```
ActionX{TriggerX true(actionX1) false (actionX2)}

ActionX
{
    allof(TriggerX,TriggerX1,TriggerX2,TriggerX3,etc ...) true(actionX1)
}


ActionX
{
    anyof(TriggerX,TriggerX1,TriggerX2,TriggerX3,etc ...) false(actionX1)
}

ActionX
{
    anyof(TriggerX,TriggerX1,TriggerX2,TriggerX3,etc ...) true(actionX1)
}

ActionX
{
    allof(TriggerX,TriggerX1,TriggerX2,TriggerX3,etc ...) false(actionX1)
}

ActionX
{
    TriggerX true(actionX1)
    TriggerX1 true(actionX2)
    TriggerX2 false(actionX3)
    TriggerX3 true(actionX4)
}

ActionX
{
    TriggerX true(actionX1)
    TriggerX1 true(actionX2)
    TriggerX2 true(actionX3) false(actionX4)
}


ActionX
{
    TriggerX true(actionX1)
}

ActionX
{
    TriggerX remove()
}

#include("Generic Movement.tai")
//Example of including .tai file within a script



----------------------------------[TriggerX]----------------------------------
--------------------
WaypointOnGround
WaypointIsSameElevation
WaypointIsLowerElevation
WaypointIsHigherElevation
WaypointInAir
WallSectionNotInRange
WallSectionInRange
WallSectionBuilt
WaitingAreaInRange
UnitTargetNoLongerValid
UnitRottedAway
UnitRepaired
UnitOnTileBorderingTarget
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    ShouldIRetaliate
 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
```

```
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
```