How to use UPSMON script:

The bare minimum to make UPSMON work:
1.Add the script folder to your mission.
2.Add this command line to your init.sqf:
call compile preprocessFileLineNumbers "scripts\Init_UPSMON.sqf";
3. Create and name a marker, as example: "yourmarkername" (has to be either rectangle or ellipse).
4. Place a group and put the following line into the leaders init field:
nul = [this,"yourmarkername"] execVM "scripts\UPSMON.sqf";

In this configuration, your group will patrol randomly in your marker area, with the default behaviour and formation ("AWARE" and "WEDGE" for editor placed groups).

You can create group dynamically with the "UPSMON_CreateGroup" function:

_grp = [position,side,[unitsarray],[min units,max units per group],3,["markername","SAFE","COLUMN"]] call UPSMON_CreateGroup;

        <- _position   Position where the group will spawn

        <- side   Side of the group (EAST,WEST,GUER,CIVILIAN)

        <- [unitsarray]   Array with classnames of unit you want to spawn (classname will be choose randomly), the classname can be unit or vehicles. If the classname is a vehicle, it will be filled with units of the same side than the vehicle.

        <- [min,max]   Minimum and maximun units you want to spawn in the group [1,4]

        <- 3   amount of mandatory units

        <- ["markername"]   UPSMON parameters for the group

<u>Optional Parameters:</u>

      ⟶   <u>Behaviour and Formation parameter:</u>

You can modify the behavior, formation and speedmode of the group by adding your preferences to the
parameters:
nul = [this,"yourmarkername","STEALTH","LINE","LIMITED"] execVM "scripts\UPSMON.sqf";

Parameters can be:

Formation: "LINE"/"STAG COLUMN"/"COLUMN"/"VEE"/"WEDGE"

Behaviour: "CARELESS"/"SAFE"/"AWARE"/"COMBAT"/"STEALTH"

Speedmode: "LIMITED"/"NORMAL"/"FULL"

⟶ "SHOWMARKER" parameter:

By default, the group area marker will turn invisible when UPSMON is initialized, if you want the marker to stay visible then add this parameter:

nul = [this,"yourmarkername","SHOWMARKER"] execVM "scripts\UPSMON.sqf";

If multiple groups share the same marker, you only need to add this parameter on one of the group to make the marker visible.

⟶ Random position parameter:

You can randomize the position of your group within the marker area with the "RANDOM" parameter.

nul = [this,"yourmarkername","RANDOM"] execVM "scripts\UPSMON.sqf";

When using the following parameters the units will be moving into buildings:

"RANDOMUP" --> principaly the highest building positions.
"RANDOMDN" --> principaly ground floor positions.
"RANDOMA" --> all positions.

Depending on the marker size it will take a bit longer to find valid positions. It is recommended to use these parameters with the "NOWP" parameter.

If you combine "RANDOMUP" or "RANDOMDN" or "RANDOMA" with "NOWP3", the group will act as Fortify groups.

Δ You must'nt use large area with "RANDOMUP"/"RANDOMDN"/"RANDOMA" !

⟶ "NOWP" parameters:

Best used with "RANDOMUP/RANDOMDN/RANDOMA" parameter.

The "NOWP" parameter has 3 different options:

"NOWP" --> No waypoints will be created until this group or any other group within UPSMON share distance know about enemies.

"NOWP2" --> No waypoints will be created even if this group or any other group within UPSMON share distance know about enemies, waypoints will be created if one unit from this group is killed or injured.

"NOWP3" --> No waypoints will be created. This parameter is suited for groups that will have editor placed waypoints.

"NOWP" groups will still share known enemy locations and call in reinforcements/artillery if possible.

⟶ Communication parameters:

"NOSHARE"

This parameter will prevent a group from sharing known enemy locations to other UPSMON groups.

nul = [this,"yourmarkername","NOSHARE"] execVM "scripts\UPSMON.sqf";

You can modify the sharing distance range at the line 19 of Init_UPSMON.

