

## DayZ SA Trader Tutorial by Tormund v.1

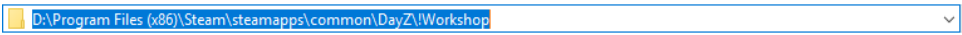
This tutorial will teach you to how to create your own traders, edit traders, prices and optionally create your own trader cities.

### Prerequisites:

Community Offline Mode[Optional] - <https://github.com/Arkensor/DayZCommunityOfflineMode>  
Trader Mod - <https://steamcommunity.com/sharedfiles/filedetails/?id=1590841260>

### Installation:

#### Trader

- 1) Subscribe to the mod in the link above.
- 2) Navigate to the following directory. - YOURDRIVE(C/D ect)\Program Files (x86)\Steam\steamapps\common\DayZ
- 3) In the top bar, add \!Workshop to enter the workshop directory.  

- 4) Copy and Paste @Trader into your server root directory.
- 5) Drag the dayztrader.bikey from @Trader/Keys into your server keys folder.
- 6) Drag the Trader folder located in @Trader/ServerProfileFolder/ to your server profiles folder.
- 7) Add @Trader to your server mod parameters -mod=@Trader

You should now have 2 functioning traders on your server located at Green Mountain and Kumyrna.

### Editing Your Traders:

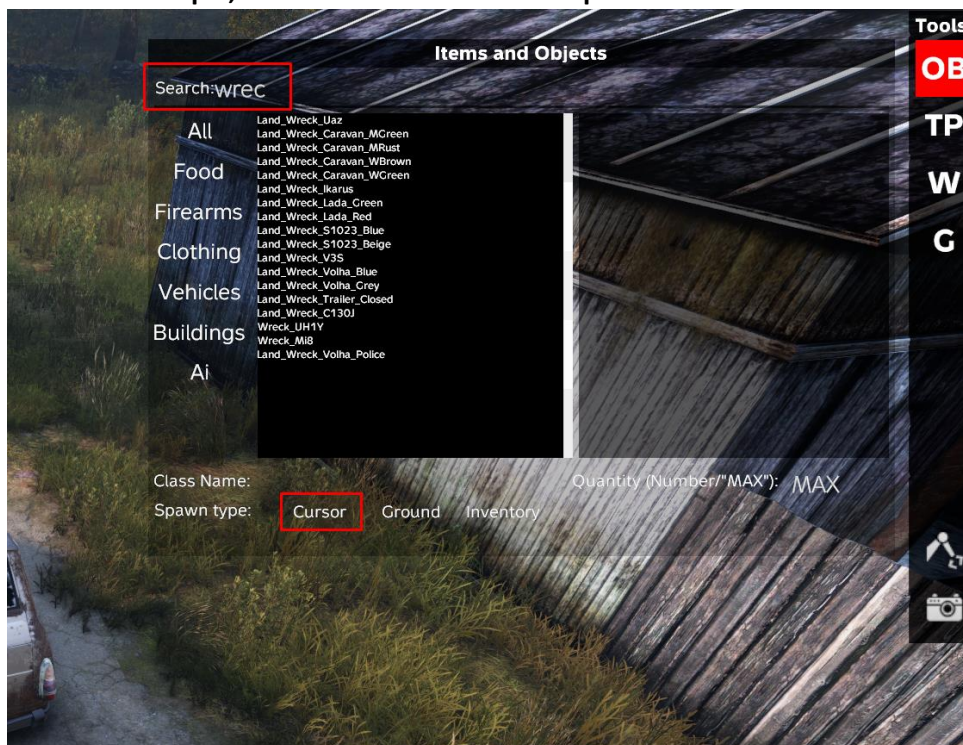
You can configure your trader in the [profiles/Trader/TraderConfig.txt](#)

You can edit the prices, catagories, and add weapons into this Config. I will delve into a little more detail later on.

