

## Documentation

# Controlled Spawn & Waypoints Randomizr (CSWR)

Last update: v5.1

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## What is this

**CSWR** is an *Arma 3* script that allows the Mission Editor to spawn AI units and vehicles (by ground or air paradrop) and makes those groups move randomly to waypoints forever in life, where spawn-points and waypoints are easily pre-defined by Mission Editor through *Eden* marker's positions. *CSWR* accepts faction loadout customization, including additional customizations for sniper groups and paratroopers. *CSWR* almost doesn't change any original *Arma* AI behavior, saving server performance and *Arma 3* integrity.

**Creation concept:** bring life to the mission through non-stop units' movements with some level of unpredictability without losing control of server performance and what AI units can do.

## For multiplayer and single-player

*CSWR* works for all game purposes like multiplayer and single-player.

## For Hosted and Dedicated servers

*CSWR* was built for both server types.

## Populate missions with civilians only if needed

Yes and easily. You can spawn just a faction, or two, or all of them. As you wish.

## Compatible with ACE, RHS, CUP, or any others

Yes! You can call whatever classnames of units and vehicles in *fn\_CSWR\_population.sqf* file.

## CSWR cannot spawn air or nautical vehicles yet

Since v5.0 *CSWR* is allow to spawn helicopters. Despite you can spawn soldiers and civilians in water when needed, nautical vehicles or planes aren't available yet.

## Loadout customization

Yes, including uniforms, vests, and backpacks, respecting the items inside the original ones and transferring them to the new gear. Check [how to customize the faction loadouts](#).

## Debug monitor and feedback available

Go to `/CSWRandomizr/fn_CSWR_management.sqf` and change the value of the `CSWR_isOnDebugGlobal` variable.

## If you need an SQF editor

Sure, I'm using *Visual Studio Code* with this customs specific for *Arma 3*:

<https://forums.bohemia.net/forums/topic/239960-vs-code-tutorial-how-to-config-vs-code-for-arma-3-2023/>

If you need something simpler:

<https://notepad-plus-plus.org/>, install it and, when you open some script file, go to Notepad++ main menu, "Language" and select "C" as file language. That's it.

## Run the script for a first look

1. Go to <https://steamcommunity.com/sharedfiles/filedetails/?id=2740912514>
2. Subscribe and wait for Steam to download it;
3. Open *Arma 3*, go to Multiplayer > Server browser > Host server > click Host Server button;
4. Select “Stratis” map and, after that, select “CONTROLLED SPAWN AND WAYPOINTS RANDOMIZR”;
5. Play.

**Important:** if you want to apply this script in your own missions, [check this out](#).

## Install the script in my own mission ★★ ★

1. Go to:  
<https://github.com/aldolammel/Arma-3-Controlled-Spawn-And-Waypoints-Randomizr-Script>
2. Download the zip and open it;
3. In zip, find the folder “CSWRandomizr” and copy it to your mission folder root:  
DRIVE:\Users\yourName\Documents\Arma 3\yourProfile\missions\yourMission\
4. In the mission folder root, if you don't have a “description.ext” file, create one and there add the code down below:


```
class cfgFunctions
{
    // CONTROLLED SPAWN AND WAYPOINTS RANDOMIZR
    #include "CSWRandomizr\THY_CSWR_functions.hpp"
};
```

5. Now, [just create your custom faction\(s\)](#)!

## Define the factions to spawn

In *Arma 3*, there are 4 factions available: Blufor, Opfor, Independent, and Civilian. All of them are built by groups that are composed of units (soldiers/people). With CSWR you will spawn dynamically one or more factions. It's up to you. Let's do it, opening the file: `\CSWRandomizr\fn_CSWR_management.sqf`

Set as `true` the faction you want to spawn through CSWR:



```
fn_CSWR_management.sqf X
1  //CSWR v4.0
2  //File: your_mission\CSWRandomizr\fn_CSWR_management.sqf
3  //by thy (@aldolammel)
4
5  if (!isServer) exitWith {};
6
7  //PARAMETERS OF EDITOR'S OPTIONS:
8  //Debug:
9  CSWR_isOnDebugGlobal = true; .....//true = shows basic debug
10 CSWR_isOnDebugOccupy = false; .....//true = if debug global
11 CSWR_isOnDebugWatch = false; .....//true = if debug global
12 CSWR_isOnDebugHold = true; .....//true = if debug global
13 //Factions:
14 CSWR_isOnBLU = true; .....//true = if you wanna spawn BluFor
15 CSWR_isOnOPF = true; .....//true = if you wanna spawn OpFor
16 CSWR_isOnIND = true; .....//true = if you wanna spawn Independent
17 CSWR_isOnCIV = true; .....//true = if you wanna spawn Civilian
18 //Others:
19 CSWR_isBackpackForAll = false; .....//true = if editor sets
20 CSWR_isVestForAll = false; .....//true = if editor sets
21 CSWR_isHoldVehLightsOff = false; .....//true = all vehicles
22 CSWR_isUnlimitedFuel = false; .....//WIP
23 CSWR_isUnlimitedAmmo = false; .....//WIP
24 CSWR_isEditableByZeus = true; .....//true = CSWR units and
25 CSWR_wait = 1; .....//If you need to make CS
26
```

## Define who is the enemy

CSWR works with what you have defined through *Eden Editor*:

1. On *Eden* main menu, go to Attributes > General;
2. In the “General” window, look for “Misc”:



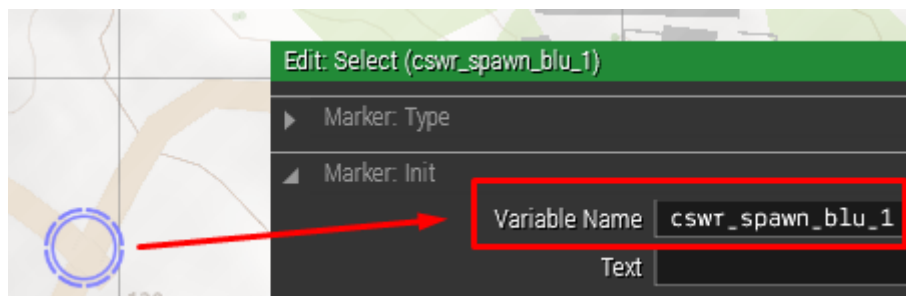
3. As BluFor and OpFor always are enemies of each other, you only need to define who is the Independent enemy, by clicking over the side flag.



## Spawn-points for faction

In CSWR, the AI will get also some pre-defined markers as spawn-points which they will use only one type of spawn in two ways: 1) right before the mission gets started; or 2) using the [Spawn Delay methods](#). The regular spawn can take a while like 1 or 2 minutes to be fully finished, depending on how many units and vehicles CSWR will create for you. Each faction should have its own spawn-points, never sharing them with another faction. If you apply more than one spawn-point of the same type, each group/vehicle assigned to spawn there will select one of those options randomly.

Define the spawn-points on *Eden Editor*, dropping a “Select” marker on the map and name it based on the example down below, respecting the tag of what faction(s) you got enabled in *fn\_CSWR\_management.sqf* previously:



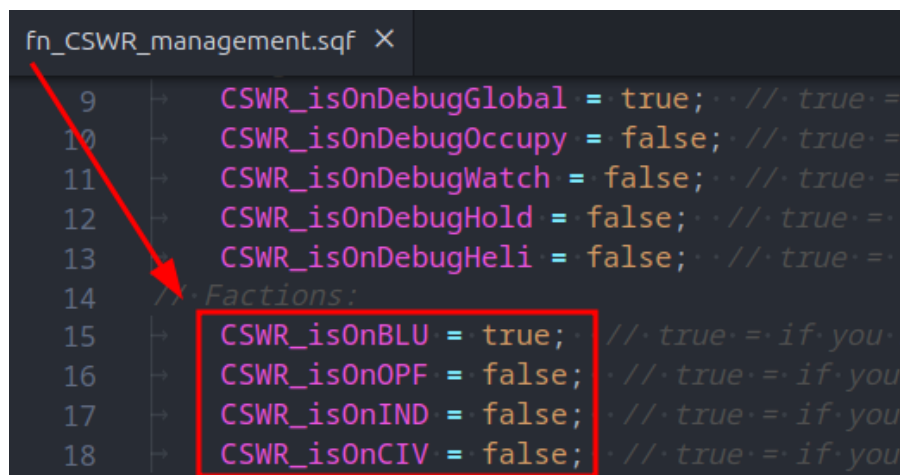
An example of spawn-point for BLU faction. This is the marker attributes on Eden Editor.

To find out the “Select” marker on Eden, in the **Assets** menu, click on “Markers” (F6) and, after that, “System” on the category list. There, you will find out “Select” marker.

Faction:	Spawn-type description:	On Eden Editor
		Markers for spawn-types:
BluFor	Spawn for all BLU: soldiers and vehicles can spawn.	cswr_spawn_blu_1 cswr_spawn_blu_2 ...
	Spawn for BLU vehicles: <u>only</u> vehicles can spawn.	cswr_spawnveh_blu_1 cswr_spawnveh_blu_2 ...
	Spawn Paradrop (air) for all BLU: soldiers and vehicles can spawn.	cswr_spawnparadrop_blu_1 cswr_spawnparadrop_blu_2 ...

