



Airdrop – Upgraded ... v1.25.03.10

Airdrop-Updated by DiGiaComTech, with permission from original developer ~ AN-12 aircraft by: Ghosttown

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 spawnable 'Airdrop Flares' (class name is **AirdropFlare**) which can be added to you economy.

Server administrators can configure the frequency of airdrops, the type of loot delivered, and the type of AI that will be spawned adjacent to the drop zone. Additional settings control how messages are delivered to the players, how the aircraft and containers 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 (meters).
- **Dropzone**..... The location/place and immediate vicinity where supplies are to be dropped.
- **FTP**..... 'File Transfer Protocol', in reference to FTP applications that move your files to/from your servers.
- **MSL**..... 'Mean Sea Level'. The altitude or vertical height/distance the aircraft is above the mean sea level (meters).
- **KIAS**..... 'KNOTs Indicated Airspeed'. The speed of the aircraft in 'Nautical Miles per Hour' (KNOTs).

Settings & Log Files

Once the server is started, all Airdrop activity will be logged into the server's **Profile/Airdrop/logs** or **Config/Airdrop/logs** folder. There are currently two (2) types of setting files and three (3) types of log files being created as follows:

NOTE

Whenever the server starts, it checks the contents of the 'Airdrop' settings file for errors and/or if updates are needed. Before this happens, a copy of the original 'AirdropSettings.json' file is created as 'AirdropSettings_Backup_yyyy-mm-dd-hh-mm-ss.json' to prevent data loss due to improperly formatted files.

1. **Settings:** The loading of 'Airdrop' and 'SafeZone' settings files will be logged into the 'script_yyyy-mm-dd_hh-mm-ss.log' file located in the root of the profile folder indicating if these files were successfully loaded and/or if conversions and/or corrections were required.
2. **Logs:** All log files will be created and stored in your server's **Profile/Airdrop/logs** or **Config/Airdrop/logs** folder.
 - a. **AirdropManager:** This log contains basic information on every 'Airdrop' created and is located within the 'Airdrop/Logs' profile folder and a new file will be created every server restart. Filename = 'yyyy-mm-dd @ hh-mm-ss AirdropManager.log'.
 - b. **AirdropAircraft:** This log contains basic information on each aircraft launched, from start to finish. This file also lists the AI that was spawned and/or if AI was/wasn't spawned due to class name issues. Filename = 'yyyy-mm-dd @ hh-mm-ss AirdropAircraft.log'.
 - c. **AirdropContainer:** This log contains basic information on every 'Container' created and includes current wind information and a listing of all loot spawned around the Container. This file will also list the items that was/wasn't spawned due to class name issues. 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 by default. 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 has been added and/or otherwise activated on the server.

NOTE

When your server starts, it will create additional profile folders and JSON data files. 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](#)).

CAUTION

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 on the same server at the same time.

- 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 'Player Called' airdrops via 'AirdropFlares'. These one-time use flares can be made available 1) within the 'DropTypes' by setting the 'AddFlare' percentage, 2) at various Traders sites (see Trader mod for details on adding new Buy/Sell items), or 3) by adding them to the maps economy types.xml file.

NOTE

If 'AirdropFlares' are activated within 'Safe Zones' they will be expended and an airdrop aircraft will **NOT** be dispatched to the player's position. A message will be displayed to the player indicating that 'Airdrops' cannot be dispatched to 'Safe Zones'.

Other Mods:

CAUTION

The 'Airdrop-Upgraded' mod manages all airdrop functions, the spawning of aircraft (random and player called), and the dropping of containers, AI, and loot. If you are using mods that provide spawning capabilities you can only spawn in **AirdropFlares**.

Spawnable loot and AI can be added to the appropriate Items or Zombie lists within the `AirdropSettings.json` file.

Technical Support:

Free support for this mod is available via the **DiGiaCom Technologies Discord** site at <https://discord.gg/r6Xdk6U7vn>.

Airdrop Settings

This section will define all of the settings for the 'Airdrop-Upgraded' 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 ([see 'JSON Lint' website](#)) before use. Do not edit the AirdropSettings.json file located within the mod's folder (it is for reference only). Servers only load the AirdropSettings.json file within the 'profile/Airdrop' folder as specified by your server's '—profile=' setting. The built in DayZ JSON parser can **NOT** read files that are larger than 64kb. Though your files may pass third party JSON checkers ([see 'JSON Lint' website](#)), they will not load if they exceed this built in parser limitation (about 52kb).

NOTE

Settings names highlighted in yellow (e.g. **Variance**) indicate that setting is new and/or has been change/updated with new features.

