AI Options

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

AI Engine:	Random AI \$
Attack When Enemy is [Down 🥅
Move When Enemy is D	lown 🗸
Input Frequency (secon	ids); 0
▶ Distance Behaviours	(3)

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

▼ AI Options

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 10	0			
Move Forward Probability:	0.9			
Move Back Probability:	0			
Jump Probability:	0.6			
Crouch Probability:	0.5			
Attack Probability:	0			
New Distance Behaviour				

Based on distance, *Random AI* uses weight values to determine which direction/button has the highest chances of being pressed

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			
Persi: Defau	gine: Core Support stent Behavior ult Difficulty: ficulty Settings (3)	Fuzzy AI	+ +	
Diffi	culty Level:	Easy	÷ *≡	
Override Instructions				
Star	tup Behavior:	Defensive		
\checkmark	Time Between D	ecisions:	0.3	
\checkmark	Time Between A	ctions:	0.1	
\checkmark	Aggressiveness:		0.2	
	Combo Efficienc	y:	0.2	
Diffi	culty Level:	Normal	+ +≡	
	Override	Instructions		
Star	tup Behavior:	Balanced		
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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.
 - Combo Efficiency: Overrides the loaded instruction's value for combo efficiency.

For more on Fuzzy A.I. click here.

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