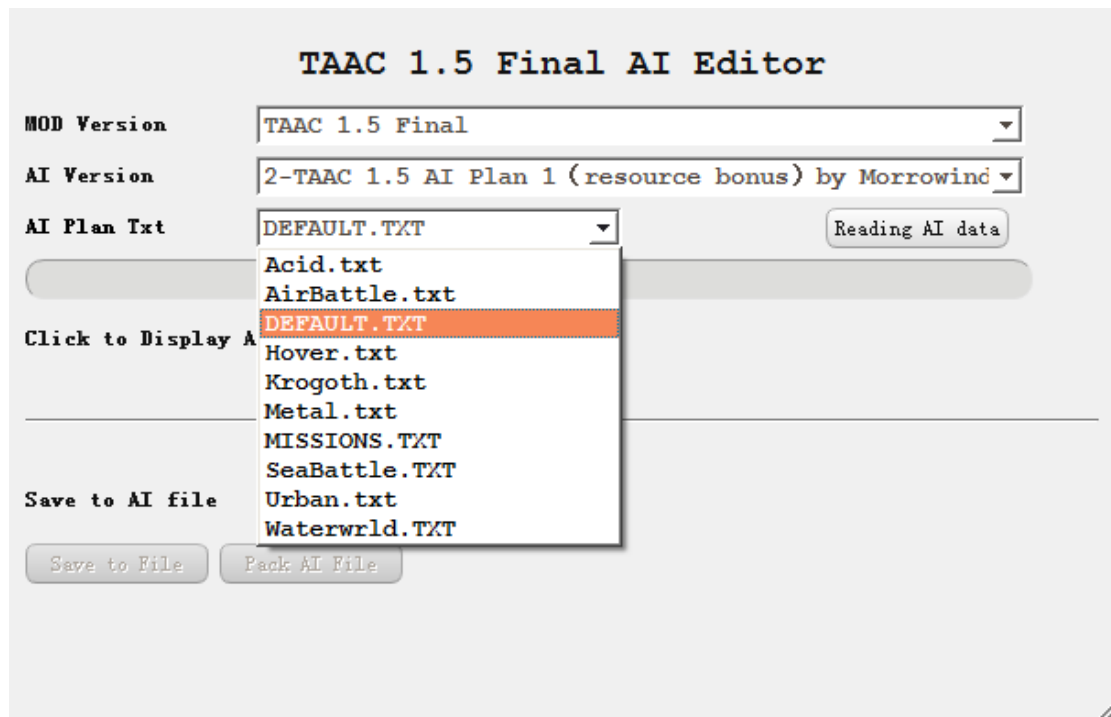# TA_AI_Edit

AI editor main directory, which mainly contains
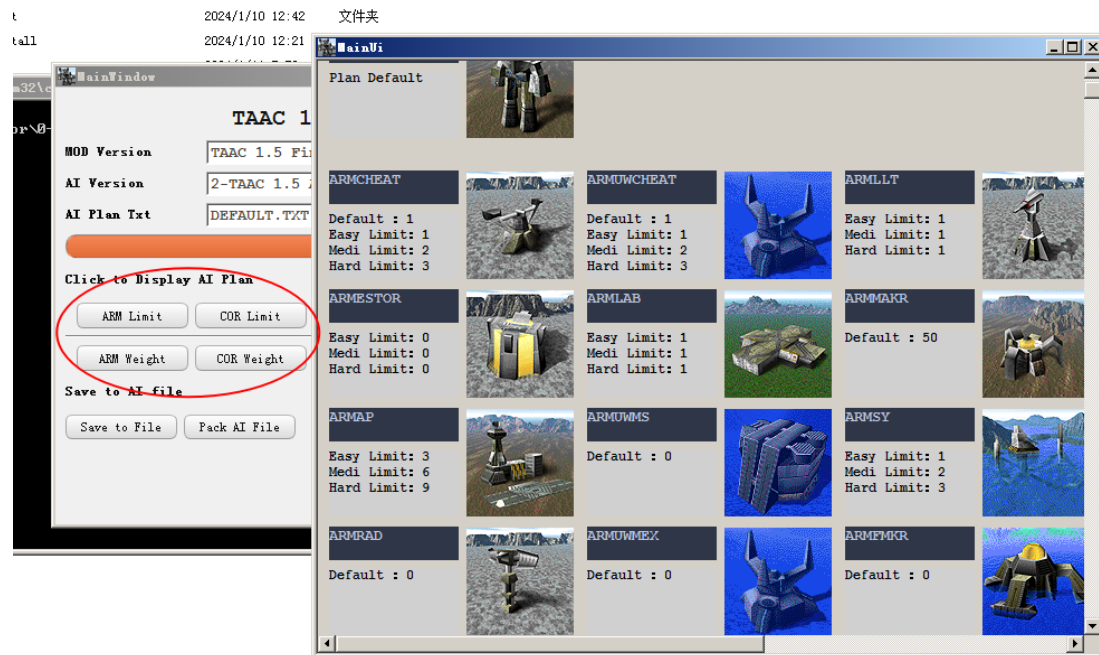
MainUi.exe (main program)

