Care Packages V2

v2.03
Care Packages by Sir DannyDoomno1
Installation guide by The Eagle [911]

Description

The Care Packages mod allows randomized Care Packages to drop throughout the map.

It provides for air delivery of randomly selected containers, filled with randomly selected loot, to randomly selected locations scattered across the map.

Players are notified of Care Packages and how far away they are via messages in-game. This mod is fully customizable; you can customize the frequency, the loot that the packages drops, you can add attachments to items, set randomized quantities, set the type of infected/animals/creatures that will be spawned at the drop zone etc. Additional settings control how messages are delivered to the players. This mod includes custom containers and parachutes you can choose from. There is orange smoke coming from the package and a road flare lights up the area of the drop. If the Care Package would pass through the ground it will be automatically fixed and the package will be sent back above ground. There is an option to lock packages when they drop, meaning players need to open the package. So no looting from inside a vehicle.

If you run Basic Map, Care Package markers will show automatically on your map. If you run the VPP Map you'll need to install the module Care Packages V2 VPP Map Markers to show markers on the map.

The Care Packages mod is designed to have minimal impact to server performance, therefore some features are not added. There are no player-called care packages in this version.

Settings & log files

Once installed and the server is started it will create a settings file: the *config.json* file will be in it's own folder named CarePackagesV2 located in your profile folder.

CarePackage activity will be logged into the '*script_yyyy-mm-dd_hh-mm-ss.log*' file in the root of your profile folder.
A new file script file is created every time the server starts. The server will check the contents of the 'CarePackages' settings file to see if there are any errors. It also contains information on every 'Package Run' created and dropped.
This file will also list the items that were not spawned due to unrecognized classnames (typo's) or because the item was too big. Also, if the drop location could not be found it will be mentioned here.

Installation

1. Make sure you have the module CF installed on your server, as it's a required mod.

2. Subscribe to the 'Care Packages V2' mod via Steam.

3. Locate the '@Care Packages V2' 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.

4. Copy the '@Care Packages V2' folder from your '!Workshops' folder into the root folder on your DayZ server.

5. Open your local copy of the '@Care Packages V2' folder and then open the 'Keys' subfolder.

6. Copy the 'DannyDoom.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 '@Care Packages V2' mod has been added on the server.

   NOTE: When your server starts it will create a additional profile folder and a 'config.json' file.

   a. If a startup file: ensure the '@Care Packages V2' is loaded to the '-mods=' section of the startup commands (client side).
      ✎ **ALWAYS** put this mod as the last mod in your startup file.

   b. If a web interface: ensure the '@Care Packages V2' is added to your client side mods list.

8. Start your server and wait for the *'@Care Packages V2'* folder with the *config.json* to be created in your profile folder.

9. Once created you need to replace the freshly created *'config.json'* with the provided *'config.json'* in this installation guide as the default *'config.json'* file in the mod is outdated.

Definitions

- Care Package run:
  NOTE: fully customizable
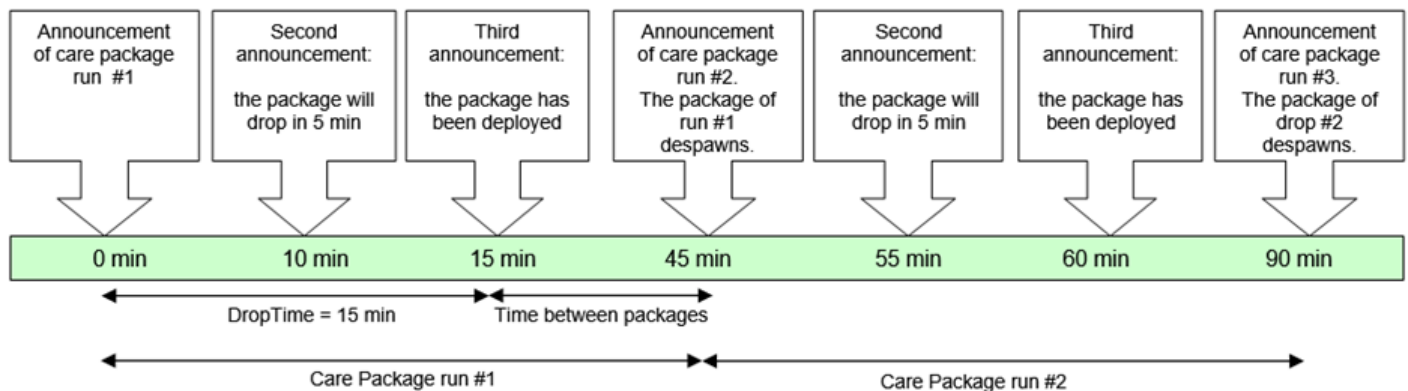
Care package settings

