

buildPop

Dynamically populate buildings with AI when needed

By LAxemann

Content

1.	What is buildPop?.....	1
2.	Quickstart	1
2.1	Via Module	1
2.2	Via Script.....	1
3.	Advanced usage.....	2
4.	Nice-To-Knows.....	2
5.	Advanced command list	2

Demo Mission:

<https://bit.ly/3dmLJLe>

1. What is buildPop?

BuildPop lets you dynamically populate buildings with AI when players enter a trigger area. You can blacklist building positions, spawn units from a pool of classnames or an easySpawn template, execute code on the spawned group and more.

2. Quickstart

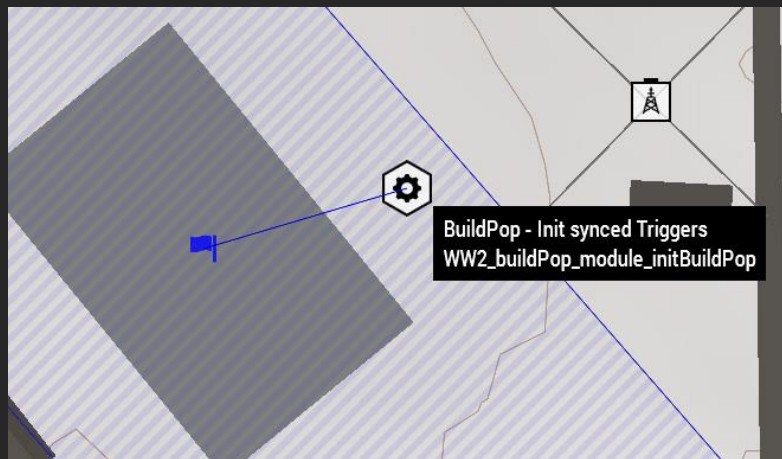
BuildPop uses triggers and their areas to detect players. If players enter the trigger area, a group of units with the specified parameters is spawned within the building closest to the trigger.

2.1 Via Module

First, place a trigger on top of an **enterable** building, then edit the trigger's area boundaries. AI will spawn once a player enters these boundaries.

After that, place the **"BuildPop – Init synced Triggers"** module and sync it to the trigger. *Note: You can sync one module to multiple triggers.*

You can now tweak the module's parameters to your liking.



Note: The unitPool parameter also accepts an **easySpawn** template name as an argument!

2.2 Via Script

You can initialize a trigger via script with the function **WW2_buildPop_fnc_initBuildPopTrigger**.

```
[myTrigger, EAST, ["className","className2"], 4] call WW2_buildPop_fnc_initBuildPopTrigger;  
[myTrigger, EAST, ["easySpawnTemplate"]] call WW2_buildPop_fnc_initBuildPopTrigger;
```

3. Advanced usage

- You can determine whether or not **Dynamic Simulation** should be enabled for the created group by providing a **fifth argument**:

```
[triggerName, EAST, ["class1","class2"], 5, true] call WW2_buildPop_fnc_initBuildPopTrigger;
```

- You can blacklist indizes of building positions by providing an array with indizes as a **sixth argument**:

```
[triggerName, EAST, ["class1","class2"], 5, true, [1,2,3]]  
call WW2_buildPop_fnc_initBuildPopTrigger;
```

- You can execute custom code when a unit gets created by providing it as a string as a **seventh argument**. The created group is handed over as **_createdGroup**:

```
[triggerName, EAST, ["class1","class2"], 5, true, [1,2,3], "hint str _createdGroup"]  
call WW2_buildPop_fnc_initBuildPopTrigger;
```

4. Nice-To-Knows

- When 0 or no unit count is given, a random amount of units will be spawned based on the amount of available building positions, but **never more than 10**.
- The amount of spawned units can not exceed the amount of available building positions.
- You can find all building positions of a building by going in-game, looking at the building and enter the following code into the Debug Console: `[cursorTarget] call BIS_fnc_buildingPositions;`

5. Advanced command list

`WW2_buildPop_fnc_initBuildPopTrigger;`

```
[  
    triggerName,  
    side,  
    unitPool or easySpawn template name,  
    unitCount (default 0),  
    enableDynamicSimulation (default true),  
    blacklistArrayWithBuildPosIndizes (default []),  
    customCodeAsString (default "")  
] call WW2_buildPop_fnc_initBuildPopTrigger;
```

Full syntax for initializing a buildPop trigger.