

TA_AI_Edit

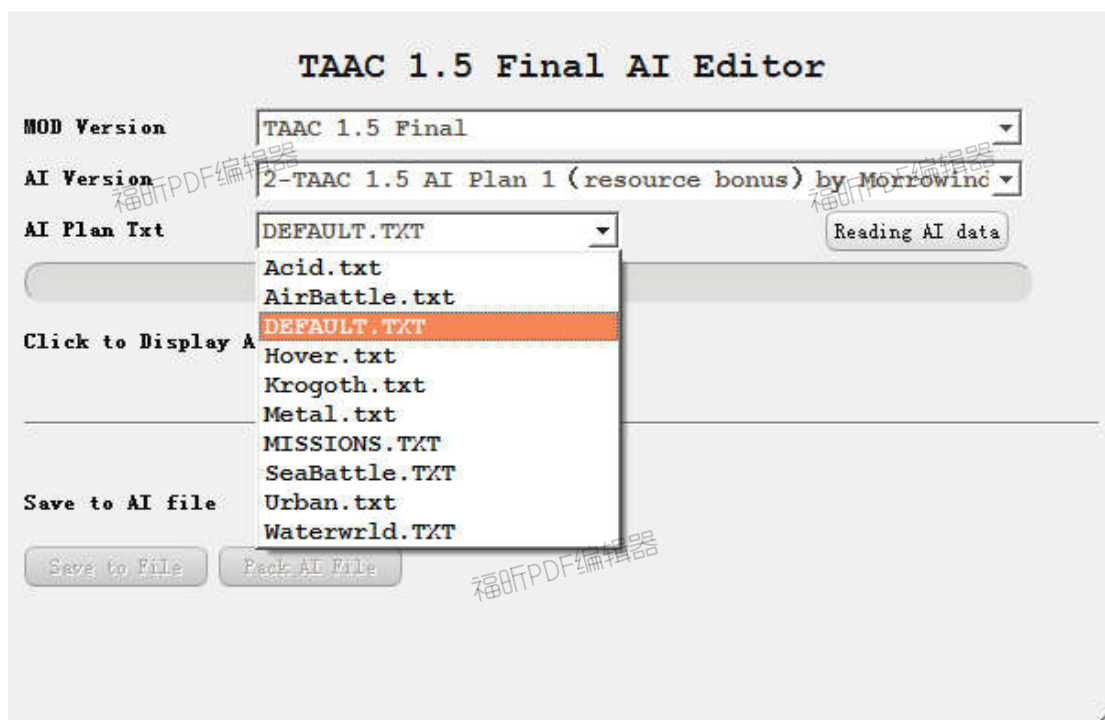
AI editor main directory, which mainly contains

MainUi.exe (main program)

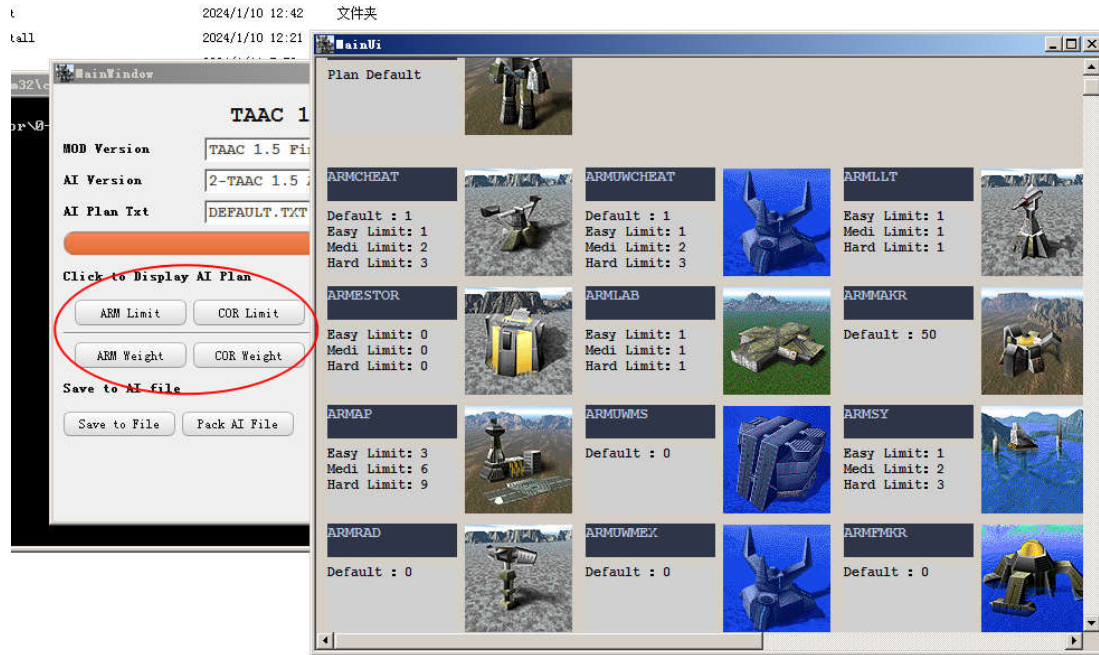
ta_config.properties (configuration file)

