

SMAC RL Unit Creation

Create RL units as follows:

- a. Open editor, data editor, unit tab
- b. Right click and click add new unit
- c. Name the new unit, click suggest right below it
- d. Leave the "parent:" row alone. That determines what we're making. We want to make a unit
- e. Select the unit you want to copy (bottom of the new opened window, "copy from" row) e.g. zealot if you're copying zealot
- f. Set the "Object family:," "Race:," and "Object Type:" as desired. THESE DO NOTHING but make it easier for you to find your new unit once it's made. e.g. you probably want a new zerg unit to be in the zerg section when you go to place it on your map or something.
- g. Press okay, you're almost done
- h. Click the plus sign on the data editor tabs, go to edit actor data, actors
- i. Click the new actors tab
- j. Right click and click add new actor
- k. Name it and click suggest like before
- l. Change the "Actor Type:" row to unit
- m. Select what you want to copy from (bottom of the new opened window again) e.g. zealot if you're copying a zealot
- n. Press okay
- o. Click on your new actor
- p. At the bottom right of the window where it says "Token" and then "Unit Name," change the unit name to the name of your unit e.g. Zealot RL
- q. Go back to the Unit tab, find the new unit and modify the following fields:
 - i. (Basic) Stats: Supplies - **0**
 - ii. Combat: Default Acquire Level - **Passive**
 - iii. Behaviour: Response - **No Response**