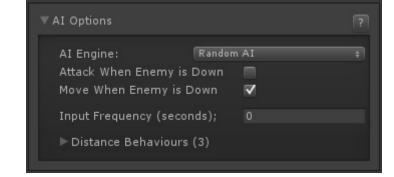
## **AI Options**

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



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

## **Random Al**

▼ 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 Al**

(Requires Fuzzy Al Addon)

▼ AI Opt	ions			
Persis Defau	gine: Core Support stent Behavior ılt Difficulty: ficulty Settings (3)	Fuzzy AI V Normal	+	
Diffi	culty Level:	Easy	÷) *≡	
Override Instructions				
Star	tup Behavior:	Defensive		
$\checkmark$	Time Between De	ecisions:	0.3	
$\mathbf{\nabla}$	Time Between Ad	ctions:	0.1	
$\checkmark$	Aggressiveness:		0.2	
$\checkmark$	Combo Efficiency	/:	0.2	
Diffi	culty Level:	Normal	+ -=	
Override Instructions				
Star	tup Behavior:	Balanced		
	Time Between De			
	Time Between Ad	ctions:		
	Aggressiveness:			
	Combo Efficiency			
Diffi	culty Level:	Hard	‡) *≡	
Override Instructions				
Star	tup Behavior:	Aggressive		
$\checkmark$	Time Between De	ecisions:	0	
$\checkmark$	Time Between Ad	ctions:	0	
	Combo Efficiency	y:	1	
New Difficulty Setup				

**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 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: Toggle which variable this difficulty settings will override.
  - Startup Behavior: Sets the initial behavior characters will starts from.
  - Time Between Decisions: Overrides the loaded instruction's value for time between decisions.
  - $\circ\,$  Time Between Actions: Overrides the loaded instruction's value for time between actions.
  - $\circ\,$  Rule Compliance: Overrides the loaded instruction's value for rule compliance.
  - $\circ\,$  Aggressiveness: Overrides the loaded instruction's value for aggressiveness.
  - $\circ\,$  Combo Efficiency: Overrides the loaded instruction's value for combo efficiency.

## < Back to Global Editor

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