



# Airdrop - Upgraded

v1.20.01.20

Original Airdrop by Camino & Philipp – Update Created by DiGiaComTech

## Overview

This DayZ mod provides for air delivery of randomly selected containers, filled with randomly selected loot, to randomly selected locations scattered across the map all configurable to your exact needs via a robust settings file. It also provides 'Player Called' drops via Airdrop Flares.

Server administrators can configure the frequency of airdrops, the type of loot that will be delivered, and the type of zombies that will be spawned at the drop zone. Additional settings control how messages are delivered to the players, how the aircraft and containers move & behave, as well as how loot is placed about the container after touchdown ([see the Settings section for a detailed description of all parameters](#)).

## Aviation Terms & Definitions

- AGL..... Above Ground Level. The vertical height/distance the aircraft is above the ground (feet/meters).
- Dropzone..... The location/place and/or immediate vicinity where supplies are to be dropped.
- FTP ..... File Transfer Protocol, in reference to FTP applications.
- MSL..... Mean Sea Level. The altitude or vertical height/distance the aircraft is above sea level (feet/meters).
- KIAS..... KNOTs Indicated Airspeed. The speed of the aircraft in nautical miles per hour (KNOTs).

## Logging

Once the server is started all Airdrop activity will be logged into its own profile folder 'Airdrop'. There are currently four (4) types of log files being created as follows:

1. **Settings:** The loading of 'Airdrop' setting will be logged into the 'script\_YYYY-MM-DD\_HH-MM-SS.log' file located in the root of the profile folder. Indicating if the settings were successfully loaded and/or if conversions and/or corrections were required.
2. **Manager:** This log contains information on every 'Airdrop' created. This file is located within the 'Airdrop' profile folder and a new file will be created every server restart. Filename = 'YYYY-MM-DD @ HH-MM-SS AirdropManager.log'.
3. **Aircraft:** This log contains information on each aircraft launched, from start to finish, including details on the zombies spawned (or not spawned) around the Dropzone. This file will also list the zombies that were spawned and/or if unrecognized zombies were not spawned. Filename = 'YYYY-MM-DD @ HH-MM-SS AirdropAircraft.log'.
4. **Container:** This log contains information on every 'Container' created and includes current wind information and a listing of all loot spawned (or not spawned) around the Container. This file will also list the items that were spawned and/or if unrecognized item were not spawned. Filename = 'YYYY-MM-DD @ HH-MM-SS AirdropContainer.log'.

## Installation

### NOTE

You will need FTP or web access to your DayZ server folders in order to install this mod. You will also need access to the server startup command files or the server control panel web interface provided by your game service provider in order to install this mod.

1. Subscribe to the '@Airdrop-Upgraded' mod via Steam.
2. Locate the '@Airdrop-Upgraded' mod folder on your client computer within your 'Steam » DayZ » !Workshop' folder.

### NOTE

The Steam '!Workshops' folder is hidden from view by default on most systems. Make sure you have your client computer set to show hidden files & folders.

3. Open your File Transfer (FTP) application and connect to your server.
4. Copy the '@Airdrop-Upgraded' folder from your '!Workshops' folder into the root folder on your DayZ server.
5. Open your local copy of the '@Airdrop-Upgraded' folder and then open the 'Keys' subfolder.
6. Copy the 'DiGiaComTech.bikey' key file into the 'Keys' folder on your DayZ server.
7. Open your server startup command files, or the server control web interface, locate the MOD settings and ensure the '@Airdrop-Upgraded' mod, and all its dependent mods have been added and/or otherwise activated on the server.

### CAUTION

The '@Airdrop-Upgraded' mod is dependent on the '@CF' and '@DayZ-Expansion-Notifications'. You must install both of these mods and list them BEFORE the 'Airdrop-Upgraded' mod in the server startup mods list.

The original '@Airdrop' mod is NOT compatible with the new '@Airdrop-Upgraded' mod! This mod is a complete replacement of the original '@Airdrop' mod and they can NOT both be run at the same time on the same server.

### NOTE

When your server starts it will create additional profile folders and JSON data. If you have an old Airdrop 'settings.json' file it will be read and converted to the new file format automatically ([see the Settings section for a detailed description of all parameters](#)).

- a. If a startup file: Ensure the '@Airdrop-Upgraded', and all mods it depends on, are loaded to the '-mods=' section of the startup commands.
  - b. If a web interface: Ensure the '@Airdrop-Upgraded', and all mods it depends on, are added to your server side mods list.
8. Start your server and wait for all airdrop folders and files to be created, once created you can edit as needed ([see the Settings section for a detailed description of all parameters](#)).

