Airdrop - Upgraded
v1.21.07.20
Original Airdrop by: Camino & Philipp ~ Airdrop-Update by DiGiaComTech ~ AN-12 aircraft by: Ghosttown

Overview

This DayZ mod provides for air delivery of randomly selected containers, filled with randomly selected loot, to randomly selected locations scattered across the map all configurable to your exact needs via a robust settings file. It also provides 'Player Called' drops via 'Airdrop Flares' (AirdropFlare) which are spawnable and can be added to you maps' economy.

Server administrators can configure the frequency of airdrops, the type of loot that will be delivered, and the type of zombies that will be spawned adjacent to the drop zone. Additional settings control how messages are delivered to the players, how the aircraft and containers behave, as well as how loot is places about the container after touchdown (see the Settings section for a detailed description of all parameters).

Aviation Terms & Definitions

- **AGL**........................ 'Above Ground Level'. The vertical height/distance the aircraft is above the ground (meters).
- **Dropzone**............... The location/place and immediate vicinity where supplies are to be dropped.
- **FTP** .... 'File Transfer Protocol', in reference to FTP applications.
- **MSL**........................ 'Mean Sea Level'. The altitude or vertical height/distance the aircraft is above the mean sea level (meters).
- **KIAS**....................... 'KNOTs Indicated Airspeed'. The speed of the aircraft in 'Nautical Miles per Hour' (KNOTs).

Settings & Log Files

Once the server is started Airdrop activity will be logged into its own profile folder named Airdrop'. There are currently two (2) types of setting files and three (3) types of log files being created as follows:

1. **Settings**: The loading of 'Airdrop' and 'SafeZone' settings files will be logged into the 'script_yyyy-mm-dd_hh-mm-ss.log' file located in the root of the profile folder indicating if these files were successfully loaded and/or if conversions and/or corrections were required.

   Note that every time the server starts it checks the contents of the 'Airdrop' settings file to see if there are any errors and/or updates needed. Before this happens, a copy of the original 'AirdropSettings.json' file is created as 'AirdropSettings_Backup_yyyy-mm-dd-hh-mm-ss.json' to prevent data loss due to improperly formatted files.

2. **Manager**: This log contains information on every 'Airdrop' created. This file is located within the 'Airdrop/Logs' profile folder and a new file will be created every server restart. Filename = 'yyyy-mm-dd @ hh-mm-ss AirdropManager.log'.

3. **Aircraft:** This log contains information on each aircraft launched, from start to finish. This file also lists the zombies that were spawned and/or if zombies were not spawned due to unrecognized class names. Filename = 'yyyy-mm-dd @ hh-mm-ss AirdropAircraft.log'.

4. **Container**: This log contains information on every 'Container' created and includes current wind information and a listing of all loot spawned around the Container. This file will also list the items that were spawned and/or if item were not spawned due to unrecognized class names. Filename = 'yyyy-mm-dd @ hh-mm-ss AirdropContainer.log'.

Installation

NOTE

You will need FTP or web access to your DayZ server folders in order to install this mod. You will also need access to the server startup command files or the server control panel web interface provided by your game service provider in order to install this mod.

1. Subscribe to the '@Airdrop-Upgraded' mod via Steam.

2. Locate the '@Airdrop-Upgraded' mod folder on your client computer within your 'Steam » DayZ » !Workshop' folder.

NOTE

The Steam '!Workshops' folder is hidden by default. Make sure you have your client computer set to show hidden files & folders.

3. Open your File Transfer (FTP) application and connect to your server.

4. Copy the '@Airdrop-Upgraded' folder from your '!Workshops' folder into the root folder on your DayZ server.

5. Open your local copy of the '@Airdrop-Upgraded' folder and then open the 'Keys' subfolder.

6. Copy the 'DiGiaComTech.bikey' key file into the 'Keys' folder on your DayZ server.

7. Open your server startup command files, or the server control web interface, locate the MOD settings and ensure the '@Airdrop-Upgraded' mod has been added and/or otherwise activated on the server.

NOTE

When your server starts it will create additional profile folders and JSON data files. If you have an old Airdrop 'settings.json' file it will be read and converted to the new file format automatically (see the Settings section for a detailed description of all parameters).

CAUTION

The original '@Airdrop' mod is NOT compatible with the new '@Airdrop-Upgraded' mod! This mod is a complete replacement of the original '@Airdrop' mod and they can NOT both be run on the same server at the same time.

   a. If a startup file: Ensure the '@Airdrop-Upgraded', and all mods it depends on, are loaded to the '-mods=' section of the startup commands.

   b. If a web interface: Ensure the '@Airdrop-Upgraded', and all mods it depends on, are added to your server side mods list.

8. Start your server and wait for all airdrop folders and files to be created, once created you can edit as needed (see the Settings section for a detailed description of all parameters).

Usage

Server:

There is nothing you need to do on the server side except adjust the airdropsettings.json file to your liking (see the Settings section for a detailed description of all parameters).

Client:

The only player interaction with this mod is via 'Player Called' airdrops via 'AirdropFlares'. These flares can be made available within the 'DropTypes' by setting the 'AddFlare' percentage, at various Traders sites (see Trader mod for details on adding new Buy/Sell items), or by adding them to the maps economy so they spawn randomly the same as all other common DayZ loot.

NOTE

If 'AirdropFlares' are activated within 'Safe Zones' they will be expended and an airdrop aircraft will NOT be dispatched to their position. A message will be displayed to the player indicating that 'Airdrops' cannot be dispatched to 'Safe Zones'.

Other Mods:

CAUTION

The 'Airdrop-Upgraded' mod manages all airdrop functions, the spawning of aircraft (random and player called), and the dropping of containers, zombies, and loot. If you are using mods that provide spawning capabilities you can only spawn in AirdropFlares.