ta_config.properties (configuration file)
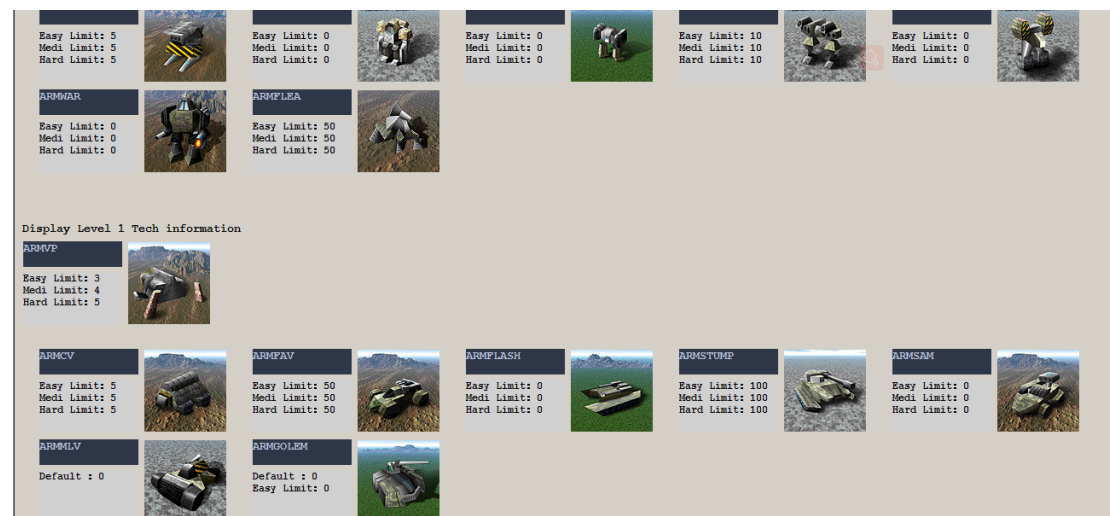
About

Main Page

Reading AI Data and Click Limit or Weight

Show Tech And Build List.

