SHEEPS EPOCH REPACK 0.15 - Sheeps Back Baby!

INSTALL GUIDE

REQUIREMENTS

AN EXISTING EPOCH 1.0.5.1 SERVER
STEAM BETA 125548
ACCESS TO SERVER PBO AND MPMISSION FOLDER

INSTALLATION

REPLACE YOUR SERVER PBO WITH THE ONE INCLUDED
REPLACE YOUR MPMISSON PBO WITH THE ONE INCLUDED(IF YOU DONT USE A MPMISSION PBO REPLACE THE MISSON FOLDER)

THAT'S IT START YOUR EPOCH SERVER AND ENJOY!

!!!!IMPORTANT!!!!

YOU HAVE TO RENAME THE PBO TO MATCH THE ONE YOU ALREADY USE!

KNOWN BUGS

1. There is some delay when going from one trader to the next trader.
2. Ground fog / Wind Dust / Snow can cause low FPS and server lag

ADMIN SETUP

(OPTIONAL)
ADD THE 2 DLLS IN THE DLL FOLDER TO YOUR ROOT DIRECTORY (SAME PLACE AS ARMAOA.EXE)
THIS ALLOWS ADMIN TOOL TO RIGHT A LOG FILE IN YOUR MPMISSIONS FOLDER

SUPER ADMINS

1. Open "admintools\AdminList.sqf"
2. Change 76561198087015545 to your UID

```
//Super Admins
SuperAdminList = [
"76561198087015545", // <Your In-Game Name here>
"999999999" // <S-Admin In-Game Name>
];
```

NORMAL ADMINS

Change 76561198087015545 to your admins UID

```
//Admins
AdminList = [
"76561198087015545", // <Admin In-Game Name>
"999999999" // <Admin In-Game Name>
];
```

MODERATORS

```
//Mods
ModList = [
"76561198087015545", // <Moderator In-Game Name>
"999999999" // <Moderator In-Game Name>
];
```

TURN SCRIPTS ON/OFF

1. Open "scriptcontrol.sqf" and edit to your liking

```
true = on;
false = off;
```

WELCOME CREDITS

1. Open "scripts\ServerWelcomeCredits.sqf"
2. Read the comments in the file.

SERVER WATERMARK

1. Open "scriptcontrol.sqf"
2. Find server_name = "Sheeps Epoch Repack";
3. Change Sheeps Epoch Repack to your liking

CHANGE LOAD SCREEN

1. To change the loading screen make a JPG image
   make sure it is one of following resolutions 512x256, 1024x512, 2048x1024

2. Save it in pictures in the mission folder as "loadscreen.jpg"
   (overwrite the one thats there, its the repack default)

CHANGE DEATH SCREEN

1.To change the death screen make a PAA image, first make a JPG then open
   it with TexView2 and saves as PAA.
   you can get TexView2 as part of BI TOOLS here .
   make sure it is one of following resolutions 512x256, 1024x512, 2048x1024

2. Save it in pictures in the mission folder as "deathscr.paa"
   (overwrite the one thats there, its the repack default)

DEBUG MONITOR

CHANGE DEBUG MONITOR
1. open "scripts\DebugMonitor\debug_monitor.sqf"

DEBUG MONITOR SERVER RESTART TIME
1. open "scripts\DebugMonitor\debug_monitor.sqf"
2. find this line (round(240-(serverTime)/60)) and change the 240 to how many minutes before
restart

EG: if you restart every 2 hours you would change 240 to 120

BATTLE EYE

1. Replace you current BE filters with the ones included.

AI

DZAI 2.1.3
WAI 2.1.4

MISSIONS

DZMS 1.1
DZMSHotSpots

SPAWN SELECT

ESS (Enhanced Spawn Select)

CUSTOM LOOT TABLES

To change loot open the following 3 files

scripts\customloot\CfgBuildingLoot.hpp
scripts\customloot\cfgLoot.hpp
scripts\customloot\CfgLootSmall.hpp

EXAMPLE
Open scripts \custom_loot\Configs\cfgLoot.hpp
At the top of the file you will see this
trash[] = {
    {"TrashTinCan",0.5}
    ,{"TrashJackDaniels",0.05}
    ,{"ItemSodaEmpty",0.25}
    ,{"ItemTrashToiletpaper",0.1}
    ,{"ItemTrashRazor",0.1}
  };

So whats it mean?
Basically "TrashTinCan" has a 0.5 chance to spawn in the loot table trash