!!! SPAWNING ANY AIRDROP CLASSES (E.G. AIRCRAFT, CONTAINERS, ETC.) WILL BE SUMMARILY TERMINATED !!!

If other mods bring in spawnable items, new spawnable zombies, and/or new spawnable animals then the item codes for these items can be added to the appropriate Items or Zombie lists within the AirdropSettings.json file.

Airdrop Settings

This section will define all of the settings for the 'Airdrop-Upgraded' mod and provide explanations and examples values. See AirdropSettings.json file example provided below for the actual content of this file.

CAUTION

JSON file content must comply with strict data formatting (see 'Introduction to JSON' website). You should validate your files online (see 'JSON Lint' website) before use.

Do not edit the AirdropSettings.json file located within the mod's folder (it is for reference only). Servers only load the AirdropSettings.json file within the 'Airdrop' folder within your profiles folder as specified by your server's '–profile=' setting.

The built in DayZ JSON parser can NOT read files that are larger than 64kb. Though your files pass third parts JSON checkers (see 'JSON Lint' website), they will not load if they exceed this built in parser limitation.

1. **Controls:** *Main settings controlling how main airdrop functions operate.*

   a. **Version:** This is the current release version of the mod in reverse date format (Release.YY.MM.DD) [string].

      - *1.21.07.12 … This value can NOT be edited and will be ignored and overwritten by the mod upon startup!*

   b. **Interval:** This is the time, in minutes, random airdrops will be created (should be similar to Container » Lifespan setting) [integer].

      - *30, 45, or 90 minutes (any positive integer value, ensure current aircraft has time to clear the map before another one starts)*

   c. **Mode:** Controls how airdrops are created [integer].

      - *1 = Randomly called only*
      - *2 = Flare Called only*
      - *3 = Both Random & Flare called*

   d. **LogManager:** This value controls if logs are created for Airdrop manager events (0 = off, 1 = on) [integer].

      - *0 or 1 (positive value)*

   e. **LogAircraft:** This value controls if logs are created for Airdrop aircraft events (0 = off, 1 = on) [integer].

      - *0 or 1 (positive value)*

   f. **LogContainers:** This value controls if logs are created for Airdrop container events (0 = off, 1 = on) [integer].

      - *0 or 1 (positive value)*

   g. **MinimumPlayers:** Minimum number of active players in game before random airdrops will be called (0 = always active, > 0 activate only when there are at least this many players on the server) [integer].

      - *0, 5 or 10 players (any positive value >= 0, should not exceed server player limit)*

   h. **MaxBackupDays:**   The maximum number of days of backup files to maintain (0 = no backup files will be deleted, > 0 this many days of backups will be kept and all older files will be deleted) [integer].

      - *0 for no file deletion or 5 to maintain the most recent 5 days (positive values only)*

   i. **MaxLogDays:** The maximum number of days of log files to maintain (0 = no log files will be deleted, > 0 this many days of backups will be kept and all older files will be deleted) [integer].

      - *0 for no file deletion or 5 to maintain the most recent 5 days (positive values only)*

   j. **SmokeTrails:** The type of smoke trails left by the container (0 = No smoke trails at all, 1 = smoke trail while in the air, 2 = smoke while on the ground, 3 = both) [integer].

      - *3 for smoke while in the air and on the ground (positive values only)*

2. **Map:** *Controls the map area and offsets where airdrops are spawned and despawned.*

NOTE

The width and height values are the absolute widths & heights with the 0/0 point being in the lower left corner and the max width/height point being in the upper right corner.
Refer to the details of any other map mods you install for the correct dimensions of that map.

CAUTION

Using the default settings and/or dimensions that are larger than the map you are using can cause longer than usual airdrop flight times to the selected drop zone!

a. **Width:** The width of the map in meters [float].

- *15360 meters (for Chernarus plus map)*

b. **Height:** The height of the map in meters [float].

- *15360 meters (for Chernarus plus map)*

c. **Offset:** The offset applied to the map border where aircraft are spawned/despawned [float].

- *1000 meters*
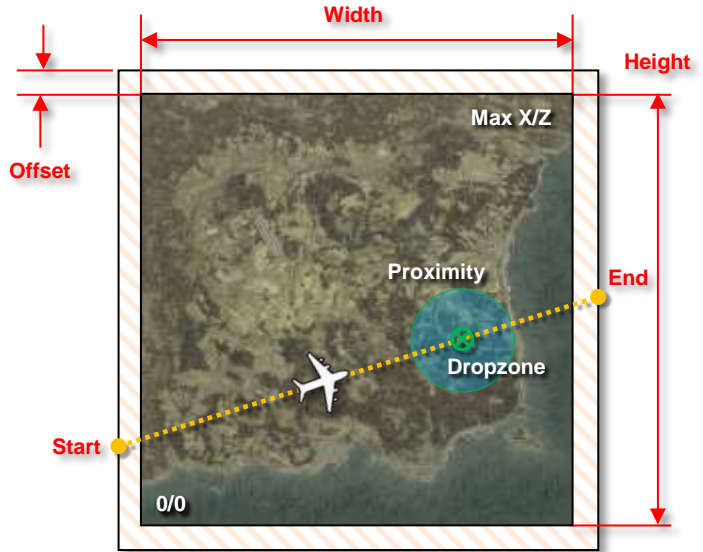
3. **Aircraft:** *Controls how the aircraft functions.*

a. **AirspeedKIAS:** KNOTs (Nautical miles per hour) Indicated Airspeed of the aircraft in [integer].

- *150 Knots for most transport aircraft during drop operations (any positive value)*

b. **StartAltMSL:** Aircraft starting altitude in meters above MSL (Mean Sea Level) [integer].