OpFor	Spawn for all OPF: soldiers and vehicles can spawn.	cswr_spawn_opf_1 cswr_spawn_opf_2 ...
	Spawn for OPF vehicles: <u>only</u> vehicles can spawn.	cswr_spawnveh_opf_1 cswr_spawnveh_opf_2 ...
	Spawn Paratroop (air) for all OPF: soldiers and vehicles can spawn.	cswr_spawnparatroop_opf_1 cswr_spawnparatroop_opf_2 ...
Independent	Spawn for all IND: soldiers and vehicles can spawn.	cswr_spawn_ind_1 cswr_spawn_ind_2 ...
	Spawn for IND vehicles: <u>only</u> vehicles can spawn.	cswr_spawnveh_ind_1 cswr_spawnveh_ind_2 ...
	Spawn Paratroop (air) for all IND: soldiers and vehicles can spawn.	cswr_spawnparatroop_ind_1 cswr_spawnparatroop_ind_2 ...
Civilian	Spawn for all CIV: People and vehicles can spawn.	cswr_spawn_civ_1 cswr_spawn_civ_2 ...
	Spawn for CIV vehicles: <u>only</u> vehicles can spawn.	cswr_spawnveh_civ_1 cswr_spawnveh_civ_2 ...
	Spawn Paratroop NOT available.	-

Of course, you might add or remove spawn-points as much as you want since you don't forget to make sure the faction is "TRUE" on `fn_CSWR_management.sqf` file:

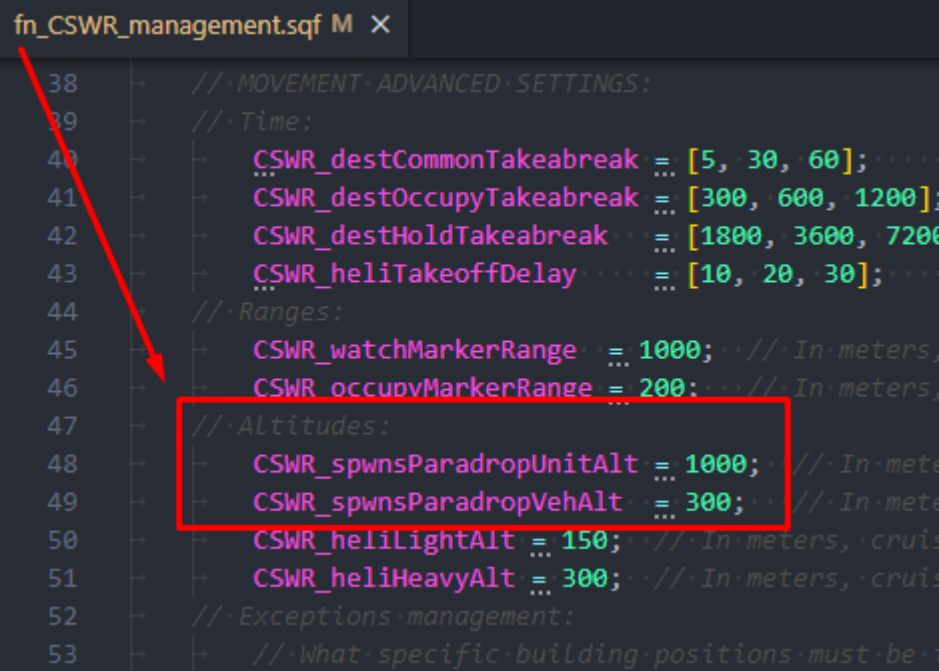


```

fn_CSWR_management.sqf X
9  CSWR_isOnDebugGlobal = true; // true =
10 CSWR_isOnDebugOccupy = false; // true =
11 CSWR_isOnDebugWatch = false; // true =
12 CSWR_isOnDebugHold = false; // true =
13 CSWR_isOnDebugHeli = false; // true =
14 // Factions:
15 CSWR_isOnBLU = false; // true = if you
16 CSWR_isOnOPF = false; // true = if you
17 CSWR_isOnIND = false; // true = if you
18 CSWR_isOnCIV = false; // true = if you

```

Since v5, if you want to change the altitude of spawn by paradrop, you have the control over the altitude for people/soldiers and vehicles:



```
fn_CSWR_management.sqf M X
38  // MOVEMENT ADVANCED SETTINGS:
39  // Time:
40  CSWR_destCommonTakeabreak == [5, 30, 60];
41  CSWR_destOccupyTakeabreak == [300, 600, 1200];
42  CSWR_destHoldTakeabreak == [1800, 3600, 7200];
43  CSWR_heliTakeoffDelay == [10, 20, 30];
44  // Ranges:
45  CSWR_watchMarkerRange == 1000; // In meters
46  CSWR_occupyMarkerRange == 200; // In meters
47  // Altitudes:
48  CSWR_spwnsParadropUnitAlt == 1000; // In meters
49  CSWR_spwnsParadropVehAlt == 300; // In meters
50  CSWR_heliLightAlt == 150; // In meters, cruise
51  CSWR_heliHeavyAlt == 300; // In meters, cruise
52  // Exceptions management:
53  // What specific building positions must be
```

## Spawn-points > Spawn Delay methods:

If you want to make the groups and/or vehicles of one or more factions spawn lately in the mission, you can use 3 spawn delay methods to trigger those late spawns.

In `fn_CSWR_population.sqf` file, through the *Spawning groups' section*, the last array “[ ]” of each group or vehicle is responsible for setting which method (or methods) the group will execute in the game.

Method:	Description:	In Population file Spawn Delay Config:
<b>Timer</b>	Define a unique integer or float number (in seconds) that represents the time for the group to execute its spawn later in the mission.	[600]
<b>Trigger</b>	Define one or more triggers on Eden Editor that, when activated, allow the group to execute its spawn later in the mission.	[my_trigger_1] Or [my_trigger_1, my_trigger_2]
<b>Target</b>	Define one or more objects (soldiers/people/building) on Eden Editor that, when killed or destroyed, allowed the group to execute its spawn later in the mission.	[target_1] Or [target_1, target_2, target_3]
<b>Timer + Trigger</b>	Mix of methods. The first one reached allows the spawn immediately.	[600, my_trigger_1] Or [3600, my_trigger_1, my_trigger_2]
<b>Timer + Target</b>	Mix of methods. The first one reached allows the spawn immediately.	[60, target_1] Or [60, target_1, target_2]
<b>Timer + Trigger + Target</b>	Mix of methods. The first one reached allows the spawn immediately.	[60, my_trigger_1, target_1] Or [60, my_trigger_1, target_1, target_2]
<b>Trigger + Target</b>	Mix of methods. The first one reached allows the spawn immediately.	[trigger_1, my_trigger_1]
<b>No Spawn delay</b>	Set the group/vehicle to spawn right after the mission starts. Default!	[ ]

```

// SPAWNING GROUPS: BLUFOR
// Define each group and their features and destination.

// Vehicles
// [owner, spawns (CSWR_spwnsBLU, CSWR_spwnsVehBLU), vehicle type, initial crew behavior (_be_SAFE, _be_AWARE, _be_COMBAT), _move_PUBLIC, _move_RESTRICTED, _move_HOLD), spawn delay (in seconds, or a list of triggers or targets. Check the doc)]

[BLUFOR, CSWR_spwnsBLU, CSWR_vehicle_BLU_light, _be_AWARE, _move_ANY, []] call THY_fnc_CSWR_add_vehicle;
[BLUFOR, CSWR_spwnsBLU, CSWR_vehicle_BLU_light, _be_SAFE, _move_ANY, []] call THY_fnc_CSWR_add_vehicle;
[BLUFOR, CSWR_spwnsVehBLU, CSWR_vehicle_BLU_medium, _be_SAFE, _move_ANY, []] call THY_fnc_CSWR_add_vehicle;
[BLUFOR, CSWR_spwnsVehBLU, CSWR_vehicle_BLU_heavy, _be_AWARE, _move_HOLD, []] call THY_fnc_CSWR_add_vehicle;
[BLUFOR, CSWR_spwnsVehBLU, CSWR_vehicle_BLU_heavy, _be_COMBAT, _move_HOLD, [600, trigger_1, target_2]] call THY_fnc_CSWR_add_vehicle;

// Soldier groups

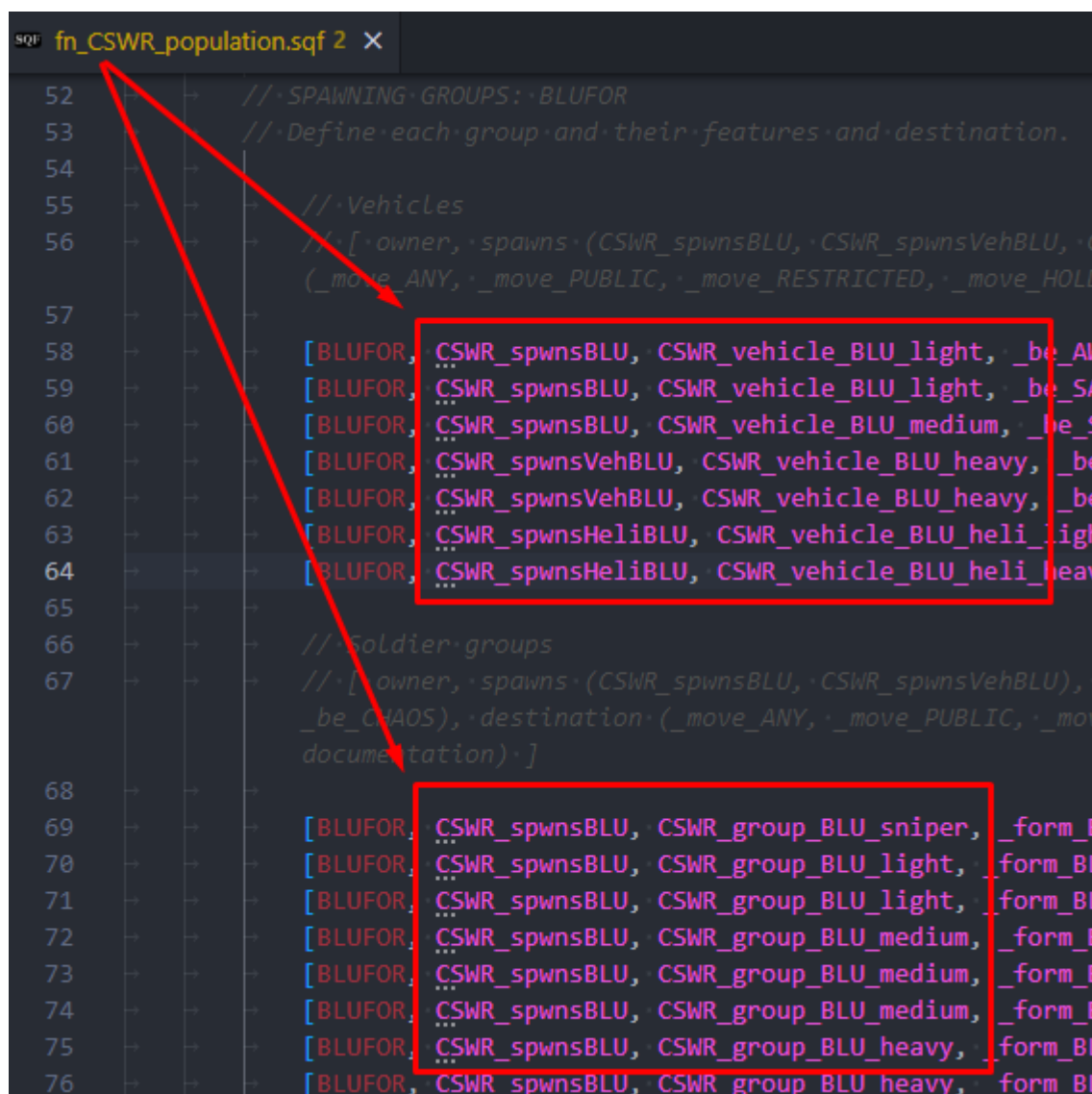
```

Editing the Spawn Delay of BluFor faction in `fn_CSWR_population.sqf` file.