"RADIORANGE:",_number --> You can set the radio range (in meters) for each UPSMON group, the radio range is linked to the reinforcement and artillery module. (by default:8000)

nul = [this,"yourmarkername","RADIORANGE:",250] execVM "scripts\UPSMON.sqf";

➔ "NOVEH" parameters:

If the waypoint of an UPSMON infantry is far away from their current position they will try to search for vehicles (200m around the leader position).

You have two solutions to prevent an UPSMON group to use a vehicle: you can either lock it or you add "NOVEH" in the leaders parameter.

"NOVEH" won't prevent UPSMON groups from entering combat vehicles when being engaged.
If you don't want them to use any vehicle at all then you should add the "NOVEH2" parameter.

➔ Cleanup Parameter:
This parameter will delete the dead bodies after a defined amount of time:
nul = [this,"yourmarkername","DELETE:",80] execVM "scripts\UPSMON.sqf";

➔ "NOSMOKE" parameter:
If you don't want a group to use smoke grenades, then you just have to add this parameter:
nul = [this,"yourmarkername","NOSMOKE"] execVM "scripts\UPSMON.sqf";

You can disable the smoke capacity for all groups in the init_UPMON script line 54.You can disable the smoke capacity for all groups in the init_UPMON script line 86.

➔ "NOFOLLOW" parameter:
If you don't want your patrol group to get out of the designated marker area then use this parameter:
nul = [this,"yourmarkername","NOFOLLOW"] execVM "scripts\UPSMON.sqf";

➔ "ONROAD" parameter:
The group will only receive waypoints on roads:
nul = [this,"yourmarkername","ONROAD"] execVM "scripts\UPSMON.sqf";

➔ "NOAI" parameter:
With this parameter, the group will patrol without reacting to any enemy contact:
nul = [this,"yourmarkername","NOAI"] execVM "scripts\UPSMON.sqf";

➔ "Fortify" parameter:
With this parameter the UPSMON group will occupy the nearest building and hold it.
nul = [this,"yourmarkername","FORTIFY"] execVM "scripts\UPSMON.sqf";

If there aren't buildings near the group, they will search for cover.

➔ "LANDDROP" parameter:

Now by default an UPSMON group take an heli to move to his waypoint, the group will be paradrop. If you want that the helo land and unload his cargo, just add this parameter to the UPSMON group:
nul = [this,"yourmarkername","LANDDROP"] execVM "scripts\UPSMON.sqf";

→ Ambush parameters:

"AMBUSH" --> the group will lay down mines and then take an ambush position.

"AMBUSH2" --> same as the previous, without the usage of mines.

["AMBUSHDIR:",direction] or ["AMBUSHDIR2:",direction] --> with these parameters you can set the orientation of the ambush ("NORTH","NORTHWEST","NORTHEAST","SOUTH","SOUTHEAST")
Additional Ambush Parameters:

["AMBUSHDIST:",_nbr] --> you can set the distance between the ambush point and the ambush position.

["MINE:",_nbr] --> you can set the amount of mines used for the ambush. (3 by default)

["MINEtype:",_nbr] --> you can set the mine types, 1-for only AT mine, 2-AT mines and AP mines, 3-only AP mines. (2 by default)

→ Respawn parameter:
When all members of the group are dead, they will respawn when using: "RESPAWN"
You can control the number of respawns with this parameter: ["RESPAWN:",_nbr]
nul = [this,"yourmarkername","RESPAWN:",5] execVM "scripts\UPSMON.sqf";

The group will not respawn if there are any enemies at their point of origin (The first position of the leader).

You can change the origin of the group with this parameter : ["RESPAWNPOS:",position/positions]

nul = [this,"yourmarkername","RESPAWNPOS:",getmarkerpos "respawn"] execVM "scripts\UPSMON.sqf";
nul = [this,"yourmarkername","RESPAWNPOS:",getposATL unit] execVM "scripts\UPSMON.sqf";
nul = [this,"yourmarkername","RESPAWNPOS:",[getmarkerpos "respawn",getposATL unit,position]] execVM "scripts\UPSMON.sqf";

By default, a group will respawn immediately after the last unit will be dead, you can increase the delay with this parameter: ["RESPAWNDELAY:",_seconds]

nul = [this,"yourmarkername","RESPAWNDELAY:",60] execVM "scripts\UPSMON.sqf";

All equipment and weapons of each units of the group is saved.