This section will define all of the settings for the 'Care Packages V2' mod and provide explanations and examples values.

CAUTION

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

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.

Config.json: *Main settings controlling how the care package drop functions operate.*

a. **Locations:**

- *Name: Name of the spot, town or city where the care package will be dropped; the drop zone.*

- *Location: X and Y coordinates, decimals are **not** allowed! They must be rounded numbers.*
  NOTE: as the mod will randomly pick a location it is recommended to enter at least 4 different locations per predefined container.
  If not, chances are the container will often fall in the same places

- *Accuracy: Accuracy of the drop zone center in meters.*

- *AllowedPackageIDs: Which predefined care package (container) is allowed to be dropped at this location.*

b. **Packages:**

- *Package_name: Care Package **1** – MEDICAL*

  ➢ *The name of the container. To keep a good overview it's recommended to use this method of naming*

- *object_type: Classname of the container; there are 6 different containers (colors) you can choose from:*

  - *CarePackage_digital_black……camo black/white*
  - *CarePackage_green……………green*
  - *CarePackage_typhon…………..camo grey*
  - *CarePackage_black…………… black*
  - *CarePackage_red……………..red*
  - *CarePackage_blood_moon…….camo red/black*

- *parachute_type: Classname of the parachute; there are 4 different parachutes (colors) you can choose from:*

  - *ArmyParachute_black_digital….camo black/white*
  - *ArmyParachute_green…….…..green*
  - *ArmyParachute_typhon…………camo grey*
  - *ArmyParachute_cadpat…………camo green/black*

- *MinWeapons: 0*

  ➢ *Since this function is disabled it should remain 0.*
  NOTE: Weapons are allocated to the container as an item.

- *MaxWeapons: 0*

  ➢ *Since this function is disabled it should remain 0.*

- *MinMiscItems:5*

  ➢ *Minimum amount of items on your list to be spawned in the container (this to invoke randomness if wanted)*

- *MaxMiscItems:10*

  ➢ *Maximum amount of items on your list to be spawned in the container (this to invoke randomness if wanted)*
  NOTE: The value of the number should not be higher as the the amount of items in the container.

- *AllowedPackageIDs:1*

  ➢ *This is the identification number of your predefined package (corresponding to the Package_name, cf. supra).*
  NOTE: Your first container is 1, your second container is 2, your third container is 3 and so on.

- *Items:*

  - *Item: "VitaminBottle"*

    - *Classname of the item spawned in as loot*

  - *MinQty: 10*

    - *It's the minimum **internal** quantity/capacity of the item; meaning 10 pills. So it does **not** mean 10 vitamin bottles.*
      NOTE:
      a) items are not stackable: if you want 5 vitamin bottles in the container, you'll have to add 5 times one bottle to the list.
      b) Be sure to use the correct classname or the item will not spawn.
      c) If the size of the item is too large, length wise, like a big gun, it will not spawn in either. Remember 'DayZ' does not rotate items in a inventory.
      d) Therefore: put weapons & other big items at the beginning of your list. Followed by the smaller items.