**Important:** for groups and vehicles with more than one Spawn Delay method, it's important to know that the first method reached to allow the spawn, it will ignore the other methods configured for that group, allowing the group to spawn immediately.

## Which group-type is allowed for each spawn-point-type

Initially, the first versions of CSWR soldiers and vehicles spawned at the same spawn-points. Over time, CSWR has incorporated specific spawn-points for vehicles to expand the possibilities for mission editors if the editor desires a starting point from which only ground vehicles will depart. As of v5, CSWR also has exclusive spawn-points for helicopters and paratroopers. With so many options, it was necessary to include some rules about which groups-types (units or vehicles) can take advantage of which types of spawn-points.



```
52 // SPAWNING GROUPS: BLUFOR
53 // Define each group and their features and destination.
54
55 // Vehicles
56 // [owner, spawns (CSWR_spwnsBLU, CSWR_spwnsVehBLU,
57 // (_move_ANY, _move_PUBLIC, _move_RESTRICTED, _move_HOLD
58 [BLUFOR, CSWR_spwnsBLU, CSWR_vehicle_BLU_light, _be_Ak
59 [BLUFOR, CSWR_spwnsBLU, CSWR_vehicle_BLU_light, _be_SA
60 [BLUFOR, CSWR_spwnsBLU, CSWR_vehicle_BLU_medium, _be_S
61 [BLUFOR, CSWR_spwnsVehBLU, CSWR_vehicle_BLU_heavy, _be
62 [BLUFOR, CSWR_spwnsVehBLU, CSWR_vehicle_BLU_heavy, _be
63 [BLUFOR, CSWR_spwnsHeliBLU, CSWR_vehicle_BLU_heli_light
64 [BLUFOR, CSWR_spwnsHeliBLU, CSWR_vehicle_BLU_heli_heav
65
66 // Soldier groups
67 // [owner, spawns (CSWR_spwnsBLU, CSWR_spwnsVehBLU),
68 // (_be_CHAOS), destination (_move_ANY, _move_PUBLIC, _mov
69 // documentation).]
70 [BLUFOR, CSWR_spwnsBLU, CSWR_group_BLU_sniper, _form_B
71 [BLUFOR, CSWR_spwnsBLU, CSWR_group_BLU_light, _form_B
72 [BLUFOR, CSWR_spwnsBLU, CSWR_group_BLU_light, _form_B
73 [BLUFOR, CSWR_spwnsBLU, CSWR_group_BLU_medium, _form_B
74 [BLUFOR, CSWR_spwnsBLU, CSWR_group_BLU_medium, _form_B
75 [BLUFOR, CSWR_spwnsBLU, CSWR_group_BLU_medium, _form_B
76 [BLUFOR, CSWR_spwnsBLU, CSWR_group_BLU_heavy, _form_B
77 [BLUFOR, CSWR_spwnsBLU, CSWR_group_BLU_heavy, _form_B
```

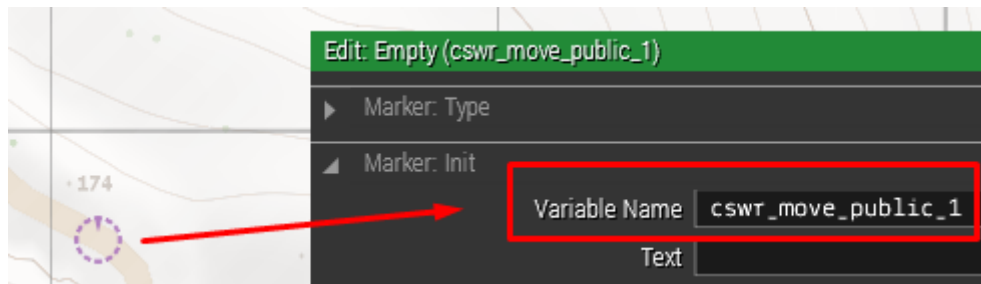
Editing the Spawn type of BLU faction in `fn_CSWR_population.sqf` file.

Down below, you got all possibilities to spawn each type of group for each Arma 3 faction:

In Population file <b>Spawn-point types allowed:</b> XXX = Faction tag	Debug <b>Alias:</b>	In Population file <b>Group-types:</b> XXX = Faction tag
<ul style="list-style-type: none"> <li>CSWR_<b>spwns</b>XXX</li> <li>CSWR_<b>spwnsParadrop</b>XXX</li> </ul> <p>Groups of people are allowed to spawn on the ground, and dropped by air.</p>	teamL	CSWR_group_XXX_light CSWR_group_XXX_lone
	teamM	CSWR_group_XXX_medium CSWR_group_XXX_couple
	teamH	CSWR_group_XXX_heavy CSWR_group_XXX_gang
	teamC1 teamC2 teamC3	CSWR_group_XXX_custom_1 CSWR_group_XXX_custom_2 CSWR_group_XXX_custom_3
	teamS	CSWR_group_XXX_sniper
<ul style="list-style-type: none"> <li>CSWR_<b>spwns</b>XXX</li> <li>CSWR_<b>spwnsVeh</b>XXX</li> <li>CSWR_<b>spwnsParadrop</b>XXX</li> </ul> <p>Vehicles (with their crew) are allowed to spawn on the ground with people, in spawns exclusive for vehicles, and dropped by air*.</p> <p>(*) CIV vehicles CANNOT be spawned by air.</p>	vehL	CSWR_vehic <u>le</u> _XXX_light
	vehM	CSWR_vehic <u>le</u> _XXX_medium
	vehH	CSWR_vehic <u>le</u> _XXX_heavy
	vehC1 vehC2 vehC3	CSWR_vehic <u>le</u> _XXX_custom_1 CSWR_vehic <u>le</u> _XXX_custom_2 CSWR_vehic <u>le</u> _XXX_custom_3
<ul style="list-style-type: none"> <li>CSWR_<b>spwnsHeli</b>XXX</li> </ul> <p>Helicopters (with their crew) are allowed to spawn <u>only</u> in exclusive helicopter spawns.</p>	heliL	CSWR_vehic <u>le</u> _XXX_heli_light
	heliH	CSWR_vehic <u>le</u> _XXX_heli_heavy

## Faction destinations (waypoints)

In *CSWR*, almost there's no end-point, which means after the group spawns, it will move through the map directly to the pre-defined destinations (waypoints), randomly, and can take a break just a while before to go to the next same destination type.



An example of destination marker and how *CSWR* recognizes that on *Edén Editor*.

Each faction's group configured to spawn can have (or not) a different destination. All types of groups/vehicles (except sniper teams) will move forever from one marker to the other until the mission is over or the group has been eliminated.

Below, there are all kinds of destinations available for you name it on *Edén Editor* markers:

On Edén Editor Markers name:	Description:
<b>Move markers</b>	Move destinations are the simplest marker used in <i>CSWR</i> . A group of soldiers or a lone vehicle using it, after spawning, will go to one of them randomly, spend a while and move on to the next move marker.
cswr_move_public_1 cswr_move_public_2 ...	Move destination used by everyone assigned to use that, including civilian faction.
cswr_move_blu_1 cswr_move_blu_2 ...	Move destination used by Blufor groups assigned to use that.
cswr_move_opf_1 cswr_move_opf_2 ...	Move destination used by Opfor groups assigned to use that.
cswr_move_ind_1 cswr_move_ind_2 ...	Move destination used by Independent groups assigned to use that.

