

IN GAME

1. Create enough temporary personalities to hold all the actions you want to perform.
 - So if you want to end up with 30 actions, create three personalities.
2. Add the actions to the personalities.
 - Make sure frequency is set how you want. You'll have to edit the LUA file to modify it after we're done.

OUT OF GAME

3. Open `\Documents\Elder Scrolls Online\live\SavedVariables\PersonalityDesigner.lua`
 - You can use any text editor, but I'm a fan of Notepad++ and the following screenshots will be in Notepad++ using the "vim Dark Blue" theme.
 - Also, put a copy of the LUA file somewhere, like your desktop. That way you can work on one copy and if it breaks just replace it with the original.

LUA overview and Notepad++ introduction

Here's a sample of what a personality looks like in the LUA file:



```
},
[2] =
{
  ["action06"] =
  {
    ["enabled"] = true,
    ["command"] = 114,
    ["category"] = "Poses and Fidgets",
    ["action"] = "Breathless",
    ["frequency"] = 1,
  },
  ["idleTime"] = 20,
  ["action02"] =
  {
    ["enabled"] = true,
    ["command"] = 84,
    ["category"] = "Physical",
    ["action"] = "Jumping jacks",
    ["frequency"] = 2,
  },
  ["delayTime"] = 20,
  ["name"] = "Keep fit",
  ["action09"] =
  {
```

- The actions are out of order. In other words, the order doesn't matter.
- Each personality has a single "idleTime", "delayTime", and "name"

- The [2] is the personality number

Using Notepad++, we can collapse each personality down to a single number:

```
8      {
9          ["personalities"] =
10     {
11         [1] =
12     {
97     [2] =
98     {
183    [3] =
184    {
269    [4] =
270    {
355    [5] =
356    {
441    },
442    ["version"] = 999,
443    },
```

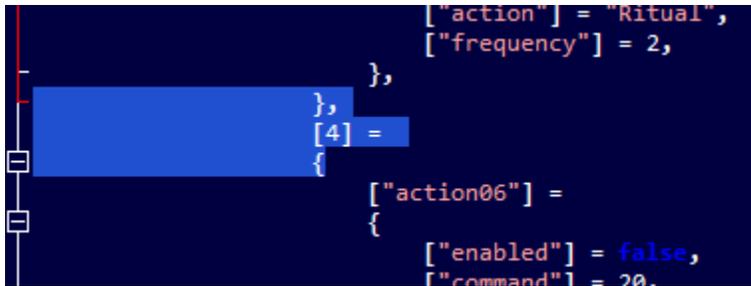
Or collapse the actions in a personality:

```
[2] =
{
    ["action06"] =
    {
        ["idleTime"] = 20,
        ["action02"] =
        {
            ["delayTime"] = 20,
            ["name"] = "Keep fit",
            ["action09"] =
            {
                ["action05"] =
                {
                    ["action07"] =
                    {
                        ["action01"] =
                        {
                            ["action10"] =
                            {
                                ["action08"] =
                                {
                                    ["action03"] =
                                    {
                                        ["action04"] =
                                        {
                                            },
                                        },
                                    },
                                },
                            },
                        },
                    },
                },
            },
        },
    },
},
```

4. Merge Personalities

Let's say I want to merge personalities [3], [4], & [5].

1. Delete the "bounding" section between 3 & 4, highlighted here:

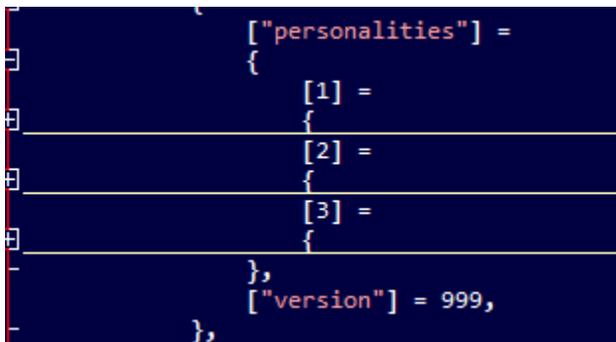


```
["action"] = "Ritual",
["frequency"] = 2,
},
[4] =
{
["action06"] =
{
["enabled"] = false,
["command"] = 20,
```

2. Delete the personality specific parameters from personality [4]: ["idleTime"], ["delayTime"], and ["name"]
3. Rename the actions. Action01 becomes Action11, Action02 > Action12, etc.

Repeat for personality [5] (renaming: Action01 > Action21, Action02 > Action22, etc.)

Now the LUA file has three personalities.



```
["personalities"] =
{
[1] =
{
[2] =
{
[3] =
{
},
["version"] = 999,
},
```

And that third personality has 30 actions and only one ["idleTime"], ["delayTime"], and ["name"].

```
[3] =
{
  ["action06"] =
  {
    ["idleTime"] = 15,
    ["action02"] =
    {
      ["delayTime"] = 30,
      ["name"] = "Magical",
      ["action09"] =
      {
        ["action05"] =
        {
          ["action07"] =
          {
            ["action01"] =
            {
              ["action10"] =
              {
                ["action08"] =
                {
                  ["action03"] =
                  {
                    ["action04"] =
                    {
                      ["action16"] =
                      {
                        ["action12"] =
                        {
                          ["action19"] =
                          {
                            ["action15"] =
                            {
                              ["action17"] =
                              {
                                ["action11"] =
                                {
                                  ["action20"] =
                                  {
                                    ["action18"] =
                                    {
                                      ["action13"] =
                                      {
                                        ["action14"] =
                                        {
                                          ["action26"] =
                                          {
                                            ["action22"] =
                                            {
                                              ["action29"] =
                                              {
                                                ["action25"] =
                                                {
```

5. Set the active personality

- At the very bottom of the LUA file is your list of characters. Set the ["active"] = 3 (*or whatever number your personality is*)
- You can do this in game, but you might have errors if ["active"] is set to a non-existent personality.

Back In Game

Everything should work as expected. You can change the personality and set the idle & delay times. You can even modify the first 10 actions. But the other actions are only editable in the LUA file. Something to keep in mind if you want to change the frequency of the 52nd action.

Have fun!