

Step 1	Place a unit directly on the empty map and rename it S1 Place one of the DAC-Logics on the map: Logic = DAC_intern : requires no additional data in the mission directory Logic = DAC_extern : be waiting for the folder "DAC" in your mission directory in which there are all DAC config files. This folder with all the config files is included in the zip file	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 <pre> fun = ["z1",[1,0,0],[],[],[],[],[1,1,1,1,1]] spawn DAC_Zone </pre> <div style="display: flex; justify-content: space-around; margin-top: 10px;"> ABCDEFGHIJKLM </div>																															
Description	<p>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)</p> <p>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)</p> <p>C — Status of the zone when zone has been initiated. 0 = zone keeps activated, 1 = zone will be deactivated</p> <p>D — Statement of a valid number out of the DAC_Config_Events, default = 0 (means that no events will be processed).</p> <table border="0" style="width: 100%;"> <tr> <td style="width: 30%;">E — Array to generate Infantry</td> <td style="width: 20%;">[5,2,50,10]</td> <td style="width: 50%;">generates Infantry 5 times, size of groups 2, 50 WP altogether, 10 wp per group</td> </tr> <tr> <td>F — Array to generate Wheeled vehicles</td> <td>[3,2,30,5]</td> <td>generates vehicles 3 times, size of groups 2, 30 WP altogether, 10 wp per group</td> </tr> <tr> <td>G — Array to generate Tracked vehicles</td> <td>[5,1,40,8]</td> <td>generates tanks 5 times, size of groups 1, 40 WP altogether, 8 WP per group</td> </tr> <tr> <td>H — Array to generate Helicopters</td> <td>[3,2,5]</td> <td>generates Helicopters 3 times Size of groups 2 (if cargo is used), 5 WP per group</td> </tr> <tr> <td>or Array to generate DAC camps</td> <td>[1,2,50,0,100,10]</td> <td>generates 1 Camp Size of group 2, radius 50 meters, Vehicles and Infantry, 100%, 10 resapwns</td> </tr> </table> <table border="0" style="width: 100%;"> <tr> <td style="width: 45%;">I — Zone belongs to Site</td> <td style="width: 5%;">></td> <td style="width: 50%;">0 = East, 1 = West, 2 = RACS, 3 = civilian (for more see readme page 7)</td> </tr> <tr> <td>J — Unit configuration of the zone (DAC_Config_Units)</td> <td>></td> <td>default units = 0 for East, 1 for West, 2 for RACS, 3 for civilians</td> </tr> <tr> <td>K — Behaviour configuration of the zone (DAC_Config_Behaviour)</td> <td>></td> <td>default behaviour = 0 for East, 1 for West, 2 for RACS, 3 for civilian</td> </tr> <tr> <td>L — Camp configuration of the zone (DAC_Config_Camps)</td> <td>></td> <td>needed only if 1 camp minimum will be generated in the respective zone.</td> </tr> <tr> <td>M — Waypoint configuration of the zone (DAC_Config_Waypoints)</td> <td>></td> <td>parameter is optional. Config 0 will be used if there is no value defined (default)</td> </tr> </table>		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)
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