## Adding Custom Traders and Trader Locations with Community Offline Mode

### Installation of COM:

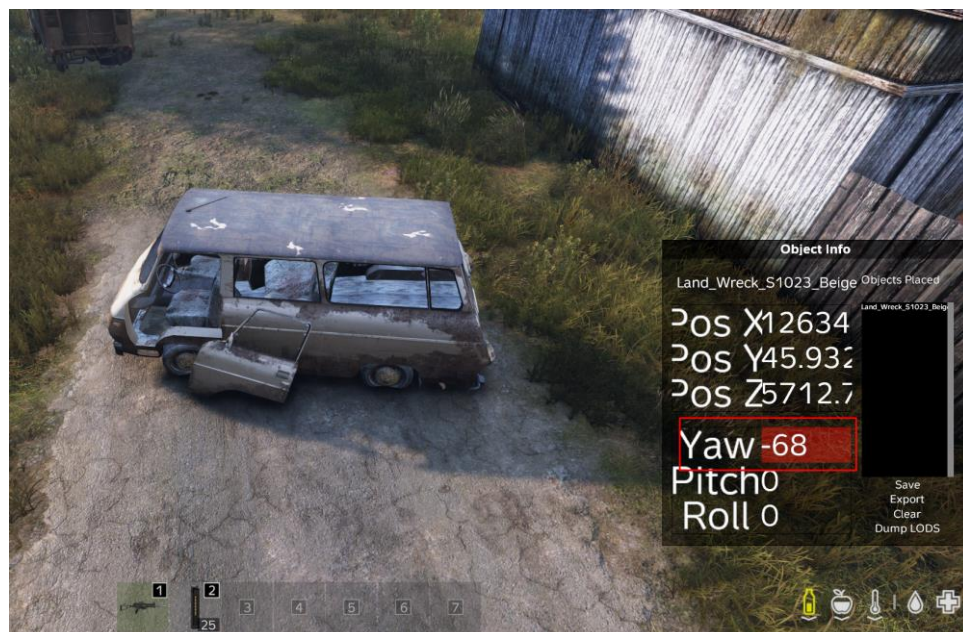
- 1) Head to the download link above for COM, click "Download or Clone" and "Download as ZIP".
- 2) Extract the ZIP to your Desktop.
- 3) In the ZIP, you want to find the **DayZCommunityOfflineMode.ChernarusPlus** folder and drag it into your DayZ Missions folder located in **\Program Files (x86)\Steam\steamapps\common\DayZ\Missions**.
- 4) The Developer of COM recommends you rename your **BattlEye** folder to **BattlEye.Disabled** and **DayZ\_BE.exe** to **DayZ\_BE.Disable.exe**.
- 5) Launch the **DayZCommunityOfflineMode.ChernarusPlus.bat** file to launch the game into COM.
- 6) Once in game, you will be able to add items into the world.
- 7) Press Y and click "Object Spawner". You can place items here and filter out classnames. For example, I will filter a car wreck and spawn it on the cursor.



8) Now click the crane icon on the bottom and you can tweak the position, pitch, yaw and roll with it. Make sure you double check that you have clicked the object before tweaking it so you know you are moving the correct object.



9) You can "Click+Hold" To move your object. For convenience, you can use your mouse wheel whilst hovering over Pos X, Y, Z, Yaw, Pitch and Roll. Yaw will rotate the object. So we will use the scroll wheel to rotate the vehicle.





10) Once you have placed the objects you want, click “Export”. You then want to open up a text editor. Preferably Notepad++ or Sublime. I will be using Notepad++

11) After opening Notepad++, hit “CTRL+V” to copy and paste the object positions.

```
//Spawn helper function
void SpawnObject( string type, vector position, vector orientation )
{
    auto obj = GetGame().CreateObject( type, position );
    obj.SetPosition( position );
    obj.SetOrientation( obj.GetOrientation() ); //Collision fix
}

//Your custom spawned objects
SpawnObject( "Land_Wreck_S1023_Beige", "12634.506836 45.932014 5712.702637", "-68.000000 0.000000 0.000000" );
SpawnObject( "Land_Wreck_Volha_Blue", "12638.887695 45.796806 5714.539063", "34.000000 0.000000 0.000000" );
SpawnObject( "Land_Wreck_S1023_Beige", "12631.420898 46.132881 5717.108398", "0.000000 0.000000 0.000000" );
```

Porting over your objects to your Server.

Once you have exported your objects, the next step is to port them into your server.

Raw porting into the Init.c

1) Head to your server directory **root/mpmissions/dayzChernarus.Offlineplus/init.c**

2) You want to copy the code above at the top of your init C, making sure you have no {} errors.

