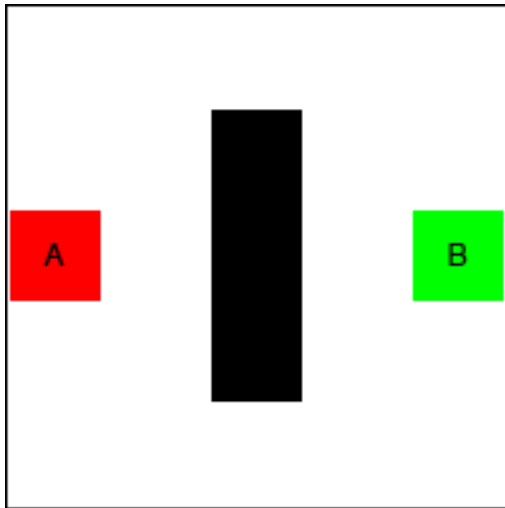
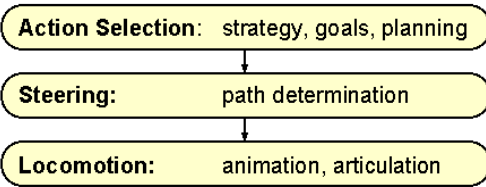
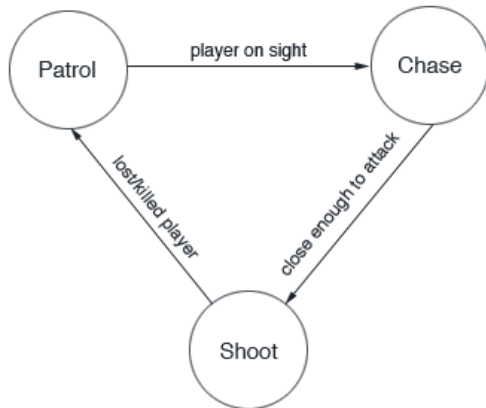
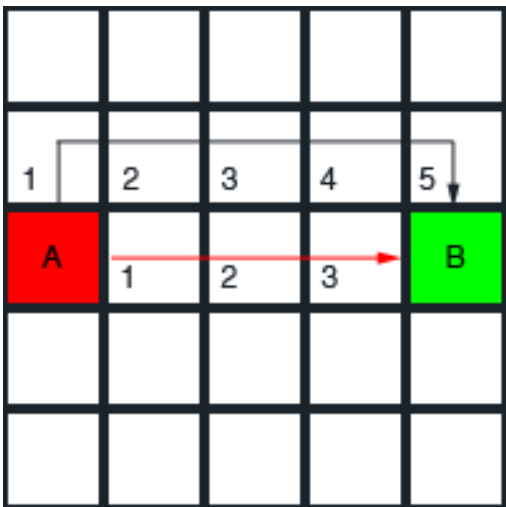
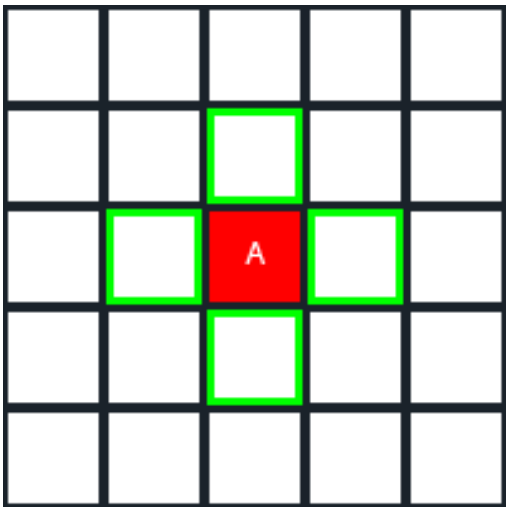
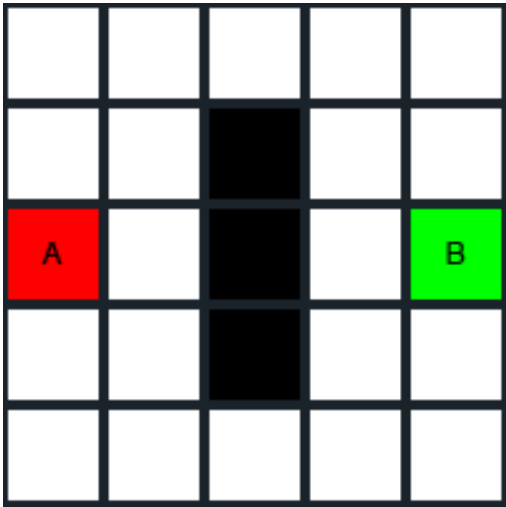
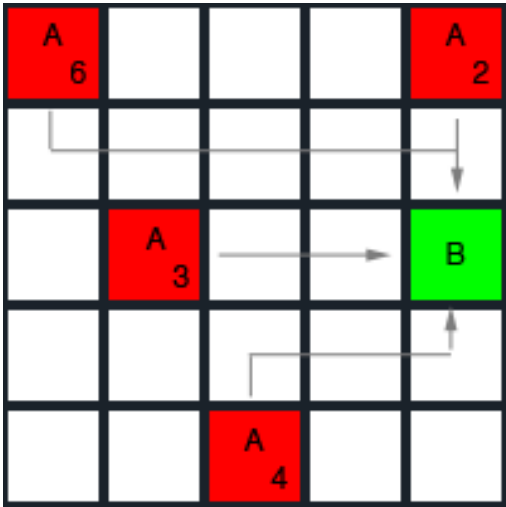