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

- a. **Version:** This is the current release version of the mod in reverse date format (Release.YY.MM.DD) [string].
 - 1.24.11.25 ... This value can **NOT** be edited and will be ignored and overwritten by the mod is changed!
- b. **Description:** The title and dimensions of the current map on the server [string].

NOTE

The first time this mod is run it will populate this field with the title and dimensions of the map currently running on the server. Server Admins are encouraged to alter this field as needed to better describe the contents of the drops and other pertinent file data. This allows server admins to maintain and more easily manage multiple settings files on their servers.

- *chernarusplus (15360 x 15360).*

- c. **Interval:** This is the real world time, in **minutes**, between the random creation of airdrops (should be similar to [Container » Lifespan](#) setting) [integer].

NOTE

The Interval timer resets whenever the server is started/ restarted. The first Airdrop starts and recurs occurs X minutes after restarts.

- 30, 45, or 90 minutes (any positive integer value).

- d. **Variance:** The amount of time, in **minutes**, the **Interval** can fluctuate (i.e., ±15 minutes) [integer].

NOTE

The Interval Variance cannot be more than 25% of the interval setting (e.g., 60 yields ±15, 30 yields ±7, etc.).

- 5, 10, or 30 minutes (any positive integer value between 0% and 25% of Interval)

- e. **FlightHours:** Sets the In-Game Times of Day when drops are allowed to be spawned, Start & End Hours & Minutes [integer array].

NOTE

These times are in a 24 hour format (military time) broken into 4 parts; Start Hour, Start Minute, End Hour, & End Minute (e.g., 10, 15, 14, 45 yields a start time of 10:15 and an end time of 14:45). Values are restricted to 0–23 for hours and 0 to 59 for minutes.

- [5, 10, 15, 30] = Start time of 05:10 and an end time of 15:30, for Daylight operations (traversing Noon).
- [15, 30, 5, 10] = Start time of 15:30 and an end time of 05:10, for Night operations (traversing Midnight)

- f. **Mode:** Controls how airdrops are created [integer].

- 0 = No drops of any kind (use to temporarily disable this mod allowing you to leave it and it's settings on your server).
- 1 = Randomly called only.
- 2 = Flare Called only.
- 3 = Both Random & Flare Called (default).

- g. **AD_LogManager:** This value controls if logs are created for Airdrop manager events (0 = off, 1 = on) [bit].

- 0 or 1 (0 for Off or 1 for On)..

- h. **AD_LogAircraft:** This value controls if logs are created for Airdrop aircraft events (0 = off, 1 = on) [bit].

- 0 or 1 (0 for Off or 1 for On).

- i. **AD_LogContainers:** This value controls if logs are created for Airdrop container events (0 = off, 1 = on) [bit].

- 0 or 1 (0 for Off or 1 for On).

- j. **MinimumPlayers:** Minimum number of players logged into your server before random airdrops will be called (0 = always active, > 0 activates airdrops 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).
 - 999 to effectively disable all scheduled drops (anything greater than the server's maximum player limit).
- k. **MaxBackupDays:** The maximum number of days of backup files to maintain (0 = no backup files will be deleted, > 0 this many days of backups will be kept and all older files will be deleted) [integer].
- 0 for no file deletion or 5 to maintain the most recent 5 days (positive values only).
- l. **MaxLogDays:** The maximum number of days of log files to maintain (0 = no log files will be deleted, > 0 this many days of backups will be kept and all older files will be deleted) [integer].
- 0 for no file deletion or 5 to maintain the most recent 5 days (positive values only).
- m. **SmokeTrails:** The type of smoke trails left by the container (0 = No smoke trails at all, 1 = smoke trail while in the air, 2 = smoke while on the ground, 3 = both) [integer].
- 3 for smoke while in the air and on the ground (positive values only).

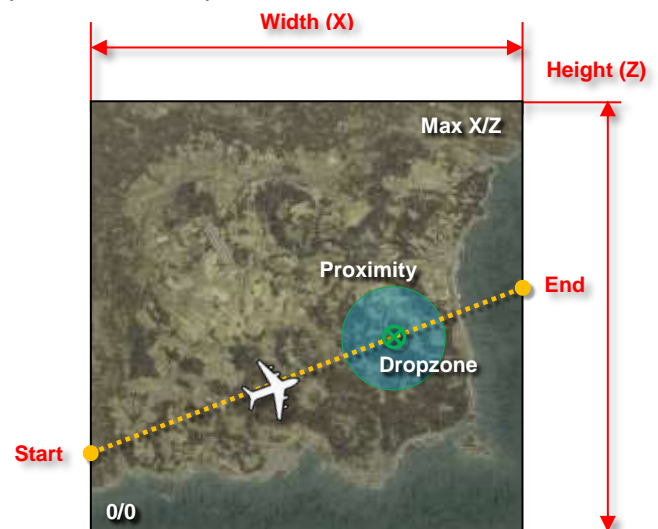
2. Map: Controls the map area and offsets where airdrops are spawned and despawned.

