Generated Fuzzy Rules

Allows you to read the result of all the rules being generated by this instruction file. 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.

BLOCK ONLY
▼ Generated Fuzzy Rules (4)
Retresh
Generated Rule: 1
IF 001_AttackingOpponent IS TRUE AND (009_Attacking_HitType_Opponent IS NOT Low AND 009_Attacking_HitType_Opponent IS NOT Sweep) AND (017_Attacking_CurrentFrameData_Opponent IS StartupFrames OR 017_Attacking_CurrentFrameData_Opponent IS ActiveFrames) THEN 009_StandBlock IS TheBestOption
Generated Rule: 2
IF 001_AttackingOpponent IS TRUE AND (009_Attacking_HitType_Opponent IS NOT Overhead AND 009_Attacking_HitType_Opponent IS NOT HighKnockdown) AND (017_Attacking_CurrentFrameData_Opponent IS StartupFrames OR 017_Attacking_CurrentFrameData_Opponent IS ActiveFrames) THEN 001_CrouchBlock IS TheBestOption
Generated Rule: 3 IF 001_AttackingOpponent IS TRUE AND 017_Attacking_CurrentFrameData_Opponent IS RecoveryFrames THEN 009_StandBlock IS TheWorstOption
Generated Rule: 4
IF 001_AttackingOpponent IS TRUE AND 017_Attacking_CurrentFrameData_Opponent IS RecoveryFrames THEN 001_CrouchBlock IS TheWorstOption

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Last update: 2014/10/26 22:43

