

```

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