- *MaxQty: 30*
  - *It's the maximum **internal** quantity/capacity of the item.*
  - *In the example above: the amount of pills in a bottle will be random between 10 & 30 pills.*
  - *For any item containing **fluids or raw materials**; enter 100 if you desire a full bottle/item, meaning 100% full. But some items need a multiple of 100, like 1000 or 10000 if you want it to be a full item.*
    For example: Pot holding water: 2000, Canteen: 10000, Garden Lime: 10000, Gasfilter: 200, MatchBox: 100, Rice: 1000, Battery9v: 100. Set to -1 if you want it to be empty.
  - *For items that don't use quantity just set the min & max as 1. For example: Shovel: 1*
  - *The bottom line is; if an item has several uses, it is necessary to increase the internal quantity.*
- *Attachments: [ ]*
  - *Attachments to spawn on this loot object. Like for example a Pouch to a Plate Carrier.*
    Multiple attachments are possible.
- *A weapon is added to the list the same way as an item.*
  - *example:*
    - *"Item": "FAL",*
      "MinQty": 1,
      "MaxQty": 1,
      *   "Attachments": [*
      *   "Mag_FAL_20Rnd",*
      *   "Fal_FoldingBttstck",*
      *   "ACOGOptic"]*
  - *You want 2 FAL's to spawn in your care package?*
    - *You'll have to add 1 more FAL to the list. Don't change MinQty because that's an **internal** quantity.*
- *Weapons: [ ]*
  - *Since this function does not work due a DayZ update, it should remain blank and should not be completed.*

c. InfectedTypes:

- *The list of infected to be spawned at the drop. You can add all infected, wolves and bears. Even custom creatures can be added to this list. The mod will randomly choose from the list.*
  NOTE:
  The value of the number of creatures in the list should be at least as high as the number in the section 'ZombiesToSpawn' (see [cf. infra](#)).

d. MinutesBetweenPackages: 30

- *Time in minutes between 2 Care Package runs (see [definitions](#)). A new run starts when the last one was announced, not when it's dropped. This ensures the players will be able to get to the drop before another one starts and the current one despawns.*

e. DropHeight: 150

- *Height in meters from which the container will be dropped whilst leaving a smoke trail.*
  This ensures players see the smoke from far away, if too low the smoke might not been seen.
- *If put higher than 150, the infected/animals/creatures might wander off before the container is dropped.*

f. DisableSmoke: 0

- *Since this function is disabled it should remain 0, meaning smoke will emerge from the container at all times*

g. DropTime: 15

- *Time in minutes before the Care Package is dropped from the sky at the location. This is the first in-game message announcing a Care Package will drop in x minutes. It gives players the opportunity to travel to the location of the drop.*

h. MinimumPlayers: -1

- *Since this function is disabled it should remain -1*

i. PackagesBeingRan: 4,

- *This represents the number of predefined containers. If you have 4 predefined 'Package_name' the number should be 4.*

j. PackageCallDelay: 5,

- *Since this function does not work it should remain 5 (no "player called drops" in this version)*

 k. MinutesAway: 5,

  ▪ *Time in minutes when a second in-game message will appear announcing the care package is going to be dropped. This number should lower than DropTime.When set to 5 min, the message will appear 5 min before the package drops.*

 l. ZombiesToSpawn: 10,

  ▪ *Amount of infected/animals/creatures to spawn at the drop zone.*
  NOTE:
  The value must be equal to or less than the total number of infected in the list of InfectedTypes (see cf. supra).

 m. LocationHistoryCheckRange: 3,

  ▪ *How many of the recent runs should he take into account when choosing a drop zone location to avoid choosing the same location again. Usually 3 is enough unless you have a long list of locations it should be 5.*

 n. LootSpawnType: 1,

  ▪ *1 = Spawn all items in the list, 0 = Spawn items in the list of the container randomly*

 o. LockPackages: true,

  ▪ *true = care package will be locked on drop and players will need to hit F to open them (so no looting from vehicles).*

  ▪ *false = care package will not be locked.*

 p. Title: "Care Package",

  ▪ *Title of the in-game announcements*

 q. StartMessage: " A care package is on its way to ",

  ▪ *First message in-game announcing the location for the Care Package; start of a Care Package Run. It will automatically add the name of the location.*
  NOTE: You can put the words in another language but otherwise you don't have to do anything.

 r. MinutesAwayPrefix: "The care package is ",

  ▪ *Second message in-game announcing the care package is going to be dropped in x minutes.*
  NOTE: You can put the words in another language but otherwise you don't have to do anything.

 s. DroppedMessage: " The care package has been deployed."

  ▪ *Final message in-game announcing the Care Package has been dropped and is coming down.*

 t. MinutesAwaySuffix: " minutes away from ",

  ▪ **NOTE**: You can put the words in another language but otherwise you don't have to do anything.