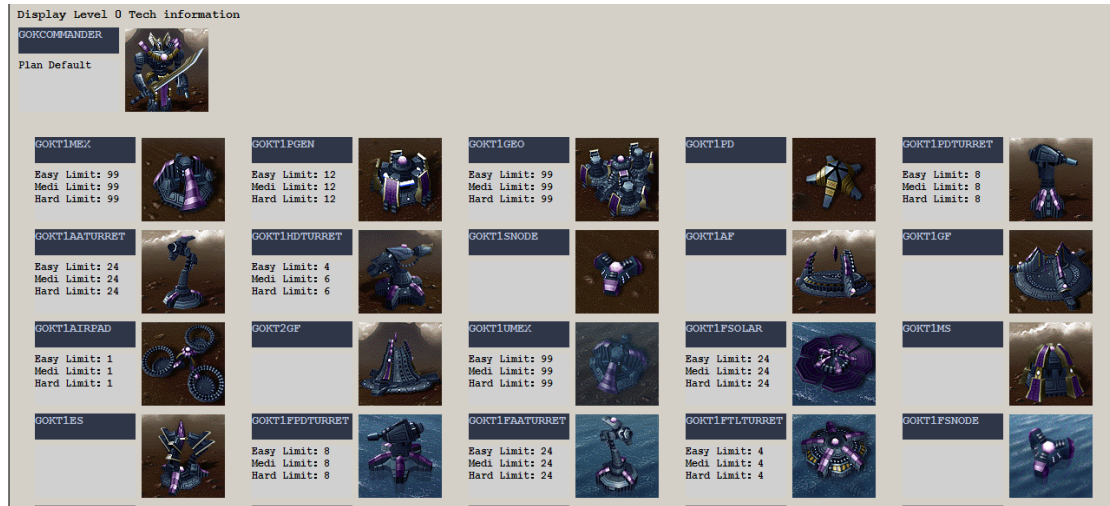Limit Controls how many unit AI builds

Weight Controls how high priority unit AI builds

Easy Medium Hard each means AI difficult Level.

Default means for ALL Difficult Level,It is the Highest priority.

Blank means there is no data in Plan, and AI usualy will not build it.

Click the icon will pop up the Unit Detail page, here you can set
the Limit and Weight.

The suggestion of Weight is within the range of 0-9, too high will
cause AI stupid.

Click to save will delete the default data
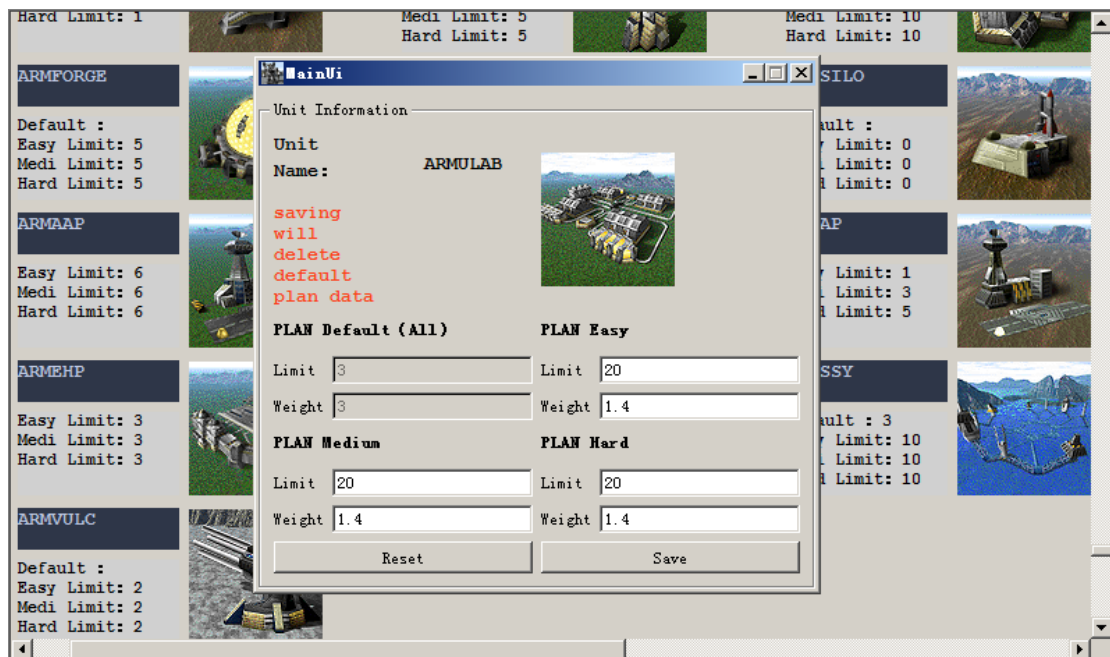
When you have make yourself AI plan, you can click save to file.
And click ok to replace the old AI file.
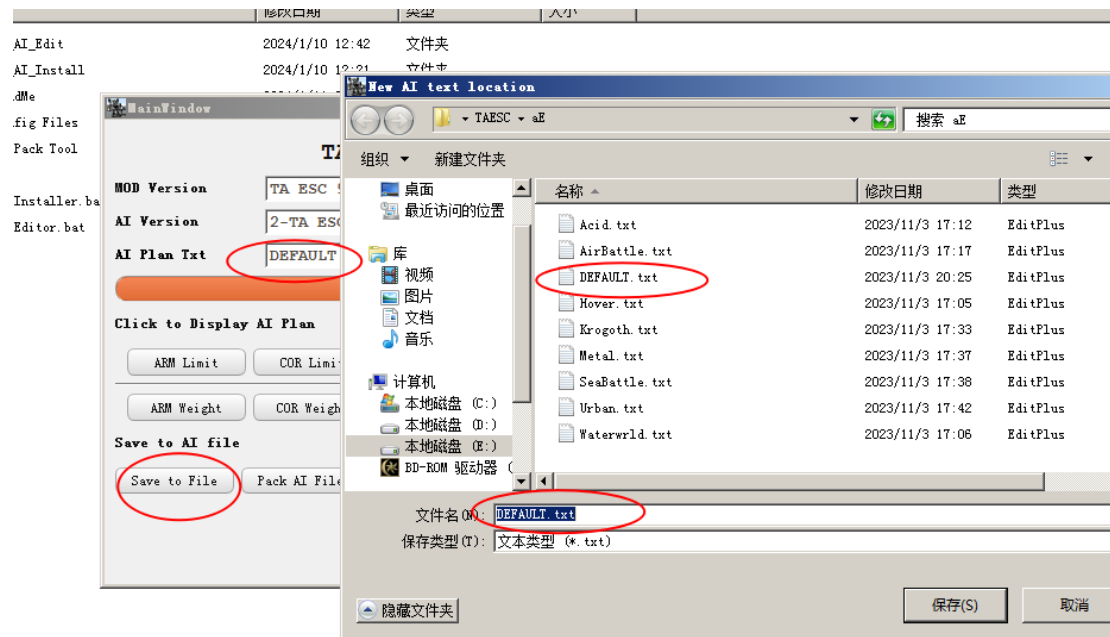
Click pack Ai file to complete the final step.

