

## Settings DAC\_SectorFight

```
Init = DAC_Sectors = [];  
DAC_Sector_Values = [500,0.5,1,0.5,[5,0],[5,1],true];  
[z3,z4,z5,z6,z7,z8,z9] execVM "\DAC_Source\Scripts\DAC_Init_Sector.sqf";
```

**Hint** Each sector must be rectangular and must be oriented to the north.

### DAC\_Sector\_Values:

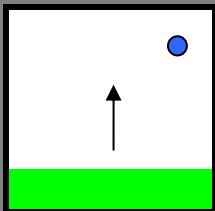
1. Value = **500** Factor for 100% (full green or full red)
2. Value = **0.5** Time interval for actualisation
3. Value = **1** Factor for one unit
4. Value = **0.5** Factor of reducing (no unit inside the sector)

#### Example 1:

1 **friendly** unit  
inside the sector:

Every **0.5** sec. **+1**

After **250** sec.  
the sector is (**green**) full

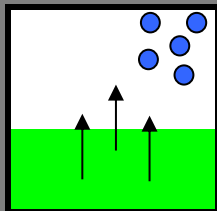


#### Example 2:

5 **friendly** units  
inside the sector:

Every **0.5** sec. **+5**

After **50** sec.  
the sector is (**green**) full

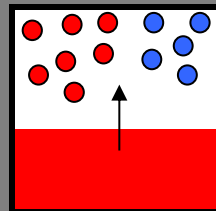


#### Example 3:

5 **friendly** + 7 **enemy** units  
inside the sector:

Every **0.5** sec. **+2**

After **125** sec.  
the sector is (**red**) full



5. Value = **[5,0]** Settings for side **enemy**
  6. Value = **[10,0]** Settings for side **friendly**
- The same meaning

1. **Para** = Time window to the filling state decreases, if no unit within the sector
2. **Para** = This parametre determines whether the sector can be taken once or several times.
  - 0** = several times
  - 1** = once > If the zone is full, the zone cannot be taken any more.

7. Value = **Show sector status** (true or false)

Do you want to know if all sectors are 100% red or green, then execute the following query:

```
if(({_x == 3} count DAC_Sectors) == count DAC_Sectors) then ... 100% red  
if(({_x == 4} count DAC_Sectors) == count DAC_Sectors) then ... 100% green
```