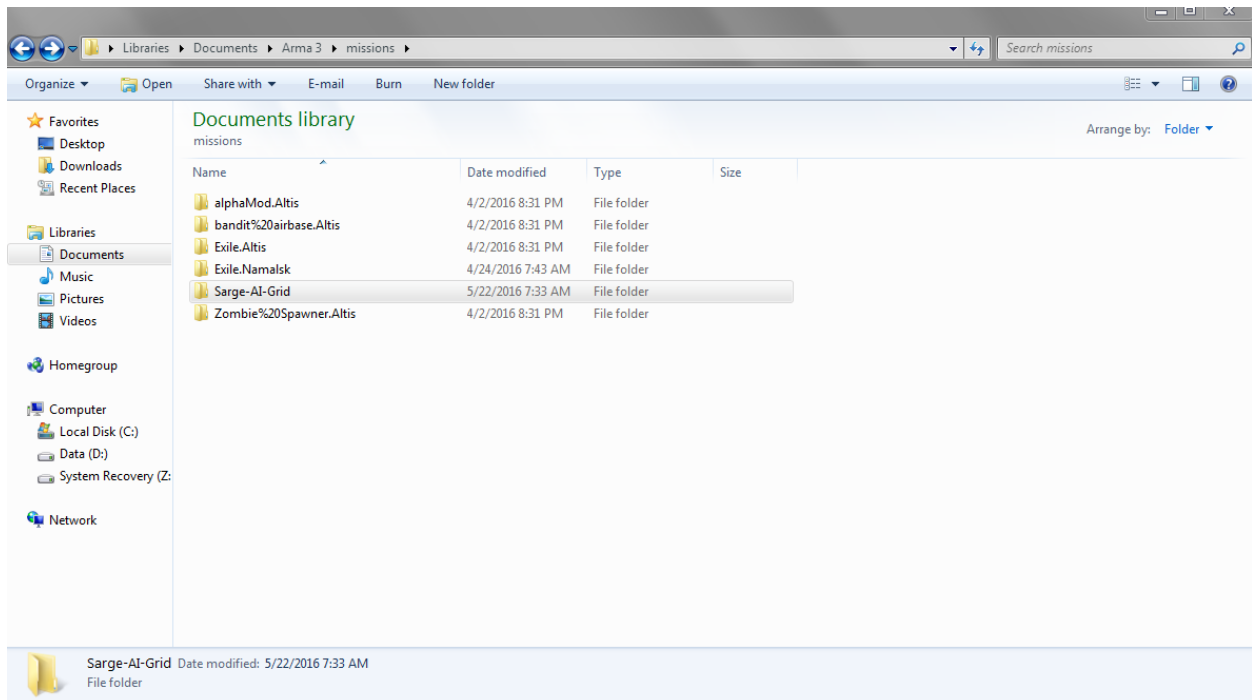


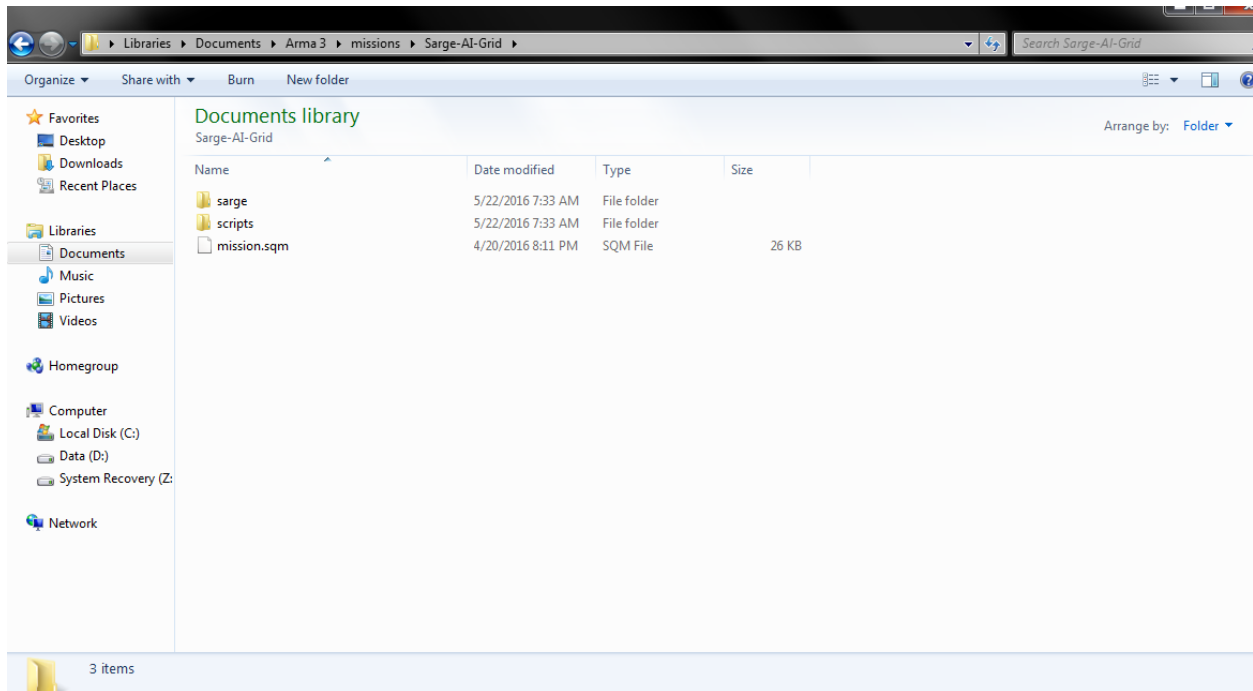
How to Configure Sarge AI Map Grids

1. In the Arma launcher enable the map you want to use before launching the game i.e. Chernarus or Esseker.
2. With your map enabled start the Arma editor from the main menu of Arma.
3. Alt+Tab out of Arma while still loaded in the editor, before loading or saving any editor changes.
4. Browse to My Documents\Arma 3\Missions and create a new folder called something you will recognize easily. I use Sarge-AI-Grid.