## Usage

### Server:

There is nothing you need to do on the server side except adjust the airdropsettings.json file to your liking ([see the Settings section for a detailed description of all parameters](#)).

### Client:

The only player interaction with this mod is via AirdropFlares. These flares can be made available within the DropTypes by setting the AddFlare percentage or at various Traders sites (see Trader mod for details on adding new Buy/Sell items).

### Other Mods:

### CAUTION

The 'Airdrop-Upgraded' mod manages all airdrop functions, the spawning of aircraft (random and player called), and the dropping of containers and loot. If you are using mods that provide spawning capabilities you should only spawn in AirdropFlares. MANUALLY SPAWNING ANY OTHER AIRDROP ITEMS (CONTAINERS OR PLANES) COULD CRASH YOUR SERVER REQUIRING IT TO BE RESTARTED!!!

If other mods bring in spawnable items, new spawnable zombies, and/or new spawnable animals then the item codes for these items can be added to the appropriate Items or Zombie lists within the AirdropSettings.json file.

## Settings

This section will define all of the settings for the 'Airdrop' mod and provide explanations and examples values. See [AirdropSettings.json](#) file example provided below for the actual content of this file.

### CAUTION

**JSON file content must comply with strict data formatting (see 'Introduction to JSON' website). You should validate your files online before use (see 'JSON Lint' website).**

**Settings values shown below are examples only. Most values are unlimited and can be set as needed (e.g. MinimumPlayers could be 1, 100, or 1000).**

#### 1. Controls: Main settings controlling how main airdrop functions operate.

- a. Version [string]: This is the current release version of the mod in reverse date format (Release.YY.MM.DD).
  - **1.20.01.20 ... This value can NOT be edited and will be ignored and overwritten by the mod upon startup!**
- b. Interval: This is the time, in minutes, random airdrops will be created (should be similar to [Container » Lifespan](#) setting) [integer].
  - 30, 45, or 90 minutes (any positive integer value)
- c. Mode: Controls how airdrops are created [integer].
  - 1 = Randomly called only
  - 2 = Flare Called only
  - 3 = Both Random & Flare called
- d. LogManager: This value controls if logs are created for Airdrop manager events (0 = off, 1 = on) [integer].
  - 0 or 1 (positive value)
- e. LogAircraft: This value controls if logs are created for Airdrop aircraft events (0 = off, 1 = on) [integer].
  - 0 or 1 (positive value)
- f. LogContainers: This value controls if logs are created for Airdrop container events (0 = off, 1 = on) [integer].
  - 0 or 1 (positive value)
- g. MinimumPlayers: Minimum number of active players in game before random airdrops will be called (0 = always active, > 0 activate only when there are at least this many players on the server) [integer].
  - 0, 5 or 10 players (any positive value >= 0, should not exceed server player limit)

#### 2. Map: Controls the map area and offsets where airdrops are spawned and despawned.

##### NOTE

The width and height values are the absolute widths & heights with the 0/0 point being in the lower left corner and the max width/height point being in the upper right corner.

- a. Width: The width of the map in meters [float].
  - 15360 meters (for Chernarus plus map)
- b. Height: The height of the map in meters [float].
  - 15360 meters (for Chernarus plus map)
- c. Offset: The offset applied to the map border where aircraft are spawned/despawned [float].
  - 1000 meters



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**3. Aircraft:** *Controls how the aircraft functions.*

- a. AirspeedKIAS: KNOTs (Nautical miles per hour) Indicated Airspeed of the aircraft in [integer].
  - 150 Knots for most transport aircraft (any positive value)
- b. StartAltMSL: Aircraft starting altitude MSL (Mean Sea Level) [integer].
  - 2348 meters above MSL for Cruising altitude (any positive value greater than maximum terrain elevation of map)
- c. DropAGL: Aircraft drop altitude AGL (Above Ground Level) [integer].
  - 152 to 457 meters above the ground for most drop operations (any positive value)
- d. DropOffset: How far below the aircraft should the dropped container be spawned spawn [integer].
  - -20 meters (any value, negative = below, positive = above aircraft)
- e. DropAccuracy: How far should the drop location be offset from the DropZone's actual coordinates [integer].
  - 0 (for no offset at all) or 304 meters (any positive value)
- f. TerrainFollowing: How fast should the aircraft react to changes in the terrain (min 0 = none, max 1= exact) [float].
  - 0.5 percent (between 0 and 1 inclusive)

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**4. Messages:** *Controls player messages.*