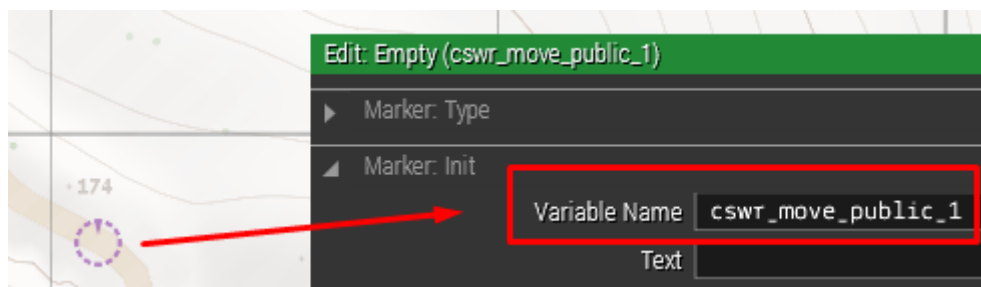


cswr_move_civ_1 cswr_move_civ_2 ...	Move destination used by Civilian groups assigned to use that.
<b>Hold markers</b>	<p>Hold destinations are markers with the goal to hold the position of groups of soldiers. Hold-marker can also be used by one tracked vehicle (tank, IFV) that after the spawn the vehicle will go there and hold position <u>almost exactly</u> over the marker position and heading for the marker direction. Soldiers using hold destinations always will avoid being over the roads/streets and never in the hold-marker center position (reserved for tracked vehicles). After spawning, the hold-groups will go to one of them randomly, spend a long time there and then move on to the next hold marker.</p> <p>It's advised to don't use hold-markers over the roads/streets to avoid vehicle crashes.</p>
cswr_hold_blu_1 cswr_hold_blu_2 ...	Hold destination used by Blufor groups assigned to use that.
cswr_hold_opf_1 cswr_hold_opf_2 ...	Hold destination used by Opfor groups assigned to use that.
cswr_hold_ind_1 cswr_hold_ind_2 ...	Hold destination used by Independent groups assigned to use that.
cswr_hold_civ_1 cswr_hold_civ_2 ...	Hold destination used by Civilian groups assigned to use that.
<b>Watch markers</b>	<p>Watch destinations are markers designed exclusively for soldiers (not vehicles) of <u>sniper teams with one or two units at maximum</u>. Once the spawning runs, the sniper team assigned with a Watch-destination will go around the marker, looking for high spots with some vision of the marker position. After the team's arrival, the snipers will stay there (never changing the location) until the mission ends or they are dead.</p>
cswr_watch_blu_1 cswr_watch_blu_2 ...	Watch destination used by Blufor groups assigned to use that. Vehicle is not possible.
cswr_watch_opf_1 cswr_watch_opf_2 ...	Watch destination used by Opfor groups assigned to use that. Vehicle is not possible.
cswr_watch_ind_1 cswr_watch_ind_2 ...	Watch destination used by Independent groups assigned to use that. Vehicle is not possible.
cswr_watch_civ_1	Civilians cannot use watch-markers.
<b>Occupy markers</b>	<p>Occupy destinations are markers where a group of soldiers (<u>at maximum of six units</u>) will get inside one of all available buildings</p>

	inside a range (of 200m by default) from the marker center. Once inside the building, the group will stay there for a long time, and if there's an enemy around, the group will fight from inside and not leave their covered position.
cswr_occupy_blu_1 cswr_occupy_blu_2 ...	Occupy destination used by Blufor groups assigned to use that. Vehicle is not possible.
cswr_occupy_opf_1 cswr_occupy_opf_2 ...	Occupy destination used by Opfor groups assigned to use that. Vehicle is not possible.
cswr_occupy_ind_1 cswr_occupy_ind_2 ...	Occupy destination used by Independent groups assigned to use that. Vehicle is not possible.
cswr_occupy_civ_1 cswr_occupy_civ_2 ...	Occupy destination used by Civilian groups assigned to use that. Vehicle is not possible.

## Step 1/2: including the destinations on *Eden Editor*

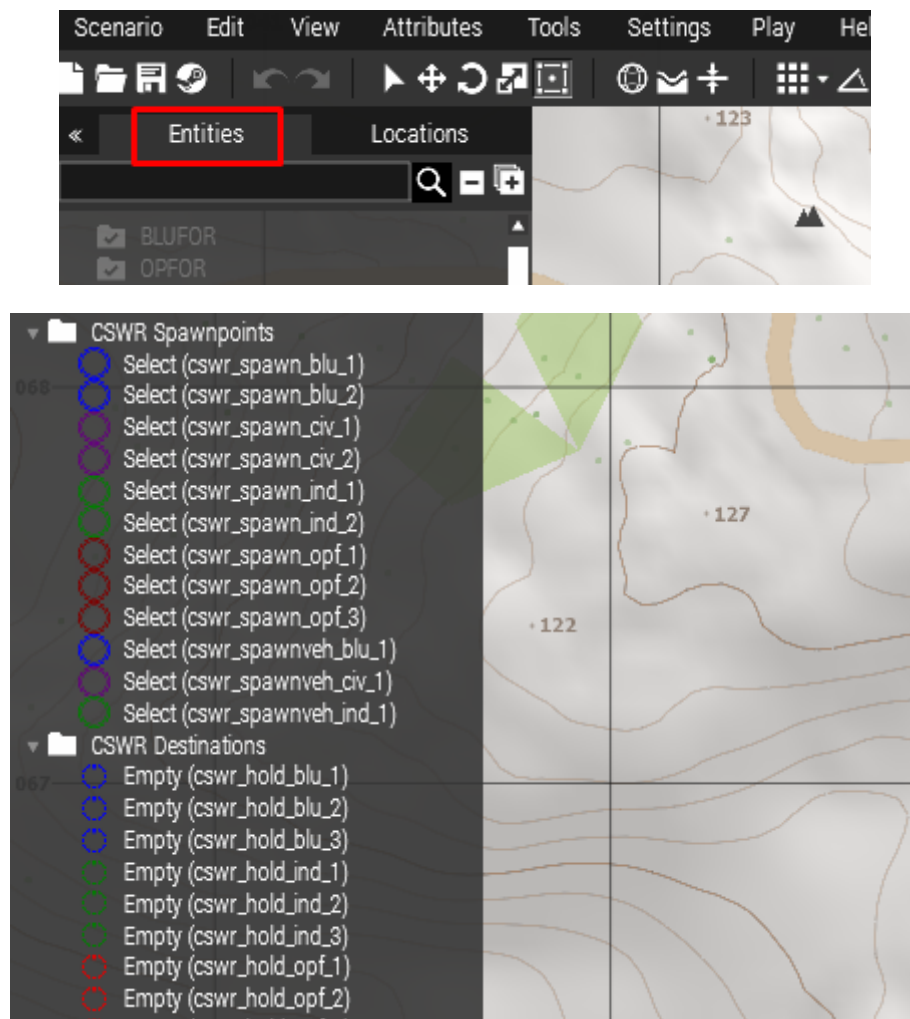
On *Eden Editor*, drop an “Empty” marker on the map, rename it with one of those examples from the table above, and with *Copy & Paste*, add how many markers (destinations of that type) your mission asks because the numeral of the markers name will increase automatically:



An example of destine marker and its attributes on Eden Editor.

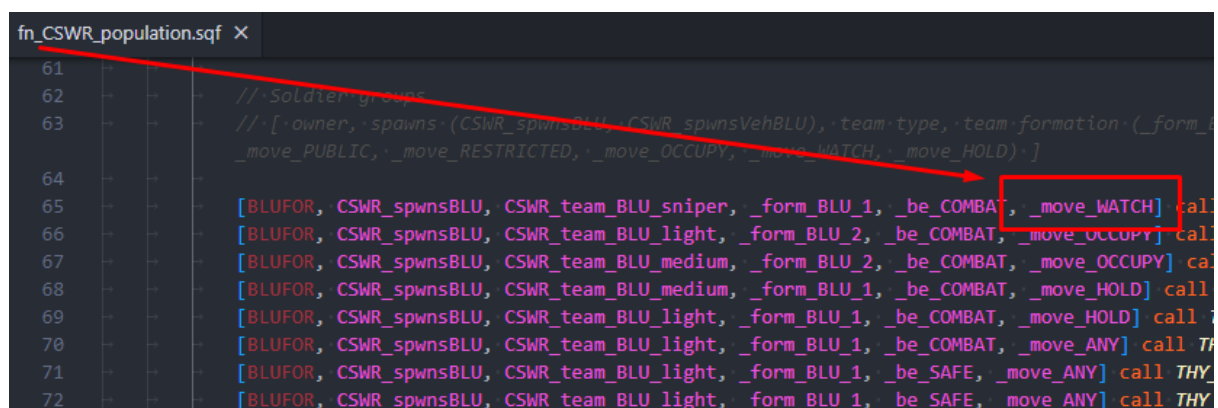
To find in Eden Editor “Empty” marker, in the Assets menu, click on “Markers” (F6) and, after that, “System” on the category list. There, you will find out “Empty” marker. Drag and drop the marker where you want troops and vehicles going through. Soon you will understand each section of the marker’s name structure.

A tip for you: use the Entities menu to organize what markers are spawn and what of them are destinations:



Step 2/2: define where each spawned group will move

Open the file: *fn\_CSWR\_population.sqf*



On image above, each line is a Blufor group of soldiers. In the last column, you define with type of destinations that group must be assigned. Down below, the options:

In Population file <b>Destination types:</b>	<b>Description:</b>
<b>_move_ANY</b>	Group goes to any destination marker. (Highly recommended to be used by armed factions)
<b>_move_PUBLIC</b>	Group goes to where anyone can go. (Highly recommended to be used for civilian faction)
<b>_move_RESTRICTED</b>	Group goes only for Move destinations of their faction.
<b>_move_OCCUPY</b>	Group goes only for Occupy destinations of their faction. Cannot be used with vehicle.
<b>_move_WATCH</b>	Group goes only for one Watch destination of their faction. Cannot be used with vehicle, nor CIV people.
<b>_move_HOLD</b>	Group goes only for Hold destinations of their faction.

Can the groups move free, with no destinations/waypoints?

No. In *CSWR*, the idea is the Editor has total control of the areas where the troops should move through or occupy or watch.