→ Clone parameter:
With this parameter you can duplicate an UPSMON group.
nul = [this,"yourmarkername","MIN:",1,"MAX:",4] execVM "scripts\upsmon.sqf";

This will create a random number (as in the example at least 1 cloned group but at most 4 cloned groups) of clones on the position of the original group, using the same parameters as the original group.

All equipment and weapons of each units of the group is saved.

➤ Template parameter:

This parameter will let you predefine a certain template group type.
After predefining it you can spawn in any template group to your liking.
Place a squad in the editor that you want to save as a template group:
nul = [this,"yourmarkername","TEMPLATE:",1] execVM "scripts\upsmon.sqf";

This will save the group to the Template Slot 1.
Place an object or marker where the group should be spawned and name it (as example:
"Spawnmarker1").
In a seperate trigger or script add this:
nul = [1,getmarkerpos "Spawnmarker1",4,["yourmarkername", "STEALTH","FORTIFY"]] execVM
"SCRIPTS\UPSMON\UPSMON_SPAWN.SQF";

This will select the Template Slot 1, spawn location will be at the marker "Spawnmarker1",
and 4 groups of the Template Slot 1 will be spawned and receive "yourmarkername" as patrol area
with a "STEALTH" behaviour and a "FORTIFY" parameter.

All equipment and weapons of each units of the group is saved.

➤ Spawn parameter:

This parameter is to ensure that spawned-in groups or groups that receive upsmon parameters
midmission are working properly.

As an example:
_group = [player,side player,[B_G_Soldier_F], [], [], 0.5] call BIS_fnc_spawnGroup;
sleep 1;
nul = [_group,"yourmarkername","SPAWNED"] execVM "scripts\upsmon.sqf";

➤ Reinforcement parameters:

There are two reinforcement types:

1: The reinforcement group that can be called by another UPSMON group.
nul = [this,"yourmarkername","REINFORCEMENT"] execVM "scripts\upsmon.sqf";

Then you need to activate the reinforcement module by adding the following to a trigger:
UPSMON_reinforcement = true; publicvariable "UPSMON_reinforcement";
This will make the reinforcement group head to the first group that is being engaged by the enemy.

2: The reinforcement group controlled by the mission maker.
nul = [this,"yourmarkername","REINFORCEMENT:",1] execVM "scripts\upsmon.sqf";

The number is the id of your reinforcement group.
Then you need to activate the reinforcement module and add a position where the reinforcement
group should be heading to.
UPSMON_reinforcement1 = true;
publicvariable "UPSMON_reinforcement1";
UPSMON_reinforcement1_pos = getMarkerPos "mkr1";

The id number must match with the id of the reinforcement group.
This will make the reinforcement group with the ID:1 to move to the marker "mkr1".

⟶ Artillery module:

nul = [this,(_rounds,_range,_area,_cadence,_mincade nce)] execVM
"scripts\UPSMON\MON_artillery_add.sqf";
<- _artillery object to attach artillery script, must be an object with gunner and of the support type
"Artillery".
<- (_rounds) number of munition for the artillery [FLARE,SMOKE,HE]
<- (_area) Dispersion area, 150m by default
<- (_maxcadence) Cadence of fire, is random between min, default 10s
<- (_mincadence) Minimum cadence, default 5s

Then you need to activate the artillery system:
UPSMON_ARTILLERY_WEST_FIRE = true;
or
UPSMON_ARTILLERY_EAST_FIRE = true;
or
UPSMON_ARTILLERY_GUER_FIRE = true;

Now, UPSMON can detect artillery so you can only add the basic command line to your group.

⟶ DoRelax:

With this parameter, each units of the group will patrol (independently from each other), sit
and talk within his marker area.