Conv

CreateVehicle

1. **\_roadNew** gets populated with all road segments within 50000 m (maps all roads) (NOTE: Actually scans from 0,0,0, not map center, this should be fixed)
2. **\_road** picks a single random road segment from this list
3. **\_roadses** find a location within (\_radiusSpawnListConvoy) meters of **\_road**
4. FOR EACH VEHICLE
5. **\_posRandomVeh**  = One of \_roadses points
6. **That location is now removed from possible locations**
7. \_roads = getPos (\_posRandomVehicle)