

AI Options

Set your AI options here.

[img goes here]

AI Engine: Choose between Random AI or Fuzzy AI (if installed).

Random AI

Attack When Enemy is Down: Do we attack when the enemy is down?

Move When Enemy is Down: Do we move when the enemy is down?

Input Frequency (seconds): How often (per second) the AI does an input.

Distance Behaviours: Expand to set distance dependent behaviours.

- Opponent Distance: Choose one of 7 presets (predefined in). Note: Proximity range will change dependent on preset chosen.
 - Move Forward Probability: Chance of moving forward (0.0-1.0)
 - Move Back Probability: Chance of moving back (0.0-1.0)
 - Jump Probability: Chance of jumping (0.0-1.0)
 - Crouch Probability: Chance of crouching (0.0-1.0)
 - Attack Probability: Chance of attacking (0.0-1.0)
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Fuzzy AI

on the round before. Untoggle to reset it back to default after each round.

Default Difficulty: Choose from 6 difficulty settings. Each can be detailed in the below Difficulty Settings.

Difficulty Settings: Expand to edit each difficulty setting. Click New Difficulty Setup to add a new setup.

- Difficulty Level: Which difficulty level you're setting up
- Override Instructions
 - Startup Behavior: Choose between 6 presets (Any, Very Defensive, Defensive, Balanced, Aggressive, Very Aggressive).
 - Time Between Decisions:
 - Time Between Actions:
 - Rule Compliance:
 - Aggressiveness:
 - Combo Efficiency:

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

Permanent link:
<http://www.ufe3d.com/doku.php/global:aioptions?rev=1414378531>

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