Features to add to

**Enhanced Zeus Gamemaster**

Not everything will/can be done. I will try to do as much as I can, but if you wish to do something more complex to an idea, you can always send me the script and I’ll review it!

Red – Can’t be done.

Orange – Can be done with a mod, need to find a script version.

Green – Mod-only fix.

Blue – Mod OR Script Fix

~~Strikethrough – Completed & OR Scripted method found.~~

* ~~Skip Button tor Intro.~~
* Ability to Assign Supports for Side.
* ~~Ability to Place the Carrier.~~
* ~~Ability in lock doors by default.~~
* ~~Animations/Surrendering/Switch sides for player and AI.~~
* ~~Ability to import object compositions created in 3den to your group > empty list - can be countered by just using debug console to import the objects + positions then I guess, what i use to do is use Ares copy and save function to vanilla.~~
* a kind of task tree / more in depth way of managing tasks i.e a hierarchy interface displaying for example to objectives to be completed than the next one gets unlocked. - at current, you can see tasks simple in a list format with the players having the ability to unassign/assign to themselves. I'd like a way in game to further organise these into maybe having one major task with minor ones within it, all having the option to be cancelled, completed or failed.
* Proximity based civilian spawned (5 civilians for every 1000m, or 1000m radius around X number of players)
* ~~Mines which aren’t shown on the map for players.~~
* ~~Key bind for Zeus' to tell AI to land and maybe some others besides just cycle and move being assessible.~~
* Game master triggers (can be simple, once players enter here triggers music, very simple stuff, saves Zeus having to be on point constantly with FX and custom mission end triggers.)
* ability to set objects or AI to invincible, in order to protect mission dependant assets or if a wall can definitely not be broken down.
* placeable animals - individual animals including dogs, more of a personal addition guard dogs.
* ~~draw distance settings in parameters~~
* longer lasting or time based chemlights/FX
* custom objectives can be hidden until needed instead of default unassigned
* activate AI weapon lasers option / remove NVGs from units(edited)
* a mission timer which doesn’t result in the end of a game(edited)
* ~~ability to turn on spectate in server parameters (running outta ideas tbh)~~
* Adjust Vehicle looks (Camo etc.)
* Ability for Zeus to create quick “timer-killer” missions while a “main” mission is made.
* Blacklist Zeus slot to ensure trolls don’t have access.
* Pack magazines.
* Make smoke form small clouds instead of large.