- a. Mode: Controls how messages are sent to the players [integer].
  - 0 = No messages of any type are sent to players
  - 1 = DayZ Notifications Only
  - 2 = Text Chat Only
  - 3 = Both DayZ Notification & Text Chat
- b. Duration: How many seconds should DayZ Notification messages be displayed [integer].
  - 30 seconds (any positive value > 0, messages will not be displayed if set to zero/0)
- c. Proximity: The aircraft's distance (rounded down to nearest integer) from the dropzone when the 'Proximity' message "*The aircraft is 1 Km from Barinzino.*" will be displayed [integer].
  - 1000 meters (any positive value)
- d. NotificationARGB: Color settings for DayZ Expansion Notification messages (A, R, G, B ... 0 to 255) [integer].
  - 255, 0, 100, 200 (any 5 positive values between 0 and 255 IAW ARGB color specifications)
- e. ImperialUnits: How should messages display distances [integer] (coming soon).
  - 0 = Metric / Meters
  - 1 = Imperial / Feet

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**5. Container:** *Controls how the containers function.*

- a. TriggerAGL: Distance from the ground where parachute is released and loot is spawned (meters).
  - 1 meter (any positive value)
- b. FallRate: How fast does the crate and parachute descend [float].
  - 7 meters per second (any positive value)
- c. StandUpTimer: How long to wait before the container rights itself [float].
  - 1 second (any positive value)
- d. SpawnMin: Default minimum distance from drop point items can be spawned in at [float].
  - 1.5 meters (any positive value)
- e. SpawnMax: Default maximum distance from drop point items can be spawned in at [float].
  - 3.5 meters (any positive value)

- f. SpawnOffset: Distance above the ground items are spawned in at [float].
  - 0.01 meters (any positive value > 0)
- g. WindStrength: Amount of wind drift applied to the container while under parachute (0 = no effect, 1= full effect, 2 = double effect) [float].
  - 0.1 percent (any positive value, best if kept small so container does NOT drift out of zombie spawn area)
- h. Lifespan: Determines how long the loot being spawned in remains on the ground (0 = use economy setting, > 0 lifespan set, should be similar to [Controls » Interval](#) setting) [integer].
  - 0 or 45 minutes (any positive value)

6. **Locations:** *Zombie spawn lists by location type.*

**CAUTION**

You may create an unlimited number of Locations. However, excessively long lists may become difficult to manage and/or cause other game related problems. Location Titles cannot be duplicated! Zombies list can only contain recognized DayZ object codes!

- a. Title: Title or name assigned to this location [text].
  - City, Country, Industrial, or Military (one value only)
- b. Zombies: List of zombies to be spawned at this location [text array].

7. **DropZones:** *Contains information for all random and flare called airdrops.*

**CAUTION**

You may create an unlimited number of DropZones. However, excessively long lists may become difficult to manage and/or cause other game related problems. DO NOT remove or replace the first item in the list 'Player Called' as it is reserved for player/flare called airdrops! Player called drop information is contained and read from the first item in the list of DropZones. DropZone Titles cannot be duplicated! Location text must match the [Locations](#) entered above! If 'Location' is set to random it must be upper case (RANDOM)!

- a. Title: A unique title or name assigned to this Dropzone [text].
  - Barinzino, or Balota Airfield, etc. (any string value)
- b. Location: Name of location, from [Locations](#) list (above), to reference when spawning zombies [text]

**NOTE**

Location names will be verified when the server starts. If a Location name is left blank or an unrecognized capitalization of 'RANDOM' is found it will be corrected to 'RANDOM'.

- City, Country, Industrial, Military, etc. (any single value from the list of locations)
- RANDOM (randomly selects from the list of locations, must be upper case)
- c. DropType: The specific type of loot, from [DropTypes](#), to be dropped at this location [text].

**NOTE**

DropType names will be verified when the server starts. If a DropType name is left blank or an unrecognized capitalization of 'RANDOM' is found it will be corrected to 'RANDOM'.

- Military West, Military East Medical, Misc. Food, etc.
- RANDOM (randomly selects from the list of locations, must be upper case)
- d. X: West/East map grid coordinate where 0 is West border and 15360 is East border [float].
  - 0 to 15360 meters (for Chernarus plus, any positive value within the range specified by the map in use)
- e. Z: South/North map grid coordinates where 0 is South border and 15360 is North border [float].
  - 0 to 15360 meters (for Chernarus plus, any positive value within the range specified by the map in use)

- f. Zombies: Number of zombies to be randomly spawned around the Dropzone [integer].

**NOTE**

This value can be any positive value greater than or equal to 0 and can be less than or greater than the total number of zombies in the list being spawned.