About

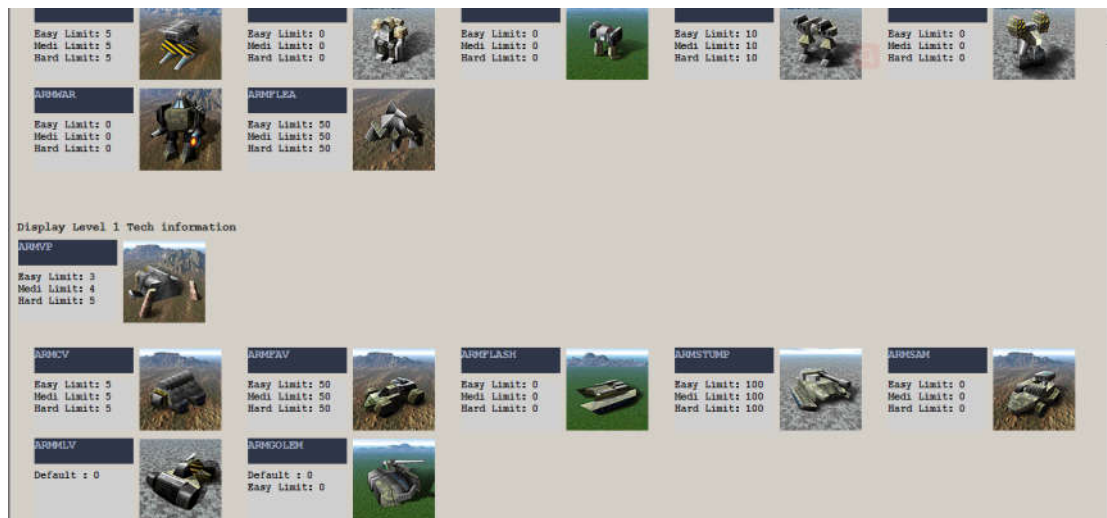
Main Page



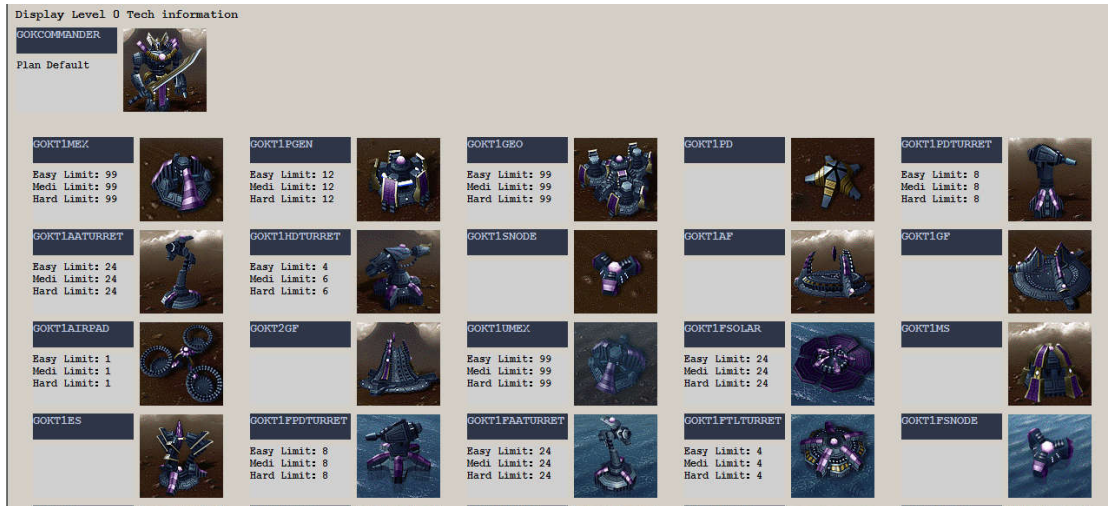
Reading AI Data and Click Limit or Weight



Show Tech And Build List.
Limit Controls how many unit AI builds
Weight Controls how high priority unit AI builds



