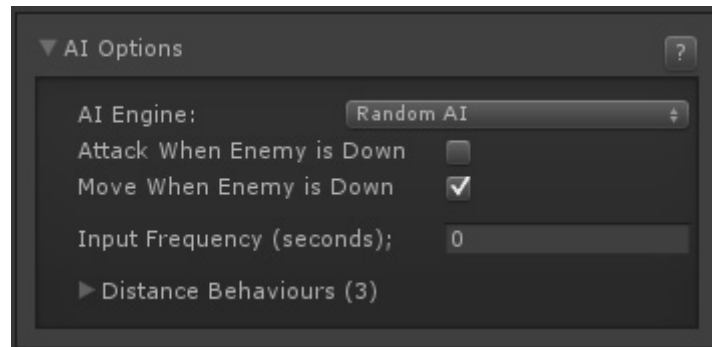


AI Options

Set which AI engine your game will use as well as its global behaviour options.



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

Random AI

▼ AI Options

AI Engine: Random AI

Attack When Enemy is Down ☐

Move When Enemy is Down ☒

Input Frequency (seconds): 0

▼ Distance Behaviours (3)

Opponent Distance: Close

Proximity between 0 and 30

Move Forward Probability: 0

Move Back Probability: 0.3

Jump Probability: 0.6

Crouch Probability: 0.5

Attack Probability: 0.9

Opponent Distance: Mid

Proximity between 31 and 70

Move Forward Probability: 0.6

Move Back Probability: 0.3

Jump Probability: 0.5

Crouch Probability: 0.5

Attack Probability: 0.1

Opponent Distance: Far

Proximity between 71 and 100

Move Forward Probability: 0.9

Move Back Probability: 0

Jump Probability: 0.6

Crouch Probability: 0.5

Attack Probability: 0

New Distance Behaviour

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 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: Sets the initial behavior characters will starts from.
 - Time Between Decisions: Overrides the loaded instruction's value for time between decisions.
 - Time Between Actions: Overrides the loaded instruction's value for time between actions.
 - Rule Compliance: Overrides the loaded instruction's value for rule compliance.
 - Aggressiveness: Overrides the loaded instruction's value for aggressiveness.
 - Combo Efficiency: Overrides the loaded instruction's value for combo efficiency.

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