  ▪ **<u>Example:</u>**
  First message: *"A care package is on its way to Krasnostav Airstrip."*
  Second message: *"The care package is 5 minutes away from Krasnostav Airstrip. "*
  Final message: *"The care package has been deployed."*

FAQ:

1. The package remains <u>suspended</u> in the air. What am I doing wrong?
   a) you've put weapons in the weapons section: you should put them in the section provided for <u>items</u>.
   b) you've put decimals in the coordinates of your location. Don't use decimals.

2. What does the *FAILED TO FIND VALID DROP LOCATION TO USE FOR RUN: 1* in the *'script_yyyy-mm-dd_hh-mm-ss.log'* means?
   this can mean several things; the coordinates are wrong or another event is going on at the location but most likely it is skipping the chosen location due to *LocationHistoryCheckRange* setting.

3. Even though I chose randomness it turns out that that is not always the case:
   randomness done by DayZ is awful, we have to live with it I guess.

4. Are there *player called drops*? No, not in this version.

5. The markers on the map from previous drops do not disappear fast enough:
   unfortunately something we can't do anything about.

Sample Config.json

```json
{
    "Locations": [
        {
            "Name": "Krasnostav Airstrip",
            "Location": [
                11930,12490
            ],
            "Accuracy": 50,
            "AllowedPackageIDs": [
                1
            ]
        },
        {
            "Name": "Northwest Airfield",
            "Location": [
                4349,9826
            ],
            "Accuracy": 50,
            "AllowedPackageIDs": [
                1
            ]
        },
        {
            "Name": "Novaya Petrovka",
            "Location": [
                3448,13039
            ],
            "Accuracy": 50,
            "AllowedPackageIDs": [
                1
            ]
        },
        {
            "Name": "Severograd",
            "Location": [
                8030,12646
            ],
            "Accuracy": 20,
            "AllowedPackageIDs": [
                1
            ]
        },
        {
            "Name": "VMC",
            "Location": [
                4555,8160
            ],
            "Accuracy": 50,
            "AllowedPackageIDs": [
                2
            ]
        },
        {
            "Name": "Grishino",
            "Location": [
                6340,10215
            ],
            "Accuracy": 50,
            "AllowedPackageIDs": [
                2
            ]
        },
        {
            "Name": "Lopatino",
            "Location": [
                2530,10100
            ],
            "Accuracy": 50,
            "AllowedPackageIDs": [
                2
            ]
        },
        {
            "Name": "Pustoshka",
            "Location": [
                3050,8300
            ],
            "Accuracy": 50,
            "AllowedPackageIDs": [
                2
            ]
        }
    ],
```

```json
"Packages": [
    {
        "Package_name": "Care Package 1 - SURVIVAL KIT",
        "object_type": "CarePackage_typhon",
        "parachute_type": "ArmyParachute_typhon",
        "MinWeapons": 0,
        "MaxWeapons": 0,
        "MinMiscItems": 5,
        "MaxMiscItems": 6,
        "AllowedPackageIDs": [
            1
        ],
        "Items": [
            {
                "Item": "AKM",
                "MinQty": 1,
                "MaxQty": 1,
                "Attachments": [
                    "Mag_AKM_Drum75rnd",
                    "AK_WoodHndgrd",
                    "AK_woodBttStck",
                    "KobraOptic"]
            },
            {
                "Item": "Mag_AKM_Drum75rnd",
                "MinQty": 60,
                "MaxQty": 75,
                "Attachments": []
            },
            {
                "Item": "Canteen",
                "MinQty": 10000,
                "MaxQty": 10000,
                "Attachments": []
            },
            {
                "Item": "Rice",
                "MinQty": 1000,
                "MaxQty": 1000,
                "Attachments": []
            },
            {
                "Item": "Battery9V",
                "MinQty": 100,
                "MaxQty": 100,
                "Attachments": []
            },
            {
                "Item": "PlateCarrierVest",
                "MinQty": 1,
                "MaxQty": 1,
                "Attachments": ["PlateCarrierHolster",
                                "PlateCarrierPouches"]
            }
        ],
        "Weapons":[]
    },
    {
        "Package_name": "Care Package 2 - MEDICAL",
        "object_type": "CarePackage_digital_black",
        "parachute_type": "ArmyParachute_black_digital",
        "MinWeapons": 0,
        "MaxWeapons": 0,
        "MinMiscItems": 3,
        "MaxMiscItems": 4,
        "AllowedPackageIDs": [
            2
        ],
        "Items": [
            {
                "Item": "BandageDressing",
                "MinQty": 80,
                "MaxQty": 100,
                "Attachments": []
            },
            {
                "Item": "TetracyclineAntibiotics",
                "MinQty": 4,
                "MaxQty": 10,
                "Attachments": []
            },
            {
                "Item": "VitaminBottle",
                "MinQty": 10,
                "MaxQty": 25,
                "Attachments": []
            },                    {
                "Item": "CharcoalTablets",
                "MinQty": 1,
                "MaxQty": 10,
                "Attachments": []
            }
        ],
        "Weapons": []
    }
],
```

```
"InfectedTypes": [
        "Animal_CanisLupus_Grey",
        "Animal_CanisLupus_White",
        "Animal_UrsusArctos",
        "Animal_UrsusArctos",
        "Animal_UrsusArctos",
        "InfectedSoldierHardJMC",
        "ZmbF_ParamedicNormal_Blue",
        "ZmbF_ParamedicNormal_Green",
        "ZmbM_CitizenASkinny_Blue",
        "ZmbM_CitizenASkinny_Brown",
        "ZmbM_CitizenASkinny_Grey",
        "ZmbM_MotobikerFat_Beige",
        "ZmbM_MotobikerFat_Black",
        "ZmbM_MotobikerFat_Blue"
    ],
    "LootSpawnType": 1,
    "MinutesBetweenPackages": 30,
    "DropHeight": 150,
    "DropTime": 15,
    "MinimumPlayers": -1,
    "PackagesBeingRan": 2,
    "PackageCallDelay": 5,
    "MinutesAway": 5,
    "ZombiesToSpawn": 14,
    "LocationHistoryCheckRange": 3,
    "LockPackages": true,
    "Title": "Care Package",
    "DroppedMessage": "The care package has been deployed",
    "StartMessage": "A care package is on its way to ",
    "MinutesAwayPrefix": "The care package is ",
    "MinutesAwaySuffix": " minutes away from "
}
```