- 0 to spawn ALL zombies within the [Locations.Zombies](#) list.
  - 10 zombies will be randomly spawned from the [Locations.Zombies](#) list (any positive value)
- g. Radius: Distance from center of drop zone to spawn zombies within [integer].
- 76 to 152 meters (any positive value)
- h. DropAccuracy: Maximum distance from drop zone center the container will be released at [integer].
- 76 to 152 meters (any positive value > 5 or aircraft movement per game framerate {150 KIAS / 60 FPS = 1.28 meters per frame})

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8. **DropTypes:** *Contains information for all randomly generated container loot contents.*

**CAUTION**

**You may create an unlimited number of DropTypes. However, excessively long lists may become difficult to manage and/or cause other game related problems. DropType Titles cannot be duplicated! Items list can only contain recognized DayZ object codes! If 'Container' is set to random it must be upper case (RANDOM)!**

- a. Title: Unique title or name assigned to this DropType [text].
- Tools, Clothing, Food, Medicine, or Weapons, etc.
- b. Container: Container type (color) to be dropped [text].

**NOTE**

Container names will be verified when the server starts. Unrecognized container names will be replaced with the default container name 'AirdropContainer'. If the Container name is left blank or an unrecognized capitalization of 'RANDOM' is found, it will be corrected to 'RANDOM'.

- AirdropContainer..... red (default)
  - AirdropContainer\_Blue..... blue
  - AirdropContainer\_Medical ..... red with white cross
  - AirdropContainer\_Military ..... green camouflage
  - AirdropContainer\_Yellow ..... yellow
  - RANDOM ..... randomly selects one from the types listed above (upper case)
- c. Quantity: Number of items to be spawned in the vicinity of the container when it touches down [integer]. ].

**NOTE**

This value can be any positive value greater than or equal to 0 and can be less than or greater than the total number of items in the list being spawned.

- 0 to spawn ALL items within the DropType.Items list (below)
  - 10 items (any positive value)
- d. AddFlare: Chance of an 'Airdrop Flare' being included with the items specified below where 0 is none and 100 is always [integer].
- 0 to 100 percent (any positive value between 0 and 100 inclusive)
- e. SpawnMin: Minimum distance from drop point items can be spawned in at [float].
- 1.5 meters (any positive value)
- f. SpawnMax: Maximum distance from drop point items can be spawned in at [float].
- 3.5 meters (any positive value)
- g. SpawnOffset: Distance above the ground items are spawned in at [float].
- 0.01 meters (any positive value > 0)
- h. Items: List of items to be spawned at this location [text array]
- See [AirdropSettings.json](#) file example provided below.



**Sample AirdropSettings.json****CAUTION**

After editing this file you should always validate its contents with a JSON parser (either a client or web application like JAONLINT.com). Any 'Container', 'Locations', or 'DropType' parameters set to 'random' must be all upper case (RANDOM)!

```
{
  "Controls": {
    "Version": "1.20.01.20",
    "Interval": 60,
    "Mode": 3,
    "LogManager": 1,
    "LogAircraft": 1,
    "LogContainers": 1,
    "MinimumPlayers": 1
  },
  "Map": {
    "width": 15360,
    "Height": 15360,
    "Offset": 1000
  },
  "Aircraft": {
    "AirSpeedKIAS": 150,
    "StartAltMsl": 2438,
    "DropAGL": 304,
    "DropOffset": -20,
    "DropAccuracy": 304,
    "TerrainFollowing": 0.5
  },
  "Messages": {
    "Mode": 3,
    "Duration": 60,
    "Proximity": 1500,
    "ImperialUnits": 0,
    "NotificationARGB": [
      255,
      0,
      100,
      200
    ]
  },
  "Container": {
    "TriggerAGL": 1,
    "FallRate": 7,
    "StandUpTimer": 1,
    "SpawnMin": 1.5,
    "SpawnMax": 3.5,
    "SpawnOffset": 0.001,
    "WindStrength": 0.1,
    "Lifespan": 60
  },
  "Locations": [
    {
      "Title": "City",
      "Zombies": [
        "ZmbF_CitizenANormal_Beige",
        "ZmbF_CitizenANormal_Blue",
        "ZmbF_CitizenANormal_Brown",
        "ZmbF_CitizenBSkinny",
        "ZmbF_Clerk_Normal_Blue",
        "ZmbF_Clerk_Normal_Green",
        "ZmbF_Clerk_Normal_Red",
        "ZmbF_Clerk_Normal_White",
        "ZmbF_DoctorSkinny",
        "ZmbF_JoggerSkinny_Blue",
        "ZmbF_JoggerSkinny_Brown",
        "ZmbF_JoggerSkinny_Green",
        "ZmbF_JoggerSkinny_Red",
        "ZmbF_JournalistNormal_Blue",
        "ZmbF_JournalistNormal_Green",
        "ZmbF_JournalistNormal_Red",
        "ZmbF_JournalistNormal_White",
        "ZmbF_NurseFat",
        "ZmbF_ParamedicNormal_Blue",
        "ZmbF_ParamedicNormal_Green",
        "ZmbF_ParamedicNormal_Red",
        "ZmbF_PatientOld",
        "ZmbF_PolicewomanNormal",
        "ZmbF_ShortSkirt_Beige",
        "ZmbF_ShortSkirt_Black",
        "ZmbF_ShortSkirt_Brown",
        "ZmbF_ShortSkirt_Checks",
        "ZmbF_ShortSkirt_Green",
        "ZmbF_ShortSkirt_Grey",
        "ZmbF_ShortSkirt_Red",
        "ZmbF_ShortSkirt_Stripes",
        "ZmbF_ShortSkirt_White",
        "ZmbF_ShortSkirt_Yellow",
        "ZmbF_SkaterYoung_Brown",
        "ZmbF_SkaterYoung_Striped",
        "ZmbF_SkaterYoung_Violet",
        "ZmbM_CitizenASkinny_Blue",
        "ZmbM_CitizenASkinny_Brown",
        "ZmbM_CitizenASkinny_Grey",
        "ZmbM_CitizenASkinny_Red",

