Custom Rules

Here you can design your own fuzzy rules with an intuitive logic process. Fuzzy Logic operates with Linguisit Variables to facilitate the weight calculation process.

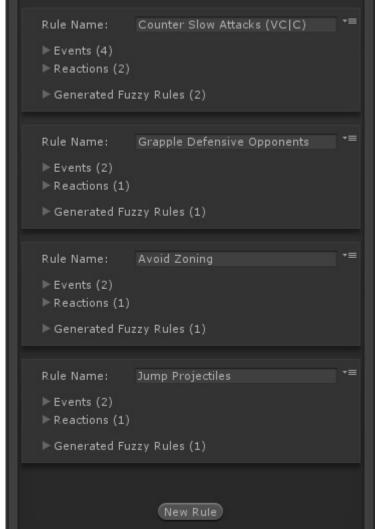
This process uses .\UFE Addons\Runtime\AIRulesGenerator.cs to automatically generates its own fuzzy rules.

•≡ Rule Name: ▶ Events (4) ▶ Reactions (2) Generated Fuzzy Rules (2) Rule Name: Grapple Defensive Opponents ▶ Events (2) ▶ Reactions (1) Generated Fuzzy Rules (1) Rule Name: Avoid Zoning Events (2) ▶ Reactions (1) Generated Fuzzy Rules (1) Rule Name: ▶ Events (2) ▶ Reactions (1) Generated Fuzzy Rules (1) New Rule

Rule

A rule is a set of events and conditions that tell the engine how likely a reaction should be.

By default, every reaction has 0 weight, and by default, if no weight is applied to reactions, the character should stay idle.



Rule Name: Use this to make a small description of what the rule is suppose to do.

▼ Events (2)	
Valid when all conditions are	TRUE ‡ *≡
Enabled	
Valid when all conditions are	TRUE ‡ *≡
Enabled	
New Event	
► Reactions (1)	

Event

Events contain conditions. A Rule is valid when at least one of the events is **valid**.

Valid when all conditions are: Allow you to invert the logic of this event. If set to **FALSE**, this event will be considered as a valid entry for the Reaction weight manipulation if its *not* **TRUE**.

Rule Name: Counter Slow Attacks (VC C) ⁺ ≡		
▼Events (4)		
Valid when all conditions are		
Enabled ⊽ ▼ Conditions (2)		
Valid when condition is TRUE + +=		
Enabled 🔽		
Target:	Opponent ‡	
Condition Type:	Attacking ‡	
Current Frame Data:	Any ‡	
Any Attack Type	\checkmark	
Attack Type:		
Gauge Usage:	Any ‡	
Any Hit Type 🗹		
Hit Type: High Low +		
Any Hit Confirm Type 🗹		
Hit Confirm Type:	Hit +	
Startup Speed:	Very Slow +	
Recovery Speed:	Any ‡	
Attack Range:	Any ‡	
Valid when condition is TRUE + +=		
Enabled	\checkmark	
Target:	Self +	
Condition Type:	Distance ‡	
Proximity:	Very Close ‡	

Condition

An event is only valid if all of its conditions are **valid**.

Valid when condition is: Allow you to invert the logic of this condition. If set to **FALSE**, this condition will be considered to be valid if the dictated entry is *not* **TRUE**.

Reaction

When the conditions for one of the events is true, how likely is the AI to attempt the following reaction.

Generated Fuzzy Rules

Allows you to read the result of all the rules being generated by these options. Useful to debug how each combination interact and the end result that is sent to the Fuzzy Core.

This option is for debug viewing only and it has no impact on the game.

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