JAM\_W556\_Cmag\_PDM  
MAP\_JAM\_W556\_HDCmag\_PDM  
MAP\_JAM\_W556\_SDCmag\_PDM  
MAP\_JAM\_W556\_SDHDCmag\_PDM  
MAP\_JAM\_W556\_SUBCmag\_PDM  
MAP\_JAM\_W556\_SUBHDCmag\_PDM  
MAP\_JAM\_W556\_BCmag\_PDM  
MAP\_JAM\_W556\_BHDCmag\_PDM  
MAP\_JAM\_W556\_BSDCmag\_PDM

MAP\_JAM\_W556\_BSDHDCmag\_PDM  
MAP\_JAM\_W556\_BSUBCmag\_PDM  
MAP\_JAM\_W556\_BSUBHDCmag\_PDM  
MAP\_JAM\_W556\_G36\_Cmag\_PDM  
MAP\_JAM\_W556\_G36\_HDCmag\_PDM  
MAP\_JAM\_W556\_G36\_SDCmag\_PDM  
MAP\_JAM\_W556\_G36\_SDHDCmag\_PDM  
MAP\_JAM\_W556\_G36\_SUBCmag\_PDM  
MAP\_JAM\_W556\_G36\_SUBHDCmag\_PDM  
MAP\_JAM\_W556\_AUG\_Cmag\_PDM  
MAP\_JAM\_W556\_AUG\_HDCmag\_PDM  
MAP\_JAM\_W556\_AUG\_SDCmag\_PDM  
MAP\_JAM\_W556\_AUG\_SDHDCmag\_PDM  
MAP\_JAM\_W556\_AUG\_SUBCmag\_PDM  
MAP\_JAM\_W556\_AUG\_SUBHDCmag\_PDM  
MAP\_JAM\_MP5SA\_Cmag\_PDM  
MAP\_JAM\_MP5SA\_HDCmag\_PDM  
MAP\_JAM\_MP5SBA\_Cmag\_PDM  
MAP\_JAM\_MP5SBA\_HDCmag\_PDM

## **JAM MAGAZINES EAST**

MAP\_JAM\_E762\_30mag\_PDM  
MAP\_JAM\_E762\_30HDmag\_PDM  
MAP\_JAM\_E762\_30SDmag\_PDM  
MAP\_JAM\_E762\_30SDHDmag\_PDM  
MAP\_JAM\_E762\_30SUBmag\_PDM  
MAP\_JAM\_E762\_30SUBHDmag\_PDM  
MAP\_JAM\_E545\_30mag\_PDM  
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MAP\_JAM\_CAVS\_RPG7AARocket\_PDM

MAP\_JAM\_CAVS\_RPG7ALLRocket\_PDM  
MAP\_JAM\_CAVS\_RPG7APRocket\_PDM

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