Quickstart [Dynamic-AI-Creator] – (preparation in 4 steps)

1. *Copy the folder "DAC" into your mission directory*

2. *place a dummy unit in the editor (far away from the mission area)*

Possible dummy units are:
Side West = W_Dummy | side East = Ost = E_Dummy | side Res = R_Dummy | side civilian = C_Dummy

3. *Naming the player and the units in his group like: ...*

- **s1, s2, s3**, and so on.
- other names are possible but have to be stored in the script **DAC_Config_Creator.**

4. *Placing one or more AI-Zones (triggers) in the editor with following specifications:*

- size: as you like, **form Rectangel**
- name: e.g. **z1** for „Zone1“ (Take care: additional zones have to be named **z2**, **z3**, **z4** and so on)
- on activation: **Anybody, Repeatedly, present**
- condition: **Time > 1** (if you enter **Time > 1000000** the zone is inactive at first)
- At on Activation you use the following script call:

```
[z1,[1,0,0],[ ],[ ],[ ],[ ],[0,0,0]]exec "DAC\Scripts\DAC_Init_Zone.sqs"
   |     |     |  |  |  |     |
   A     B     C  D  E  F     G
```

A = **Zone**, Carefull, This entry has to be identical to the name of the zone!

B = **Zonenmode** (Array with 3 values)
1. value= **Zone-ID** (used to link zones. Zones with the same ID are linked to each other)
2. value= **Zone-Activate-ID** (To activate zones or their units later)
3. value= **Zone-Deactivate-ID** (To deactivate zones or their units later)

C = **Infantry-Units** of this zone (Array with **4** values, or **1** value for WP's only)
1. value = **Number of groups** of this unit class
2. value = possible **group size** of this unit class (1 - 4)
3. value = **Number of WPs** in this zone fort his units class
4. value = number of **WPs for each group** (+/- 1)

D = **unarmed vehicle units** in in this zone (array with **4** values)
The same parameters as with C

E = **armed vehicle units** in in this zone (array with **4** values)
The same parameters as with C

F = **Helo-units** in in this zone (Array with **3** values)
1. value = **number of helos**
2. value = possible **group size** of cargo-units (if possible) (1-4).
3. value = number of **WP**s for each helo in this zone

G = **Zonetype** (Array with **3** values)
1. value = **the side of units** in this zone
   (**0** = East | **1** = West | **2** = Res | **3** = Civ)
2. value = **number of the unit configuration**
   You'll find the respective numbers in the **DAC_Config_Units.sqs**
3. value = **number of the basic behaviour** in this zone
   You'll find the respective numbers in the **DAC_Config_Behaviour.sqs**

Attention: for MP missions you have to place a GameLogic unit in the editor, name it: **Server**