

```

1
2
3
4 ActionX{TriggerX true(actionX1) false (actionX2)}
5
6 ActionX
7 {
8     allof(TriggerX,TriggerX1,TriggerX2,TriggerX3,etc ...) true(actionX1)
9 }
10
11
12 ActionX
13 {
14     anyof(TriggerX,TriggerX1,TriggerX2,TriggerX3,etc ...) false(actionX1)
15 }
16
17 ActionX
18 {
19     anyof(TriggerX,TriggerX1,TriggerX2,TriggerX3,etc ...) true(actionX1)
20 }
21
22 ActionX
23 {
24     allof(TriggerX,TriggerX1,TriggerX2,TriggerX3,etc ...) false(actionX1)
25 }
26
27 ActionX
28 {
29     TriggerX true(actionX1)
30     TriggerX1 true(actionX2)
31     TriggerX2 false(actionX3)
32     TriggerX3 true(actionX4)
33 }
34
35 ActionX
36 {
37     TriggerX true(actionX1)
38     TriggerX1 true(actionX2)
39     TriggerX2 true(actionX3) false(actionX4)
40 }
41
42
43 ActionX
44 {
45     TriggerX true(actionX1)
46 }
47
48 ActionX
49 {
50     TriggerX remove()
51 }
52
53 #include("Generic Movement.tai")
54 //Example of including .tai file within a script
55
56
57
58 -----[TriggerX]-----
59
60 WaypointOnGround
61 WaypointIsSameElevation
62 WaypointIsLowerElevation
63 WaypointIsHigherElevation
64 WaypointInAir
65 WallSectionNotInRange
66 WallSectionInRange
67 WallSectionBuilt
68 WaitingAreaInRange
69 UnitTargetNoLongerValid
70 UnitRottedAway
71 UnitRepaired
72 UnitOnTileBorderingTarget
73 UnitNotOnMap

```

73	UnitNotInWeaponRange
74	UnitNotInOpeningRange
75	UnitInWeaponRange
76	UnitInOpeningRange
77	UnitIdleOrAttackingDefenselessBuilding
78	UnitHasGoal
79	UnitFacingNotRequired
80	UnitDestroyed
81	UnexploredAreaFound
82	TurnParametersCalculated
83	TurnComplete
84	TargetIsSpecialEnemy
85	TargetIsNotDefensiveBuilding
86	TargetNeedsHealing
87	TakingLightDamage
88	TakingHeavyDamage
89	TakeoffClearanceGranted
90	StorageInRange
91	StorageFound
92	StorageDestroyed
93	SpecialUnitNotInOpeningRange
94	SpecialUnitInOpeningRange
95	SmartTaskNotAssigned
96	ShouldMoveToNextAutoWaypoint
97	ShouldIRetaliante
98	ShouldIRun
99	SecondaryTargetNotFound
100	SecondaryTargetFound
101	SearchingForAreaToExplore
102	SafeLocationFound
103	ReturnsToInitialContactLocation
104	ResourceTargetIsTree
105	ResourcesRottedAway
106	ResourceInRange
107	ResourceDepleted
108	ResourceCapacityFilled
109	ResourceCapacityEmpty
110	ResourceAccessible
111	RepathCompleted
112	RepairIsSpecialUnit
113	RequestStillValid
114	RepairSiteInRange
115	Reloaded
116	ReadyToFireAgain
117	HaveNotReachedRendezvousPoint
118	HaveReachedRendezvousPoint
119	ProjectileHitWater
120	ProjectileHitUnit
121	ProjectileHitGround
122	LoadableUnitLoaded
123	OwnerIsHuman
124	OwnerIsComputer
125	IsOpen
126	OpenPositionAvailable
127	OneWaypointRemaining
128	ThreeSecondsElapsed
129	TwoSecondsElapsed
130	OneAndAHalfSecondsElapsed
131	OneSecondElapsed
132	ObstacleDetected
133	ObstacleClearedPath
134	NoUnexploredAreasLeft
135	NotLocked
136	NoTargetUnit
137	NoMoreWaypoints
138	NoMoreWallSectionsToBuild
139	NoMoreLoadableUnitsToPickUp
140	NoLongerUnderAttack
141	NoLaunchRequests
142	NextWaypointRetrieved
143	NextPatrolPointRetrieved
144	NewTargetSelected
145	NewResourceFound