```

```

        "ZmbM_CitizenBFat_Blue",
        "ZmbM_CitizenBFat_Green",
        "ZmbM_CitizenBFat_Red",
        "ZmbM_ClerkFat_Brown",
        "ZmbM_ClerkFat_Grey",
        "ZmbM_ClerkFat_Khaki",
        "ZmbM_ClerkFat_White",
        "ZmbM_CommercialPilotOld_Blue",
        "ZmbM_CommercialPilotOld_Brown",
        "ZmbM_CommercialPilotOld_Grey",
        "ZmbM_CommercialPilotOld_Olive",
        "ZmbM_DoctorFat",
        "ZmbM_JacketNormal_greenchecks",
        "ZmbM_Jacket_beige",
        "ZmbM_Jacket_black",
        "ZmbM_Jacket_blue",
        "ZmbM_Jacket_bluechecks",
        "ZmbM_Jacket_brown",
        "ZmbM_Jacket_greenchecks",
        "ZmbM_Jacket_grey",
        "ZmbM_Jacket_khaki",
        "ZmbM_Jacket_magenta",
        "ZmbM_Jacket_stripes",
        "ZmbM_JoggerSkinny_Blue",
        "ZmbM_JoggerSkinny_Green",
        "ZmbM_JoggerSkinny_Red",
        "ZmbM_JournalistSkinny",
        "ZmbM_ParamedicNormal_Black",
        "ZmbM_ParamedicNormal_Blue",
        "ZmbM_ParamedicNormal_Green",
        "ZmbM_ParamedicNormal_Red",
        "ZmbM_Patientskinny",
        "ZmbM_PatrolNormal_Autumn",
        "ZmbM_PatrolNormal_Flat",
        "ZmbM_PatrolNormal_PautRev",
        "ZmbM_PatrolNormal_Summer",
        "ZmbM_PolicemanFat",
        "ZmbM_PolicemanSpecForce",
        "ZmbM_PrisonerSkinny",
        "ZmbM_SkaterYoung_Blue",
        "ZmbM_SkaterYoung_Brown",
        "ZmbM_SkaterYoung_Green",
        "ZmbM_SkaterYoung_Grey"
    ],
},