- *2348 meters above MSL for Cruising altitude (any positive value greater than maximum terrain elevation of map)*

c. **DropAGL:** Aircraft drop altitude in meters AGL (Above Ground Level) [integer].

- *152 to 457 meters above the ground for most drop operations (any positive value)*

d. **DropOffset:** How far below the aircraft in meters should the dropped container be spawned [integer].

- *-20 meters (any value, negative = below, positive = above aircraft)*

e. **DropAccuracy:** How far should the drop location be offset from the DropZone's actual coordinates [integer].

- *0 (for no offset at all) or 304 meters (any positive value)*

f. **TerrainFollowing:** How fast the aircraft react to changes in the terrain (min 0 = none, max 1= exact) [float].

- *0.5 percent for most drop operations (values between 0.0 and 1.0 inclusive)*

4. **Messages:** *Controls player messages.*

a. **Mode:** Controls how messages are sent to the players [integer].

- *0 = No messages of any type are sent to players*
- *1 = DayZ Notifications Only*
- *2 = Text Chat Only*
- *3 = Both DayZ Notification & Text Chat*

b. **Duration:** How many seconds should DayZ Notification messages be displayed [integer].

- *30 seconds (any positive value > 0, messages will not be displayed if set to zero/0)*

c. **Proximity:** The aircraft's distance (rounded down to nearest integer) from the dropzone when the 'Proximity' message *"The aircraft is # Km from Dropzone."* will be displayed [integer].

- *1000 meters (any positive value)*

d. NotificationARGB: Color settings for DayZ Expansion Notification messages (A, R, G, B … 0 to 255) [integer].

- *255, 0, 100, 200 (any 5 positive values between 0 and 255 IAW ARGB color specifications)* *Depreciated!*

5. **Container:** *Controls how the containers function.*

   a. **TriggerAGL:** Distance from the ground where parachute is released and loot is spawned (meters).

      - *1 meter (any positive value)*

   b. **FallRate:** How fast does the crate and parachute descend [float].

      - *7 meters per second (any positive value)*

   c. **StandUpTimer:** How long to wait before the container rights itself [float].

      - *1 second (any positive value)*

   d. **SpawnMin:** Default minimum distance from drop point items can be spawned in at [float].

      - *1.5 meters (any positive value)*

   e. **SpawnMax:** Default maximum distance from drop point items can be spawned in at [float].

      - *3.5 meters (any positive value)*

   f. **SpawnOffset:** Distance above the ground items are spawned in at [float].

      - *0.01 meters (any positive value > 0)*

   g. **WindStrength:** Amount of wind drift applied to the container while under parachute (0 = no effect, 1= full effect, 2 = double effect) [float].

      - *0.1 percent (any positive value, best if kept small so container does NOT drift out of zombie spawn area)*

   h. **Lifespan:** Determines how long the loot being spawned in remains on the ground (0 = use economy setting, > 0 lifespan set, should be similar to Controls » Interval setting) [integer].

      - *0 or 45 minutes (any positive value)*

---

6. **Locations:** *Zombie spawn lists by location type.*

   <div align="center">**CAUTION**</div>

   Excessively long 'Location' lists and/or excessively long 'Zombies' may become difficult to manage and/or cause other game related problems. Location Titles cannot be duplicated! Zombies list can only contain recognized DayZ object codes!

   a. **Title:** Title or name assigned to this location [text].

      - *City, Country, Industrial, or Military (one value only)*

   b. **Zombies:** List of zombies to be spawned at this location [text array].

      - *See sample 'AirdropSettings' file Locations on page 8 (below).*

---

7. **DropZones:** *Contains information for all random and flare called airdrops.*

   <div align="center">**CAUTION**</div>

   Excessively long 'DropZone' lists may become difficult to manage and/or cause other game related problems. DO NOT remove or replace the first item in the list 'Player Called' as it is reserved for player/flare called airdrops! Player called drop information is contained and read from the first item in the list of DropZones. DropZone Titles cannot be duplicated! Location text must match the Locations entered above! If 'Location' is set to random it must be upper case (RANDOM)!

   a. **Title:** A unique title or name assigned to this Dropzone [text].

      - *Barinzino, or Balota Airfield, etc. (any string value)*

   b. **Location:** Name of location, from Locations list (above), to reference when spawning zombies [text]

   <div align="center">**NOTE**</div>

   Location names will be verified when the server starts. If a Location name is left blank or an unrecognized capitalization of 'RANDOM' is found it will be corrected to 'RANDOM'.

      - *City, Country, Industrial, Military, etc. (any single value from the list of locations)*
      - *RANDOM (randomly selects from the list of locations, must be upper case)*

   c. **DropType:** The specific type of loot, from DropTypes, to be dropped at this location [text].

   <div align="center">**NOTE**</div>

This property will be verified every time the server starts. If a DropType name is left blank or an unrecognized capitalization of 'RANDOM' is found it will be corrected accordingly.

- *Military West, Military East Medical, Misc. Food, etc. (any single value from the list of DropTypes)*
- *RANDOM (randomly selects from the list of locations, must be upper case)*

d. **X:** West/East map grid coordinate where 0 is West border and 15360 is East border [float].

- *0 to 15360 meters (e.g. Chernarus Plus, any positive value within the range specified by the map in use)*

e. **Z:** South/North map grid coordinates where 0 is South border and 15360 is North border [float].

- *0 to 15360 meters (e.g. Chernarus Plus, any positive value within the range specified by the map in use)*

f. **Zombies:** Number of zombies to be randomly spawned around the Dropzone [integer].

NOTE

This value can be any positive value greater than or equal to 0 and can be less than or greater than the total number of zombies in the list being spawned.