NOTE

Map settings are now being read directly from the map currently being run on the server and do **NOT** need to be edited.

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

- a. **MapName:** The name/title of the current mission map running on the server [string].
- Chernarusplus (for Chernarus plus map).
- b. **Width:** The width of the map in meters [float].
- 15360 meters (for Chernarus plus map).
- c. **Height:** The height of the map in meters [float].
- 15360 meters (for Chernarus plus map).



3. Aircraft: Controls how the aircraft functions.

- a. **AirspeedKIAS:** Knots (Nautical Miles Per Hour) Indicated Air Speed (KIAS) of the aircraft [integer].
- 150 Knots for most transport aircraft during drop operations (any positive integer between 100 and 250).
- b. **StartAltMSL:** Aircraft starting altitude in meters above Mean Sea Level (MSL) [integer].
- 2348 meters above MSL for Cruising altitude (any positive value greater than maximum terrain elevation of map).
- c. **DropAGL:** Aircraft drop altitude in meters AGL (Above Ground Level) [integer].
- 152 to 457 meters above the ground for most drop operations (any positive value).
- d. **DropOffset:** Distance below the aircraft (in meters) the container & parachute will be spawned [integer].
- -10 meters (any offset value below the aircraft between -10 and -50).
- e. **DropAccuracy:** How far the drop location is randomly offset from the DropZone's actual coordinates [integer].
- 0 (for no offset at all) or 300 meters (within a radius of X meters from the dropzone's coordinated, any positive value).
- f. **TerrainFollowing:** How fast the aircraft reacts to changes in the terrain (min 0 = slow, max 1= fast) [float].
- 0.5 percent for most drop operations (values between 0.0 and 1.0 inclusive).

4. Messages: Controls Chat Messages & Notifications displayed to the Players.

- 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 DayZ Notification messages are displayed (if active, see Mode above) [integer].
 - 30 seconds (any positive value > 0, notifications will **NOT** be displayed if set to zero 0).
- c. **Proximity:** The aircraft's distance (rounded down to nearest integer) from the drop point when the 'Proximity' message "The aircraft is # Km from Dropzone." will be displayed [integer].
 - 1000 meters (any positive value > 0).
- d. **TitlePostfixMode:** Controls the display of **DropType.Titles** [bit].

NOTE

The Titles of DropZones and Drop Types can contain two (2) texts separated by a pipe character (|) which allows them to be unique in the AirdropSettings.json file but look identical when displayed in the various chat messages, notifications, and map displays.

- 0 = Given "Military|East" only "Military" is displayed (positive value).
- 1 = Given "Military|East" only "Military: East" is displayed (positive value).

NOTE

The following 7 settings (e through J) control the various chat messages, notifications, and map displays. These texts may contain the following key words enclosed in pipe characters (|). These key words will be replaced with the actual values for each drop.

- |DROPTYPE| = Will be replaced with the current **DropType**.
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- e. **Dispatched_S:** Text to be displayed in chats and notification messages for Random drops [string].
 - Example: "Aircraft was dispatched to |DROPTYPE| from the |DROPTYPE|."
 - f. **Dispatched_C:** Text to be displayed in chats and notification messages for Random drops [string].
 - Example: "Aircraft was dispatched to called location, from the |DROPTYPE|."
 - g. **Proximity_S:** How many seconds should DayZ Notification messages be displayed [integer].
 - Example: "The Aircraft is |DROPTYPE| Km from |DROPTYPE|, from the |DROPTYPE|. [PS]"
 - h. **Proximity_C:** How many seconds should DayZ Notification messages be displayed [integer].
 - Example: "The Aircraft is |DROPTYPE| Km from the called location, from the |DROPTYPE|. [PC]"
 - i. **Released_S:** How many seconds should DayZ Notification messages be displayed [integer].
 - Example: "Supplies have been dropped near |DROPTYPE|. [RS]"
 - j. **Released_C:** How many seconds should DayZ Notification messages be displayed [integer].
 - Example: "Supplies have been dropped near called location. [RC]"

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

- a. **TriggerAGL:** Distance from the ground where the container stops falling, the parachute is released, and loot is spawned [float]. Also see **StandUpTimer** for how long it takes for the container to align itself with the ground.
 - 1 meter (any positive value).
- b. **FallRate:** How fast (in **Meters Per Second**) does the crate and parachute descended [float].
 - 7 meters per second (default, any positive value).
- c. **StandUpTimer:** How long to wait after **TriggerAGL** is reached before the container aligns itself to and on the ground [float].
 - 1 second (any positive value).
- d. **SpawnMin:** Minimum distance (in meters) from drop point items can be spawned [float].
 - 1.5 meters (any positive value).
- e. **SpawnMax:** Maximum distance (in meters) from drop point items can be spawned [float].
 - 3.5 meters (any positive value).
- f. **SpawnOffset:** Distance above the ground (in meters) items are spawned [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].).

