

How to Edit a Faction AI Script

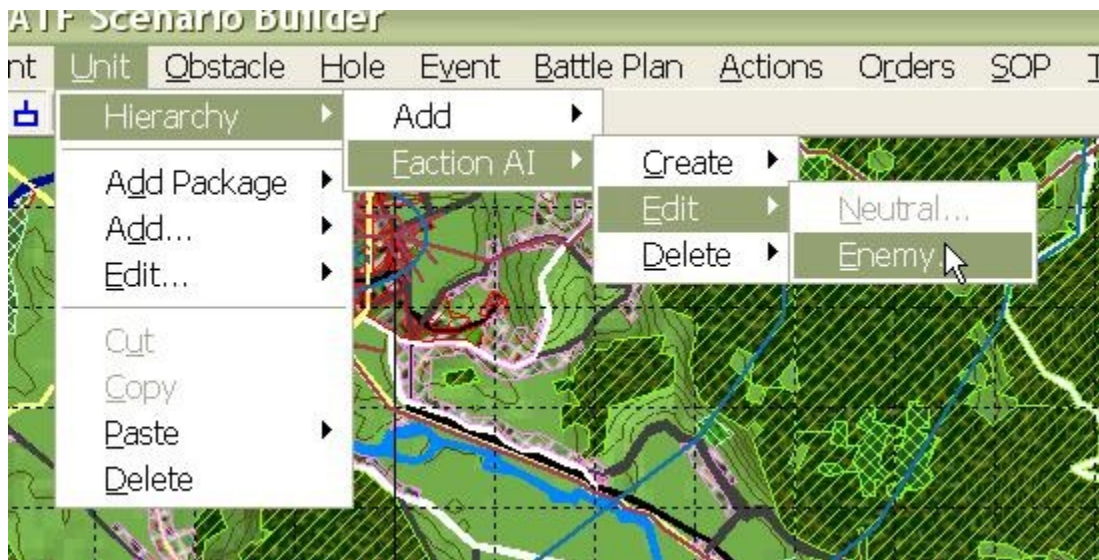
The basic method for building a [Faction AI](#) script is to first, [plan paths](#) for enemy hierarchies, then [plan Missions](#) for enemy hierarchies, and then, finally, create a [Faction AI](#) that triggers units to begin movement and execute Missions as triggers are met.

Now that we have planned all of the enemy paths, and we have planned and [canceled the Missions](#) for all our hierarchies, now we are building a Faction AI script. At its heart, a Faction AI script is just a list of triggers, or conditions that must be met, and orders to be executed upon those triggers.

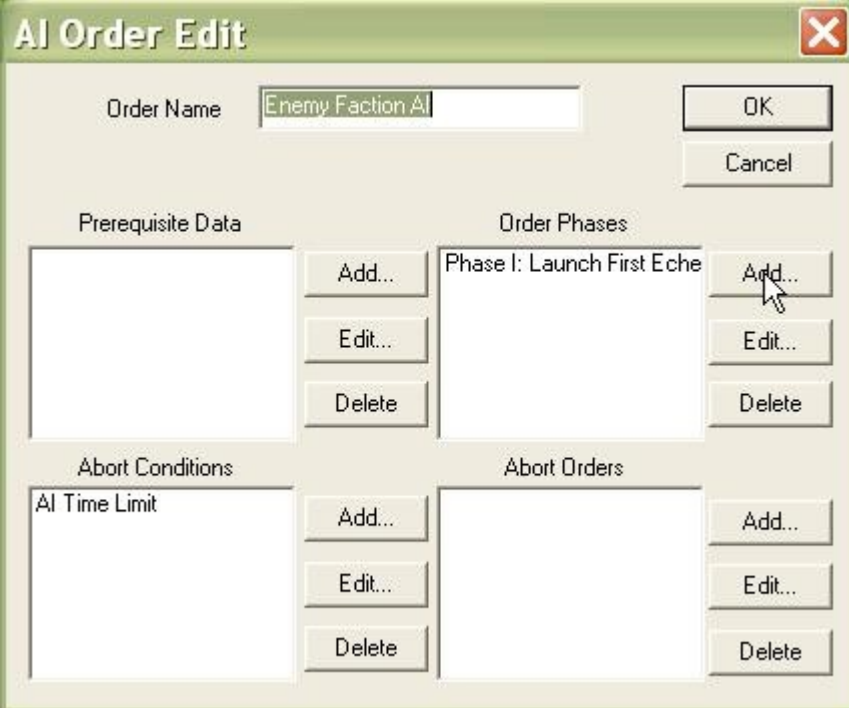
As we are building our script, we will occasionally have to close it to do things such as create [Event Boxes](#) and copy [enemy paths](#). This topic shows you how to re-open the script and continue to edit it.

Edit an AI Faction Script:

1. Select 'Unit', 'Hierarchy', 'Faction AI', 'Edit', and 'Enemy'.



2. Now you can create additional AI Phases, add conditions, or make [changes to current Phase Orders](#).



The image shows a software dialog box titled "AI Order Edit". At the top, there is a text field for "Order Name" containing the text "Enemy Faction AI". To the right of this field are "OK" and "Cancel" buttons. Below the "Order Name" field, the dialog is divided into four main sections: "Prerequisite Data", "Order Phases", "Abort Conditions", and "Abort Orders". Each section contains a list box and a set of three buttons: "Add...", "Edit...", and "Delete". In the "Order Phases" section, the list box contains the text "Phase I: Launch First Eche", and a mouse cursor is pointing at the "Add..." button next to it. The "Abort Conditions" section's list box contains the text "AI Time Limit".

Section	Content	Buttons
Order Name	Enemy Faction AI	OK, Cancel
Prerequisite Data	[Empty]	Add..., Edit..., Delete
Order Phases	Phase I: Launch First Eche	Add..., Edit..., Delete
Abort Conditions	AI Time Limit	Add..., Edit..., Delete
Abort Orders	[Empty]	Add..., Edit..., Delete