- In this example we have 8 different drop locations of which the first 4 accept the predefined package #1 (AllowedPackageIDs [1]) and other 4 accept the predefined package #2 (AllowedPackageIDs [2]).

- We have made 2 predefined packages (containers):
  "Package_name": "Care Package 1 - SURVIVAL KIT" ⇨ the ID of this package: "*AllowedPackageIDs": [1]*
  "Package_name": "Care Package 2 - MEDICAL"   ⇨ the ID of this package: "*AllowedPackageIDs": [2]*

- Due to the setting LootSpawnType": 1 all items on the loot list will spawn. The only randomness is in the internal quantity of the items.

- The setting "PackagesBeingRan": 2 needs to be set to 2 because we have 2 predefined containers.

- The setting "LocationHistoryCheckRange": 3 means it will check the 3 latest drop locations to avoid choosing the same location again.

For testing purposes

- Set your settings as follows to avoid having to wait a long time before a crate comes down:

```
"LootSpawnType": 1,
"MinutesBetweenPackages": 6,
"DropHeight": 150,
"DropTime": 5,
"MinimumPlayers": -1,
"PackagesBeingRan": 2,
"PackageCallDelay": 5,
"MinutesAway": 3,
"ZombiesToSpawn": 1,
"LocationHistoryCheckRange": 3,
"LockPackages": true,
"Title": "Care Package",
"DroppedMessage": "The care package has been deployed",
"StartMessage": "A care package is on its way to ",
"MinutesAwayPrefix": "The care package is ",
"MinutesAwaySuffix": " minutes away from "
```

Notice

I did not contribute in any way to the development of the mod. I created this manual because I wanted to contribute to the community. In the beginning I had a lot of questions regarding the configuration and after a lot of testing I have put my results on paper. Hopefully this manual can help others.