CAUTION

Excessively large values will blow the container away from the drop point, which is the where zombies will be spawned!

NOTE

DayZ wind direction is not readily available or obvious to the players. That is, the wind could be traveling from East to West, but the trees & smoke are swaying blown from North to South. Because of this issue, it is recommended to leave this set to zero (0).

- 0.1 percent (any positive value, best if kept small so container does NOT drift out of AI spawn area).
- h. **Lifespan:** Determines how long the container spawned in remains/persists on the ground (0 = use DayZ economy setting, > 0 sets unique lifespan, should be similar to [Controls » Interval](#) setting) [integer].

CAUTION

Excessively large values or zero (0) could allow items with long default lifespans to pile up on your server!

- 1 or 45 minutes (any positive value).

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

CAUTION

Excessively long 'Location' lists, Location.Titles, and/or 'Infected' class names may become difficult to manage and/or cause other game related problems. Location.Titles must be unique and cannot be duplicated! Locations list can only contain recognized DayZ AI object class names!

- a. **Title:** Title or name assigned to this location list [text].
 - City, Country, Industrial, or Military (any unique single string value).
- b. **Zombies:** List of Infected and/or animal AI class names to be spawned at this location [text array].
 - [See sample 'AirdropSettings' file Locations on page 8 \(below\).](#)

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

CAUTION

Excessively long 'DropZone' 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].

NOTE

The Titles of DropZones and Drop Types can contain two (2) texts separated by a pipe character (|) which allows them to unique in the AirdropSettings.json file but loot identical when displayed in the various in-game chat messages, notifications, and map displays.

Examples:

Given "Barinzino|Terminal" only "Barinzino" is displayed when [Meessages.TitlePostfixMode](#) = 0.

Given "Barinzino|Terminal" only "Barinzino: Terminal" is displayed when [Meessages.TitlePostfixMode](#) = 1.

- *Barinzino, or Balota Airfield, etc. (any unique single string value).*

- b. **Location:** Name of location, from [Locations](#) list (above), to reference when spawning AI [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

This property will be verified every time the server starts. If a DropType name is left blank or an unrecognized capitalization of 'RANDOM' is found it will be corrected accordingly.

- *Military West, Military East Medical, Misc. Food, etc. (any unique single value from the list of DropTypes).*
- *RANDOM (randomly selects from the list of locations, must be upper case).*

- d. **X:** West/East map coordinate where 0 is West border and 15360 is East border [float].

- *0 to 15360 meters (e.g. Chernarus Plus, any positive value within the range specified by the map in use).*

- e. **Z:** South/North map coordinates where 0 is South border and 15360 is North border [float].

- *0 to 15360 meters (e.g. Chernarus Plus, any positive value within the range specified by the map in use).*

- f. **Zombies:** Number of AI 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 infected in the list being spawned.

- *0 to spawn ALL items within the [Locations.Zombies](#) list.*
- *10 AI will be randomly spawned from the [Locations.Zombies](#) list (any positive value).*

- g. **Radius:** Distance from center of drop point (randomly based about the DropZone) zone to spawn AI [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's framerate {150 KIAS / 60 FPS = 1.28 meters per frame}).

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

CAUTION

Excessively long 'DropType' lists and/or excessively long 'Items' list 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/name and (separated by a pipe '|' character) postfix assigned to this DropType [text, text|text].

CAUTION

Each DropType Title **MUST** be unique; you cannot have more than one (1) DropType with the same Title (see Note below)!

NOTE

The Titles of DropZones and Drop Types can contain two (2) texts separated by a pipe character (|) which allows them to unique in the AirdropSettings.json file but look identical when displayed in the various in-game chat messages, notifications, and map displays.

Examples:

- Given "Military|East Pack" only "Barinzino" is displayed when [Meessages.TitlePostfixMode](#) = 0.
- Given "Military|East Pack" only "Barinzino: East Pack" is displayed when [Meessages.TitlePostfixMode](#) = 1.

- Tools, Clothing, Food, Medicine, Weapons, Weapons|East, or WeaponsWest, etc.

- b. **Container:** Container design type 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. It can be less than or greater than the total number of items in the list being spawned.