- *0 to spawn ALL zombies within the Locations.Zombies list.*
- *10 zombies will be randomly spawned from the Locations.Zombies list (any positive value)*

g. **Radius:** Distance from center of drop zone to spawn zombies within [integer].

- *76 to 152 meters (any positive value)*

h. **DropAccuracy:** Maximum distance from drop zone center the container will be released at [integer].

76 to 152 meters (any positive value > 5 or aircraft movement per game framerate {150 KIAS / 60 FPS = 1.28 meters per frame})

---

8. **DropTypes:** *Contains information for all randomly generated container loot contents.*

CAUTION

Excessively long 'DropType' lists and/or excessively long 'Items' list may become difficult to manage and/or cause other game related problems. DropType Titles cannot be duplicated! Items list can only contain recognized DayZ object codes! If 'Container' is set to random it must be upper case (RANDOM)!

a. **Title:** Unique title or name assigned to this DropType [text].

- *Tools, Clothing, Food, Medicine, or Weapons, etc.*

b. **Container:** Container type (color) to be dropped [text].

NOTE

Container names will be verified when the server starts. Unrecognized container names will be replaced with the default container name 'AirdropContainer'. If the Container name is left blank or an unrecognized capitalization of 'RANDOM' is found, it will be corrected to 'RANDOM'.

- *AirdropContainer............................ red (default)*
- *AirdropContainer_Blue................... blue*
- *AirdropContainer_Medical .... red with white cross*
- *AirdropContainer_Military .... green camouflage*
- *AirdropContainer_Yellow .... yellow*
- *RANDOM .... randomly selects one from the types listed above (upper case)*

c. **Quantity:** Number of items to be spawned in the vicinity of the container when it touches down [integer].].

NOTE

This value can be any positive value greater than or equal to 0 and can be less than or greater than the total number of items in the list being spawned.

- 0 to spawn ALL items within the DropType.Items list (below)
- *10 items (any positive value)*

d. **AddFlare:** Chance of an 'AirdropFlare' being included with the items specified below where 0 is none and 100 is always [integer].

- *0 to 100 percent (any positive value between 0 and 100 inclusive)*

e. **SpawnMin:** Minimum distance from drop point items can be spawned in at [float].

- *1.5 meters (any positive value)*

f. **SpawnMax:** Maximum distance from drop point items can be spawned in at [float].

- *3.5 meters (any positive value)*

g. **SpawnOffset:** Distance above the ground items are spawned in at [float].

- *0.01 meters (any positive value > 0)*

h. **Items:** List of items to be spawned at this location [text array].

- *See sample 'AirdropSettings' file DropTypes on page 8 (below).*

---

9. **VPP_Map:** *Exports DropZone information to a V++ Map compatible format.*

CAUTION

This export does NOT replace the V++ Map settings file (VPPMapConfig.json)! It creates a data file (VPPMapAirdrop.json) that contains array items that can be placed within V++ Map settings file. Also, these settings rely on the current state of the V++ Map mod on Steam and the functionality of this mod and its settings file are subject to change without notice. Please refer to the V++ Map mod for further information or assistance.

a. **ExportMap:** Controls if DropZone coordinates are exported to a Vanilla++ Map compatible file format. (0 = off, 1 = on) [integer].

- *0 or 1 (positive value, file name is VPPMapAirdrop.json and is located in the same folder as all DayZ logs).*

b. **TitleMode:** Controls the way the map marker titles are generic name (e.g. 'AD-1') or with the DropZone' Title. (0 for generic marker name, 1 = DropZone Title) [integer].

- *0 or 1 (positive value)*

c. **MapColor:** Controls the color (RGB or Red, Green, & Blue) color of the marker (each value ranges from 0 to 255) [integer, integer, integer].

- *0, 200, 200 (Dark Cyan)*
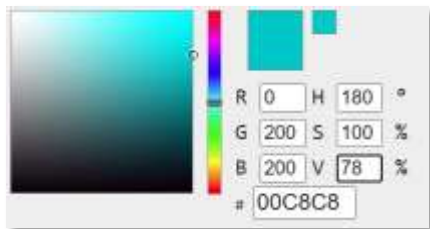
d. **MapIcon:** Controls the Map Icon to be displayed (refer to Vanilla++ Map mod settings for further details) [text].

- *waypointeditor_CA.paa (any valid Vanilla++ Map icon file name)*

e. **IsActive:** Controls the display state of the marker on the 'In-Game' 2D map.

- *0 (any positive value)*

f. **Is3DActive:** Controls the display state of the markers on the main 3D game screen.

- *0 (any positive value)*

Legal Notice

The 'Airdrop-Upgraded' mod may NOT be packaged and/or re-packaged within any other mods and/or made available via any other methods. Permission from the developer and/or contributors (including but not limited to the individuals listed above) will not be granted to anyone under any circumstances. The 'Airdrop-Upgraded' mod is released on Steam with permission from CaminoOnPC (mov3ax), the original developer of the 'Airdrop' mod.

This mod MAY be used on monetized DayZ servers provided the server owners have secured all right necessary from Bohemia Interactive to operate a monetized server.

Note: Users may FREELY distribute any 'Airdropsettings.json' settings files. Please be sure to include the name of the MAP it is intended for and provide a list of any Mods that provide zombies or loot used in your settings files.

Antonov AN-12 / Shaanxi Y-8 Model

Attribution 4.0 International (CC BY 4.0)

This is a human-readable summary of (and not a substitute for) the license. Disclaimer.

You are free to:

Share — copy and redistribute the material in any medium or format

Adapt — remix, transform, and build upon the material

for any purpose, even commercially.

This license is acceptable for Free Cultural Works.

The licensor cannot revoke these freedoms as long as you follow the license terms.

