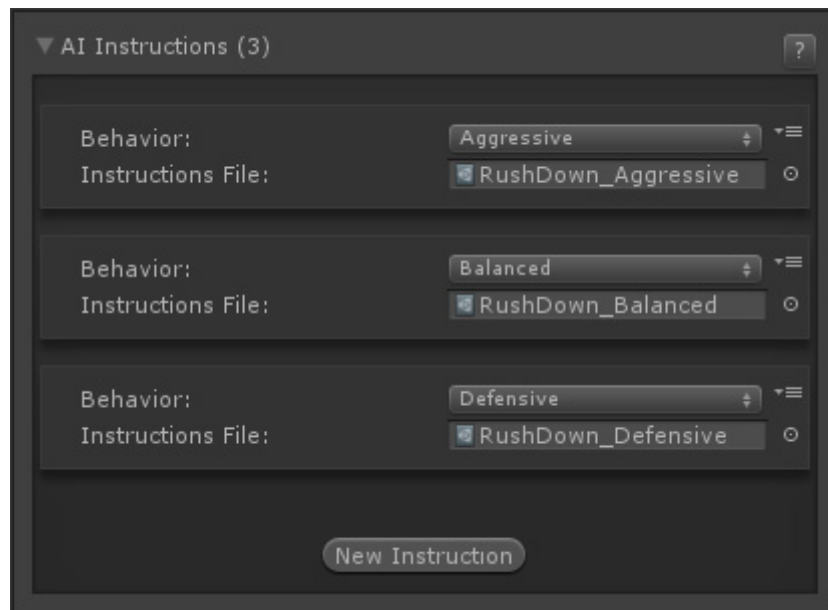


AI Instructions

Add AI instruction files here. See [AI Editor](#) and [Global Editor AI Options](#) for more information.



Click the **New Instruction** button to add a new instruction file.

Behavior: Select from Very Defensive, Balanced, Aggressive and Very Aggressive. Choose one that best matches the instruction file you'll add below. This classification will let you dynamically change between files during a match by switching behaviors.

Instruction File: Drag the AI Instruction file here (templates can be found at UFE Addons\AI Addon\Templates).

From:
<http://www.ufe3d.com/> - **Universal Fighting Engine**

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<http://www.ufe3d.com/doku.php/character:aiinstructions?rev=1414387092>

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