- 0 ... to spawn one (1) each of every items within the DropType.Items list (below).
- 10 ... to randomly spawn 10 items within the DropType.Items list (some items may be duplicated or not spawned at all depending on Quantity and Items settings).

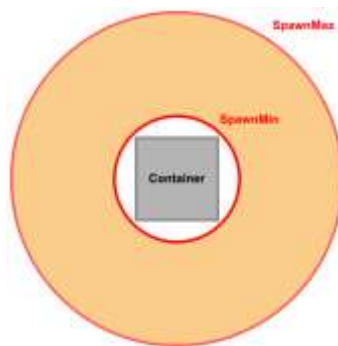
- d. **AddFlare:** Chance of an 'AirdropFlare' being included with the items specified below where 0 is none and 100 is always [integer].

- 0 to 100 percent (any positive value between 0 and 100 inclusive).

- e. **SpawnMin:** Minimum distance from the container's touch-down point items can be spawned [float].

CAUTION

SpawnMin & SpanMax values must allow for the items being spawned to be randomly placed without coming in contact with the container and/or other items being spawned. Spawning objects too close together, on top of one another, and/or under the container can cause server crashes and/or other anomalous server behavior.



- 1.5 meters (any positive value, increase this value if spawning larger items).

- f. **SpawnMax:** Maximum distance from the container's touch-down point items can be spawned [float].
 - 3.5 meters (any positive value, increase this value if spawning larger items).
- g. **SpawnOffset:** Distance above the ground items are spawned [float].
 - 0.01 meters (any positive value > 0).
- h. **ItemCondition:** Sets the condition of the item being spawned [float].

NOTE

These values are constrained between 0 and 100. If the Min value is greater than Max value they will be automatically swapped.

- *MinCondition:* 0~100 ... The minimum condition of items spawned (default = 50).
- *MaxCondition:* 0~100 ... The maximum condition of items spawned (default = 100).

- i. **Lifespan:** Determines how long the loot being spawned remains on the ground (0 = use DayZ economy setting, > 0 lifespan set, should be similar to [Controls » Interval](#) setting) [integer].

CAUTION

Excessively large values or zero (0) could allow items with long default lifespans to pile up on your server!

- 1 or 45 minutes (any positive value).

- j. **Items:** List of items to be spawned at this location [text array].

CAUTION

This is for static items only (i.e. ItemBase). All entities must be placed in the Locations.Zombies lists (section 6.b).

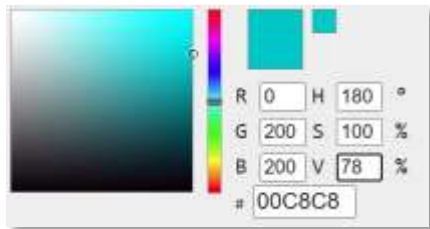
- [See sample 'AirdropSettings' file DropTypes on page 8 \(below\).](#)

- 9. **VPP_Map:** Exports DropZone information to a Vanilla Plus Plus (VPP) Map mod compatible format.

CAUTION

Creates a file (VPPMapAirdrop.json) that must be copied into your V++ Map settings file (VPPMapConfig.json).

- a. **ExportMap:** Controls export of DropZone coordinates to a V++ Map compatible file format. (0 = off, 1 = on) [integer].
 - 0 or 1 (positive value, file name is VPPMapAirdrop.json and is located in the same folder as all DayZ logs).
- b. **TitleMode:** Controls the way the map marker titles are generic name (e.g. 'AD-1') or with the DropZone' Title. (0 for generic marker name, 1 = DropZone Title) [bit].
 - 0 or 1 (0 for Off or 1 for On).
- c. **MapColor:** Controls the color ([RGB or Red, Green, & Blue](#)) color of the marker (values from 0 to 255) [integers].
 - 0, 200, 200 (Dark Cyan).



- d. **MapIcon:** Controls the Map Icon to be displayed (refer to Vanilla++ Map mod settings for further details) [text].
 - *VanillaPPMap\GUI\Textures\CustomMapIcons\waypointeditor_CA.paa* (any valid V++ Map icon file name).
- e. **IsActive:** Controls the display state of the marker on the 'In-Game' 2D map [bit].
 - 0 or 1 (0 for Off or 1 for On).
- f. **Is3DActive:** Controls the display state of the markers on the main 3D game screen [bit].
 - 0 or 1 (0 for Off or 1 for On).

Legal Notice

The 'Airdrop-Upgraded' mod may NOT be packaged and/or re-packaged within any other mods and/or made available via any other methods.

Permission from the developer and/or contributors (including but not limited to the individuals listed in this document and/or posted on Steam) will not be granted to anyone under any circumstances.

