

EDITING ZOMBIE SPAWNS TO MITIGATE DOG BEHAVIOUR BUG

To stop the dog randomly running away or spinning on a circle - convert all 'static' zombie spawn points to 'dynamic'. Having done so, the dog behaved exactly as intended during extensive testing, albeit on one Deerisle server only. Your server may or may not benefit from these changes.

How to convert 'static' to 'dynamic':

Method 1: Using DayZ Tools

If you use DayZ Tools to create and modify your AI spawns it is advised to edit the areaflags.xml assigned to your CE files - this means the changes will persist through any future editing. Finding the static spawn points is easy using Notepad++ by searching for all references to dmin="0" dmax="0" in the zombie territories - these values mean the dynamics for that spawn point are set to zero - and by definition the 'smin' and 'smax' will have a numeric value greater than zero. This way you will easily find all the statics. Swap those values like the example below:

FROM: <zone name="InfectedVillage" smin="5" smax="9" dmin="0" dmax="0" x="8778.29" z="9432.57" r="100" d="2"/>

TO: <zone name="InfectedVillage" smin="0" smax="0" dmin="5" dmax="9" x="8778.29" z="9432.57" r="100" d="2"/>

Save the changes, launch Dayz Tools, open economy editor and save the changes to your territories as usual.

Method 2: Editing the server files directly

If you do not use DayZ Tools, follow the same process outlined above but edit the 'zombie_territories.xml' inside the 'env' folder inside the mpmissions folder tree for your map. Save the changes and restart the server.

If you find these changes help your server but still want some static spawns, reintroduce one or two in key areas and test again.

****IMPORTANT: MAKE A COPY OF ANY FILE YOU ALTER BEFORE MAKING ANY CHANGES****