## Define the factions sizes

Now, let's request CSWR to spawn the [faction teams already configured](#). In the `fn_CSWR_population.sqf` file, search the section "SPAWNING GROUPS: BLUFOR", for example:

### Step 1/2: add or remove the group's lines

Each line represents a team/group that you want to spawn right after the match starts. You will see the vehicle groups separated from the soldier's groups.

```
fn_CSWR_population.sqf X
62 // Soldier teams
63 // [owner, spawns (CSWR_spwnsBLU, CSWR_spwnsVehBLU), team_type, team_formation (_form_BLU_1, _form_BLU_2), ini
   _be_CHAOS), destination (_move_ANY, _move_PUBLIC, _move_RESTRICTED, _move_OCCUPY, _move_WATCH, _move_HOLD)]
64
65 [BLUFOR, CSWR_spwnsBLU, CSWR_team_BLU_sniper, _form_BLU_1, _be_COMBAT, _move_WATCH] call THY_fnc_CSWR_people;
66 [BLUFOR, CSWR_spwnsBLU, CSWR_team_BLU_light, _form_BLU_2, _be_COMBAT, _move_OCCUPY] call THY_fnc_CSWR_people;
67 [BLUFOR, CSWR_spwnsBLU, CSWR_team_BLU_medium, _form_BLU_2, _be_COMBAT, _move_OCCUPY] call THY_fnc_CSWR_people;
68 [BLUFOR, CSWR_spwnsBLU, CSWR_team_BLU_medium, _form_BLU_1, _be_COMBAT, _move_HOLD] call THY_fnc_CSWR_people;
69 [BLUFOR, CSWR_spwnsBLU, CSWR_team_BLU_light, _form_BLU_1, _be_COMBAT, _move_HOLD] call THY_fnc_CSWR_people;
70 [BLUFOR, CSWR_spwnsBLU, CSWR_team_BLU_light, _form_BLU_1, _be_COMBAT, _move_ANY] call THY_fnc_CSWR_people;
71 [BLUFOR, CSWR_spwnsBLU, CSWR_team_BLU_light, _form_BLU_1, _be_SAFE, _move_ANY] call THY_fnc_CSWR_people;
72 [BLUFOR, CSWR_spwnsBLU, CSWR_team_BLU_light, _form_BLU_1, _be_SAFE, _move_ANY] call THY_fnc_CSWR_people;
73 [BLUFOR, CSWR_spwnsBLU, CSWR_team_BLU_light, _form_BLU_1, _be_SAFE, _move_ANY] call THY_fnc_CSWR_people;
74 [BLUFOR, CSWR_spwnsBLU, CSWR_team_BLU_light, _form_BLU_1, _be_SAFE, _move_ANY] call THY_fnc_CSWR_people;
75 [BLUFOR, CSWR_spwnsBLU, CSWR_team_BLU_light, _form_BLU_1, _be_SAFE, _move_ANY] call THY_fnc_CSWR_people;
76 [BLUFOR, CSWR_spwnsBLU, CSWR_team_BLU_light, _form_BLU_1, _be_SAFE, _move_ANY] call THY_fnc_CSWR_people;
77 [BLUFOR, CSWR_spwnsBLU, CSWR_team_BLU_medium, _form_BLU_1, _be_SAFE, _move_ANY] call THY_fnc_CSWR_people;
78 [BLUFOR, CSWR_spwnsBLU, CSWR_team_BLU_medium, _form_BLU_1, _be_SAFE, _move_ANY] call THY_fnc_CSWR_people;
79 [BLUFOR, CSWR_spwnsBLU, CSWR_team_BLU_medium, _form_BLU_1, _be_SAFE, _move_ANY] call THY_fnc_CSWR_people;
80 [BLUFOR, CSWR_spwnsBLU, CSWR_team_BLU_medium, _form_BLU_1, _be_SAFE, _move_ANY] call THY_fnc_CSWR_people;
81 [BLUFOR, CSWR_spwnsBLU, CSWR_team_BLU_medium, _form_BLU_1, _be_SAFE, _move_ANY] call THY_fnc_CSWR_people;
82 [BLUFOR, CSWR_spwnsBLU, CSWR_team_BLU_medium, _form_BLU_1, _be_SAFE, _move_ANY] call THY_fnc_CSWR_people;
83 [BLUFOR, CSWR_spwnsBLU, CSWR_team_BLU_medium, _form_BLU_1, _be_SAFE, _move_ANY] call THY_fnc_CSWR_people;
```

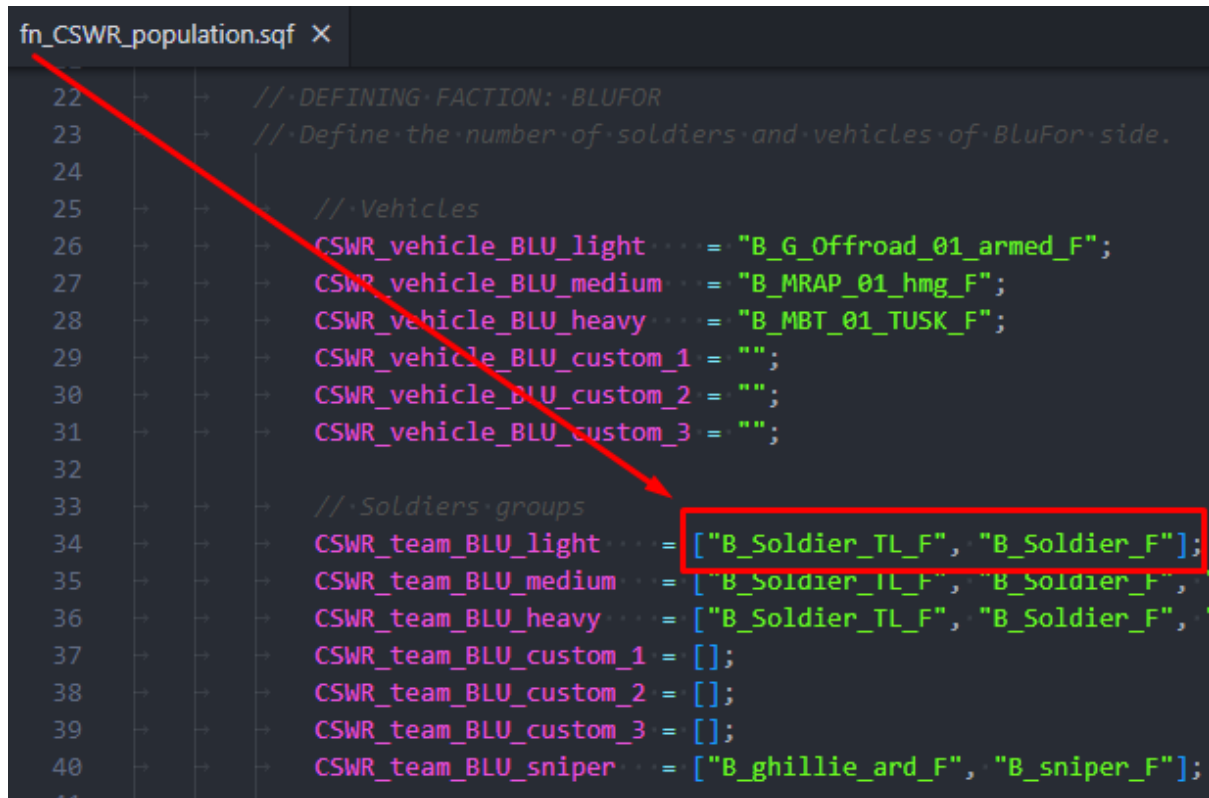
Change (or not) the team type in each line:

```
fn_CSWR_population.sqf X
61
62 // Soldier teams
63 // [owner, spawns (CSWR_spwnsBLU, CSWR_spwnsVehBLU), team_type, team_formation (_form_BLU_1,
   _be_CHAOS), destination (_move_ANY, _move_PUBLIC, _move_RESTRICTED, _move_OCCUPY, _move_WATCH
64
65 [BLUFOR, CSWR_spwnsBLU, CSWR_team_BLU_sniper, _form_BLU_1, _be_COMBAT, _move_WATCH] call THY_fnc_CSWR_people;
66 [BLUFOR, CSWR_spwnsBLU, CSWR_team_BLU_light, _form_BLU_2, _be_COMBAT, _move_OCCUPY] call THY_fnc_CSWR_people;
67 [BLUFOR, CSWR_spwnsBLU, CSWR_team_BLU_medium, _form_BLU_2, _be_COMBAT, _move_OCCUPY] call THY_fnc_CSWR_people;
68 [BLUFOR, CSWR_spwnsBLU, CSWR_team_BLU_medium, _form_BLU_1, _be_COMBAT, _move_HOLD] call THY_fnc_CSWR_people;
69 [BLUFOR, CSWR_spwnsBLU, CSWR_team_BLU_light, _form_BLU_1, _be_COMBAT, _move_HOLD] call THY_fnc_CSWR_people;
```

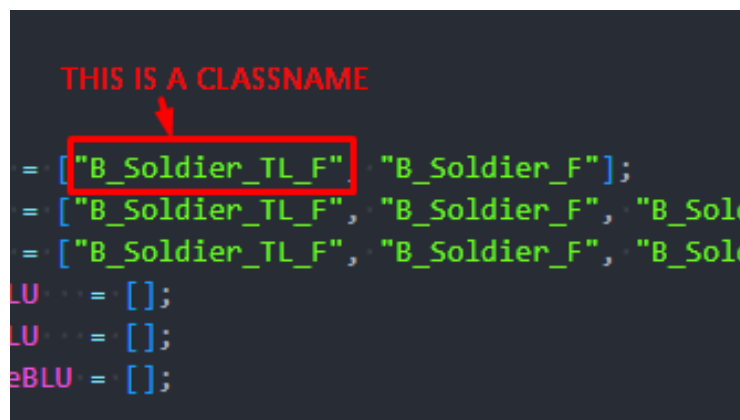
### Step 2/2: increase or decrease the size of each team type

Team of soldiers supports many types of soldiers in a single team, but is advised to follow more or less the same number of soldiers already configured. Feel free to customize the type of soldier you want to each team "template". Those green names

are “classnames” and they are unique. Each type of soldier of each faction has its own classname.



```
fn_CSWR_population.sqf X
22 //DEFINING FACTION: BLUFOR
23 //Define the number of soldiers and vehicles of BluFor side.
24
25 //Vehicles
26 CSWR_vehicle_BLU_light = "B_G_Offroad_01_armed_F";
27 CSWR_vehicle_BLU_medium = "B_MRAP_01_hmg_F";
28 CSWR_vehicle_BLU_heavy = "B_MBT_01_TUSK_F";
29 CSWR_vehicle_BLU_custom_1 = "";
30 CSWR_vehicle_BLU_custom_2 = "";
31 CSWR_vehicle_BLU_custom_3 = "";
32
33 //Soldiers groups
34 CSWR_team_BLU_light = ["B_Soldier_TL_F", "B_Soldier_F"];
35 CSWR_team_BLU_medium = ["B_Soldier_TL_F", "B_Soldier_F", "B_Soldier_F"];
36 CSWR_team_BLU_heavy = ["B_Soldier_TL_F", "B_Soldier_F", "B_Soldier_F"];
37 CSWR_team_BLU_custom_1 = [];
38 CSWR_team_BLU_custom_2 = [];
39 CSWR_team_BLU_custom_3 = [];
40 CSWR_team_BLU_sniper = ["B_ghillie_ard_F", "B_sniper_F"];
41
```