The 'Airdrop-Upgraded' mod is released with permission from the original developer of the 'Airdrop' mod.

This mod MAY be used on monetized DayZ servers provided the server owners have secured all right necessary from Bohemia Interactive to operate said monetized server.

Users may FREELY distribute any 'Airdropsettings.json' settings files they create. Please be sure to include the name of the MAP it is intended for and provide a list of any Mods that provide AI or loot items used in your settings files.

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Antonov AN-12 / Shaanxi Y-8 Model

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Model: <https://sketchfab.com/3d-models/antonov-an-12-shaanxi-y-8-ebc5bc0bbfa24221b860c1fbd9500ea8>

Creator: <https://sketchfab.com/overlordchaos>

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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 JSONLINT.com). Any 'Container', 'Locations', or 'DropType' parameters set to 'random' must be upper case 'RANDOM'!

Do not edit the AirdropSettings.json file located within the mod's folder (it is for reference only). Servers only load the AirdropSettings.json file within the Airdrop folder within your profiles folder as specified by your server's '-profile=' setting.

The built in DayZ JSON parser cannot read files that are greater than 64kb. Though your files pass third parts JSON checkers (e.g. JSONLINT.com), they will not load if they exceed this built in parser limitation.

This sample file contains a few INTENTILNAL class name errors (typos). These erroneous class names are intended to demonstrate to server admins how the spawning of these unknown items are trapped and logged so they don't cause issues/errors on your server.

```
{
  "Controls": {
    "Version": "1.25.03.10",
    "Description": "chernarusplus (15360 x 15360)",
    "Interval": 25,
    "Variance": 5,
    "FlightHours": [
      8,
      0,
      16,
      0
    ],
    "Mode": 3,
    "AD_LogManager": 1,
    "AD_LogAircraft": 1,
    "AD_LogContainer": 1,
    "MinimumPlayers": 1,
    "MaxBackupDays": 1,
    "MaxLogDays": 1,
    "SmokeTrails": 1
  },
  "Map": {
    "MapName": "chernarusplus",
    "Width": 15360.0,
    "Height": 15360.0
  },
  "Aircraft": {
    "AirSpeedKIAS": 150,
    "StartAltMSL": 2438,
    "DropAGL": 152,
    "DropOffset": -10,
    "DropAccuracy": 152,
    "TerrainFollowing": 0.5
  },
  "Messages": {
    "Mode": 3,
    "Duration": 15,
    "Proximity": 1500,
    "ImperialUnits": 0,
    "TitlePostfixMode": 1,
    "Dispatched_S": "Aircraft was dispatched to [DROPZONE] from the [CARDINAL]. [DS]",
    "Dispatched_C": "Aircraft was dispatched to called location, from the [CARDINAL]. [DC]",
    "Proximity_S": "The Aircraft is [DISTANCE] Km from [DROPZONE], from the [CARDINAL]. [PS]",
    "Proximity_C": "The Aircraft is [DISTANCE] Km from the called location, from the [CARDINAL]. [PC]",
    "Released_S": "Supplies have been dropped near [DROPZONE]. [RS]",
    "Released_C": "Supplies have been dropped near called location. [RC]"
  },
  "Container": {
    "TriggerAGL": 0.1,
    "FallRate": 3.5,
    "StandUpTimer": 0.1,
    "SpawnMin": 1.5,
    "SpawnMax": 3.5,
    "SpawnOffset": 0.001,
    "WindStrength": 0.25,
    "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_JoggersSkinny_Blue",
        "ZmbM_JoggersSkinny_Green",
        "ZmbM_JoggersSkinny_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_HikerSkinny_Blue",
        "ZmbF_HikerSkinny_Green",
        "ZmbF_HikerSkinny_Grey",
        "ZmbF_HikerSkinny_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_HikerSkinny_Blue",
        "ZmbM_HikerSkinny_Green",
        "ZmbM_HikerSkinny_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_Blue",
        "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": [
        "Animal_CanisLupus_White",
        "Animal_CanisLupus_Grey"
    ]
}
],
"DropZones": [
{
    "title": "Player Called",
    "location": "RANDOM",
    "droptype": "RANDOM",
    "x": 0.0,
    "z": 0.0,
    "zombies": 0,
    "radius": 75,
    "dropaccuracy": 500
},
{
    "title": "Balota Airstrip|1",
    "location": "Military",
    "droptype": "RANDOM",
    "x": 5025.0,
    "z": 2455.0,
    "zombies": 0,
    "radius": 50,
    "dropaccuracy": 100
},
{
    "title": "Balota Airstrip|2",
    "location": "Military",
    "droptype": "RANDOM",
    "x": 5025.0,
    "z": 2455.0,
    "zombies": 0,
    "radius": 50,
    "dropaccuracy": 100
},
{
    "title": "Balota Airstrip|3",
    "location": "Military",
    "droptype": "RANDOM",
    "x": 5025.0,
    "z": 2455.0,
    "zombies": 0,
    "radius": 50,
    "dropaccuracy": 100
},
{
    "title": "Berezino",
    "location": "Industrial",
    "droptype": "RANDOM",
    "x": 12450.0,
    "z": 9250.0,
    "zombies": 0,
    "radius": 50,
    "dropaccuracy": 100
},
{
    "title": "Chernogorsk",
    "location": "Industrial",
    "droptype": "RANDOM",
    "x": 7400.0,
    "z": 3500.0,
    "zombies": 0,
    "radius": 50,
    "dropaccuracy": 100
},
{
    "title": "Elektrozavodsk",
    "location": "City",
    "droptype": "RANDOM",
    "x": 10050.0,
    "z": 2450.0,
    "zombies": 0,
    "radius": 50,
    "dropaccuracy": 100
},
{
    "title": "Gorka",
    "location": "wolfpack",