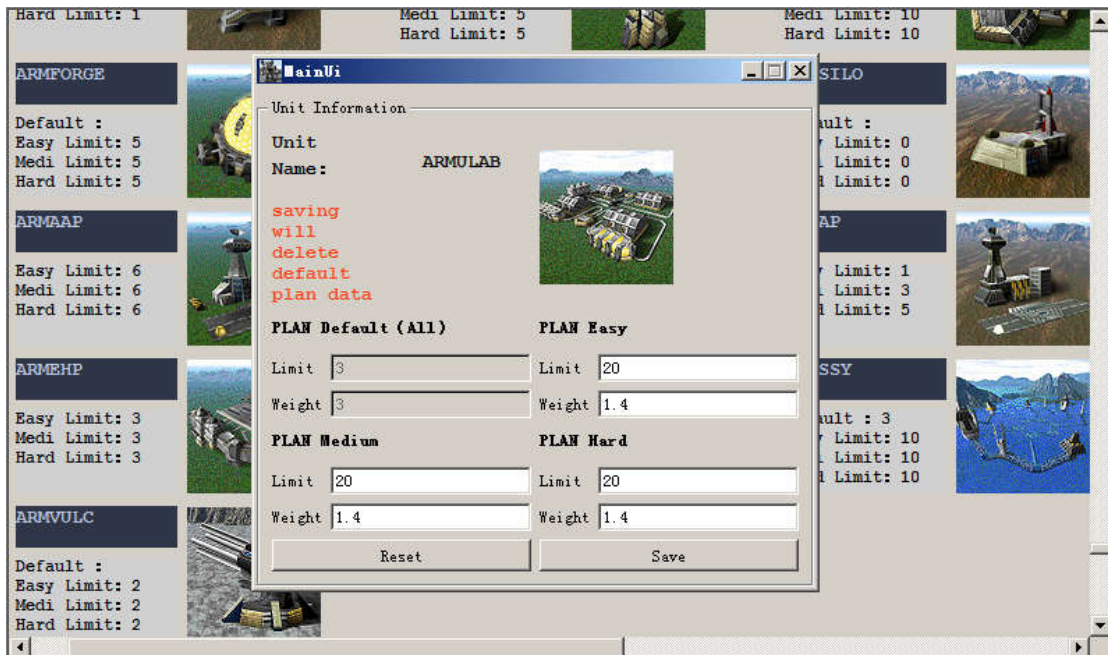
Easy Medium Hard each means AI difficult Level.
Default means for ALL Difficult Level, It is the Highest priority.
Blank means there is no data in Plan, and AI usually will not build it.