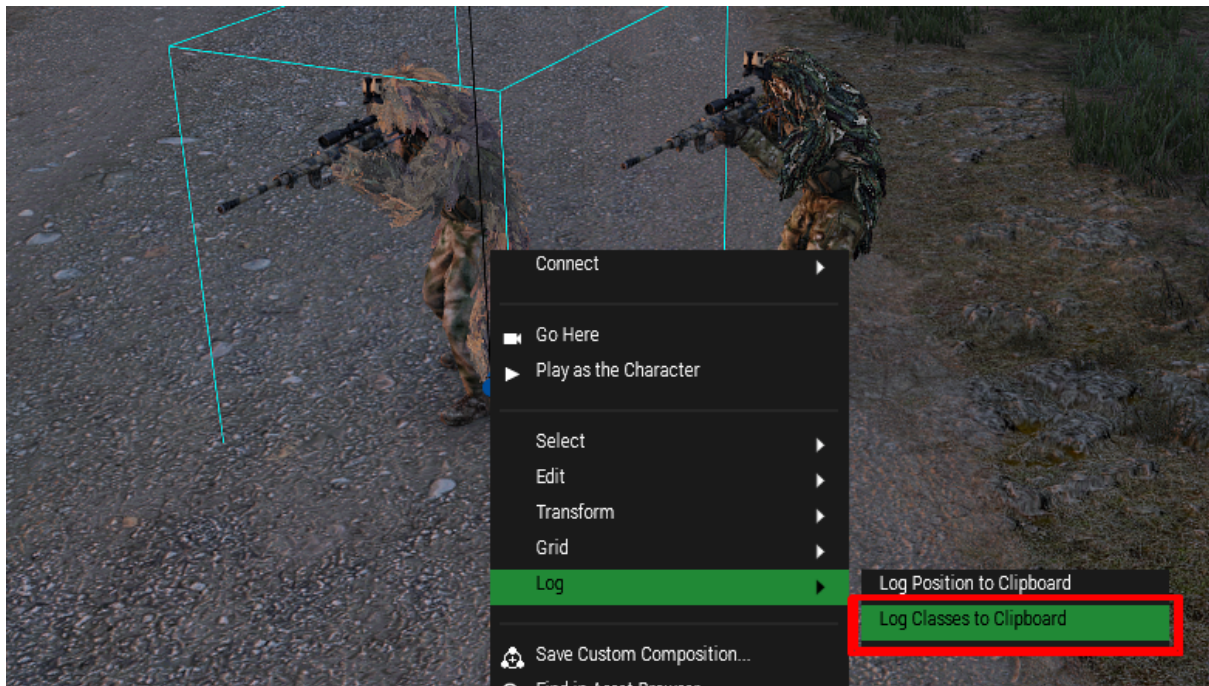


THIS IS A CLASSNAME

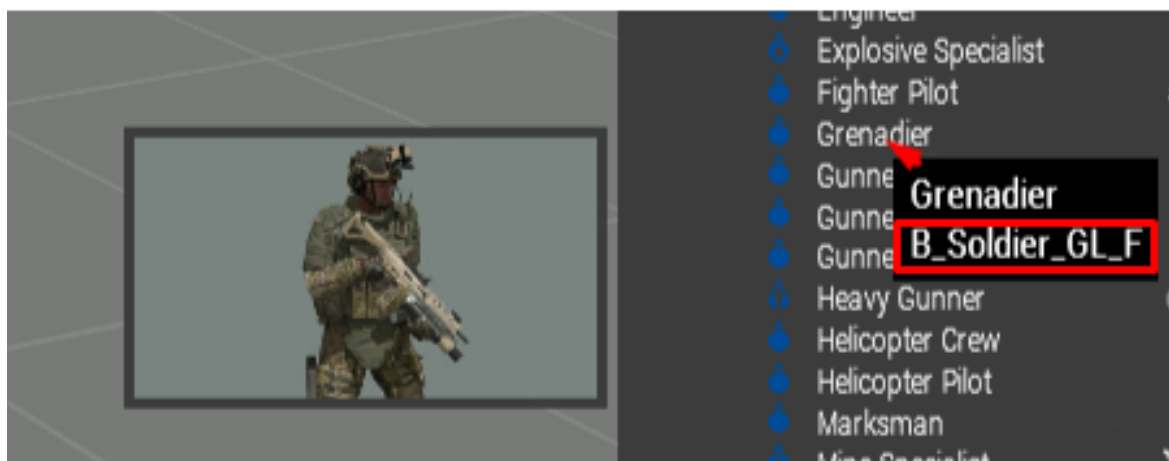
```
= ["B_Soldier_TL_F", "B_Soldier_F"];
= ["B_Soldier_TL_F", "B_Soldier_F", "B_Soldier_F"];
= ["B_Soldier_TL_F", "B_Soldier_F", "B_Soldier_F"];
LU = [];
LU = [];
eBLU = [];
```

On Eden Editor, here is how you figure out what soldier classname or vehicle classname you want to, where the easiest way to copy the classname is by right-clicking over the unit/vehicle and going to “Log”, and “Log Classes”. Done. Just Ctrl+V where you need





Also, you figure it out by putting the mouse arrow over the unit/vehicle on the **Assets** menu:



**Important 1:** you can use whatever loaded mod's units by the server. For example, if you wanna use *RHS* or *CUP* units in blufor, add the unit's classnames in the *fn\_CSWR\_population.sqf* file.

**Important 2:** Despite the vehicle's types being right below the title "Defining Groups", use only one vehicle's classname by vehicle type listed. Arma 3 doesn't work well with groups of vehicles, so *CSWR* has a code limiter that accepts just one vehicle per type.

**Important 3:** Never set a vehicle classname in a group of soldiers. CSWR is coded to ignore this kind of mistake.

```
//Soldiers groups  
CSWR_team_BLU_light = ["B_Soldier_TL_F", "B_Soldier_F", "B_G_Offroad_01_armed_F"];
```

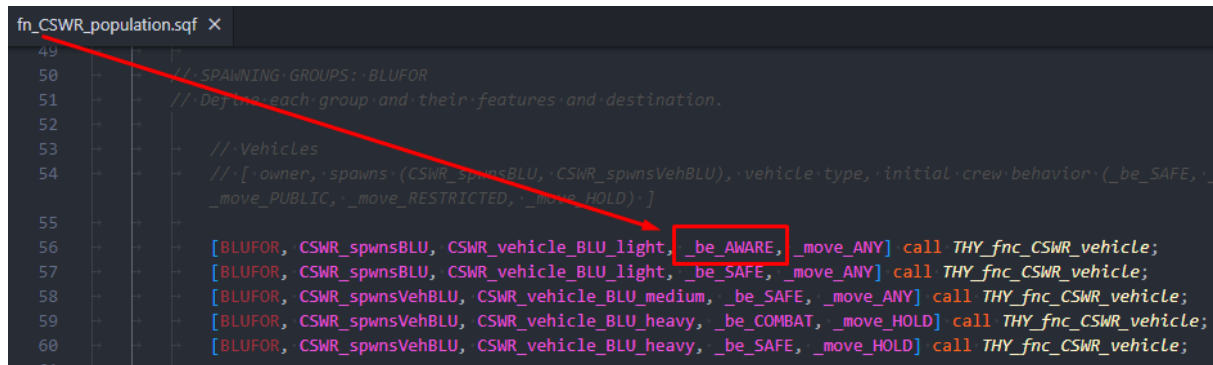
*Arma 3* doesn't work well when a single group is composed of infantry and vehicles together.



## Custom behavior for each group

CSWR allows the Mission Editor to define the behavior of each group/vehicle spawned through `fn_CSWR_population.sqf` file.

For example, go to “SPAWNING GROUPS: BLUFOR” section and check it out:



```
49
50 // SPAWNING GROUPS: BLUFOR
51 // Define each group and their features and destination.
52
53 // Vehicles
54 // [owner, spawns (CSWR_spwnsBLU, CSWR_spwnsVehBLU), vehicle type, initial crew behavior (_be_SAFE,
55 // _move_PUBLIC, _move_RESTRICTED, _move_HOLD)]
56 [BLUFOR, CSWR_spwnsBLU, CSWR_vehicle_BLU_light, _be_AWARE, _move_ANY] call THY_fnc_CSWR_vehicle;
57 [BLUFOR, CSWR_spwnsBLU, CSWR_vehicle_BLU_light, _be_SAFE, _move_ANY] call THY_fnc_CSWR_vehicle;
58 [BLUFOR, CSWR_spwnsVehBLU, CSWR_vehicle_BLU_medium, _be_SAFE, _move_ANY] call THY_fnc_CSWR_vehicle;
59 [BLUFOR, CSWR_spwnsVehBLU, CSWR_vehicle_BLU_heavy, _be_COMBAT, _move_HOLD] call THY_fnc_CSWR_vehicle;
60 [BLUFOR, CSWR_spwnsVehBLU, CSWR_vehicle_BLU_heavy, _be_SAFE, _move_HOLD] call THY_fnc_CSWR_vehicle;
```

Above, each line represents a Blufor group that will spawn, and each group has its personality configured for all game long. Below are the options you might use for one or more groups, up to you:

In Population file Behavior types:	Description:
<code>_be_SAFE</code>	Group walking with the guns low, looking around, and feeling safe. Vehicle rolling slow and on roads. If tank, the crew out into the hatch.
<code>_be_AWARE</code>	Group walking but with guns ready, looking around and concerned. Vehicle slow and on the road, but concerned with the crew inside when tank.
<code>_be_COMBAT</code>	Group running, ready to fight and keep the formation. Vehicle running, ready to fight, leaving the roads.
<code>_be_STEALTH</code>	Group in combat mode, but much more in a cautious manner, moving always along the cover. Vehicle is in combat mode, turning the light off. If tank, it'll avoid knocking down trees.
<code>_be_CHAOS</code>	Group full speed, ready to fight and lose the formation. Vehicle full speed, rides everywhere, losing the formation.

## Customize the loadouts

You can easily customize each faction loadout, setting some specific stuff for infantry, crewmen, snipers, and paratroopers.