3) You're init.c should look like so:

```
1 //Spawn helper function
2 void SpawnObject( string type, vector position, vector orientation )
3 {
4     Object obj;
5     obj = Object.Cast( GetGame().CreateObject( type, position ), "0 0 0" );
6     obj.SetPosition( position );
7     obj.SetOrientation( orientation );
8
9     // Force update collisions
10    if (obj.CastEffectPathgraph())
11    {
12        obj.CastEffectPathgraph( true, false );
13        GetGame().GetCallQueue( CALL_CATEGORY_SCRIPT ).CallLater( GetGame().UpdatePathgraphBeginByObject, 100, false, obj );
14    }
15 }
16
17 void main()
18 {
19     SpawnObject( "Land_Wreck_S1023_Beige", "12634.506836 45.932014 5712.702637", "-68.000000 0.000000 0.000000" );
20     SpawnObject( "Land_Wreck_Volha_Blue", "12638.887695 45.796806 5714.539063", "34.000000 0.000000 0.000000" );
21     SpawnObject( "Land_Wreck_S1023_Beige", "12631.420898 46.132881 5717.108398", "0.000000 0.000000 0.000000" );
22 }
23
24 //INIT WEATHER BEFORE ECONOMY INIT-----
25 Weather weather = g_Game.GetWeather();
26
27 weather.HistoryWeather( false ); // false - use weather controller from Weather.c
28
29 weather.GetOvercast().Set( Math.RandomFloatInclusive( 0.4, 0.9 ), 1, 0 );
30 weather.GetRain().Set( 0, 0, 1 );
31 weather.GetFog().Set( Math.RandomFloatInclusive( 0.05, 0.1 ), 1, 0 );
32
33 //INIT ECONOMY-----
34 Give ce = CreateEntity();
35 if ( ce )
36     ce.CastOffline();
37
38 //DATE RESET AFTER ECONOMY INIT-----
39 int year, month, day, hour, minute;
40 int reset_month = 1, reset_day = 20;
41 GetGame().GetWorld().SetDate( year, month, day, hour, minute );
42
43 if ( month == reset_month && ( day < reset_day ) )
44 {
45     GetGame().GetWorld().SetDate( year, reset_month, reset_day, hour, minute );
46 }
47 else
48 {
49     if ( ( month == reset_month + 1 ) && ( day > reset_day ) )
50     {
51         GetGame().GetWorld().SetDate( year, reset_month, reset_day, hour, minute );
52     }
53     else
54     {
55         if ( ( month < reset_month ) || ( month > reset_month + 1 ) )
56         {
57             GetGame().GetWorld().SetDate( year, reset_month, reset_day, hour, minute );
58         }
59     }
60 }
61
62
63 class CustomMission: MissionServer
64 {
65     void SetRandomHealth( EntityAI itemEnt )
66     {
67         if ( itemEnt )
68         {
69             int randHl = Math.RandomInt( 0, 100 );
70             itemEnt.SetHealth( "", "", randHl );
71         }
72     }
73
74     override PlayerBase CreateCharacter( PlayerIdentity identity, vector pos, ParamReadContext ctx, string characterName )
75     {
76         Entity playerEnt;
77         playerEnt = GetGame().CreatePlayer( identity, characterName, pos, 0, "NONE" ); //Create random player
78         Class.CastTo( m_player, playerEnt );
79     }
80 }
```

4) Save your init.c and launch your server.

**Notes: Make a backup of your init.c beforehand incase anything goes wrong.**

### **Creating Trader Cities**

**So now you have a concept of how to place your custom objects, you can combine this knowledge with Trader to create trader cities. Ill use mine as an example.**



**1) So you want to create your area and leave room for you trader to sit in. You also want to add an NPC as well where your trader will go, but they will be deleted later.**

**2) Once you've completed your area and ported into the server, you need to understand how the TraderConfig and TraderObjects work.**

**We will have a look at how the TraderConfig is configured.**

**3) Open up `root/profiles/Trader` folder. You'll want to make backups of TraderConfig and TraderObjects. Just copy and paste them and rename TraderObjects.fresh and TraderConfig.fresh.**

**4) Open up the TraderConfig file with Notepad++.**

**Take time familiarising yourself with how it works, what V, \*, M, W mean ect, how the buy/sell price works. Ill not delve into that as much.**

**The most important thing to note however when setting up Trader is that each Trader has a unique ID which is set in the TraderObjects folder. Make the habit of adding IDs in the TraderConfig folder. Each <Trader> has a unique ID starting from 0.**

```

<Trader> Consume Trader // Trader Name (first Trader has ID = 0, second Trader has ID = 1, and so on..) //TRADER 0
<Trader> Misc Trader //TRADER 1
<Trader> Misc Trader //TRADER 1

```

So the first trader on the list which is the Consume trader has an ID of 0.  
The second trader has an ID of 1 and so on so forth.