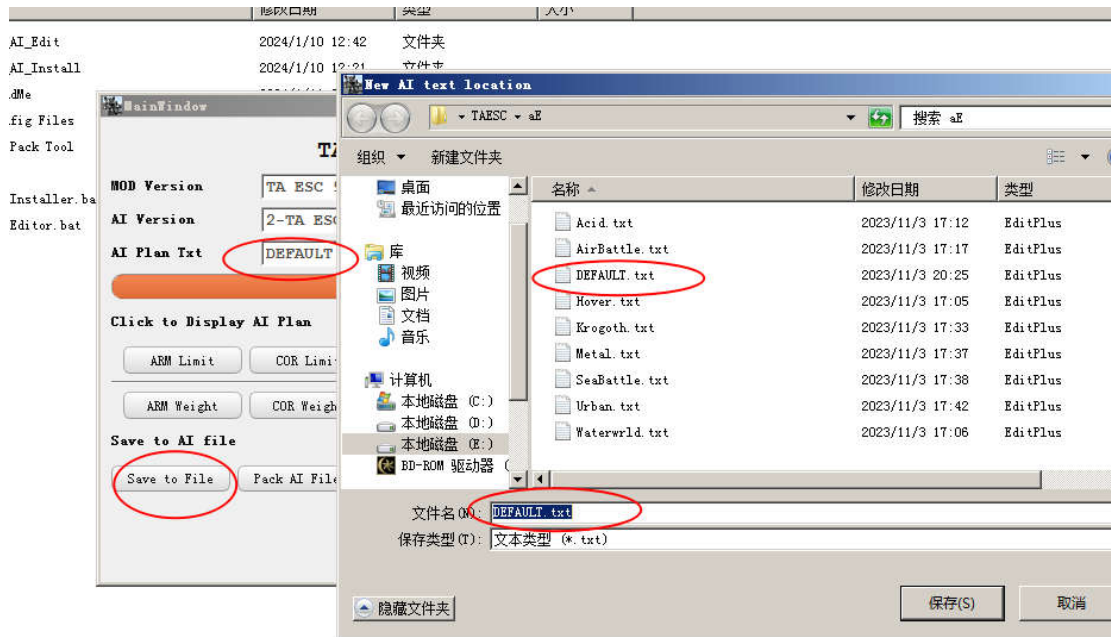
Click the icon will pop up the Unit Detail page, here you can set the Limit and Weight.

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



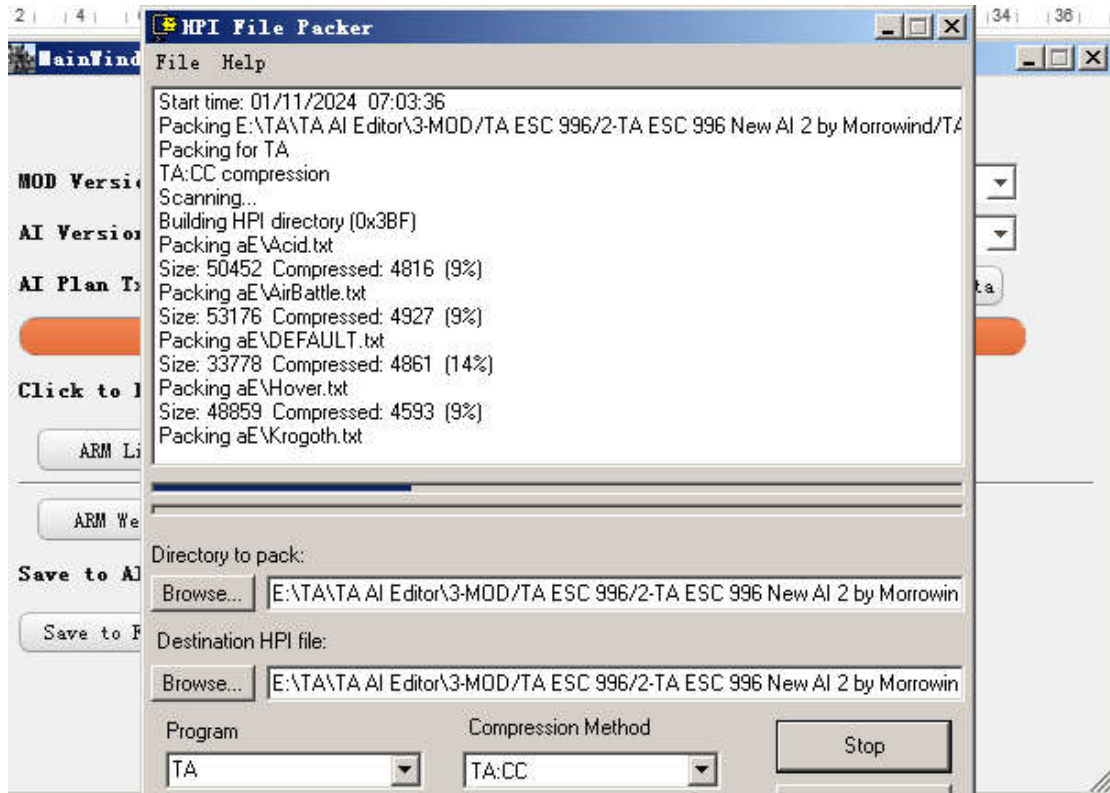
When you have make yourself AI plan, you can click save to file. And click ok to replace the old AI file.



