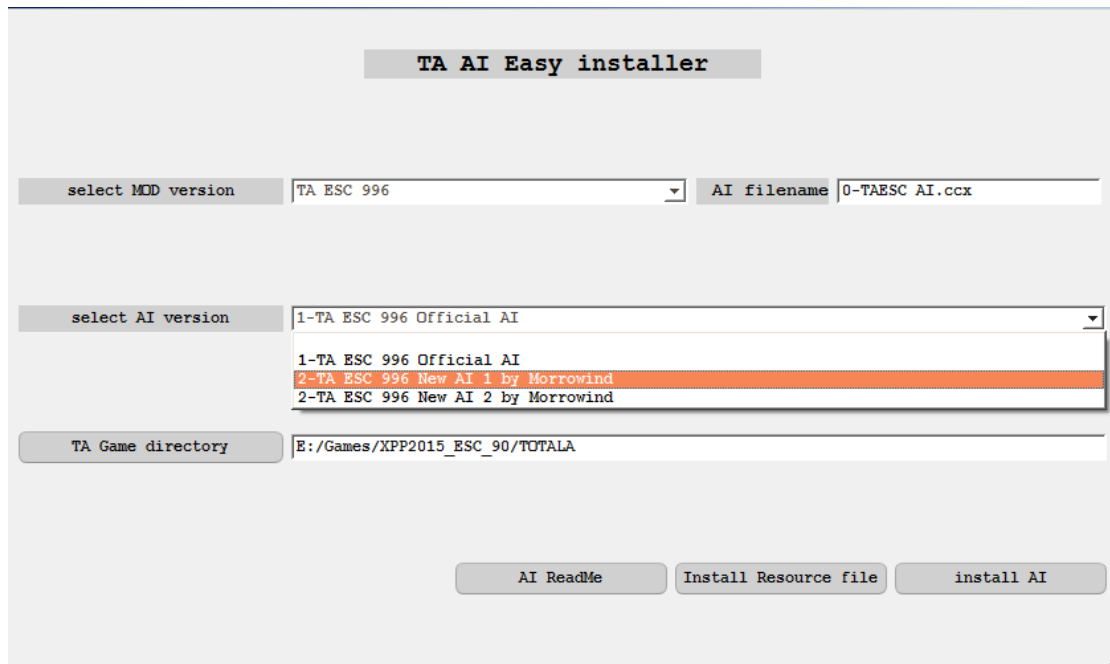


About AI Installer

Click **5-AI Installer.bat** to Start.

It will list all the MOD version in **3 - MOD**



The screenshot shows a window titled "TA AI Easy installer". It contains three main sections for configuration:

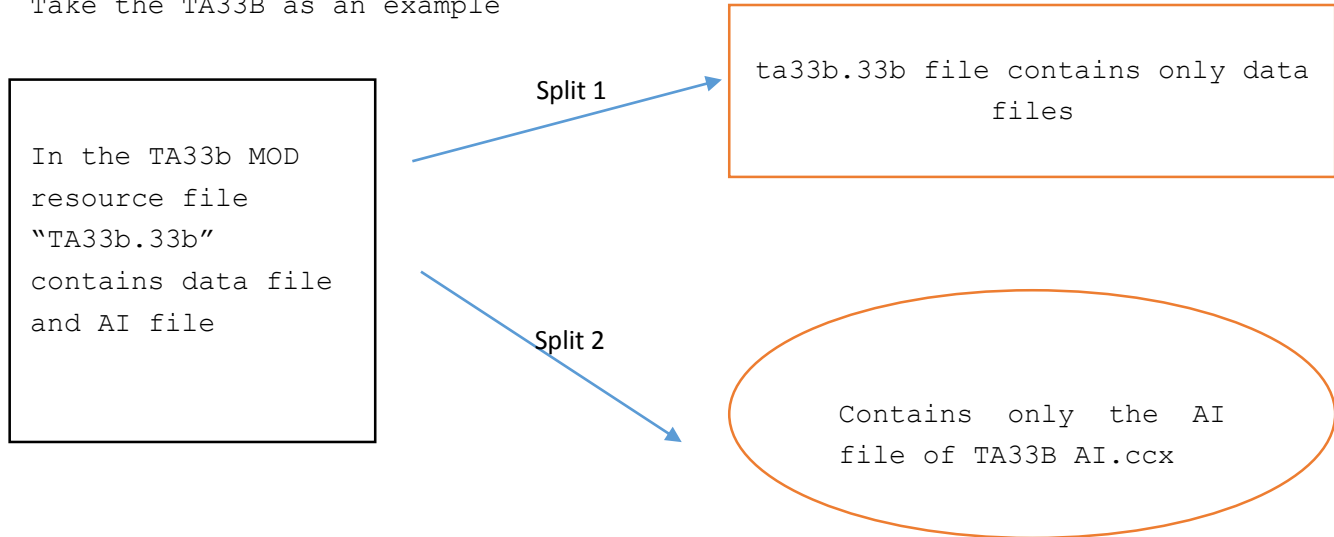
- select MOD version:** A dropdown menu showing "TA ESC 996".
- AI filename:** A text field containing "0-TAESC AI.ccx".
- select AI version:** A dropdown menu with a list of options: "1-TA ESC 996 Official AI", "2-TA ESC 996 New AI 1 by Morrowind" (highlighted in orange), and "2-TA ESC 996 New AI 2 by Morrowind".
- TA Game directory:** A text field containing "E:/Games/XPP2015_ESC_90/TOTALA".

At the bottom right, there are three buttons: "AI ReadMe", "Install Resource file", and "install AI".

About

The main idea of this AI installation method is to separate the data files and AI files in the MOD to achieve a convenient operation of changing AI schemes at any time.

Take the TA33B as an example



The installation replaces the file of the same name in the game directory with TA33B.33B, which only contains the data file, and copies TA33B AI.ufo to the game directory

NOTES

TA33B will conflict with TAAC 1.5 (they use the same dirname in pack resources), please split two mods into different TA catalogs. Or you can make sure there is only one "MOD AI.ccx" in the game catalog.

install_Config.properties

The configuration file is in the 0-TA_AI_Install directory

#[] Square brackets represent the beginning of each configuration node

[Mod_dir]

#MOD DIR, The default is the 3-MOD directory

mod_dir=3-MOD

[Mod_Source]

#Resource folder, the default is 0-ModSource, 0-TAUnitPic

SourceDir=0-ModSource

PicDir=0-TAUnitPic

[Mod_SourceFile]

#Resource file name, file in the 0-ModSource folder

#subfolder name in 3-MOD directory=MOD resource file name

TA 33BN=ta33bn.33b

TAAC 1.5=acdata.acc

TA ESC 996=TAESC.gp3

[Mod_AiFile]

#AI packed data file

#exists in every AI version directory (AI shcema 1, AI shcema 2)

TA 33BN=0-TA33B AI.ccx

TAAC 1.5=0-TAAC 1.5 AI.ccx

TA ESC 996=0-TAESC AI.ccx