Under the following terms:

Attribution — You must give appropriate credit, provide a link to the license, and indicate if changes were made. You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use.

No additional restrictions — You may not apply legal terms or technological measures that legally restrict others from doing anything the license permits.

Notices:

You do not have to comply with the license for elements of the material in the public domain or where your use is permitted by an applicable exception or limitation.

No warranties are given. The license may not give you all of the permissions necessary for your intended use. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material.

Model: https://sketchfab.com/3d-models/antonov-an-12-shaanxi-y-8-ebc5bc0bbfa24221b860c1fbd9500ea8

Creator: https://sketchfab.com/overlordchaos

License: CC Attribution4.0 International, Creative Commons Attribution

Sample AirdropSettings.json

CAUTION

After editing this file you should always validate its contents with a JSON parser (either a client or web application like JAONLINT.com). Any 'Container', 'Locations', or 'DropType' parameters set to 'random' must be upper case 'RANDOM'!

Do not edit the AirdropSettings.json file located within the mod's folder (it is for reference only). Servers only load the AirdropSettings.json file within the Airdrop folder within your profiles folder as specified by your server's '–profile=' setting.

The built in DayZ JSON parser cannot read files that are greater than 64kb. Though your files pass third parts JSON checkers (e.g. JSONLINT.com), they will not load if they exceed this built in parser limitation.

```
{
        "Controls": {
                "Version": "1.21.07.20",
                "Interval": 60,
                "Mode": 3,
                "LogManager": 1,
                "LogAircraft": 1,
                "LogContainers": 1,
                "MinimumPlayers": 1,
                "MaxBackupDays": 5,
                "MaxLogDays": 2,
                "SmokeTrails": 3
        },
        "Map": {
                "Width": 15360,
                "Height": 15360,
                "Offset": 1000
        },
        "Aircraft": {
                "AirSpeedKIAS": 150,
                "StartAltMSL": 2438,
                "DropAGL": 304,
                "DropOffset": -20,
                "DropAccuracy": 304,
                "TerrainFollowing": 0.5
        },
        "Messages": {
                "Mode": 3,
                "Duration": 60,
                "Proximity": 1500,
                "ImperialUnits": 0,
                "NotificationARGB": [
                        0,
                        0,
                        0,
                        0
                ]
        },
        "Container": {
                "TriggerAGL": 1,
                "FallRate": 7,
                "StandUpTimer": 1,
                "SpawnMin": 1.5,
                "SpawnMax": 3.5,
                "SpawnOffset": 0.001,
                "WindStrength": 0.1,
                "Lifespan": 60
        },
        "Locations": [
                {
                        "Title": "City",
                        "Zombies": [
                                "ZmbF_CitizenANormal_Beige",
                                "ZmbF_CitizenANormal_Blue",
                                "ZmbF_CitizenANormal_Brown",
                                "ZmbF_CitizenBSkinny",
                                "ZmbF_Clerk_Normal_Blue",
                                "ZmbF_Clerk_Normal_Green",
                                "ZmbF_Clerk_Normal_Red",
                                "ZmbF_Clerk_Normal_White",
                                "ZmbF_DoctorSkinny",
                                "ZmbF_JoggerSkinny_Blue",
                                "ZmbF_JoggerSkinny_Brown",
                                "ZmbF_JoggerSkinny_Green",
                                "ZmbF_JoggerSkinny_Red",
                                "ZmbF_JournalistNormal_Blue",
                                "ZmbF_JournalistNormal_Green",
                                "ZmbF_JournalistNormal_Red",
                                "ZmbF_JournalistNormal_White",
                                "ZmbF_NurseFat",
                                "ZmbF_ParamedicNormal_Blue",
                                "ZmbF_ParamedicNormal_Green",
                                "ZmbF_ParamedicNormal_Red",
                                "ZmbF_PatientOld",
                                "ZmbF_PoliceWomanNormal",
                                "ZmbF_ShortSkirt_beige",
                                "ZmbF_ShortSkirt_black",
                                "ZmbF_ShortSkirt_brown",
                                "ZmbF_ShortSkirt_checks",
```

```
                                    "ZmbF_ShortSkirt_green",
                                    "ZmbF_ShortSkirt_grey",
                                    "ZmbF_ShortSkirt_red",
                                    "ZmbF_ShortSkirt_stripes",
                                    "ZmbF_ShortSkirt_white",
                                    "ZmbF_ShortSkirt_yellow",
                                    "ZmbF_SkaterYoung_Brown",
                                    "ZmbF_SkaterYoung_Striped",
                                    "ZmbF_SkaterYoung_Violet",
                                    "ZmbM_CitizenASkinny_Blue",
                                    "ZmbM_CitizenASkinny_Brown",
                                    "ZmbM_CitizenASkinny_Grey",
                                    "ZmbM_CitizenASkinny_Red",
                                    "ZmbM_CitizenBFat_Blue",
                                    "ZmbM_CitizenBFat_Green",
                                    "ZmbM_CitizenBFat_Red",
                                    "ZmbM_ClerkFat_Brown",
                                    "ZmbM_ClerkFat_Grey",
                                    "ZmbM_ClerkFat_Khaki",
                                    "ZmbM_ClerkFat_White",
                                    "ZmbM_CommercialPilotOld_Blue",
                                    "ZmbM_CommercialPilotOld_Brown",
                                    "ZmbM_CommercialPilotOld_Grey",
                                    "ZmbM_CommercialPilotOld_Olive",
                                    "ZmbM_DoctorFat",
                                    "ZmbM_JacketNormal_greenchecks",
                                    "ZmbM_Jacket_beige",
                                    "ZmbM_Jacket_black",
                                    "ZmbM_Jacket_blue",