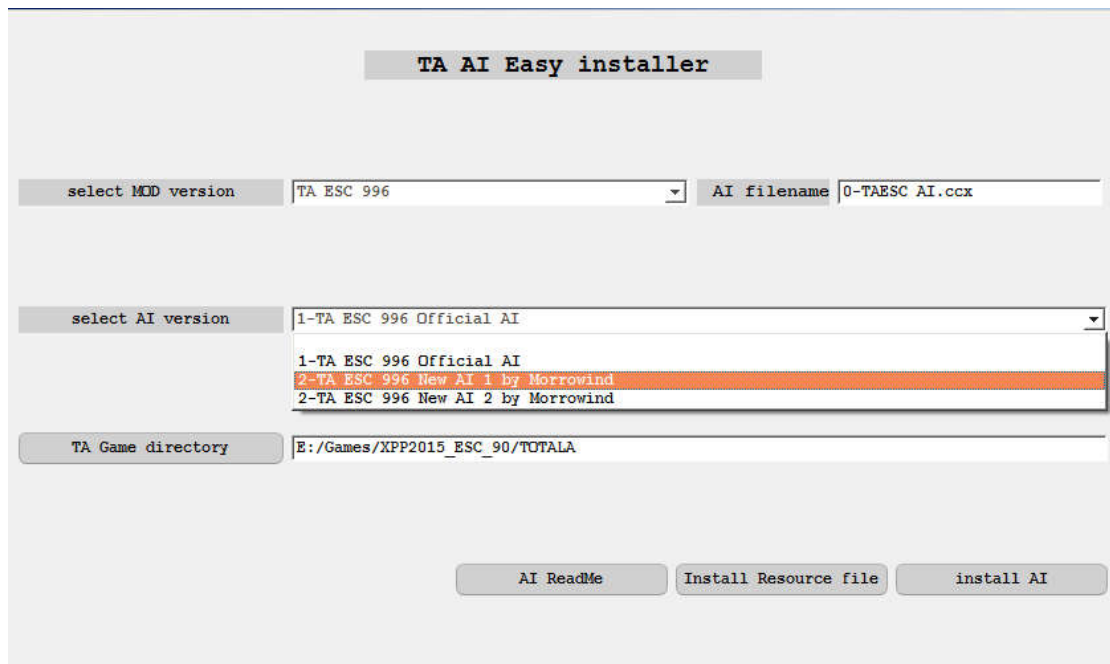
Click pack Ai file to complete the final step.



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



Use AI Installer to Quickly Installer



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_Build_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

#TAESC named from TAESC.gp3

#DIR: \TAESC\ae

AI_Dir = TAESC

#AI txt DIR

#DIR: \TAESC\ae

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, ARMFHP, 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>