Group **L**ink - **X** (W.I.P.) v.1.0.07

Description:
This A.I. modification is very early stage and mainly focus on A.I. combat behaviour improvement(s).
Main goal is to get back the "Get ready to feel hunted..." A.I. behaviour.

GLX use a new high dynamically and random A.I. movement algorithm which allow A.I. to use very aggressive but still tactical movement.

System Features:
Location A.I. (Synchronized A.I.)
Headless Client (H.C.) Initialize
Spawned A.I. Initialize SP / MP (Including Zeus A.I.)

A.I. Features:
A.I. use Cover
A.I. use Smoke (At Day)
A.I. use Flares (At Night)
A.I. Request Reinforcement
A.I. use Cover to Cover movement
A.I. mount / unmount empty vehicle
A.I. use high dynamically movement
A.I. use Flanking and Tactical Movement
A.I. Helicopter Insertion / Extraction (Paradrop)

GLX Install: (AddOn)
Copy the **@GLX** and **UserConfig** folder into your ARMA 3 root folder.
Create a shortcut of **arma3_x64.exe** and add **-mod=@GLX** into the target field of the shortcut.

If you like to use / change settings by using the UserConfig > GLX folder make sure to add **-filePatching** to your created shortcut target field as well.

GLX Install: (Script)
DePbo the "**GLX_System.pbo**".
Copy the dePboed "**GLX_System**" folder into the mission you like to use GLX with.
Create a Init.sqf and use:

```
GLX_Path = "GLX_System\";

execVM (GLX_Path+"GLX_Initialize.sqf");
```

Disable GLX in specific mission(s): (Init.sqf)

GLX_Initialize = False;

GLX A.I. special behaviour: (New)
By default GLX will randomly set A.I. groups combat mode to "YELLOW" or "RED".

A.I. groups which use combat mode "RED" will get less stop commands which will result in faster (more) A.I. movement cycles.

You can force specific A.I. groups to use combat mode "RED" by simply setting it from given A.I. groups combat mode selection drop down menu.

Disable specific GLX A.I. group behaviour(s):
Those specific A.I. group behaviour(s) can be disabled / reset during the whole mission runtime.

this = A.I. group alternative (group this) = A.I. unit (same as this = A.I. group)

A.I. Initialize: (Disable specific A.I. group from using GLX)

this setVariable ["GLX_Disable", "GLX_Init"];

A.I. Move: (Disable specific A.I. group from using GLX A.I. movement system)

this setVariable ["GLX_Disable", "GLX_Move"];

Note:
A.I. group which has GLX A.I. movement system disabled will not be able to get requested as reinforcement.

A.I. Request: (Disable specific A.I. group from requesting reinforcement)

this setVariable ["GLX_Disable", "GLX_Request"];

A.I. Reinforcement: (Disable specific A.I. group from getting requested as reinforcement)

this setVariable ["GLX_Disable", "GLX_Reinforcement"];

A.I. Reset: (Reset specific A.I. group behaviour)

this setVariable ["GLX_Disable", ""];

Credits:

B.I.S. - O.F.P. / ARMA 1 - 3
Toadlife - Original Group Link Script (O.F.P.)
KeyCat - Heavily Modified Group Link II Script (O.F.P.)
E.C.P. Team - E.C.P. Mod (O.F.P.)

Thanks: (Testing / Requests / Ideas / Feedback / Keeping me busy)

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kremator
froggyluv

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serena
killzone_kid
Grumpy Old Man

and everyone who shared and contributed his knowledge to the Code Optimization topic.

Special Thanks:

ZoneKiller (Group Link 2 ARMA 1 Port)
Sgt.Ace (Long time O.F.P. / ARMA friend)
Mark XIII (ARMA 2 Sound Mod)
Mapfact Team (Sgt.Ace / MCPXXL / Silola / Radeor)

And everyone involved in any kind of project keep pushing and supporting the ARMA community.

Enjoy and have fun!

Regards =\SNKMAN/=