2025/06/20 19:40 1/3 Al Options

AI Options

Set your Al options here.

[img goes here]

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

Random Al

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)

Fuzzy Al



Multi Core Support: Tells UFE to run decision making process in its own thread. Multicore reduces CPU usage significantly, but makes the weight calculation slightly slower. Multicore puts the weight calculation into the Update() function, which makes the CPU run the process separately.

Persistent Behavior: When toggle the AI will remain on the same instruction behaviour they were in

http://www.ufe3d.com/ Printed on 2025/06/20 19:40

2025/06/20 19:40 3/3 Al Options

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:

< Back to Global Editor

From:

http://www.ufe3d.com/ - Universal Fighting Engine

Permanent link:

http://www.ufe3d.com/doku.php/global:aioptions?rev=1414378531

Last update: **2014/10/26 22:55**

