

# AFI Quality of Life Quick Guide:

## View distance and volume quick keys:

F1 and F2 = Increase / decrease view distance

F3 and F4 = Increase / decrease ingame sounds

## TFAR Radio quick links in MAP/ Briefing view:

### Open map (in game) and choose:






Briefing - Command/Signal

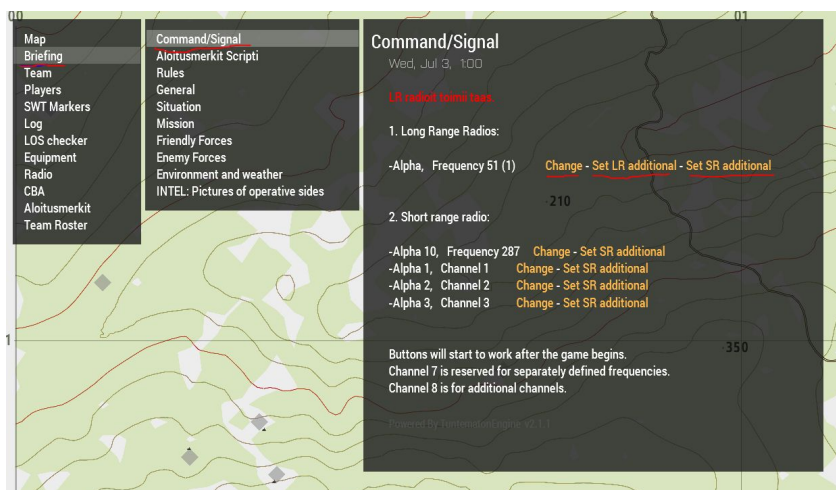
**Change** = change primary channel to that channel

**Set LR or SR additional** = Sets channel 8 in LR or SR radio as “additional” and changes to respective channel.

Close map

Activate Channel 8 (Numpad 8 or Alt+Numpad 8):

Use Ctrl+   to change SR “ear”. Ctrl +  = Center  
Use Alt +   to change LR “ear”.



For further details please see this excellent guide by FuckKnows:

<https://www.fkgaming.eu/guides/fng-guides/fng-arma-guides/beginners-guide-tfar-r22/>

# AFI - Clutter Cutter

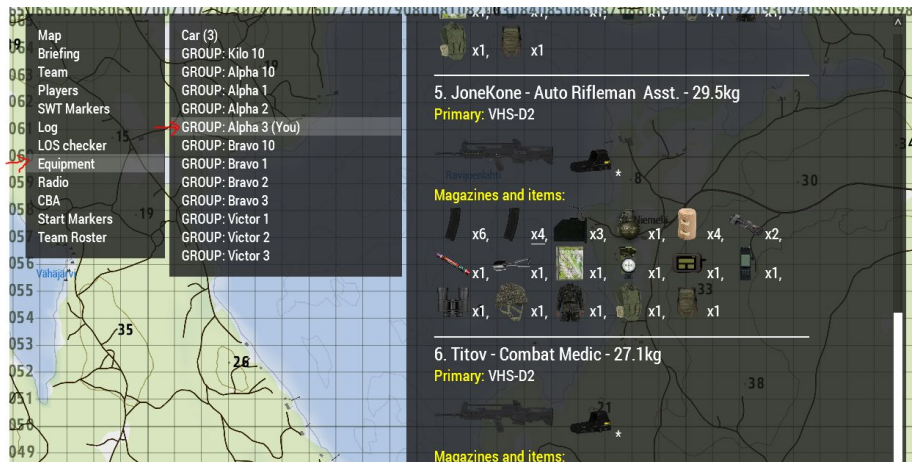
Very useful for MG:s, snipers or just while spotting prone.

ACE Self Interaction - Equipment - Remove clutter



## AFI Equipment view in briefing.

You can see yours and your squad equipments in the briefing.



# Tun Respawn Teleport system

1. Walk to the MSP when it's deployed (has a camo net on top of the truck)
2. Hold ACE-interaction (for example Windows-key) and choose "open teleport menu"



3. Click on the main base and then teleport button



4. You are at the main base!
5. PS. You can teleport back using the flag pole at main base.  
Some missions can have additional teleport points

# AFI Medical quick guide

- No one can get fatal damage before their heart is stopped. (No one can insta die)
- After their heart stop, they have around 4 min to be saved. They can take fatal damage during that time or bleed out and die before 4 min mark.
- Don't assume someone is dead, if you are not sure that the patient has been without pulse more than 4 minutes.
- People will bleed out fast, patch yourself up and after contact, find medic who can stitch your wounds, so they don't reopen. (AFI has increased bleeding speed)

Great quick guide  
for (attackers)  
squads