```

```

        "DropType": "RANDOM",
        "X": 8775.0,
        "Z": 9200.0,
        "Zombies": 0,
        "Radius": 50,
        "DropAccuracy": 100
    },
    {
        "Title": "Krasnostav Airstrip",
        "Location": "Military",
        "DropType": "RANDOM",
        "X": 12160.0,
        "Z": 12645.0,
        "Zombies": 0,
        "Radius": 50,
        "DropAccuracy": 100
    },
    {
        "Title": "Myshkino",
        "Location": "Country",
        "DropType": "RANDOM",
        "X": 1900.0,
        "Z": 7600.0,
        "Zombies": 0,
        "Radius": 50,
        "DropAccuracy": 100
    },
    {
        "Title": "Northwest Airfield",
        "Location": "Military",
        "DropType": "RANDOM",
        "X": 4500.0,
        "Z": 10350.0,
        "Zombies": 0,
        "Radius": 50,
        "DropAccuracy": 100
    },
    {
        "Title": "Novaya Petrovka",
        "Location": "City",
        "DropType": "RANDOM",
        "X": 3100.0,
        "Z": 12840.0,
        "Zombies": 0,
        "Radius": 50,
        "DropAccuracy": 100
    },
    {
        "Title": "Novodmitrovsk",
        "Location": "City",
        "DropType": "RANDOM",
        "X": 11475.0,
        "Z": 14356.0,
        "Zombies": 0,
        "Radius": 50,
        "DropAccuracy": 100
    },
    {
        "Title": "Skalisty Island",
        "Location": "Country",
        "DropType": "RANDOM",
        "X": 13575.0,
        "Z": 3055.0,
        "Zombies": 0,
        "Radius": 50,
        "DropAccuracy": 100
    },
    {
        "Title": "Soverograd",
        "Location": "City",
        "DropType": "RANDOM",
        "X": 8566.0,
        "Z": 12755.0,
        "Zombies": 0,
        "Radius": 50,
        "DropAccuracy": 100
    },
    {
        "Title": "Stary/Novy",
        "Location": "Military",
        "DropType": "RANDOM",
        "X": 6600.0,
        "Z": 7800.0,
        "Zombies": 0,
        "Radius": 50,
        "DropAccuracy": 100
    },
    {
        "Title": "Veresnik",
        "Location": "Country",
        "DropType": "RANDOM",
        "X": 4000.0,
        "Z": 7850.0,
        "Zombies": 0,
        "Radius": 50,
        "DropAccuracy": 100
    },
    {
        "Title": "Zelenogorsk",
        "Location": "Country",
        "DropType": "RANDOM",
        "X": 1875.0,
        "Z": 5210.0,
        "Zombies": 0,
        "Radius": 50,
        "DropAccuracy": 100
    }
},
"DropTypes": [
    {
        "Title": "MaliciousLight",
        "Container": "RANDOM",
        "Quantity": 50,
        "AddFlare": 0.0,
        "SpawnMin": 1.5,