So if you wanted it to appear more often in trash piles increase the number

To add a new item to spawn add it like so
```
trash[] = {
    {"TrashTinCan",0.5}
    ,{"TrashJackDaniels",0.05}
    ,{"ItemSodaEmpty",0.25}
    ,{"ItemTrashToiletpaper",0.1}
    ,{"ItemTrashRazor",0.1}
    ,{"ItemTrashRazor",0.1} <---- New Item
  };
```

REMOVE DANCING HOOKER

Open mission.sqm and search for

vehicle="Hooker3";

Change it to this

vehicle="";

CREDITS

Development

FallingSheep - Donate
Matt L - Donate
Sgt M Everlast
SchwEde (aka Shiny sonic) - Donate
Alexlawson- www.armageddongaming.co
Brave Sir Robin - NAPF Version
Carl
ShootingBlanks
EvangeliumDB
Mike
Kaysio (aka J0k3r)
Geekin (aka Chainsaw Squirrel)

Testers

Miannie83
StaR_Neonz
BUckENbooz
Bejasc3D
Winter189
Kr1lle
BootCamp
Hands Of God

Trust37

WarklanTD

Draftkid

Daefera

xBowBii

Quentix

Disciple

Bitcoin

m0nk3y

Kimzer

cen

[TJ]

Dohja

dzrealkiller

Keller

Sabione

FoRcE72

SCRIPTS

Epoch Admin Tools 1.9.1 **(NoxSicarius)**

A Plot for Life v2.23 **(Rimblock)**

Build Vectors v3 **(strike)**

Snap Pro 1.4.1 **(RayMix)**

Admin Fast Build

Custom Loot **(Shootex)**

Watermark **(MadHatter05)**

Welcome Credits 1.3.7 **(IT07)**

Custom Loadscreen **(jasonpointer)**

Custom Death Screen(Jokaru)

ESS (Enhanced Spawn Select) **(ebay)**

Debug Monitor

Burn Tents **(soul)**

Deploy Bike

Crafting

Suicide **(Grafzahl)**

Buy Gems from traders

Binocular Fog **(alexlawson)**

Carepackage on self **(MattL)**

Carepackage on map **(MattL)**

Animated MV22 \SUV **(ebay)**

Sirens

Nitro **(Sandbird)**

Regen Blood **(Schwede)**

Fast Rope **(=BTC= & sabbath)**

CAGN (safezones)

Harvest Hemp **(infiSTAR, FragZ, Shogun338)**

DZGM (Group Management) (ebay)

Drink Water (Mamu1234)

Arrest/Investigate (Inkko)

Tent Sleep Healing 1.1 (Krixes)

Zombie Bait/Bomb (Freaking Fred)

Anti Zombie emitter (Freaking Fred)

VASP 1.2 (OtterNas3)

fast trade (gr8_boi52)

Trade from vehicle + Backpack (Csus)

Door Management (Zupa)

Paint Vehicles (0verHeat)

EVR Blow Out (Sumrak-Namaslk creator, JOoPs for how to)

Elevator (Axecop)

Journal (jOoPs)

Craft In Shed (Barra81)

DZAI 2.1.3 (Buttface)

DZAI Boat Patrols (rockeumel)

WAI 2.1.4 (f3cuk)

Extra Loot Postions (General Zaroff)

Animated C130 Crashes (Gorsy)

Animated AN2 Crashes (Gorsy)

AN2 Carepackage Drops (Gorsy)

Animate Heli Crashes (Grafzahl)

DZMS 1.1 (TheVampire)

DZMSHotSpots (ekroemer)

Tow + Lift (Nightmare)

Bury Body (seaweeduk)

Cannibalism (seaweeduk)

Take Clothes 2.0 (Zabn)

Custom Hud (Cen)

Zombie Trucks

Hero perks (MattL)

Walk Amongst Dead (Sandbird)

Bank Robbery 2.9 (Darihon & Spodermayt)

Service points (Axe Cop)

JAEM (OtterNas3)

Snow (Audio Rejectz)

Ground Fog (Andrew_S90)

Advanced Alchemy Building (hogscraper)

Custom Kill Messages (0verHeat)

Weapon Mods (mudzereli)

Fast Rope godmode (Asian Kid)

Watermark image (BAROD)

Ai Bus Route (axeman)

Zombie Hordes (axeman, insertcoins, ebay)

Basejump (nightmare)

OTHERS

The entire DAYZ EPOCH team
The entire ARMA2 team
Dean "Rocket" Hall
The entire DayZ team
The entire Open Dayz team & community!
The entire Epoch Mod Forums team & community!