5. Now Unpackage your mission PBO and copy the mission.sqm file in to the newly created editor mission folder root. You should have "Editor Folder Name" >> Mission.sqm.

6. Do the same for the Sarge AI folders so they are at the “Editor Folder Name” root the same as mission.sqm. It should look like this:



7. Now go back to the still open mission editor and select to load the “Editor Folder Name” mission.
8. Go back to your mission in the My Documents explorer and set the Sarge AI debug options to true. Do this for sar_debug and sar_extreme_debug.
9. Go back to the editor and reload the same mission loaded previously to update your changes.
10. This time when you load the mission create a single unit anywhere you want and preview the mission. If you did this correctly you will see a map grid that is completely wrong.
11. Now you can start adjusting the grid. Create a marker at the bottom left corner as the anchor for the entire grid. This marker will be the furthest corner that the grid will touch.
12. Save the mission and alt+tab out to your My Documents browser and open the mission.sqm file to search for the marker name you created in the previous step.

13. You also need to open the grid file in the sarge >> map_config folder in your notepad and make some adjustments. You will need the x and y cords from the marker you created and enter them separately like in the grid file you have open. The format is x,y,z so the “startx” coord is the X,y,z and the “startY” is the x,Y,z. The z is not used as it is 3rd dimension.





```
SAR_cfg_grid_namalsk.sqf [3]
1 //-----
2 // SAR_AI - DayZ AI library
3 // Version: 1.0.0
4 // Author: Sarge (sarge@krumeich.ch)
5 //
6 // Wiki: to come
7 // Forum: to come
8 //
9 //-----
10 // Required:
11 // UPSMon
12 // SHK_pos
13 //
14 //-----
15 // grid cfg file for Namalsk
16 // last modified: 5.3.2013
17 //-----
18
19 // x coordinate of the first, bottom left grid center point
20 _startx=2900;
21
22 // y coordinate of the first, bottom left grid center point
23 _starty=5600;
24
25 // gridsize x (how many single squares in the grid) for the x-axis
26 _gridsize_x=4;
27
28 // gridsize y (how many single squares in the grid) for the y-axis
29 _gridsize_y=4;
30
31 // distance from the center of one square of the grid to the border of that square. so overall size of a square in the grid is 2x gridwidth / 2x gridwidth
32 _gridwidth = 900;
```

14. The file is self explanatory and the only changes that should be made are the x, y start cords. You may change the others as you get familiar with how it works.
15. When you have your new x, y cords select file >> save as and change the map name so it looks like this: SAR_cfg_grid_mapname.sqf
16. Now reload the mission in the editor after saving all your changes and do another preview to be sure your map grid starts in the correct bottom left corner. For now ignore the coverage and anything else. All we care about for now is the starting point.
17. If the starting point is correct go back to the grid file in your notepad and adjust the square count for the x and y axis's. For example if you need 10 squares across to cover the map change the gridsize_x to equal 10 and do the same for the gridsize_y regarding the amount needed to cover your map and save this file.
18. Reload your mission editor mission and ensure the grid now covers the map better than last time. Continue this process until the grid is how you want it.
19. Once complete you will now copy the SAR_cfg_grid_mapname.sqf file ONLY to the map_config folder within the sarge folder to be alongside the other grid files.

20. For tutorial's sake copy an existing grps file inside the map_config folder and rename it accordingly. You should now have matching files for your map like the ones that were there already. A grid file and a grps file. The grps file is only an update to squares in a grid and for now should be fine. The static marker coords will need to be changed by you however.

Documents library

map_config

Name	Date modified	Type	Size
 SAR_cfg_grid_altis.sqf	10/9/2015 5:49 PM	SQF File	2 KB
 SAR_cfg_grid_namalsk.sqf	4/10/2016 4:47 PM	SQF File	2 KB
 SAR_cfg_grps_altis.sqf	4/8/2016 11:58 PM	SQF File	13 KB
 SAR_cfg_grps_namalsk.sqf	4/10/2016 4:47 PM	SQF File	7 KB

Now in the SAR_init.sqf file you will need to add your map name to the exception list to allow for dynamic AI spawns. Open this file with your notepad and look for this line:

```
try {  
  
    if (!(_worldname in  
["altis", "chernarus", "taviana", "namalsk", "lingor3", "mbg_celle2", "takistan", "fallujah", "panthera2"]))  
then {throw _worldName};  
  
    call compile preprocessFileLineNumbers (format  
["sarge\map_config\SAR_cfg_grid_%1.sqf", _worldname]);  
  
} catch {  
  
    diag_log format ["Sarge's AI System: %1 does not currently support dynamic AI  
spawning! Dynamic AI spawning has been disabled!", _worldName];  
  
    breakOut "SAR_AI_DYNAI";  
  
};
```

You only need to add your map name to the line with all the other map names and keep in mind arrays have no coma after the last entry.

That should be it for now and if done correctly you will have dynamic AI spawns of foot soldiers on your map. I will be updating this and refining it for future use. This is the first edition and I am sure there are some mistakes and/or typos so bear with me please.