Actionbuilder Waypoint Types
Designed for 1.2.x

DEFAULTS
Behave just like the in-game default waypoints.

MOVE
https://community.bistudio.com/wiki/Waypoint_types#Move

SEEK AND DESTROY
https://community.bistudio.com/wiki/Waypoint_types#Seek_.26_Destroy

GUARD
https://community.bistudio.com/wiki/Waypoint_types#Guard

DISMISSED
https://community.bistudio.com/wiki/Waypoint_types#Dismissed

ACTIONS
Are executed instantly.

ACTION: U-TURN
- Module placement does not matter.

The group will immediately turn around and begin to execute the waypoints in a reverse order.

ACTION: SEND VEHICLES TO BE REMOVED
- Module placement matters.

Sends group's vehicles away to be removed. The removal location is the position of the waypoint module. The vehicles will leave the group immediately and cannot be controlled anymore.

The removal includes the crewmen.

ACTION: LOAD TRANSPORT
- Module placement does not matter.
- The group must have a transportation vehicle available.

On-feet infantry units will get in to group's transportation vehicles.

ACTION: UNLOAD TRANSPORT
- Module placement does not matter.

If there is a loaded (or forced) transportation, this will unload it.
The vehicles will remain manned.

ACTION: ABANDON VEHICLES
- Module placement does not matter.

The group will leave all their vehicles. The vehicles cannot be re-utilized by the group.

ACTION: FORCE TRANSPORT
- Module placement does not matter.
- The group must have a transportation vehicle available.

Immediately moves on-feet infantry units to group's transportation seats.

ACTION: COMMAND TARGET
- Module placement does not matter.

- Must be synchronized to the target.

The group aims at the synchronized target.

https://community.bistudio.com/wiki/commandTarget

ACTION: COMMAND FIRE
- Module placement does not matter.
- Must have a target set.

The group fires with primary weapons to the target. Will not stop until the target is destroyed. The unit(s) will not fire if they have no means to destroy the target.

https://community.bistudio.com/wiki/commandFire

ACTION: POPULATE BUILDINGS
- Module placement matters.

Populates buildings by randomly selecting usable posts for the units. The original group ceases to exist. Size of the populated area depends on how large the group is: larger the group, larger the utilized area is. Basically a one man translates to a radius of 25 meters and two men would be 50 m. You can have denser population by having more groups.

The units will switch their posts randomly. Usually switching happens between 0 and 180 seconds. The units will stay inside the original radius. The patrolling can be disabled via special setting of the module.

ACTION: FORCE POPULATE BUILDINGS
- Module placement matters.

Populates buildings instantly. After the initial population, behaves just like the regular populate buildings type.

ACTION: NEUTRALIZE GROUP
- Module placement does not matter.

Neutralizes the entire group instantly.
The method of neutralization is based on the unit type:
- Soldiers are blowed up by a mine.
- Vehicles are shelled by artillery.
- Air units are hit by AA missile.
- Underwater units drown.

ACTION: KILL GROUP
- Module placement does not matter.

Kills the entire group instantly. Vehicles will explode.

ACTION: REMOVE GROUP
- Module placement does not matter.

Removes the entire group instantly.