So in my Trader Folder I have added my first custom trader. Now because it is the 7<sup>th</sup> Trader in the list, the trader ID is 6 (IDs start at 0).

```

<Trader> Vehicle Parts Trader WLD //ID 6
  <Category> Vehicle Parts
    HeadlightH7_Box, *, 30, 15
    SparkPlug, *, 60, 40
    EngineOil, *, 70, 40
    CarBattery, *, 100, 50
    //TruckBattery, *, 180, 100
    CarRadiator, *, 200, 100
    TireRepairKit, *, 220, 100
    HatchbackHood, *, 300, 100
    HatchbackTrunk, *, 380, 130
    HatchbackDoors_Driver, *, 450, 160
    HatchbackDoors_CoDriver, *, 450, 160
    HatchbackWheel, *, 500, 100
    CivSedanHood, *, 400, 140
    CivSedanTrunk, *, 450, 150
    CivSedanDoors_Driver, *, 500, 180
    CivSedanDoors_CoDriver, *, 500, 180
    CivSedanDoors_BackLeft, *, 500, 180
    CivSedanDoors_BackRight, *, 500, 180
    CivSedanWheel, *, 600, 120

```

```

<Trader> Vehicle Parts Trader WLD //ID 6
  <Category> Vehicle Parts
    HeadlightH7_Box, *, 30, 15
    SparkPlug, *, 60, 40
    EngineOil, *, 70, 40
    CarBattery, *, 100, 50
    //TruckBattery, *, 180, 100
    CarRadiator, *, 200, 100
    TireRepairKit, *, 220, 100
    HatchbackHood, *, 300, 100
    HatchbackTrunk, *, 380, 130
    HatchbackDoors_Driver, *, 450, 160
    HatchbackDoors_CoDriver, *, 450, 160
    HatchbackWheel, *, 500, 100
    CivSedanHood, *, 400, 140
    CivSedanTrunk, *, 450, 150
    CivSedanDoors_Driver, *, 500, 180
    CivSedanDoors_CoDriver, *, 500, 180
    CivSedanDoors_BackLeft, *, 500, 180
    CivSedanDoors_BackRight, *, 500, 180
    CivSedanWheel, *, 600, 120

```

This Trader sells

Vehicle Parts Only and is named Vehicle Parts Trader WLD

The Category is the Tab that you will see below the trader name. I have added the parts I want the trader to sell and set the prices.

The second Trader I added was a food Trader.

```
<Trader> Consumables Trader WLD //ID
<Category> Vegetables
Apple, *, 1, 0
GreenBellPepper, *, 1, 0
Pear, *, 1, 0
Plum, *, 1, 0
Potato, *, 1, 0
Tomato, *, 1, 0
Zucchini, *, 3, 1
Pumpkin, *, 8, 3
CaninaBerry, *, 1, 0
SambucusBerry, *, 1, 0
AgaricusMushroom, *, 2, 1
AmanitaMushroom, *, 2, 1
LactariusMushroom, *, 2, 1
MacrolepiotaMushroom, *, 2, 1
PsilocybeMushroom, *, 2, 1
AuriculariaMushroom, *, 2, 1
BoletusMushroom, *, 2, 1
PleurotusMushroom, *, 2, 1

<Category> Packaged Food
PowderedMilk, *, 1, 0
BoxCerealCrunchin, *, 2, 1
Rice, *, 3, 1
PeachesCan, *, 4, 2
SardinesCan, *, 4, 2
TunaCan, *, 4, 2
SpaghettiCan, *, 5, 2
BakedBeansCan, *, 5, 2
TacticalBaconCan, *, 5, 3

<Category> Meat
Lard, S, 2, 1
ChickenBreastMeat, S, 2, 1
GoatSteakMeat, S, 3, 1
SheepSteakMeat, S, 3, 1
PigSteakMeat, S, 4, 2
BoarSteakMeat, S, 4, 2
WolfSteakMeat, S, 4, 2
DeerSteakMeat, S, 5, 2
CowSteakMeat, S, 5, 2

<Category> Drinks
SodaCan_Cola, *, 2, 1
SodaCan_Kvass, *, 2, 1
SodaCan_Pipsi, *, 2, 1
SodaCan_Spite, *, 2, 1
WaterBottle, *, 5, 2
Canteen, *, 8, 4
```

This trader has an ID of 7, because it is the 8<sup>th</sup> Trader in the list.

Once you have added your Traders, Categories, prices you can save the document with CTRL+S.