```



```

{
  "Title": "Country",
  "Zombies": [
    "ZmbF_HikersSkinny_Blue",
    "ZmbF_HikersSkinny_Green",
    "ZmbF_HikersSkinny_Grey",
    "ZmbF_HikersSkinny_Red",
    "ZmbF_MilkMaidOld_Beige",
    "ZmbF_MilkMaidOld_Black",
    "ZmbF_MilkMaidOld_Green",
    "ZmbF_MilkMaidOld_Grey",
    "ZmbF_SurvivorNormal_Blue",
    "ZmbF_SurvivorNormal_Orange",
    "ZmbF_SurvivorNormal_Red",
    "ZmbF_SurvivorNormal_White",
    "ZmbF_VillagerOld_Blue",
    "ZmbF_VillagerOld_Green",
    "ZmbF_VillagerOld_Red",
    "ZmbF_VillagerOld_White",
    "ZmbM_FarmerFat_Beige",
    "ZmbM_FarmerFat_Blue",
    "ZmbM_FarmerFat_Brown",
    "ZmbM_FarmerFat_Green",
    "ZmbM_HermitSkinny_Beige",
    "ZmbM_HermitSkinny_Black",
    "ZmbM_HermitSkinny_Green",
    "ZmbM_HermitSkinny_Red",
    "ZmbM_HikersSkinny_Blue",
    "ZmbM_HikersSkinny_Green",
    "ZmbM_HikersSkinny_Yellow",
    "ZmbM_HunterOld_Autumn",
    "ZmbM_HunterOld_Spring",
    "ZmbM_HunterOld_Summer",
    "ZmbM_HunterOld_Winter",
    "ZmbM_MotobikerFat_Beige",
    "ZmbM_MotobikerFat_Black",
    "ZmbM_MotobikerFat_Blue",
    "ZmbM_SurvivorDean_Black",
    "ZmbM_SurvivorDean_Grey",
    "ZmbM_VillagerOld_Blue",
    "ZmbM_VillagerOld_Green",
    "ZmbM_VillagerOld_White",
    "ZmbM_priestPopSkinny"
  ]
},
{
  "Title": "Industrial",
  "Zombies": [
    "ZmbF_BlueCollarFat_Green",
    "ZmbF_BlueCollarFat_Red",
    "ZmbF_BlueCollarFat_White",
    "ZmbF_MechanicNormal_Beige",
    "ZmbF_MechanicNormal_Green",
    "ZmbF_MechanicNormal_Grey",
    "ZmbF_MechanicNormal_Orange",
    "ZmbM_ConstrWorkerNormal_Beige",
    "ZmbM_ConstrWorkerNormal_Black",
    "ZmbM_ConstrWorkerNormal_Green",
    "ZmbM_ConstrWorkerNormal_Grey",
    "ZmbM_FirefighterNormal",
    "ZmbM_FishermanOld_Blue",
    "ZmbM_FishermanOld_Green",
    "ZmbM_FishermanOld_Grey",
    "ZmbM_FishermanOld_Red",
    "ZmbM_HandymanNormal_Beige",
    "ZmbM_HandymanNormal_Blue",
    "ZmbM_HandymanNormal_Green",
    "ZmbM_HandymanNormal_Grey",
    "ZmbM_HandymanNormal_White",
    "ZmbM_HeavyIndustryWorker",
    "ZmbM_MechanicSkinny_Blue",
    "ZmbM_MechanicSkinny_Green",
    "ZmbM_MechanicSkinny_Grey",
    "ZmbM_MechanicSkinny_Red",
    "ZmbM_OffshoreWorker_Green",
    "ZmbM_OffshoreWorker_Orange",
    "ZmbM_OffshoreWorker_Red",
    "ZmbM_OffshoreWorker_Yellow"
  ]
},
{
  "Title": "Military",
  "Zombies": [
    "ZmbM_PatrolNormal_Autumn",
    "ZmbM_PatrolNormal_Flat",
    "ZmbM_PatrolNormal_PautRev",
    "ZmbM_PatrolNormal_Summer",
    "ZmbM_SoldierNormal"
  ]
},
{
  "Title": "Wolfpack",
  "Zombies": [
    "CanisLupus_White",
    "CanisLupus_Grey"
  ]
}
],

```

```

"DropZones": [
  {
    "Title": "Player Called",
    "Location": "RANDOM",
    "DropType": "RANDOM",
    "X": 0,
    "Z": 0,
    "Zombies": 10,
    "Radius": 50,
    "DropAccuracy": 100
  },
  {
    "Title": "Balota Airstrip",
    "Location": "Military",
    "DropType": "RANDOM",
    "X": 5025,
    "Z": 2455,
    "Zombies": 5,
    "Radius": 50,
    "DropAccuracy": 100
  },
  {
    "Title": "Berezino",
    "Location": "Industrial",
    "DropType": "RANDOM",
    "X": 12450,
    "Z": 9250,
    "Zombies": 10,
    "Radius": 50,
    "DropAccuracy": 100
  },
  {
    "Title": "Chernogorsk",
    "Location": "Industrial",
    "DropType": "RANDOM",
    "X": 7400,
    "Z": 3500,
    "Zombies": 10,
    "Radius": 50,
    "DropAccuracy": 100
  },
  {
    "Title": "Elektrozavodsk",
    "Location": "City",
    "DropType": "RANDOM",
    "X": 10050,
    "Z": 2450,
    "Zombies": 10,
    "Radius": 50,
    "DropAccuracy": 100
  },
  {
    "Title": "Gorka",
    "Location": "Wolfpack",
    "DropType": "RANDOM",
    "X": 8775,
    "Z": 9200,
    "Zombies": 5,
    "Radius": 50,
    "DropAccuracy": 100
  },
  {
    "Title": "Krasnostav Airstrip",
    "Location": "Military",
    "DropType": "RANDOM",
    "X": 12160,
    "Z": 12645,
    "Zombies": 5,
    "Radius": 50,
    "DropAccuracy": 100
  },
  {
    "Title": "Myshkino",
    "Location": "Country",
    "DropType": "RANDOM",
    "X": 1900,
    "Z": 7600,
    "Zombies": 5,
    "Radius": 50,
    "DropAccuracy": 100
  },
  {
    "Title": "Northwest Airfield",
    "Location": "Military",
    "DropType": "RANDOM",
    "X": 4500,
    "Z": 10350,
    "Zombies": 20,
    "Radius": 50,
    "DropAccuracy": 100
  }
],