                                    "ZmbM_Jacket_bluechecks",
                                    "ZmbM_Jacket_brown",
                                    "ZmbM_Jacket_greenchecks",
                                    "ZmbM_Jacket_grey",
                                    "ZmbM_Jacket_khaki",
                                    "ZmbM_Jacket_magenta",
                                    "ZmbM_Jacket_stripes",
                                    "ZmbM_JoggerSkinny_Blue",
                                    "ZmbM_JoggerSkinny_Green",
                                    "ZmbM_JoggerSkinny_Red",
                                    "ZmbM_JournalistSkinny",
                                    "ZmbM_ParamedicNormal_Black",
                                    "ZmbM_ParamedicNormal_Blue",
                                    "ZmbM_ParamedicNormal_Green",
                                    "ZmbM_ParamedicNormal_Red",
                                    "ZmbM_PatientSkinny",
                                    "ZmbM_PatrolNormal_Autumn",
                                    "ZmbM_PatrolNormal_Flat",
                                    "ZmbM_PatrolNormal_PautRev",
                                    "ZmbM_PatrolNormal_Summer",
                                    "ZmbM_PolicemanFat",
                                    "ZmbM_PolicemanSpecForce",
                                    "ZmbM_PrisonerSkinny",
                                    "ZmbM_SkaterYoung_Blue",
                                    "ZmbM_SkaterYoung_Brown",
                                    "ZmbM_SkaterYoung_Green",
                                    "ZmbM_SkaterYoung_Grey"
                            ]
                    },
```

```
            {
                    "Title": "Country",
                    "Zombies": [
                            "ZmbF_HikerSkinny_Blue",
                            "ZmbF_HikerSkinny_Green",
                            "ZmbF_HikerSkinny_Grey",
                            "ZmbF_HikerSkinny_Red",
                            "ZmbF_MilkMaidOld_Beige",
                            "ZmbF_MilkMaidOld_Black",
                            "ZmbF_MilkMaidOld_Green",
                            "ZmbF_MilkMaidOld_Grey",
                            "ZmbF_SurvivorNormal_Blue",
                            "ZmbF_SurvivorNormal_Orange",
                            "ZmbF_SurvivorNormal_Red",
                            "ZmbF_SurvivorNormal_White",
                            "ZmbF_VillagerOld_Blue",
                            "ZmbF_VillagerOld_Green",
                            "ZmbF_VillagerOld_Red",
                            "ZmbF_VillagerOld_White",
                            "ZmbM_FarmerFat_Beige",
                            "ZmbM_FarmerFat_Blue",
                            "ZmbM_FarmerFat_Brown",
                            "ZmbM_FarmerFat_Green",
                            "ZmbM_HermitSkinny_Beige",
                            "ZmbM_HermitSkinny_Black",
                            "ZmbM_HermitSkinny_Green",
                            "ZmbM_HermitSkinny_Red",
                            "ZmbM_HikerSkinny_Blue",
                            "ZmbM_HikerSkinny_Green",
                            "ZmbM_HikerSkinny_Yellow",
                            "ZmbM_HunterOld_Autumn",
                            "ZmbM_HunterOld_Spring",
                            "ZmbM_HunterOld_Summer",
                            "ZmbM_HunterOld_Winter",
                            "ZmbM_MotobikerFat_Beige",
                            "ZmbM_MotobikerFat_Black",
                            "ZmbM_MotobikerFat_Blue",
                            "ZmbM_SurvivorDean_Black",
                            "ZmbM_SurvivorDean_Grey",
                            "ZmbM_VillagerOld_Blue",
                            "ZmbM_VillagerOld_Green",
                            "ZmbM_VillagerOld_White",
                            "ZmbM_priestPopSkinny"
                    ]
            },
            {
                    "Title": "Industrial",
                    "Zombies": [
                            "ZmbF_BlueCollarFat_Green",
                            "ZmbF_BlueCollarFat_Red",
                            "ZmbF_BlueCollarFat_White",
                            "ZmbF_MechanicNormal_Beige",
                            "ZmbF_MechanicNormal_Green",
                            "ZmbF_MechanicNormal_Grey",
                            "ZmbF_MechanicNormal_Orange",
                            "ZmbM_ConstrWorkerNormal_Beige",
                            "ZmbM_ConstrWorkerNormal_Black",
                            "ZmbM_ConstrWorkerNormal_Green",
                            "ZmbM_ConstrWorkerNormal_Grey",
                            "ZmbM_FirefighterNormal",
                            "ZmbM_FishermanOld_Blue",
                            "ZmbM_FishermanOld_Green",
                            "ZmbM_FishermanOld_Grey",
                            "ZmbM_FishermanOld_Red",
                            "ZmbM_HandymanNormal_Beige",
                            "ZmbM_HandymanNormal_Blue",
                            "ZmbM_HandymanNormal_Green",
                            "ZmbM_HandymanNormal_Grey",
                            "ZmbM_HandymanNormal_White",
                            "ZmbM_HeavyIndustryWorker",
                            "ZmbM_MechanicSkinny_Blue",
                            "ZmbM_MechanicSkinny_Green",
                            "ZmbM_MechanicSkinny_Grey",
                            "ZmbM_MechanicSkinny_Red",
                            "ZmbM_OffshoreWorker_Green",
                            "ZmbM_OffshoreWorker_Orange",
                            "ZmbM_OffshoreWorker_Red",
                            "ZmbM_OffshoreWorker_Yellow"
                    ]
            },
            {
                    "Title": "Military",
                    "Zombies": [
                            "ZmbM_PatrolNormal_Autumn",
                            "ZmbM_PatrolNormal_Flat",
                            "ZmbM_PatrolNormal_PautRev",
                            "ZmbM_PatrolNormal_Summer",
                            "ZmbM_SoldierNormal"
                    ]
            },
            {
                    "Title": "Wolfpack",
                    "Zombies": [
                            "CanisLupus_White",
                            "CanisLupus_Grey"
                    ]
            }
    ],
```

```
"DropZones": [
        {
                "Title": "Player Called",
                "Location": "RANDOM",
