

easySpawn

Easily create and spawn AI-group templates

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Demo mission:

<https://bit.ly/3dlu9XP>

1. What is easySpawn?

EasySpawn is meant to provide a quick and easy way of spawning AI mid-game with barely to no scripting knowledge required. Editor-Placed groups can be defined as a template and then be “reused” when and wherever.

Groups spawned with easySpawn can be spawned in two primary ways:

When spawned “on top” of another group, the spawned group will replace the units in the original group, but keep their waypoints. The intended use for this is it to create “placeholder units” in the editor, give them waypoints, then spawn the template on top of them to save performance.

You can also just spawn the template group at any position. in this case, waypoints will have to be scripted, though.

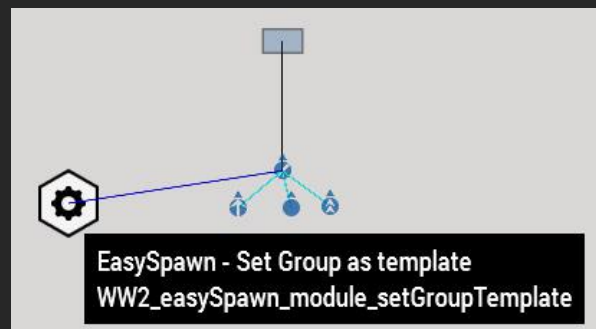
2. Quickstart

Using easySpawn requires two basic steps: First, registering one or multiple groups as templates. Secondly, spawning ai groups based on the created templates. There are multiple ways of doing both and all ways can be used in conjunction. The ways are:

2.1 Via Module

Simply place the **“easySpawn – Set Group as Template”** module and sync it to the leader of the group you want to save as a template. Inside the module, you can set the template’s name and whether or not the original, synced group should get deleted.

You can then use the **“easySpawn – Spawn Group from Template”** module to spawn a group from a saved template.



If the spawn module is **synced to a unit**, the template group will spawn “on top” of the synced group, delete its original units by default, and keep its waypoints.

If the spawn module is **not synced to a unit**, the template group will simply spawn at the module’s position.

2.2 Via init line of unit or group

You can set groups as templates via the init line of the group or one of its units:

```
[this,"templateName"] call WW2_easySpawn_fnc_setGroupTemplate;
```

2.3 Via script

Groups can be set and spawned as an easySpawn template via scripts. Creating a template from a group is the same as doing it via init line, but you have to replace **this** with the name of the group or one of its units:

```
[groupName,"templateName"] call WW2_easySpawn_fnc_setGroupTemplate;
```

In order to spawn a group from an easySpawn template, you can use the function **WW2_easySpawn_fnc_spawnGroup**.

When providing the variable name of a unit as the first argument, the original units will be replaced by the template group and all waypoints of the original units will be kept:

```
[unitName,"templateName"] call WW2_easySpawn_fnc_spawnGroup;
```

When providing a position as the first argument, the template group will simply be created at this position. The function returns the created group for further use.

3. Advanced usage

- When **setting** a group as a template, you can provide a **third argument** (bool) to determine whether the original group should get deleted or not.

```
[groupName,"templateName", false] call WW2_easySpawn_fnc_setGroupTemplate;
```

- When **spawning** a template group on top of another group, you can provide a third argument in order to prevent the original units from being replaced. In this case, the template units will simply be added to the existing group:

```
[groupName,"templateName", false] call WW2_easySpawn_fnc_spawnGroup;
```

- When **spawning** template groups onto a position, a fourth parameter can be provided to set a custom side for them (default **nil**):

```
[groupName,"templateName", true, EAST] call WW2_easySpawn_fnc_spawnGroup;
```

- When **spawning** a template group, a fifth parameter can be set in order to determine whether or not the group should be spawned without vehicles (Crew will still spawn!). Default **false**.

```
[groupName,"templateName", true, EAST, true] call WW2_easySpawn_fnc_spawnGroup;
```

4. Nice-To-Knows

- When registering the same template name multiple times, the latest entry will always overwrite the previous ones.

5. Advanced command list

WW2_easySpawn_fnc_setGroupTemplate;

```
[unit,"templateName", deleteOriginalGroup] call WW2_easySpawn_fnc_setGroupTemplate;
```

Full syntax for **setting** a template.

WW2_easySpawn_fnc_spawnGroup;

```
[unitOrPos,"templateName", deleteOrigUnits, customSide, spawnWithoutVehicles]  
call WW2_easySpawn_fnc_spawnGroup;
```

Full syntax for **spawning** a group from template.