```

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{
  "Title": "Novaya Petrovka",
  "Location": "City",
  "DropType": "RANDOM",
  "X": 3100,
  "Z": 12840,
  "Zombies": 10,
  "Radius": 50,
  "DropAccuracy": 100
},
{
  "Title": "Novodmitrovsk",
  "Location": "City",
  "DropType": "RANDOM",
  "X": 11475,
  "Z": 14356,
  "Zombies": 10,
  "Radius": 50,
  "DropAccuracy": 100
},
{
  "Title": "Skalisty Island",
  "Location": "Country",
  "DropType": "RANDOM",
  "X": 13575,
  "Z": 3055,
  "Zombies": 5,
  "Radius": 50,
  "DropAccuracy": 100
},
{
  "Title": "Soverograd",
  "Location": "City",
  "DropType": "RANDOM",
  "X": 8566,
  "Z": 12755,
  "Zombies": 5,
  "Radius": 50,
  "DropAccuracy": 100
},
{
  "Title": "Stary/Novy ",
  "Location": "Military",
  "DropType": "RANDOM",
  "X": 6600,
  "Z": 7800,
  "Zombies": 5,
  "Radius": 50,
  "DropAccuracy": 100
},
{
  "Title": "Veresnik",
  "Location": "Country",
  "DropType": "RANDOM",
  "X": 4000,
  "Z": 7850,
  "Zombies": 5,
  "Radius": 50,
  "DropAccuracy": 100
},
{
  "Title": "Zelenogorsk",
  "Location": "Country",
  "DropType": "RANDOM",
  "X": 1875,
  "Z": 5210,
  "Zombies": 10,
  "Radius": 50,
  "DropAccuracy": 100
}
],

```

```

"DropTypes": [
  {
    "Title": "Misc. Food",
    "Container": "RANDOM",
    "Quantity": 20,
    "AddFlare": 10,
    "SpawnMin": 1.5,
    "SpawnMax": 3.5,
    "SpawnOffset": 0.001,
    "Items": [
      "BakedBeansCan",
      "BoxCerealCrunchin",
      "Canteen",
      "PeachesCan",
      "PowderedMilk",
      "Rice",
      "SardinesCan",
      "SodaCan_Cola",
      "SodaCan_Kvass",
      "SodaCan_Pipsi",
      "SodaCan_Spite",
      "SpaghettiCan",
      "TacticalBaconCan",
      "TunaCan",
      "WaterBottle"
    ]
  },
  {
    "Title": "Misc. Tools",
    "Container": "RANDOM",
    "Quantity": 20,
    "AddFlare": 10,
    "SpawnMin": 1.5,
    "SpawnMax": 3.5,
    "SpawnOffset": 0.001,
    "Items": [
      "BaseRadio",
      "Battery9V",
      "BatteryCharger",
      "Binoculars",
      "CableReel",
      "CanOpener",
      "Chemlight_Blue",
      "Chemlight_Green",
      "Chemlight_Red",
      "Chemlight_White",
      "Chemlight_Yellow",
      "ChernarusMap",
      "CombatKnife",
      "Compass",
      "Crowbar",
      "ElectronicRepairKit",
      "FirefighterAxe",
      "Flashlight",
      "Hacksaw",
      "Hammer",
      "Hatchet",
      "Headtorch_Black",
      "Headtorch_Grey",
      "Heatpack",
      "Huntingknife",
      "Kitchenknife",
      "LeatherSewingKit",
      "Lockpick",
      "Lugwrench",
      "Machete",
      "Matchbox",
      "Megaphone",
      "OrienteeringCompass",
      "PersonalRadio",
      "Pickaxe",
      "Pliers",
      "PortableGasLamp",
      "PortableGasStove",
      "Rangefinder",
      "RoadFlare",
      "Screwdriver",
      "SewingKit",
      "Shovel",
      "SledgeHammer",
      "Spotlight",
      "SteakKnife",
      "WeaponCleaningkit",
      "Whetstone",
      "WoodAxe",
      "Wrench"
    ]
  },
],
},

```