Open the file: `fn_CSWR_loadout.sqf`

```
fn_CSWR_loadout.sqf X
1 //CSWR v4.0
2 //File: your_mission\CSWRRandomize\fn_CSWR_loadout.sqf
3 //by: thy (@aldolammel)
4
5
6 //This function defines the faction loadout details
7 //Returns nothing.
8
9 params ["_faction", "_type", "_unit"];
10
11 switch (_faction) do {
12
13     case BLUFOR: {
14         //Exclusively for things to unlink and remove
15         _unit unlinkItem "NVGoggles"; //...// unlink
16         _unit removeItem "NVGoggles"; //...// remove
17         // _unit removeItems "FirstAidKit"; //...// remove
18         _unit unlinkItem "ItemWatch";
19         _unit removeItem "ItemWatch";
20         _unit unlinkItem "ItemCompass";
21         _unit removeItem "ItemCompass";
22         _unit unlinkItem "ItemRadio";
23         _unit removeItem "ItemRadio";
24         _unit unlinkItem "ItemGPS";
25         _unit removeItem "ItemGPS";
26         _unit unlinkItem "ItemMap";
27         _unit removeItem "ItemMap";
28         _unit removeItem "16Rnd_9x21_Mag";
29         _unit removeItem "16Rnd_9x21_Mag";
30         _unit removeWeapon "Binocular";
31         _unit removeWeapon "hgun_P07_F";
32
33         //Exclusively for Helmet replacement [_unit,
34         [_unit, "H_Booniehat_tan", "H_HelmetSpecB"];
35
36         //Exclusively for Uniform replacement of infantry
37         [_unit, "U_B_CTRG_3"] call THY_fnc_CSWR_Loadout;
38
39         //Exclusively for Uniform replacement of snipers
40         [_type, _unit, "U_B_T_FullGhillie_tna_F",
41         THY_fnc_CSWR_Loadout_team_sniper];
42
43         //Exclusively for Vest replacement of infantry
44         [_unit, "V_PlateCarrierL_CTRG", CSWR_isVest];
45
46         //Exclusively for Backpack replacement of infantry
47         [_unit, "B_Kitbag_tan", CSWR_isBackpackFor];
48     }
```

Keep in mind you are able to customize uniforms, vests, and backpacks and their contents.

Weaponry is a little more complicated, but we'll get to that in a moment.

For example, you can remove all Night Vision Goggles or GPS devices from each CSWR spawned Blufor unit only, if you want. Or just exchange the standard vest from all Opfor units, without losing all items inside the original vest. With CSWR you're allowed to customize all unit loadouts, even those ones spawned dynamically through the CSWR script.

**Critical:** about the weaponry, keep in mind if you change the primary weapon, for example, you will remove specialized weapons from specific soldier classes such as machine-gunners, marksmen, and crewmen, adding the same gun for everyone in the faction. If you want to use a specific weapon family for your custom army, try to use the classname's soldiers of the Arma 3

or mod armies that already use those weapons, and then customize their uniform, vest, and stuff.

Use loadout editing wisely, remembering that anything you add or remove will impact ALL units in that faction. Then open the `fn_CSWR_loadout.sqf` file and let's customize your army. Below, follow the logical steps for loadout customization for each enabled faction in-game:

### Step 1/6: removing and unlinking items

Here you will remove (and sometimes unlink and, after that, remove) items unnecessary for units in your mission.

```
// Exclusively for things to unlink and remove:  
+ _unit unlinkItem "NVGoggles"; ... // unlink the night vision  
+ _unit removeItem "NVGoggles"; ... // remove the night vision  
+ // _unit removeItems "FirstAidKit"; ... // it removes all (re  
+ _unit unlinkItem "ItemWatch";  
+ _unit removeItem "ItemWatch";  
+ _unit unlinkItem "ItemCompass";  
+ _unit removeItem "ItemCompass";  
+ _unit unlinkItem "ItemRadio";  
+ _unit removeItem "ItemRadio";  
+ _unit unlinkItem "ItemGPS";  
+ _unit removeItem "ItemGPS";  
+ _unit unlinkItem "ItemMap";  
+ _unit removeItem "ItemMap";  
+ _unit removeItem "16Rnd_9x21_Mag";  
+ _unit removeItem "16Rnd_9x21_Mag";  
+ _unit removeWeapon "Binocular";  
+ _unit removeWeapon "hgun_P07_F";
```

For Arma 3, "Binocular" is a weapon and not an item, so be careful with the commands to remove things. Always test your customs, mainly when you're removing and adding things in unit inventories.

### Step 2/6: customizing the helmet

The mission editor can set two different helmets for each faction. One for infantry soldiers (first green classname below), and another for armored vehicles' crewmen (second green classname).

```
// Exclusively for Helmet replacement [_unit, regular helmet classname, heavy crew helmet classname]:
[_unit, "H_Booniehat_tan", "H_HelmetSpecB_sand"] call THY_fnc_CSWR_helmetReplacement; //
```

If you don't want to change the original helmet of the faction, just let those two green classnames as "" (empty). To set all infantry soldiers and crewmen with NO helmet, just set them as "REMOVED" for each one of the classnames.

### Step 3/6: customizing the uniform, the vest, and the backpack

In *Arma 3*, the uniform, vest, and backpack are items' containers for each soldier. If you set an item for a unit, if you check their inventory in-game, there will be the item, maybe inside the uniform, backpack, or vest. If the unit has no uniform, vest, or backpack, the unit won't be able to store the item. When you set a new vest for a faction, CSWR will scan all items inside the current vest, save them, change the vest to the new one, and, finally, transfer all original items to the new vest. The same happens when the uniform and backpack are replaced, for example, preserving the original unit weapons' magazines.

```
// Exclusively for Uniform replacement [_unit, uniform classname]:
[_unit, "U_B_CTRG_3"] call THY_fnc_CSWR_uniformRepacker; //
```

```
// Exclusively for Vest replacement [_unit, vest classname]:
[_unit, "V_PlateCarrierL_CTRG"] call THY_fnc_CSWR_vestRepacker; //
```

```
// Exclusively for Backpack replacement [_unit, backpack classname]:
[_unit, "B_Kitbag_tan"] call THY_fnc_CSWR_backpackRepacker; //
```

If you don't want to change the original containers of the faction, just let those green classnames as "" (empty). To set all units with NO backpack, or NO vest, or (for some reason), NO uniform, just set them as "REMOVED" for each one of the containers' classnames.

**Important:** Notice that not every soldier has a backpack or vest. CSWR will respect that logic but if you want to force to set every unit to get a backpack and/or a vest, you can do it through the file *fn\_CSWR\_management.sqf*, setting as true the options:

```

fn_CSWR_management.sqf X
1  // CSWR v4.0
2  // File: your_mission\CSWRandomizr\fn_CSWR_management.sqf
3  // by: thy (@aldolammel)
4
5  if (!isServer) exitWith {};
6
7  // PARAMETERS OF EDITOR'S OPTIONS:
8  // Debug:
9  CSWR_isOnDebugGlobal = true; ..... // true = shows basic a
10 CSWR_isOnDebugOccupy = false; ..... // true = if debug glo
11 CSWR_isOnDebugWatch = false; ..... // true = if debug glob
12 CSWR_isOnDebugHold = false; ..... // true = if debug globa
13 // Factions:
14 CSWR_isOnBLU = true; ..... // true = if you wanna spawn BL
15 CSWR_isOnOPF = true; ..... // true = if you wanna spawn OpF
16 CSWR_isOnIND = true; ..... // true = if you wanna spawn Ind
17 CSWR_isOnCIV = true; ..... // true = if you wanna spawn Civ
18 // Others:
19 CSWR_isBackpackForAll = false; ..... // true = if editor se
20 CSWR_isVestForAll = false; ..... // true = if editor se
21 CSWR_isHoldVehLightsOff = false; ..... // true = all vehicle
22 CSWR_isUnlimitedFuel = false; ..... // WIP
23 CSWR_isUnlimitedAmmo = false; ..... // WIP
24 CSWR_isEditableByZeus = true; ..... // true = CSWR units a
25 CSWR_wait = 1; ..... // If you need to make
26

```

The option `CSWR_isBackpackForAll` when “true” sets the pre-defined new backpack for all units of the chosen faction, except for parachuters (including crewmen spawned by vehicle paradrop).

## Step 4/6: customizing snipers' loadout, including the rifle

Sniper groups can be customized separately. As the image below, you can change the sniper group's uniform, vest, rifle, magazine type, optics, suppressor, binoculars, and rifle attachments.

```

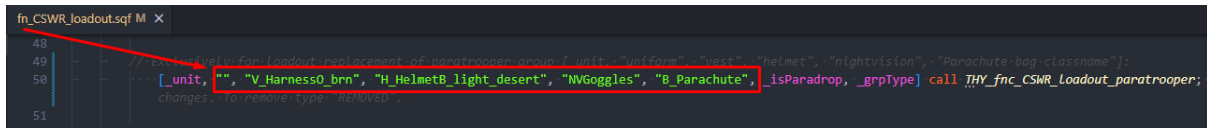
fn_CSWR_loadout.sqf X
39 // Exclusively for uniform replacement of sniper team [_type, _unit, "uniform", "vest", "rifle", "rifle_magazine", "rifle_sight/optics", "rifle_nail", "rifle_suppressor", "binoculars"]
40 [ _type, _unit, "U_B_T_Fullghillie_tna_F", "", "srifle_EBR_F", "20Rnd_762x51_Mag", "optic_DMS", "acc_pointer_IR", "muzzle_snd_B", "", "Rangefinder" ]
41 THY_fnc_CSWR_loadout_team_sniper;

```

If you don't want to change the original stuff of the sniper group, just let those green classnames as "" (empty). Except for rifle and binoculars, to remove one or more weapon attachments, just set each one as “REMOVED”.