Program will auto Pack it to AI version Directory.
Packed File Name will like 0-TAESC AI.ccx

HPI File Packer

File   Help

```
Start time: 01/11/2024  07:03:36
Packing E:\TA\TA AI Editor\3-MOD/TA ESC 996/2-TA ESC 996 New AI 2 by Morrowind/TA
Packing for TA
TA:CC compression
Scanning...
Building HPI directory (0x3BF)
Packing aE\Acid.txt
Size: 50452  Compressed: 4816  (9%)
Packing aE\AirBattle.txt
Size: 53176  Compressed: 4927  (9%)
Packing aE\DEFAULT.txt
Size: 33778  Compressed: 4861  (14%)
Packing aE\Hover.txt
Size: 48859  Compressed: 4593  (9%)
Packing aE\Krogoth.txt
```
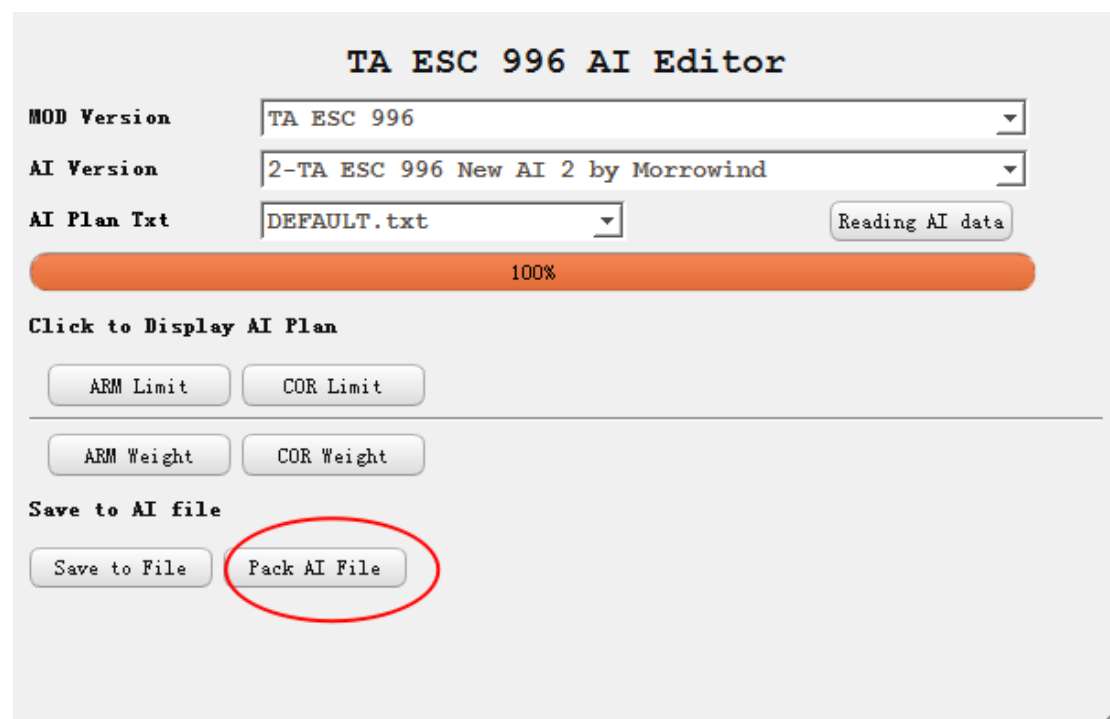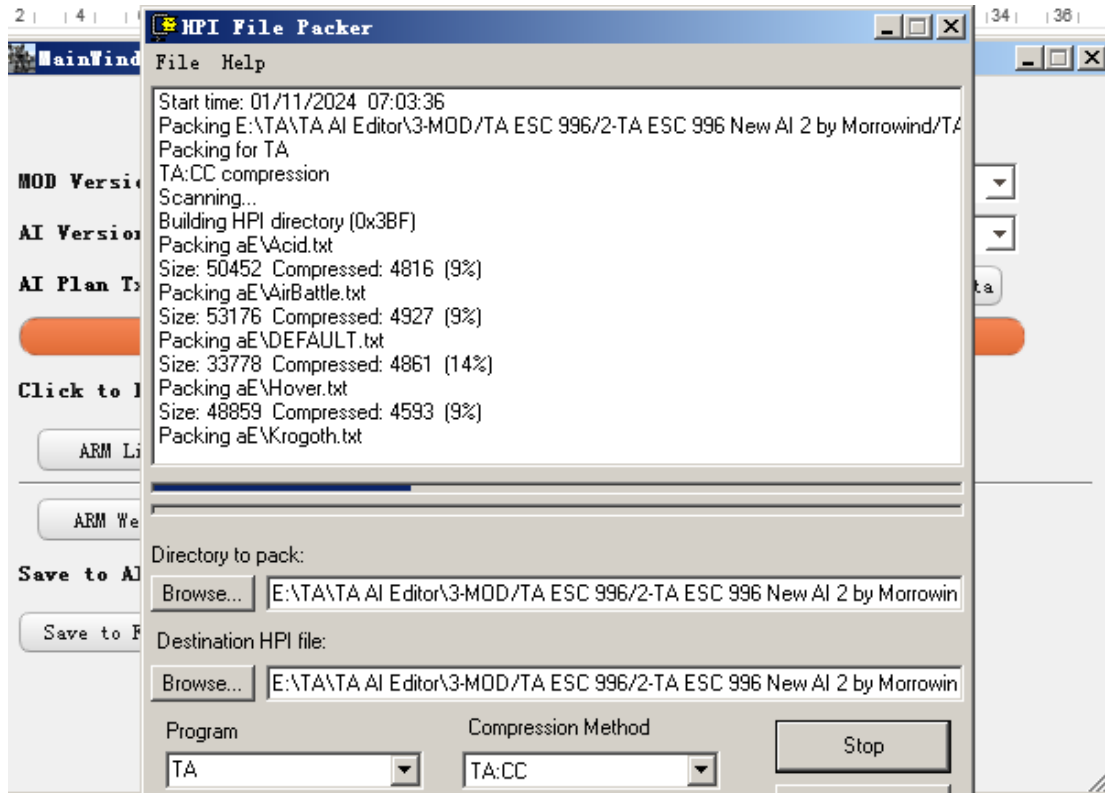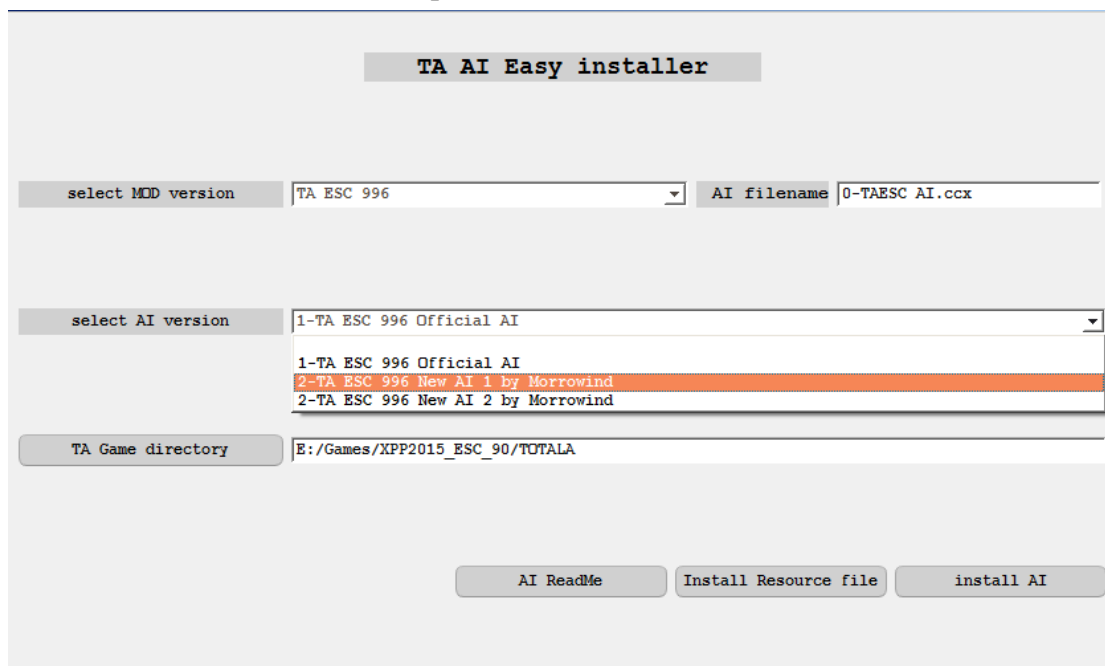
Directory to pack:

Browse...   E:\TA\TA AI Editor\3-MOD/TA ESC 996/2-TA ESC 996 New AI 2 by Morrowin

Destination HPI file:

Browse...   E:\TA\TA AI Editor\3-MOD/TA ESC 996/2-TA ESC 996 New AI 2 by Morrowin

Program   TA

Compression Method   TA:CC

Stop

Use AI Installer to Quckly Installer

TA AI Easy installer

select MOD version   TA ESC 996   AI filename 0-TAESC AI.ccx

select AI version   1-TA ESC 996 Official AI

```
1-TA ESC 996 Official AI
2-TA ESC 996 New AI 1 by Morrowind
2-TA ESC 996 New AI 2 by Morrowind
```

TA Game directory   E:/Games/XPP2015_ESC_90/TOTALA

AI ReadMe   Install Resource file   install AI

About the resource file

```
Resource file contains mod data ,examples:
    TAESC   TAESC.gp3
    TAAC    acdata.acc
```

```
    TA33B  ta33bn.33b

TAESC directory structure
    aE - Ai
    downloadsE - downloads
    gamedatE - gamedata
    guiE - guis
    unitpicE - unitpics
    unitsE - units
    weaponE   - weapons

TAAC and TA33B directory structure
    ai
    units
    gamedata
```