                "DropType": "RANDOM",
                "x": 0,
                "z": 0,
                "Zombies": 10,
                "Radius": 50,
                "DropAccuracy": 100
        },
        {
                "Title": "Balota Airstrip",
                "Location": "Military",
                "DropType": "RANDOM",
                "x": 5025,
                "z": 2455,
                "Zombies": 5,
                "Radius": 50,
                "DropAccuracy": 100
        },
        {
                "Title": "Berezino",
                "Location": "Industrial",
                "DropType": "RANDOM",
                "x": 12450,
                "z": 9250,
                "Zombies": 10,
                "Radius": 50,
                "DropAccuracy": 100
        },
        {
                "Title": "Chernogorsk",
                "Location": "Industrial",
                "DropType": "RANDOM",
                "x": 7400,
                "z": 3500,
                "Zombies": 10,
                "Radius": 50,
                "DropAccuracy": 100
        },
        {
                "Title": "Elektrozavodsk",
                "Location": "City",
                "DropType": "RANDOM",
                "x": 10050,
                "z": 2450,
                "Zombies": 10,
                "Radius": 50,
                "DropAccuracy": 100
        },
        {
                "Title": "Gorka",
                "Location": "Wolfpack",
                "DropType": "RANDOM",
                "x": 8775,
                "z": 9200,
                "Zombies": 5,
                "Radius": 50,
                "DropAccuracy": 100
        },
        {
                "Title": "Krasnostav Airstrip",
                "Location": "Military",
                "DropType": "RANDOM",
                "x": 12160,
                "z": 12645,
                "Zombies": 5,
                "Radius": 50,
                "DropAccuracy": 100
        },
        {
                "Title": "Myshkino",
                "Location": "Country",
                "DropType": "RANDOM",
                "x": 1900,
                "z": 7600,
                "Zombies": 5,
                "Radius": 50,
                "DropAccuracy": 100
        },
        {
                "Title": "Northwest Airfield",
                "Location": "Military",
                "DropType": "RANDOM",
                "x": 4500,
                "z": 10350,
                "Zombies": 20,
                "Radius": 50,
                "DropAccuracy": 100
        },
```

```
        {
                "Title": "Novaya Petrovka",
                "Location": "City",
                "DropType": "RANDOM",
                "x": 3100,
                "z": 12840,
                "Zombies": 10,
                "Radius": 50,
                "DropAccuracy": 100
        },
        {
                "Title": "Novodmitrovsk",
                "Location": "City",
                "DropType": "RANDOM",
                "x": 11475,
                "z": 14356,
                "Zombies": 10,
                "Radius": 50,
                "DropAccuracy": 100
        },
        {
                "Title": "Skalisty Island",
                "Location": "Country",
                "DropType": "RANDOM",
                "x": 13575,
                "z": 3055,
                "Zombies": 5,
                "Radius": 50,
                "DropAccuracy": 100
        },
        {
                "Title": "Soverograd",
                "Location": "City",
                "DropType": "RANDOM",
                "x": 8566,
                "z": 12755,
                "Zombies": 5,
                "Radius": 50,
                "DropAccuracy": 100
        },
        {
                "Title": "Stary/Novy ",
                "Location": "Military",
                "DropType": "RANDOM",
                "x": 6600,
                "z": 7800,
                "Zombies": 5,
                "Radius": 50,
                "DropAccuracy": 100
        },
        {
                "Title": "Veresnik",
                "Location": "Country",
                "DropType": "RANDOM",
                "x": 4000,
                "z": 7850,
                "Zombies": 5,
                "Radius": 50,
                "DropAccuracy": 100
        },
        {
                "Title": "Zelenogorsk",
                "Location": "Country",
                "DropType": "RANDOM",
                "x": 1875,
                "z": 5210,
                "Zombies": 10,
                "Radius": 50,
                "DropAccuracy": 100
        }
],
```

```
"DropTypes": [
        {
                "Title": "Misc. Food",
                "Container": "RANDOM",
                "Quantity": 20,
                "AddFlare": 10,
                "SpawnMin": 1.5,
                "SpawnMax": 3.5,
                "SpawnOffset": 0.001,
                "Lifespan": 60,
                "Items": [
                        "BakedBeansCan",
                        z"BoxCerealCrunchin",
                        "Canteen",
                        "PeachesCan",
                        "PowderedMilk",
                        "Rice",
                        "SardinesCan",
                        "SodaCan_Cola",
                        "SodaCan_Kvass",
                        "SodaCan_Pipsi",
                        "SodaCan_Spite",
                        "SpaghettiCan",
                        "TacticalBaconCan",
                        "TunaCan",
                        "WaterBottle"
                ]
        },
        {
                "Title": "Misc. Tools",
                "Container": "RANDOM",
                "Quantity": 20,
                "AddFlare": 10,
                "SpawnMin": 1.5,
                "SpawnMax": 3.5,
                "SpawnOffset": 0.001,
                "Lifespan": 60,
                "Items": [
                        "BaseRadio",
                        "Battery9V",
                        "BatteryCharger",
                        "Binoculars",
                        "CableReel",
                        "CanOpener",
                        "Chemlight_Blue",
                        "Chemlight_Green",
                        "Chemlight_Red",
                        "Chemlight_White",
                        "Chemlight_Yellow",
                        "ChernarusMap",
                        "CombatKnife",
                        "Compass",
                        "Crowbar",
                        "ElectronicRepairKit",
                        "FirefighterAxe",
                        "Flashlight",