**Important:** Make sure you double/triple/quadruple check every line for spelling mistakes. Make sure after each name you add, you add a comma.

5 )Now open your TraderObjects file in Notepad.

The next step will be to add your trader marker, which will define the position of the Trader, Safezone Radius and utilise that all important Trader ID.

So below, Kumryna, you want to create a name. Mine is called Camp Wilderness.

You want to have it so it looks like so:

```

<VehicleSpawnOri> -42, 0, 0 // Vehicle Spawnpoint Orientation; Yaw, Pitch, Roll (c
// Kymyrna:
<TraderMarker> 0
<TraderMarkerPosition> 8354.06, 293.143, 5995.87
<TraderMarkerSafezone> 80
<TraderMarker> 1
<TraderMarkerPosition> 8357.55, 293.143, 5995.26
<TraderMarkerSafezone> 80
<TraderMarker> 2
<TraderMarkerPosition> 8359.22, 292.034, 5973.69
<TraderMarkerSafezone> 80
<TraderMarker> 3
<TraderMarkerPosition> 8354.61, 292.034, 5967.63
<TraderMarkerSafezone> 80
<TraderMarker> 4
<TraderMarkerPosition> 8370.48, 293.277, 5994.52
<TraderMarkerSafezone> 30
<TraderMarker> 5
<TraderMarkerPosition> 8365.63, 292.012, 5977.71
<TraderMarkerSafezone> 80
<VehicleSpawn> 8365.18, 292.017, 5987.68
<VehicleSpawnOri> -90, 0, 0
// Camp Wilderness:
<TraderMarker> 6
<TraderMarkerPosition> 8080.86, 255.190, 10905.87
<TraderMarkerSafezone> 140
<TraderMarker> 7
<TraderMarkerPosition> 8166, 260.66, 10915.00
<TraderMarkerSafezone> 140

```

You'll notice, the first TraderMarker we have has an ID of 6. This defines our first custom Trader, which was our Vehicle Parts Trader.

To grab the <TraderMarkerPosition> you want to grab the code from where you exported your NPC from COM. Paste in the values with the first column being X, the Second Y, and the third is Z.

Once you have added those values, you can remove the NPC from your Init.c as Trader will spawn the NPC anyway.

The <TraderMarkerSafezone> defines a radius in Metres of the safezone. Tweak this to your liking.

Scroll down and create your place name again like // My Trader City. Heres my example:

```

// Camp Wilderness
<Object> SurvivorF_Judy
<ObjectPosition> 8080.86, 256.190, 10905.87
<ObjectOrientation> 100.00, 0, 0
<ObjectAttachment> Wrench
<ObjectAttachment> SledgeHammer
<ObjectAttachment> WorkingGloves_Brown
<ObjectAttachment> ConstructionHelmet_White
<ObjectAttachment> Shirt_BlueCheckmar
<ObjectAttachment> CanvasPants_Blue
<ObjectAttachment> WorkingBoots_Grey
<Object> SurvivorM_Oliver
<ObjectPosition> 8166, 260.66, 10915.00
<ObjectOrientation> 81, 0, 0
<ObjectAttachment> ThickFramesGlasses
<ObjectAttachment> WomanSuit_Black
<ObjectAttachment> SlacksPants_Black
<ObjectAttachment> DressShoes_Black

```



**<Object>** - This defines the classname of which Trader to spawn. I havn't tried with any duplicate ones, so I am using classnames which were not already used in the config.

**<ObjectPosition>** - Copy and Paste the same values you entered in the Trader Marker.

**<ObjectOrientation>** This Sets the Yaw, Pitch and Roll for your trader, the only one you want to use is the first one which is the rotation of the trader. This is trial and error but the value is obtained by rotating the NPC you placed in COM to get the value of the YAW.

**<ObjectAttachment>** This adds clothing and addons for your custom Trader. You can play around with it, but Id just suggest copying and pasting the previous traders.

CTRL+Save and you should hopefully be good to go with your custom traders and cities.

### Questions and Answers

**Q:** My Trader Sell Prices are all 0

**A:** Make sure you have correctly added Commas on every single item, weapon, you add in. EG  
MP5, W, 200, 100  
The sell price doesn't need a comment.

**Q:** My Custom Traders are showing a different category to what is in the config

**A:** Double check your trader IDS are all correct.

Any other issues, feel free to contact me at [Discord.me/WildDayZ](https://discord.me/WildDayZ)

Big Thanks to the following:

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