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CRX mission header setting

based on the message:

<https://discord.com/channels/105462288051380224/1050433454388547644/1356396266107437237>

Requirement: **CRX Enfusion A.I. (STABLE 1.3 Update v.1.3.14)**

1. you will need to add thsi to your config of your dedicated server:

```
"missionHeader": {  
  
  "m_CRX_Settings": {  
  
    "m_bIsCRX": true,  
  
    "m_fWeaponFiredReactionDistance": 500,  
  
    "m_fSuppressedWeaponFiredAudibleDistance": 100,  
  
    "m_bInvestigate": true,  
  
    "m_eCombatMode": "YELLOW",  
  
    "m_bSuppress": true,  
  
    "m_fPerceptionSafe": 1.0,  
  
    "m_fPerceptionVigilant": 3.0,  
  
    "m_fAimAccuracyErrorModifier": 0.0  
  
  }  
}
```

```
}
```

2. it will have somethin like that:

```
"gameProperties": {
  "missionHeader": {
    "m_ACE_Settings": {
      "m_ACE_Medical_Settings": {
        "m_fSecondChanceHealScale": 0.025,
        "m_bSecondChanceOnHeadEnabled": 1,
        "m_bHealSupplyUsageEnabled": 0,
        "m_fMedicalKitMaxHealScaled": 1.0
      },
      "m_CRX_Settings": {
        "m_bIsCRX": true,
        "m_fWeaponFiredReactionDistance": 500,
        "m_fSuppressedWeaponFiredAudibleDistance": 100,
        "m_bInvestigate": true,
        "m_eCombatMode": "YELLOW",
        "m_bSuppress": true,
        "m_fPerceptionSafe": 1.0,
        "m_fPerceptionVigilant": 3.0,
        "m_fAimAccuracyErrorModifier": 0.0
      }
    }
  }
}
```

3. Tweak the setting as you wish

Parameter Name	Default Value	Simple Description	In-Game Effect
<code>m_bIsCRX</code>	<code>true</code>	Enables CRX-specific settings	Signals that CRX AI settings are active for this mission. Can be used by other scripts to toggle CRX-related features.
<code>m_fWeaponFiredReactionDistance</code>	<code>500</code>	Distance (in meters) within which AI groups react to unsuppressed gunfire	Higher values make AI detect and react to gunfire from farther away. They may become alert, take cover, or move toward the sound source.
<code>m_fSuppressedWeaponFiredAudibleDistance</code>	<code>100</code>	Distance (in meters) within which AI can hear suppressed gunfire	Controls how well AI detect suppressed gunfire. Useful for stealth missions — lower values mean better stealth, higher values mean AI are more aware of silent shots.
<code>m_bInvestigate</code>	<code>true</code>	Enables AI investigation behavior	If enabled, AI will investigate suspicious events like gunshots, dead bodies, or enemy presence. Makes AI behave more intelligently and realistically.

<code>m_eCombatMode</code>	<code>"YELLOW"</code>	Initial combat readiness mode for AI	Controls how alert AI are: <code>YELLOW</code> means alert but not engaged, <code>RED</code> means fully engaged in combat, etc. Affects how quickly they react to enemies and how they patrol or hold positions.
<code>m_bSuppress</code>	<code>true</code>	Enables AI suppression fire behavior	If enabled, AI will use suppressive fire tactics — shooting to pin enemies down rather than aiming directly, especially in combat or ambush situations.
<code>m_fPerceptionSafe</code>	<code>1.0</code>	AI perception level in <i>safe</i> (idle/patrolling) state	Higher values mean AI will more easily notice small sounds or movements while in relaxed or non-alert states.
<code>m_fPerceptionVigilant</code>	<code>3.0</code>	AI perception level in <i>vigilant</i> (alert but not engaged) state	Similar to above but applies during heightened alert status. The higher the value, the more easily AI spot threats even before direct engagement.
<code>m_fAimAccuracyErrorModifier</code>	<code>0.0</code>	Modifies AI aim accuracy error. Positive = worse aim, Negative = better aim	Adjusts AI shooting skill: <code>+1.0</code> makes them miss more often, <code>-0.5</code> makes them more accurate than default. Useful to tweak AI difficulty based on your mission or gameplay balance.

Set combat mode to be used by selected AI group during combat. Note: Red = Very aggressive move and push behavior. (Combat mode Red combined with move behavior type Offensive will be the most aggressive move and push combination.)
Yellow = Still aggressive but move behavior is based on suppression. White = Cover to cover movement.

Set perception safe of selected AI character. Note: Higher value = better and faster enemy detection. Perception safe is used by AI character in idle. Vanilla = 1 | CRX = 1.

goes from 0.0 to 3.0

Set perception vigilant of selected AI character. Note: Higher value = better and faster enemy detection. Perception vigilant is used by AI character without enemy but already aware of possible danger. Vanilla = 2.5 | CRX = 3.

goes from 0.0 to 5.0

Set aim accuracy error modifier for selected AI character(s). Note: Higher value = worse aim accuracy. Base value which will be modified: Vanilla = 1.0 | CRX = Based on AI character rank 0.50 - 2.00.

goes from -3.0 to 3.0

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