

createCenter



Introduced in	
Version:	1.00
Description	
Description:	<p>Creates a new AI HQ (Headquarters) for the given side. Each side needs an HQ, so that its members can communicate.</p> <p>Note: In V3.x, centers for all sides are created at mission start, independently from whether the units of that side exist. Creating centers using this command is therefore not necessary anymore.</p> <p>All centers for units which are present at mission start are created automatically. This command is only needed when adding units during mission runtime (using createUnit), whose side was not present at the start of the mission.</p> <p>In addition, after creating a new center, "alliances" have to be defined using setFriend. Otherwise, opposing sides do not engage each other.</p>
Syntax	
Syntax:	<code>createCenter side</code>
Parameters:	<ul style="list-style-type: none">side: Side-2 - The side
Return Value:	Side-2
Examples	
Examples:	<code>_SideHQ = createCenter east</code>
Additional Information	
See also:	createGroup , createUnit
Multiplayer:	
Problems:	

Notes