Conversion of Old Characters to New System

Welcome to the ExAI Personality Engine, v3! You will find that this new version is much, much quicker at saving multiple characters at once.

Achieving this required rewriting the old character system in which all character facet values were saved to the same table—now each character has his or her own values table. You will need to convert any ExAI v1 or v2 characters to this new system in order to use them with v3. Here's how:

To convert any one character:
Initialize the character using the converter dll (see below)
Call the OldValuesTblConverter() method

That's it! From now on use ExAI v3 to initialize and use this character.

Example, assuming you are using Unity:
If you created your characters in Unity using ExAI v2, open that project so that you have the right files in place for the conversion. You can also open a new project and import the entire ExtremeAI folder and subfolders from your original project. (Or you can even just place the xml files from your original Assets/ExtremeAI/Resources/Tables folder in some other folder on your computer; you'll just need to enter that file path when you initialize the converter.)

In your Unity project, add the "TaiPE_Lib_Converter" dll to your project.

Create a script (see the example below) that will initialize your ExAI v2 character and attach this to some GameObject (I created an empty GameObject and tagged it "MrButtons" for the example). I'm assuming for the sake of the example that your character's name (when created in ExAI v2) is also "MrButtons".

For the converter, you need to create a new AICharConvert variable. Note that the converter Init method syntax is different from that in ExAI for Unity: **InitConvert (string myTag, string myNameIs, string initialPath = "", string savePath = "")**, as follows:

myTag: the tag of the GamObject to which the character script is attached
myNameIs: the name of the character as created in Extreme AI
initialPath: the path to the character's (and ExAI's) xml files for this project. Assuming you're in the Unity Editor, this would be Application.dataPath + "/ExtremeAI/Resources/Tables". The default value (if left blank) is the filepath of your executable + "/ExAIResources/Tables".
savePath: the path to which you want to save ExAI's files. The default if left blank is the LocalApplicationData folder (typically C:\Users\[username]\AppData\Local) + "/ExtremeAI/Resources/Tables".

After the Init call, call the OldValuesTblConverter() method. Then run the project, and you're done. You should find an xmltblValues file in your save directory including the character ID number in its name (for example, "xmltblValues95.xml").

Example
Exanple code, assuming you're using the Unity Editor to begin with and your characters are in your Assets/ExtremeAI/Resources/Tables folder (and that you're happy to save the characters to the default save path):

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using TaiPE_Lib_Converter;

public class NPCInterface : MonoBehaviour {

        public AICharConvert myAIChar = new AICharConvert ();
        string myName = "MrButtons";

        void Start () {

                //initialize the character
                myAIChar.InitConvert("MrButtons",  myName,
                        Application.dataPath + "/ExtremeAI/Resources/Tables");

                //convert the character
                myAIChar.OldValuesTblConverter();
        }
}
```