

Group Link - X (Changelog) v.1.0.07

Added:

(**System**) Added functionality to set specific A.I. disable state by using / synchronizing A.I. with trigger.

A.I. disable state have to be written in trigger text field e.g. **GLX_Init** / **GLX_Move** / **GLX_Request** / **GLX_Reinforcement**.

Will do exactly the same as "this setVariable ["GLX_Disable, "GLX_XXX"]".

(**Settings**) Added setting to "GLX_Tweak.sqf" to change A.I. movement system type chance. (Tactical / Aggressive)

Changed:

(**Feature**) Changed A.I. flare condition to respect user made setting change.

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Added:

(**System**) Initialize Hint.

(**Feature**) A.I. House Search.

Improved:

(**System**) A.I. movement system to avoid A.I. which lost enemy line of sight to move straight to their last known enemy position.

(**Feature**) Added fixed amount of flares to be used by A.I. units with grenade launcher weapons per mission.

Changed:

(**Settings**) Changed "TCL_Tweak.sqf" default A.I. movement system setting from [] to [5, 10, 15, 10, 5].