AI Overview for Bastogne

Hex class

Field **AIScore** is set by method AIMain to a number of hard coded values for Scenarios 2 and 3. It is not used for the AI calculations but is a basis for **AIScoreGen** which is used for the calculations. Use ALT left to bring up WinDebug which will show hex numbers and the AISCore.

**AIScoreGen** is set by these rtns:

* initTemp for all hexes sets it to AIScore value – this is set before do any adjustment required for AIScoreGen to initialize it.
* addAIScoreSurroundGerman – adds a value to it to promotes hexes that can attack Germans. Currently we are adding 1 to AIScoreGen so High value targets will be visible.

AIReinforcementScenarioOther class

Tables for the Reinforcement areas created

* Init AI
* Clear Artillery

Hex