So adding or modifying ESC files does not affect TAAC and TA33B

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

ta_config.properties

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

```
[Mod_dir]
```
#MOD dir
```
mod_dir=3-MOD
```

```
[Mod_ini]
```
#The configuration file name of each MOD version
```
mod_ini=ta_mod.ini
```

```
[TA_Pack]
```
#HPIPack pack program
```
HPIPack= 2-TA Pack Tool\HPIPack.exe
```

ta_mod.ini

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

[TA_MOD]
# MOD version
modName=33BN

[Mod_Source]
#Resource folder,the default is 0-ModSource,0-TAUnitPic
SourceDir=0-ModSource
PicDir=0-TAUnitPic

[TA_Pics]
#unit ICON
#The program looks for images in directory(0-TAUnitPic,AI version)
#when add new unit icon, put it in the AI version folder
pic_root=0-TAUnitPic
#taesc-unitpicE, 33b-UnitPics
Prefix_unitpicE=unitpicE
#set 1 to cut the picture.
#Because the ICON in some mods are much larger
isCrop=0
# The dimensions after cutting
corpSize=96,96
# cut start at coordinate(X,Y)
corpPositon=0,0

[TA_CanBuild_Read]
#SIDEDATA.tdf DIR
#TAESC named from TAESC.gp3
Build_Dir = TAESC

#SIDEDATA.tdf DIR
#DIR: \TAESC\gamedatE\SIDEDATA.tdf
Prefix_gamedatE = gamedatE

#SIDEDATA.tdf contains AI build list information
#Note the case of the SIDEDATA.tdf file name
Default_File_Name = SIDEDATA.tdf

[TA_Unit_Read]
#AI txt DIR

AI_Dir = TAESC

Prefix_aE = aE

[TA_Pack]
#Pack parameter
 # Name of the packed file=TAESC AI.ufo
#exists in every AI version directory (AI shcema 1, AI shcema 2)
#0-xx.CCX will be Highest priority read in TA.EXE
Target_file=0-TAESC AI.ccx

 [TA_Levels.Side]
#Side-Race Side,Support addition
#ARM-AMR CORE-COR,Refer to race data name in SIDEDATA.tdf
Side=ARM,COR

#Each Race needs to add a node in the format of [TA_Levels.Race].

#ARM Tech
[TA_Levels.ARM]
#How is the Technology levels
Levels=T0,T1,T2,T3,T4
#Technology level: The name of the factory in the game, such as the commander is ARMCOM, level 1 robot factory is ARMLAB
T0 = ARMCOM
T1 = ARMLAB, ARMVP, ARMAP, ARMSY, ARMHP, ARMFHP, ARMPLAT
T2 = ARMALAB, ARMAVP, ARMAAP, ARMASY, ARMAHP, ARMFAHP, ARMASPEN, ARMAPLAT
T3 = ARMELAB, ARMGANT, ARMFAB, ARMESY, ARMEHP, ARMFEHP, ARMESPEN, ARMEPLAT
T4 = ARMULAB, ARMSSY

#COR Tech
[TA_Levels.COR]
#How is the Technology levels
Levels=T0,T1,T2,T3,T4
#Technology level: The name of the factory in the game, such as the commander is CORCOM, level 1 robot factory is CORLAB
T0 = CORCOM

```
T1 = CORLAB,  CORVP, CORAP, CORSY, CORHP, CORFHP, CORPLAT
T2 = CORALAB, CORAVP, CORAAP, CORASY, CORAHP, CORFAHP, CORASPEN,
CORAPLAT
T3 = CORGANT, COREVP, CORFAB, CORESY, COREHP, CORFEHP, CORESPEN,
COREPLAT
T4 = CORULAB, CORSSY
```

#AI Tutorial

Please see this

https://www.tauniverse.com/articles/tutorials/ai.html

http://aicentral.tauniverse.com/armframeart.htm