Short-instruction DAC V3.1 / Script- und Addon- Version

■■■■

Step 1 **Script-Version**	Place a **player** unit directly on the empty map and rename it **s1.** Save the mission. This action creates a new mission folder. Copy the **DAC folder** and the „**init.sqf**" exactly into this new folder. These data can be found in the folder „**Script_Version**" of the zip file.	**Step 1** **Addon-Version**	Place a **player** unit directly on the empty map and rename it **s1.** Place one of the DAC-Logics on the map: Logic = **DAC_intern**: no additional data requires Logic = **DAC_extern**: the DAC folder is required

---

Step 2

Activation

Place a trigger on the map with following basic settings: **Form and Size**: **arbitrary**, **Name**: **arbitrary**, **Activation**: **Gamelogic, repeatedly, present, Condition: true**

fun = ["z1",[1,0,0,0],[ ],[ ],[ ],[ ],[1,1,0,6,1]] spawn DAC_Zone

| | | | | | | | | | | | | | |
A   B C D E   F   G   H   I   J K L M N

Description

A — Name of the zone (Trigger), please define as string (the given name here must be the same one which has been given to the trigger)

B — The **ID** Number of the Zone (an arbitrary number), to connect zones which each other (same ID = connect zones, unambiguous ID = zone runs local)

C — Status of the zone when zone has been initiated. **0** = zone keeps activated, **1** = zone will be deactivated

D — Statement of a valid number out of the DAC_Config_Events, default = 0 (means that no events will be processed).

E — Only specify if the groups should have zero waypoints in their master zone (the parameter can be specified as an option).

F — Array to generate **Infantry**   [5,2,50,10]   generates Infantry 5 times, size of groups 2, 50 WP altogether, 10 wp per group

G — Array to generate **Wheeled vehicles**   [3,2,30,5]   generates vehicles 3 times, size of groups 2, 30 WP altogether, 10 wp per group

H — Array to generate **Tracked vehicles**   [5,1,40,8]   generates tanks 5 times, size of groups 1, 40 WP altogether, 8 WP per group

I — Array to generate **Helicopters**   [3,2,5]   generates Helicopters 3 times Size of groups 2 (if cargo is used), 5 WP per group

or   Array to generate **DAC camps**   [1,2,50,0,100,10]   generates 1 Camp Size of group 2, radius 50 meters, Vehicles and Infantry, 100%, 10 resapwns

I — Zone belongs to Site   >   **0** = East, **1** = West, **2** = RACS, **3** = civilian **(for more see readme page 7)**

J — Unit configuration of the zone   (DAC_Config_Units)   >   default units = 0 for East, 1 for West, 2 for RACS, 3 for civilians

K — Behaviour configuration of the zone (DAC_Config_Behaviour) >   default behaviour = 0 for East, 1 for West, 2 for RACS, 3 for civilian

L — Camp configuration of the zone   (DAC_Config_Camps)   >   needed only if 1 camp minimum will be generated in the respective zone.

M — Waypoint configuration of the zone (DAC_Config_Waypoints) >   parameter is optional. Config 0 will be used if there is no value defined (default)

Examples

fun = ["z1",[1,0,0],[3,3,20,6],[],[],[],[0,0,0,0,1]] spawn DAC_Zone	>	generates Infantry only (on side **east**)
fun = ["z1",[1,0,0],[],[5,2,50,8],[],[],[1,1,1,1,1]] spawn DAC_Zone	>	generates vehicles only (on side **west**)
fun = ["z1",[1,0,0],[5,2,80,10],[],[5,1,30,7],[ ],[1,1,1,1,1]] spawn DAC_Zone	>	generates Infantry + tanks (on side **west**)
fun = ["z1",[1,0,0],[],[],[],[3,3,6],[1,1,1,1,1]] spawn DAC_Zone	>	generates Helicopter (on side **west**)
fun = ["z1",[1,0,0],[20],[],[10],[],[1,1,1,1,1]] spawn DAC_Zone	>	generates WP´s only for Inf. and tanks (on side **west**)
fun = ["z1",[1,0,0],[],[],[],[2,2,50,0,100,10],[1,1,1,1,1]] spawn DAC_Zone	>	generates Camps only (on side **west**)
fun = ["z1",[1,0,0,0],[3,3,20,6],[3,2,20,6],[],[],[0,0,0,0]] spawn DAC_Zone	>	all generated groups will leave their zone forever