Gone Native's Civilians Quick Start:

A populated Sahrani or United Sahrani, with four fully functional bus lines and many civilian cars.

Introduction:

For some missions, -like insurgency; counter-insurgency; spy or evade-and-escape missions-, it would be appropriate if Sahrani should be populated with civilians.

ColonelSandersLite made an excellent set of scripts and functions, called "*CSL populate island*" which offers the opportunity to fill any island with civilians without much lag.
The beauty in the solution of ColonelSandersLite is that only AI civilians around the human player are active, whereas other AI civilians are simply "stored".
So it creates a "bubble" of AI civilians around the player, giving the impression of a populated island.
Unfortunately the demo-mission that ColonelSandersLite included in "*CSL populate island*" only populated a part of south-Sahrani. But to accomplish that a lot of triggers, placed on the map, were used, which is not absolute necessary for his "*CSL populate island*" script set to function.
These many triggers can make it difficult for the mission-maker to distinguish between triggers related with their own mission and triggers related with the "*CSL populate island*" suite of scripts.

As an improvement I decided to write a set of scripts and functions that just populate the whole of Sahrani or United Sahrani without the need of any triggers, actually without the need to place almost anything on the map in the mission editor.
While working on this issue I thought that a populated Sahrani could also use some moving civilian cars, who are travelling with a purpose and some empty cars around houses, farms and industrial estates.
And just for fun I created four bus lines on Sahrani, two in the north and two in the south, who will service all the bus stops on the map.
Note that this is ArmA and that after a few hours of game play part of the vehicles will be out of business, due to collisions and traffic jams, -especially the three bridges in Dolores are a trouble spot- or running into firefights or nasty checkpoints. But that is also part of the game, these additional civilians are about extra flavor in a mission, not about running like clockwork for hours.

Quick Start:

Step 1:
Place these folders in your mission folder:
```
CSL_Functions
CSL_PopulateIsland
CSL_Utility
GNV_Civilians
```

You can simply copy them from the "Gone Native's Civilians Demo Mission"/ "Public_Transport" which is included in this download.
You can download the complete '*ColonelSandersLite populate island*' script suite at
http://www.armaholic.com/page.php?id=653

Step 2:
Start the 'init.sqs' of your mission with these four lines necessary for the functions of ColonelSandersLite to run:

```
CSL_GetRandomInteger = compile preprocessFile "CSL_functions\CSL_GetRandomInteger.sqf"
CSL_GetHorizontalDistance = compile preprocessFile "CSL_functions\CSL_GetHorizontalDistance.sqf"
CSL_GetMoveIncrementInfantry = compile preprocessFile "\CSL_functions\CSL_GetMoveIncrementInfantry.sqf"
~0.025
```

Somewhere else in your init.sqs you can just place:

```
[] execVM "GNV_Civilians\GNV_Populate_North.sqf"
```
if you like the **north** of Sahrani to be populated
and

```
[] execVM "GNV_Civilians\GNV_Populate_South.sqf"
```
if you like the **south** of Sahrani to be populated.

This separation between the north and the south of Sahrani has been made in all the scripts. Because mostly a mission or scenario just "plays" in the north or just in the south. For performance issues it is better to populate just the part where the mission runs.
Furthermore in a single player mission you have to place at least one civilian on the map in the mission editor. In a multiplayer mission it is recommended to place a GameLogic vehicle and name it "server".
Note that it is very easy to add these four folders and five or six lines in the 'init.sqs' into an existing mission to add atmosphere by providing a populated Sahrani instead of an empty island.

What you get:

The functions for populating the north of Sahrani and the south of Sahrani will both create around 2 or 3 people around gasoline stations (only present in the south), large farms and isolated large houses.
It will create just 5 civilians in hamlets, small villages and industrial estates and about 10 civilians in large villages.
In towns like Paraiso, Corazol, Bagango, Ortego and Dolores up to 20-30 civilians can be found.

There will be four bus lines, two in the north, two in the south.
- Bus line Everon-Corazol Bagango-Eponia and vice versa;
- Bus line Pita-{Passo San Marco}-Bagango-Hunapu and vice versa;
- Bus line Cedras-Somato-Paraiso-Corazol and vice versa;
- Bus line Somato-Iguana-Dolores-Corazol and vice versa;

By the way: if the player stands near a bus stop, on its map the player will find a marker where that bus is and in which direction it travels.

Furthermore the function will create 18 moving cars on the north of the island and 18 moving cars on the south of the island. These vehicles are randomly filled with civilian passengers and mostly drive a predetermined route, but sometimes a more loose off-road route.
Also the procedure will create around fifty empty cars on each part of the island. These are like a tractor parked near a farm or a delivery truck placed near an industrial estate. These empty cars can be locked or not, and they hold a certain amount of fuel, which can be full, but also almost empty.
On some quays and on most of the jetties you will find a useable inflatable boat, and near the "Playa" on the west coast some characters are playing with Zodiac's, while one boat is ferrying from the beach resort of Arcadia to the island of Rahmadi and vice versa.

This two sheet document is just a quick start.
You can adjust some of the functionality of the Gone Native' Civilians scripts pack to your needs. Or use only the functionality that a mission needs: skip the boats, but keep the busses, etc… You can read about that in dept in the six pages **Reference Sheet**, which explains the separate functions.
There you can also read about multi-player behavior, which is supported but has it's oddities: due to the "bubble" concept each human player has its own "bubble" of AI civilians.

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