-------------------------------- **Installation** ---------------------------

Prerequiste: you need to comment following lines in MissionScripting.lua

--sanitizeModule('io')

--sanitizeModule('lfs')

create trigger:DO SCRIPT FILE and select “zeus\_Full\_v2.0.lua” file

--------------------------------- Options -----------------------------------

Added Napalm and Phosphor option for Strike Ground effects, by default effect are disabled

To enable(true)/diable(false) each effect , modify those options on top of the script

options = {

  ["napalm"] = false,

  ["phosphor"] = false,

}

-------------------------------- **Zeus How to** ---------------- -----------

creation of Bandits (jet, Warbird, helo), support (Jtac, Awacs), Ground effect (Illumination, smoke, strike)

***Creation method :***

creates a marker on the map F10: **UnitModel;UnitName;Coalliton (without closing the marker)**

**UnitModel** : corresponds to the type of aircraft to spawn

the semicolon (point virgule) “ ; ” is required

**UnitName** : corresponds to a name of your choice that is different each time if several spawn (if the UniteName is the same it destroys the previously created unit and replaces it with the new one)

**Coalliton**:this is optional to force the coalliton side

***Unit Destruction Method:***

The easiest way, is to use the same marker and replace the **UnitModel with destroy**

***example*** :

**Creation**

f15;bandit01

mig29:toto05

**destruction** :

destroy;bandit01

destroy;tot05

if you give same UnitName , UnitModel previous aircraft will be destroy and new one created

------------------------- **Support Units** ----------------------- -----------

support (Jtac, tanker)

Support: the units created will be from the same coalition as your player, immortal and invisible

**JTAC: Drone predator Freq Jtac: 134,000 Mhz AM (invisible immortal )**

**Texaco 5.1: KC-135MPRS: Freq: 283,000 Tacan: 68X Alt: 24000 Hypodrome: west-east departure**

**Arco 5.1: KC-135: Freq: 282.000 Tacan: 69X Alt: 20000 Hypodrome: west-east departure**

Note: the texaco always does a spin before getting into its pattern, (I don't know why)

Arco freq set to 282 to allow F4 to call refuelling

Support (UniteModel) list:

**jtac**

**texaco**

**arco**

***example:***

jtac;reaper1

texaco;tkr1

arco;tkr2

------------------------ **Bandits Units** -------------------- -----------

Bandits (jet, Warbird, helo (WIP))

Bandits: the units created will be from the enemy coalition

Jets (UniteModel) list:

**mig29**

**mig23**

**mig21**

**j11**

**m2k**

**f14**

**f15**

**f16**

**f18**

**f1**

**f4**

**f5**

**mig28**

Note: the mig28 is a black livery f5 (top gun)

***example:***

mig29;bandit1

mig28;mechant3

Warbird (UniteModel) list:

**p51**

**spit**

**mossy**

**bf109**

**fw190d9**

**fw190a8**

**ju88**

***example:***

bf109;achtungbaby

------------------------ Grounds effect ------------------- -----------

Ground effect (Illumination, smoke, strike)

1. **Illumination** : flares lighting up on the marker 15 seconds after creation

5 flares are released at the marker at a random altitude between 600 and 1200 m, life time ~ 5 min

creation marker on F10: **illumin;name**

***example:***

illumin;here

1. **smoke** : smoke created at the marker (red, green, white)

creation marker on F10: **smoke;color**

3 possibilities:

smoke;green

smoke;red

smoke;white

smoke:blue

smoke;orange

1. **Strike** : simulates artillery strike request

15 explosions at the marker within a radius of +/- 30 meters, altitude between 0-5 meters and random power, options for Napalm and Phosphor

creation marker on F10: **strike;name**

***example:***

strike;here

--------------------------- Modification ----------------------------------

This script is still WIP, planning to add ship , and ground unit, already tested spawning CVN but it cause some issue and warehouse is empty when carrier is spawned

The spawn logic by default : all aircraft will spawn in opposite coalition except tanker and Jtac

Now you have option to force the coalition, this is explain at the beginning of this doc

You can add more unit yourself

You need to add it in the following lua files

To add new aircraft you just need to add it in list at the top of the script (airUnitDB

) which correspond to the UnitModle you will have to put in marker

then add simplified data like for F14, where you have to choose template , most of aircraft are fighter or fighter\_link16 like f16, f18 or f15

Then define your payload, speed altitude livery etc …

["f14"] = {

        template = "fighter",

        type = "F-14B",

        livery = "rogue nation(top gun - maverick)",

        altitude = 8534.4,

        speed = 220.97222222222,

        frequency = 124,

        payload = {

            pylons = {

                [1] = {["CLSID"] = "{LAU-138 wtip - AIM-9M}"},

                [2] = {["CLSID"] = "{SHOULDER AIM-7P}"},

                [3] = {["CLSID"] = "{F14-300gal}"},

                [4] = {["CLSID"] = "{AIM\_54C\_Mk60}"},

                [5] = {["CLSID"] = "{AIM\_54C\_Mk60}"},

                [6] = {["CLSID"] = "{AIM\_54C\_Mk60}"},

                [7] = {["CLSID"] = "{AIM\_54C\_Mk60}"},

                [8] = {["CLSID"] = "{F14-300gal}"},

                [9] = {["CLSID"] = "{SHOULDER AIM-7P}"},

                [10] = {["CLSID"] = "{LAU-138 wtip - AIM-9M}"}

            },

            fuel = 7348,

            flare = 60,

            ammo\_type = 1,

            chaff = 140,

            gun = 100

        }

    },

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