

# createActorGroup



<b>Introduced in</b>	
<b>Version:</b>	18.1.0
<b>Description</b>	
<b>Description:</b>	<p>Creates a new VBS Control AI group for the given <a href="#">side</a>.</p> <p>If no unit of that side exists in the mission, then an HQ (center) for that side must be created using <a href="#">createCenter</a>.</p> <p>The theoretical limit for the number of groups is 1296 per side. To avoid exceeding this limit, empty groups can be deleted using <a href="#">deleteGroup</a>.</p>
<b>Syntax</b>	
<b>Syntax:</b>	<code>createGroup side</code>
<b>Parameters:</b>	<ul style="list-style-type: none"><li>side: <a href="#">Side-2</a> - Can be <a href="#">east</a>, <a href="#">west</a>, <a href="#">resistance</a>, <a href="#">civilian</a> or <a href="#">sideLogic</a>.</li></ul>
<b>Return Value:</b>	<a href="#">Group</a> - The group that is created, <a href="#">grpNull</a> is returned if the maximum number of groups is exceeded, or no center exists for that side. Groups that do not have any members yet return <a href="#">sideUnknown</a> as their <a href="#">side</a> .
<b>Examples</b>	
<b>Examples:</b>	<code>_group = createActorGroup east</code>
<b>Additional Information</b>	
<b>See also:</b>	<a href="#">isActor</a> , <a href="#">createActor</a> , <a href="#">getGroupAiType</a>
<b>Multiplayer:</b>	
<b>Problems:</b>	

## Notes