Short-instruction DAC V2.0

Step 1	Place a unit directly on the empty map and rename it S1 Place a trigger on the map with following basic settings: Place as **rectangle,** **size**: arbitrary **Activation**: Gamelogic, repeatedly, present **Name**: as you want (example: z1) **Condition**: true
Step 2	Save the mission and rename it as you wants to do. Copy the DAC folder and the init.sqs in the new missions folder (you'll find the DAC-folder und the init.sqs in the Zip file DACV20) trigger now only need the respective order to run the DAC. You have to enter it in the **OnActivation** line of the trigger.

Step 3 The DAC script call

```
["z1"[1,0,0,400,200],[ ],[ ],[ ],[ ],[1,1,0,6,1]]exec "DAC\Scripts\DAC_Init_Zone.sqs"
   A   B C D  E    F   G  H  I  J   K L M N O
```

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 — **X**-Measurement of the zone (enter exactly the same value here which you have defined for the A axis in the trigger)
F — **Y**-Measurement of the zone (enter exactly the same value here which you have defined for the B axis in the trigger)

G —	Array to generate **Infantry**	[5,2,50,10]	generates Infantry 5 times, size of groups 2, 50 WP altogether, 10 wp per group
H —	Array to generate **Wheeled vehicles**	[3,2,30,5]	generates vehicles 3 times, size of groups 2, 30 WP altogether, 10 wp per group
I —	Array to generate **Tracked vehicles**	[5,1,40,8]	generates tanks 5 times, size of groups 1, 40 WP altogether, 8 WP per group
J —	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

K —	Zone belongs to Site		>	**0** = East, **1** = West, **2** = RACS, **3** = civilian
L —	Unit configuration of the zone	(DAC_Config_Units)	>	default units = 0 for East, 1 for West, 2 for RACS, 3 for civilians
M —	Behaviour configuration of the zone	(DAC_Config_Behaviour)	>	default behaviour = 0 for East, 1 for West, 2 for RACS, 3 for civilian
N —	Camp configuration of the zone	(DAC_Config_Camps)	>	needed only if 1 camp minimum will be generated in the respective zone.
O —	Waypoint configuration of the zone	(DAC_Config_Waypoints)	>	parameter is optional. Config 0 will be used if there is no value defined (default)

Examples

["z1"[1,0,0,400,200],[3,3,20,6],[],[],[],[1,1,0,6,1]]exec "DAC\Scripts\DAC_Init_Zone.sqs"	>	generates Infantry only
["z1"[1,0,0,400,200],[],[5,2,50,8],[],[],[1,1,0,6,1]]exec "DAC\Scripts\DAC_Init_Zone.sqs"	>	generates vehicles only
["z1"[1,0,0,400,200],[5,2,80,10],[],[5,1,30,7],[ ],[1,1,0,6,1]]exec "DAC\Scripts\DAC_Init_Zone.sqs"	>	generates Infantry + tanks
["z1"[1,0,0,400,200],[],[],[],[3,3,6],[1,1,0,6,1]]exec "DAC\Scripts\DAC_Init_Zone.sqs"	>	generates Helicopter
["z1"[1,0,0,400,200],[20],[],[10],[],[1,1,0,6,1]]exec "DAC\Scripts\DAC_Init_Zone.sqs"	>	generates WP´s only for Inf. and tanks
["z1"[1,0,0,400,200],[],[],[],[2,2,50,0,100,10],[1,1,0,6,1]]exec "DAC\Scripts\DAC_Init_Zone.sqs"	>	generates Camps only