

**Step 1**

Place a 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 file "Init.sqf" exactly into this new folder.  
 The DAC folder and the script file can be found in the following directory:  
[DAC\\_V3\\_b\DAC\\_script\DAC\\_Basic\\_Files\...](#)

**Step 2**

Place a trigger on the map with following basic settings:

**Form:** arbitrary, **Size:** arbitrary

**Activation:** Gamelogic, repeatedly, present

**Name:** as you want (example: z1)

**Condition:** true

**Step 3**

The DAC script call

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

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

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

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

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

H — 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 = ["z2",[2,0,0],[3,3,20,6],[ ],[ ],[ ],[1,1,1,1,1]] spawn DAC\_Zone > generates **Infantry** only (on side **west**)

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**)