146 MovedTooFarFromCharge
147 MoveWaypointCollisionDetected
148 MovePreparationComplete
149 MoreLoadableUnitsToPickUp
150 MoreWallSectionsToBuild
151 Locked
152 LocationWayOffMap
153 LocationUnderAttack
154 LocationOffMap
155 LocationInWeaponRange
156 LocationInsideFiringArch
157 LaunchedAirplane
158 LandingClearanceGranted
159 IsPartOfHerd
160 IsNotAnimal
161 IsBaby
162 IsAdult
163 IsAnimalLeader
164 IsAnimal
165 IsAttackerInRetaliationRange
166 Invalid
167 InitialObstacleDetected
168 ImAFarmer
169 HoldingPatternComputed
170 HealeeNoLongerVisible
171 HealeeInHealingRange
172 HealeeDestroyed
173 HealSearchTimeElapsed
174 HasValidInitialContactLocation
175 HasParentalVengeance
176 HasGroupFlee
177 HasGroupAttack
178 HasEnoughManaForConversion
179 GuardedUnitTakingLightDamage
180 GuardedUnitTakingHeavyDamage
181 GuardedUnitDestroyed
182 GuardedBuildingTakingLightDamage
183 GuardedBuildingTakingHeavyDamage
184 GuardedBuildingDestroyed
185 GoalIsWall
186 GoalIsWaitingArea
187 GoalIsUnloadTransport
188 GoalIsUnit
189 GoalIsStorage
190 GoalIsResource
191 GoalIsRepairSite
192 GoalIsPlayerInitiated
193 GoalIsPatrol
194 GoalIsNotAttack
195 GoalIsNotPlayerInitiated
196 GoalIsNotConversion
197 GoalIsLocation
198 GoalIsLoadGarrison
199 GoalIsLoadContainer
200 GoalIsHeal
201 GoalIsExplore
202 GoalIsConversion
203 GoalIsCalamity
204 GoalIsBuildSite
205 GoalIsBuild
206 GoalIsAttackLocation
207 GarrisonUpgrade
208 GarrisonCostMet
209 GarrisonedAtBuilding
210 FlightTimeAlarm
211 FighterHasGoal
212 FarmNotFound
213 FacingHealee
214 FacingEnemyUnit
215 ExtraLoadableUnitsBumped
216 EnemyWithinMinimumRange
217 EnemyUnitSpotted
218 EnemyUnitReachable

219 EnemyUnitNoLongerVisible
220 EnemyUnitHasNotMovedOneTile
221 EnemyUnitMoved
222 EnemyUnitMoving
223 EnemyUnitLeftLOS
224 EnemyUnitInsideFiringArch
225 EnemyUnitInLOS
226 EnemyUnitDestroyed
227 EnemyUnitConverted
228 EnemyIsBuilding
229 EnemyInsideInitialContactLOS
230 EnemyBuildingSpotted
231 EnemyBuildingDestroyed
232 EnemyBuildingConverted
233 DyingAnimationFinished
234 DefendedUnitTakingLightDamage
235 DefendedUnitTakingHeavyDamage
236 DefendedUnitDestroyed
237 DefendedBuildingTakingLightDamage
238 DefendedBuildingTakingHeavyDamage
239 DefendedBuildingDestroyed
240 DamagedBuildingSpotted
241 ConvertGoalStillValid
242 ContainerIsIdle
243 ContainerIsFull
244 ContainerIsDead
245 ContainerInRange
246 ContainerHasNoMoreWaypoints
247 ContainerHasLostGoal
248 CompletedUnitFacing
249 IsClosed
250 ChooseRandomVolcanoTarget
251 CeaseFire
252 CanUseThisTileAsWaitingArea
253 CanISeeEnemy
254 CannotPathToTarget
255 CannotAffordRepair
256 CanITargetEnemies
257 CanIPursuePastInitialContactLOS
258 CanIMoveFreely
259 CanIMove
260 CanFlee
261 CanDamageAttacker
262 CalamityTargetStillValid
263 BuildQueueEmpty
264 BuildingRepaired
265 BuildingNotPaidFor
266 BuildingNotInWeaponRange
267 BuildingInWeaponRange
268 BuildingInBuildQueue
269 BuildingDestroyed
270 BuildingBuilt
271 BuildSiteVisible
272 BuildSiteValid
273 BuildSiteNotInRange
274 BuildSiteInRange
275 BuildSiteClear
276 BoardedTransport
277 BlockedByWall
278 AtZeroVelocity
279 AtMaximumVelocity
280 AttackerIsReachable
281 AttackerIsRangedUnit
282 AttackerIsNotBuilding
283 AttackMoveEnabled
284 AttackerIsLegalConversionTarget
285 ArrivedAtUnit
286 ArrivedAtUnexploredArea
287 ArrivedAtTownCenter
288 ArrivedAtStorage
289 ArrivedAtSafeLocation
290 ArrivedAtResource
291 ArrivedAtPatrolPoint

```
292 ArrivedAtMoveWaypoint
293 ArrivedAtLocation
294 ArrivedAtBuilding
295 AmIUnderAttack
296 AirportDestroyed
297 AlwaysTrue
298 AirtrafficControllerMoved
299 AirplaneAvailableToLaunch
300
301 ----- [ActionX] -----
302
303 WaitForTakeoffClearance
304 WaitForReload
305 WaitForTransport
306 WaitForPassengers
307 WaitForOpenPosition
308 WaitForObstacleToClear
309 WaitForLandingClearance
310 WaitForGarrisonCost
311 WaitForBuildSiteToClear
312 UnloadTransport
313 UnitRotting
314 UnderAttack
315 TurnToUnitFacing
316 TurnToFaceHealee
317 Turn
318 TrackEnemyUnit
319 Taxi
320 Takeoff
321 TaskSmartCitizen
322 Stop
323 ShouldIReturnToInitialContactLocation
324 ShouldIFollowEnemyUnit
325 SelectNewTarget
326 SearchForSecondaryTarget
327 RunFromAttacker
328 ReturnToInitialContactLocation
329 RetaliateAgainstAttacker
330 ResourcesRotting
331 ResourcesDepleting
332 RequestLanding
333 RepathAroundObstacle
334 RepairUnit
335 RepairBuilding
336 RecalculateLanding
337 ReacquireLoadContainer
338 ReacquireGoal
339 ReacquireEnemyUnit
340 QueueNewBuilding
341 PrepareToTurn
342 PrepareToStop
343 PrepareToMove
344 PrepareToCastCalamity
345 PostCalamityFlee
346 PostCollisionNextWaypoint
347 PickedUpLoadableUnits
348 Opening
349 Open
350 NotifyWaitingCitizen
351 MoveToWallSection
352 MoveToWaitingArea
353 MoveToValidMapLocation
354 MoveToUnit
355 MoveToUnexploredArea
356 MoveToTownCenter
357 MoveToStorage
358 MoveToSafeLocation
359 MoveToResource
360 MoveToRepairSite
361 MoveToRendezvous
362 MoveToNextPatrolPoint
363 MoveToNextBuildSite
```