                        "Hacksaw",
                        "Hammer",
                        "Hatchet",
                        "Headtorch_Black",
                        "Headtorch_Grey",
                        "Heatpack",
                        "HuntingKnife",
                        "KitchenKnife",
                        "LeatherSewingKit",
                        "Lockpick",
                        "LugWrench",
                        "Machete",
                        "Matchbox",
                        "Megaphone",
                        "OrienteeringCompass",
                        "PersonalRadio",
                        "Pickaxe",
                        "Pliers",
                        "PortableGasLamp",
                        "PortableGasStove",
                        "Rangefinder",
                        "Roadflare",
                        "Screwdriver",
                        "SewingKit",
                        "Shovel",
                        "SledgeHammer",
                        "Spotlight",
                        "SteakKnife",
                        "WeaponCleaningKit",
                        "Whetstone",
                        "WoodAxe",
                        "Wrench"
                ]
        },
```

```
{
        "Title": "Medical",
        "Container": "AirdropContainer_Medical",
        "Quantity": 20,
        "AddFlare": 10,
        "SpawnMin": 1.5,
        "SpawnMax": 3.5,
        "SpawnOffset": 0.001,
        "Lifespan": 60,
        "Items": [
                "BandageDressing",
                "BloodBagEmpty",
                "BloodBagIV",
                "BloodSyringe",
                "BloodTestKit",
                "CharcolaTablets",
                "DisinfectantAlcohol",
                "DisinfectantSpray",
                "Epinephrine",
                "Heatpack",
                "MedicalScrubsHat_Blue",
                "MedicalScrubsHat_Green",
                "MedicalScrubsHat_White",
                "MedicalScrubsPants_Blue",
                "MedicalScrubsPants_Green",
                "MedicalScrubsPants_White",
                "MedicalScrubsShirt_Blue",
                "MedicalScrubsShirt_Green",
                "MedicalScrubsShirt_White",
                "Morphine",
                "PainkillerTablets",
                "PurificationTablets",
                "Rag",
                "SalineBag",
                "SalineBagIV",
                "SurgicalGloves_Blue",
                "SurgicalGloves_Green",
                "SurgicalGloves_LightBlue",
                "SurgicalGloves_White",
                "SurgicalMask",
                "TetracyclineAntibiotics",
                "VitaminBottle",
                "WaterBottle"
        ]
},
{
        "Title": "Military East",
        "Container": "AirdropContainer_Military",
        "Quantity": 20,
        "AddFlare": 50,
        "SpawnMin": 1.5,
        "SpawnMax": 3.5,
        "SpawnOffset": 0.001,
        "Lifespan": 60,
        "Items": [
                "AKM",
                "AK_Bayonet",
                "AK_PlasticBttstck",
                "AK_RailHndgrd",
                "AK_Suppressor",
                "AmmoBox_762x39_20Rnd",
                "Battery9V",
                "Binoculars",
                "CanOpener",
                "Canteen",
                "GorkaEJacket_Autumn",
                "GorkaEJacket_Flat",
                "GorkaEJacket_PautRev",
                "GorkaEJacket_Summer",
                "GorkaPants_Autumn",
                "GorkaPants_Flat",
                "GorkaPants_PautRev",
                "GorkaPants_Summer",
                "Mag_AKM_30Rnd",
                "TacticalBaconCan",
                "TacticalGloves_Beige",
                "TacticalGloves_Black",
                "TacticalGloves_Green",
                "TacticalGoggles",
                "TTsKOJacket_Camo",
                "TTSKOPants",
                "UniversalLight",
                "WeaponCleaningKit"
        ]
},
```

```
            {
                    "Title": "Military West",
                    "Container": "AirdropContainer_Military",
                    "Quantity": 20,
                    "AddFlare": 50,
                    "SpawnMin": 1.5,
                    "SpawnMax": 3.5,
                    "SpawnOffset": 0.001,
                    "Lifespan": 60,
                    "Items": [
                            "AmmoBox_45ACP_25Rnd",
                            "AmmoBox_556x45_20Rnd",
                            "AssaultBag_Black",
                            "AssaultBag_Green",
                            "AssaultBag_Ttsko",
                            "Battery9V",
                            "Binoculars",
                            "CanOpener",
                            "Canteen",
                            "CombatKnife",
                            "FNX45",
                            "M4A1",
                            "M4_CQBBttstck",
                            "M4_RISHndgrd",
                            "M4_Suppressor",
                            "M4_T3NrdSOptic",
                            "M9A1_Bayonet",
                            "Mag_FNX45_15Rnd",
                            "Mag_STANAG_30Rnd",
                            "MilitaryBoots_Beige",
                            "MilitaryBoots_Black",
                            "MilitaryBoots_Bluerock",
                            "MilitaryBoots_Brown",
                            "PistolSuppressor",
                            "Rangefinder",
                            "TacticalBaconCan",
                            "TacticalGloves_Beige",
                            "TacticalGloves_Black",
                            "TacticalGloves_Green",
                            "TacticalGoggles",
                            "UKAssVest_Black",
                            "UKAssVest_Camo",
                            "UKAssVest_Khaki",
                            "UKAssVest_Olive",
                            "UniversalLight",
                            "USMCJacket_Desert",
                            "USMCJacket_Woodland",
                            "USMCPants_Desert",
                            "USMCPants_Woodland",
                            "WeaponCleaningKit"
                    ]
            }
    ],
    "VPP_Map": {
            "ExportMap": 1,
            "TitleMode": 1,
            "MapColor": [
                    0,
                    200,
                    200
            ],
            "MapIcon": "waypointeditor_CA.paa",
            "IsActive": 0,
            "Is3DActive": 0
    }
}
```