```

{
  "Title": "Medical",
  "Container": "AirdropContainer_Medical",
  "Quantity": 20,
  "AddFlare": 10,
  "SpawnMin": 1.5,
  "SpawnMax": 3.5,
  "SpawnOffset": 0.001,
  "Items": [
    "BandageDressing",
    "BloodBagEmpty",
    "BloodBagIV",
    "BloodSyringe",
    "BloodTestKit",
    "CharcolaTablets",
    "DisinfectantAlcohol",
    "DisinfectantSpray",
    "Epinephrine",
    "Heatpack",
    "MedicalScrubsHat_Blue",
    "MedicalScrubsHat_Green",
    "MedicalScrubsHat_White",
    "MedicalScrubsPants_Blue",
    "MedicalScrubsPants_Green",
    "MedicalScrubsPants_White",
    "MedicalScrubsShirt_Blue",
    "MedicalScrubsShirt_Green",
    "MedicalScrubsShirt_White",
    "Morphine",
    "PainkillerTablets",
    "PurificationTablets",
    "Rag",
    "SalineBag",
    "SalineBagIV",
    "SurgicalGloves_Blue",
    "SurgicalGloves_Green",
    "SurgicalGloves_LightBlue",
    "SurgicalGloves_White",
    "SurgicalMask",
    "TetracyclineAntibiotics",
    "VitaminBottle",
    "WaterBottle"
  ],
},
{
  "Title": "Military East",
  "Container": "AirdropContainer_Military",
  "Quantity": 20,
  "AddFlare": 50,
  "SpawnMin": 1.5,
  "SpawnMax": 3.5,
  "SpawnOffset": 0.001,
  "Items": [
    "AKM",
    "AK_Bayonet",
    "AK_PlasticBttstck",
    "AK_RailHndgrd",
    "AK_Suppressor",
    "AmmoBox_762x39_20Rnd",
    "Battery9V",
    "Binoculars",
    "CanOpener",
    "Canteen",
    "GorkaEJacket_Autumn",
    "GorkaEJacket_Flat",
    "GorkaEJacket_PautRev",
    "GorkaEJacket_Summer",
    "GorkaPants_Autumn",
    "GorkaPants_Flat",
    "GorkaPants_PautRev",
    "GorkaPants_Summer",
    "Mag_AKM_30Rnd",
    "TacticalBaconCan",
    "TacticalGloves_Beige",
    "TacticalGloves_Black",
    "TacticalGloves_Green",
    "TacticalGoggles",
    "TTSKOJacket_Camo",
    "TTSKOPants",
    "UniversalLight",
    "WeaponCleaningKit"
  ],
},

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```

{
  "Title": "Military West",
  "Container": "AirdropContainer_Military",
  "Quantity": 20,
  "AddFlare": 50,
  "SpawnMin": 1.5,
  "SpawnMax": 3.5,
  "SpawnOffset": 0.001,
  "Items": [
    "AmmoBox_45ACP_25Rnd",
    "AmmoBox_556x45_20Rnd",
    "AssaultBag_Black",
    "AssaultBag_Green",
    "AssaultBag_Ttsko",
    "Battery9v",
    "Binoculars",
    "CanOpener",
    "Canteen",
    "CombatKnife",
    "FNX45",
    "M4A1",
    "M4_CQBttstck",
    "M4_RISHndgrd",
    "M4_Suppressor",
    "M4_T3NrdSOptic",
    "M9A1_Bayonet",
    "Mag_FNX45_15Rnd",
    "Mag_STANAG_30Rnd",
    "MilitaryBoots_Beige",
    "MilitaryBoots_Black",
    "MilitaryBoots_Bluerock",
    "MilitaryBoots_Brown",
    "PistolSuppressor",
    "RangeFinder",
    "TacticalBaconCan",
    "TacticalGloves_Beige",
    "TacticalGloves_Black",
    "TacticalGloves_Green",
    "TacticalGoggles",
    "UKAssVest_Black",
    "UKAssVest_Camo",
    "UKAssVest_Khaki",
    "UKAssVest_Olive",
    "UniversalLight",
    "USMCJacket_Desert",
    "USMCJacket_Woodland",
    "USMCPants_Desert",
    "USMCPants_Woodland",
    "WeaponCleaningKit"
  ]
}
]
}

```