364 MoveToLocation
365 MoveToGuardedUnit
366 MoveToGuardedBuilding
367 MoveToDefendedUnit
368 MoveToDefendedLocation
369 MoveToDefendedBuilding
370 MoveToConversionRange
371 MoveToBuilding
372 MoveToBuildSite
373 LookForHealee
374 LookForEnemies
375 LoadIntoContainer
376 LaunchNextAirplane
377 Kill
378 InsufficientResources
379 InitialCollisionResolution
380 InitialCollision
381 InitialAttackState
382 Idle
383 HasResourceGoal
384 HoldingPattern
385 HealUnit
386 GuardUnit
387 GuardBuilding
388 GetContainerProgress
389 GetNextTransportWaypoint
390 GetNextMoveWaypoint
391 GetNextPatrolPoint
392 GetNextAutoWaypoint
393 GatherResource
394 GarrisonAtBuilding
395 Fly
396 FleeDanger
397 FindUnexploredArea
398 FindStorage
399 FindSafeLocation
400 FindNewStorage
401 FindNewResource
402 FindFarm
403 FaceLocation
404 FaceEnemyUnit
405 Engage
406 EmergencyTakeoff
407 DropoffResource
408 Descend
409 DefendUnit
410 DefendLocation
411 DefendBuilding
412 Decelerate
413 ConvertToLocationGoal
414 ConvertEnemyUnit
415 ConvertEnemyBuilding
416 ContinueToWaitForLandingClearance
417 ContinueToTaxi
418 ContinueToFly
419 ContinueToDescend
420 ContinueToClimb
421 ContinueToBrake
422 Closing
423 Closed
424 Dying
425 Dead
426 Climb
427 CircleAirtrafficController
428 Circle
429 CheckStorageAccessibility
430 CheckSafety
431 CheckResourceCapacity
432 CheckResourceAccessibility
433 CheckRepairSiteAccessibility
434 CheckRange
435 CheckPreviousResource
436 CheckOwner

437 CheckForOpenPosition
438 CheckForMoreWallSections
439 CheckBuildSiteVisibility
440 CheckBuildSiteValidity
441 ChangeTargetForSpecialRepair
442 ChangeTargetForSpecialEnemy
443 CastCalamity
444 CannotReachContainer
445 CalamityPreCast
446 BumpExtraLoadableUnits
447 BuildWall
448 BuildListOfBuildings
449 BuildBuilding
450 Brake
451 BoardTransport
452 AttackLocation
453 AttackEnemyUnit
454 AttackEnemyBuilding
455 AnimalParentalVengeance
456 AnimalRetaliation
457 AirportOpen
458 Advance
459 AddResourceToStorage
460 Accelerate
461
462
463
464 Regards
465 RealForce