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

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

--sanitizeModule('io')

--sanitizeModule('lfs')

create trigger:DO SCRIPT FILE and select “zeus\_full.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 (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)

***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

------------------------- **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

Helo (UniteModel) list WIP:

Kiowa

Warbird (UniteModel) list:

**p51**

**bolt**

**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

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

You can add more unit yourself

You need to add it in the following lua files

airUnitDB.lua : define unitname/category (unitname will be used to create the marker)

e.g.: {typeName = "mig29", category = "airplane"},

fcreate.lua : match unitname with unitdata lua file

e.g.:

\_mig29sData = require('lfs'); dofile(\_mig29sData.writedir()..'Scripts/zeus/zeus\_Data/\_mig29sData.lua')

in zeus\_Data folder, all unitdata files

e.g. \_droneData.lua

you will need to create 1 file for the unit you want to add

to get lua code , you can get it from mission file inside .miz

simply create 1 mission with only unit you want to add and open mission file from .miz , see how actual file looks like and copy/paste similar code

in this code you will need to replace some part like X position, Y position , Group name, unit name with vairiables form script

["y"] = zeus.target.aircraftPos.z,

["x"] = zeus.target.aircraftPos.x,

["name"] = zeus.target.aircraftName,

["groupId"] = owngroupID,

You can send me message in ED forum : <https://forum.dcs.world/profile/122914-titi69/>