## Step 5/6: customizing paratroopers loadout

What defines if a group is a paratrooper group or a regular one is [which spawn-point type they will use](#). Said that, like other loadout customization, you must use the `fn_CSWR_loadout.sqf` file to edit the snippet below. Paratroopers can get their own uniform and vest, including, of course, the parachute bag:



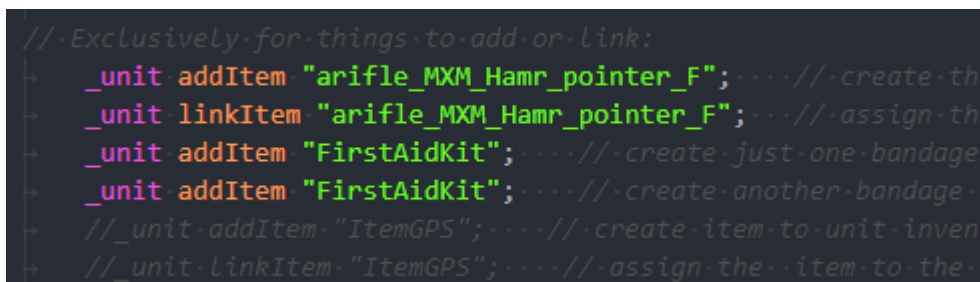
```
fn_CSWR_loadout.sqf M X
48 // Exclusively for loadout replacement of paratrooper group (unit, uniform, vest, helmet, nightvision, Parachute bag classname):
49 [unit, "", "V_Harness0_brn", "H_HelmetB_light_desert", "NVGoggles", "B_Parachute", _isParatroop, _grpType] call THY_fnc_CSWR_Loadout_paratrooper;
50 // Changes to remove type: REMOVED
51
```

**Important 1:** you can customize the parachute bag for another one, but don't leave this option empty ("") or use the "REMOVED" command if your intention is not to send the paratrooper group to death immediately after their spawn.

**Important 2:** if the Sniper group is a paratrooper group too, they will ignore the paratrooper loadout customization, accepting only the parachute bag as a backpack in the loadout.

## Step 6/6: adding and linking items

To finish, the last section of loadout customization is the area to add things. No doubt, this is the section that I use the least in my customizations. Generally, I just remove stuff from units, but when customizing the civilian faction for example, I love to add the cellphone item to each unit just for fun. Be aware for some items like GPS that is important to "addItem" first and, right after "linkItem" too. Otherwise, if you just add the GPS, the item will be in the unit's inventory but not in use.



```
// Exclusively for things to add or link:
→ _unit addItem "arifle_MXM_Hamr_pointer_F"; ....// create the
→ _unit linkItem "arifle_MXM_Hamr_pointer_F"; ....// assign the
→ _unit addItem "FirstAidKit"; ....// create just one bandage
→ _unit addItem "FirstAidKit"; ....// create another bandage
→ // _unit addItem "ItemGPS"; ....// create item to unit inven
→ // _unit linkItem "ItemGPS"; ....// assign the item to the
```

**Critical:** about adding lots of things, always take care not to exceed the load limit of the chosen uniform, vest, and backpack. If no more space in their inventory, items start to disappear.

**Important:** if [something is wrong in your loadout changing tests or you want to learn how to see the original unit loadout code, check this out.](#)

## Electronic Warfare Resources

You can turn on or off the electronic warfare resources for vehicles by each faction. For example, if you want to make BLU as Brazilian Army against a poor OPF militia, you can turn “**true**” the electronic war systems for BLU, and turn it “**false**” for OPF in `fn_CSWR_management.sqf` file:

```
fn_CSWR_management.sqf M X
22 // Global vehicles:
23 CSWR_isHoldVehLightsOff == false; // true == vehicles on
24 CSWR_isUnlimitedFuel == false; // WIP
25 CSWR_isUnlimitedAmmo == false; // WIP
26 CSWR_shouldHeliSpwnInAir == false; // true == helicopte
27 CSWR_shouldAddHeliPadSpwn == false; // true == add a vis
28 CSWR_isElectroWarForBLU == true; // true == vehicles of
29 CSWR_isElectroWarForOPF == true; // true == vehicles of
30 CSWR_isElectroWarForIND == true; // true == vehicles of
31 // Others:
32 CSWR_isEditableByZeus == true; // true == CSWR units and
33 // Server:
34 CSWR_serverMaxFPS == 50.0; // Be advised: extremely rec
35 CSWR_serverMinFPS == 20.0; // Be advised: extremely rec
36 CSWR_wait == 1; // If you need to make CSWR waits more
37
```

What happens when “true”?

- Faction vehicles are capable of reporting their own positions;
- Faction vehicles are capable of receiving targets;
- Faction vehicles are capable of reporting targets;

**Important:** for improve the game experience, all helicopters always will receive targets from their allies, even the Mission Editor turned off electronic warfare for a faction.



## Fixing: vehicles blow up when they spawn

Different from people/soldiers, vehicles need a big empty space on the map to spawn on the ground safely, with no collisions. So, if it happens yet, make sure the faction spawn-points are using them on clear and flat ground, for example, over a road or in an empty flat field. Unfortunately, urban streets can be a challenge to spawn vehicles, resulting in explosions.

**Important:** if more spawn-points available, fewer accidents such as infantry being run over and vehicles colliding will happen.

**Critical:** **NEVER** set a spawn-point out of the map limits. *Arma 3* doesn't recognize positions beyond the map edges.

## Fixing: trying to edit the unit's loadout

If you are facing a hard time editing your faction's loadouts, maybe you are trying to remove a thing that doesn't exist or calling weird commands. Let's investigate:

- 1) On *Eden Editor*, drag and drop on map one unit of the original faction you are trying to make changes;
- 2) After that, go to unit Attributes and click "Edit Loadout" > "BI Virtual Arsenal";
- 3) Now, just click on "Export" button;



- 4) Open your Notepad and CTRL+V;

5) Now, check carefully if you are editing the same items the original unit brings.

Keep reading:

## An item does not want to leave

In the example below, I've tried to remove the NVG from my units but somehow I couldn't. So I checked the unit exporting their attributes and I realized that the BLUFOR unit was originally using the INDEPENDENT NVG.

Original attributes from *Blufor B\_W\_Soldier\_AAT\_F* unit:

```
this addWeapon "Rangefinder";

comment "Add items to containers";
this addItemToUniform "FirstAidKit";
for "_i" from 1 to 2 do {this addItemToUniform
"30Rnd_65x39_caseless_black_mag";};
for "_i" from 1 to 5 do {this addItemToVest "30Rnd_65x39_caseless_black_mag";
};
for "_i" from 1 to 2 do {this addItemToVest "16Rnd_9x21_Mag";};
for "_i" from 1 to 2 do {this addItemToVest "HandGrenade";};
for "_i" from 1 to 2 do {this addItemToVest "B_IR_Grenade";};
this addItemToVest "SmokeShell";
this addItemToVest "SmokeShellGreen";
for "_i" from 1 to 2 do {this addItemToVest "Chemlight_green";};
for "_i" from 1 to 2 do {this addItemToBackpack "Titan_AT";};
for "_i" from 1 to 2 do {this addItemToBackpack "Titan_AP";};
this addHeadgear "H_HelmetB_light_wdl";
this addGoggles "G_Tactical_Black";

comment "Add items";
this linkItem "ItemMap";
this linkItem "ItemCompass";
this linkItem "ItemWatch";
this linkItem "ItemRadio";
this linkItem "NVGoggles_INDEP";

comment "Set identity";
[this,"WhiteHead_11","male05eng"] call BIS_fnc_setIdentity;
```

Then the issue has been solved in *fn\_CSWR\_globalFunctions.sqf* file:

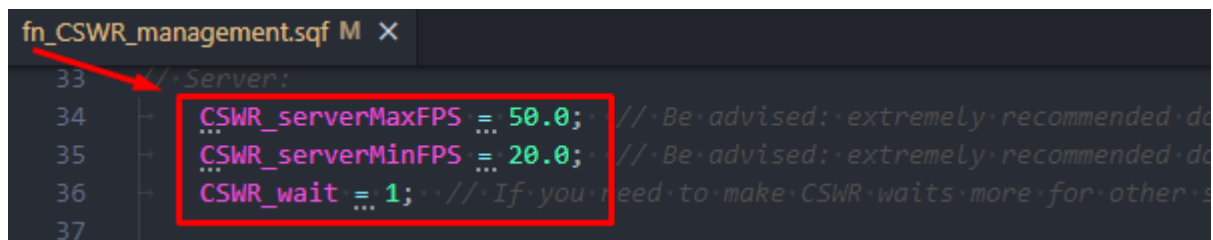
```
//_unit unlinkItem "NVGoggles";
_unit unlinkItem "NVGoggles_INDEP";
```

## Fixing: making CSWR lighter for servers

First of all: the number of AI you ask to CSWR spawn in mission is the CSWR feature with the highest impact in server performance.

## Which number of AI is good enough

Remember that in *fn\_CSWR\_population.sqf* pretty often each new line is a group of units. If one faction you have 20 lines, may be you are ask to CSWR to spawn 60 units or even much more, all depends [how much units have each one of the group-types](#) you've built. In 2023 my game computer was able to manage around 300 CSWR AI's without huge performance drops. Arma 3 servers with less than 20 FPS will impact the performance of all its players. Make some tests and, if you really know what you're doing, you can edit some numbers in *fn\_CSWR\_management.sqf* to help CSWR recalc stuff:



```
fn_CSWR_management.sqf M X
33 // Server:
34 CSWR_serverMaxFPS == 50.0; // Be advised: extremely recommended do
35 CSWR_serverMinFPS == 20.0; // Be advised: extremely recommended do
36 CSWR_wait == 1; // If you need to make CSWR waits more for other s
37
```

## Factions CSWR will spawn

It doesn't matter for performance if the script will spawn one or all factions. The most important will be how much AI units you are dropping in the mission.

## Using the Dynamic Simulation

Because of the CSWR creation concept. And the fastest customization possible for mission editors) the script doesn't want to work with [DynamicSimulation](#) enabled. Of course, you can add manually how many units and objects using that feature. CSWR won't care about it.

## Contribute to the CSWR script

### Discussion on Bohemia Forums

<https://forums.bohemia.net/forums/topic/237504-release-controlled-spawn-and-waypoints-randomizr/>

### Changelog on GitHub

<https://github.com/aldolammel/Arma-3-Controlled-Spawn-And-Waypoints-Randomizr-Script#changelog>

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