```



```

    "SpawnMax": 150.0,
    "SpawnOffset": 0.001,
    "ItemCondition": {
        "MinCondition": 50,
        "MaxCondition": 100,
        "Samples": 1
    },
    "Lifespan": 60,
    "Items": [
        "ExplosionTest"
    ]
},
{
    "Title": "Malicious|Heavy",
    "Container": "RANDOM",
    "Quantity": 100,
    "AddFlare": 0.0,
    "SpawnMin": 1.5,
    "SpawnMax": 50.0,
    "SpawnOffset": 0.001,
    "Lifespan": 60,
    "Items": [
        "ExplosionTest"
    ]
},
{
    "Title": "Misc. Food|Fresh",
    "Container": "RANDOM",
    "Quantity": 20,
    "AddFlare": 10.0,
    "SpawnMin": 1.5,
    "SpawnMax": 3.5,
    "SpawnOffset": 0.001,
    "ItemCondition": {
        "MinCondition": 50,
        "MaxCondition": 100,
        "Samples": 1
    },
    "Lifespan": 60,
    "Items": [
        "Apple",
        "BakedBeansCan",
        "BoxCerealCrunchin",
        "CaninaBerry",
        "Canteen",
        "GreenBellPepper",
        "Lard",
        "PeachesCan",
        "Pear",
        "Plum",
        "Potato",
        "PowderedMilk",
        "Pumpkin",
        "Rice",
        "SambucusBerry",
        "SardinesCan",
        "SodaCan_Cola",
        "SodaCan_Kvass",
        "SodaCan_Pipsi",
        "SodaCan_Spite",
        "Spaghettican",
        "TacticalBaconCan",
        "Tomato",
        "TunaCan",
        "WaterBottle",
        "Zucchini"
    ]
},
{
    "Title": "Misc. Food|Canned",
    "Container": "RANDOM",
    "Quantity": 20,
    "AddFlare": 10.0,
    "SpawnMin": 1.5,
    "SpawnMax": 3.5,
    "SpawnOffset": 0.001,
    "ItemCondition": {
        "MinCondition": 50,
        "MaxCondition": 100,
        "Samples": 1
    },
    "Lifespan": 60,
    "Items": [
        "Apple",
        "BakedBeansCan",
        "BoxCerealCrunchin",
        "CaninaBerry",
        "Canteen",
        "GreenBellPepper",
        "Lard",
        "PeachesCan",
        "Pear",
        "Plum",
        "Potato",
        "PowderedMilk",
        "Pumpkin",
        "Rice",
        "SambucusBerry",
        "SardinesCan",
        "SodaCan_Cola",
        "SodaCan_Kvass",
        "SodaCan_Pipsi",
        "SodaCan_Spite",
        "Spaghettican",
        "TacticalBaconCan",
        "Tomato",
        "TunaCan",
        "WaterBottle",
        "Zucchini"
    ]
},
{
    "Title": "Misc. Tools|Misc.",
    "Container": "RANDOM",
    "Quantity": 20,

```

```

    "AddFlare": 10.0,
    "SpawnMin": 1.5,
    "SpawnMax": 3.5,
    "SpawnOffset": 0.001,
    "ItemCondition": {
        "MinCondition": 50,
        "MaxCondition": 100,
        "Samples": 1
    },
    "Lifespan": 60,
    "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|Misc.",
    "container": "RANDOM",
    "quantity": 20,
    "AddFlare": 10.0,
    "SpawnMin": 1.5,
    "SpawnMax": 3.5,
    "SpawnOffset": 0.001,
    "ItemCondition": {
        "MinCondition": 50,
        "MaxCondition": 100,
        "Samples": 1
    },
    "Lifespan": 60,
    "Items": [
        "BandageDressing",
        "BloodBagEmpty",
        "BloodBagIV",
        "BloodSyringe",
        "BloodTestkit",
        "CharcolaTablets",
        "DisinfectantAlcohol",
        "DisinfectantSpray",
        "Epinephrine",
        "Heatpack",
        "MedicalScrubPants_Blue",
        "MedicalScrubPants_Green",
        "MedicalScrubPants_White",
        "MedicalScrubsHat_Blue",
        "MedicalScrubsHat_Green",
        "MedicalScrubsHat_White",
        "MedicalScrubShirt_Blue",
        "MedicalScrubShirt_Green",
        "MedicalScrubShirt_White",
        "Morphine",
        "PainkillerTablets",
        "PurificationTablets",
        "Rag",
        "SalineBag",
        "SalineBagIV",
        "SurgicalGloves_Blue",
        "SurgicalGloves_Green",
        "SurgicalGloves_LightBlue",
        "SurgicalGloves_White",
        "SurgicalMask",
        "TetracyclineAntibiotics",
        "VitaminBottle",
        "WaterBottle"
    ]
},
{
    "title": "Military|Eastern Block",

```

```

"Container": "RANDOM",
"Quantity": 20,
"AddFlare": 10.0,
"SpawnMin": 1.5,
"SpawnMax": 3.5,
"SpawnOffset": 0.001,
"ItemCondition": {
  "MinCondition": 50,
  "MaxCondition": 100,
  "Samples": 1
},
"Lifespan": 60,
"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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    "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",
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