Chapter 1







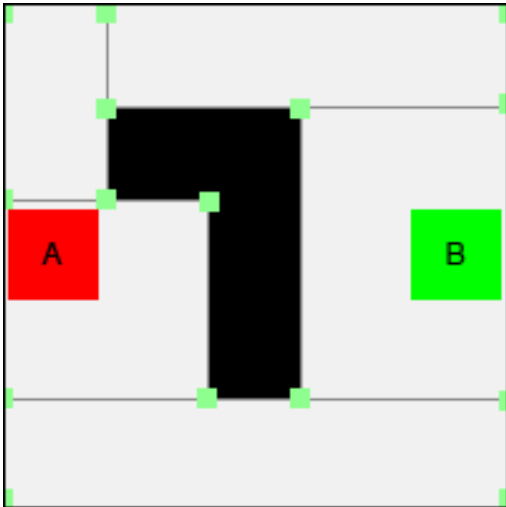
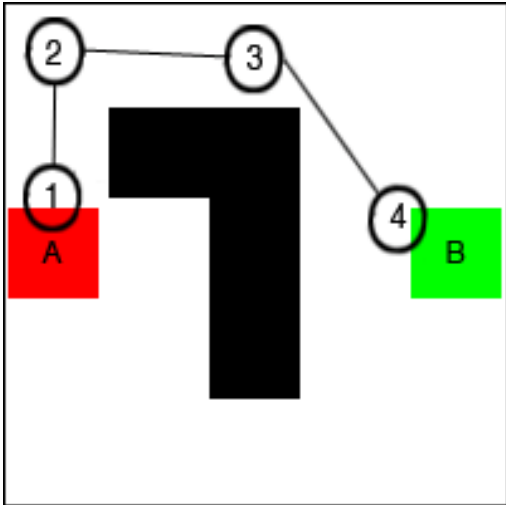
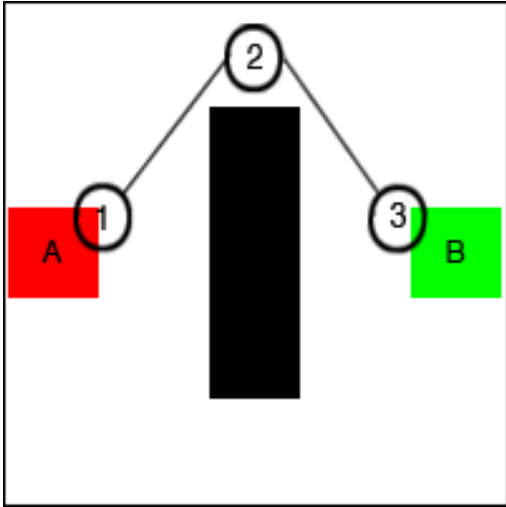
| | | | | |
|-----|-----|-----|-----|-----|
| 0 | 0 | 0 | 0 | 0 |
| 1 0 | 1 0 | 1 0 | 1 0 | 1 0 |
| 6 | 0 | 0 | 0 | 0 |
| 1 5 | 1 0 | 1 0 | 1 0 | 1 0 |
| 0 | 4 | 0 | 0 | 0 |
| 1 0 | 1 3 | 1 0 | 1 0 | 1 0 |
| 6 | 0 | 0 | 0 | 0 |
| 1 5 | 1 0 | 1 0 | 1 0 | 1 0 |
| 0 | 0 | 0 | 0 | 0 |
| 1 0 | 1 0 | 1 0 | 1 0 | 1 0 |

| | | | | |
|-----|-----|-----|-----|-----|
| 0 | 0 | 0 | 0 | 0 |
| 1 0 | 1 0 | 1 0 | 1 0 | 1 0 |
| 6 | 6 | 0 | 0 | 0 |
| 1 5 | 2 4 | 1 0 | 1 0 | 1 0 |
| 0 | 4 | 0 | 0 | 0 |
| 1 0 | 1 3 | 1 0 | 1 0 | 1 0 |
| 6 | 6 | 0 | 0 | 0 |
| 1 5 | 2 4 | 1 0 | 1 0 | 1 0 |
| 0 | 0 | 0 | 0 | 0 |
| 1 0 | 1 0 | 1 0 | 1 0 | 1 0 |

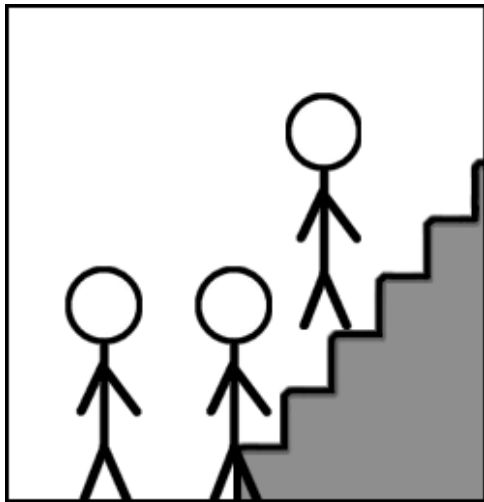
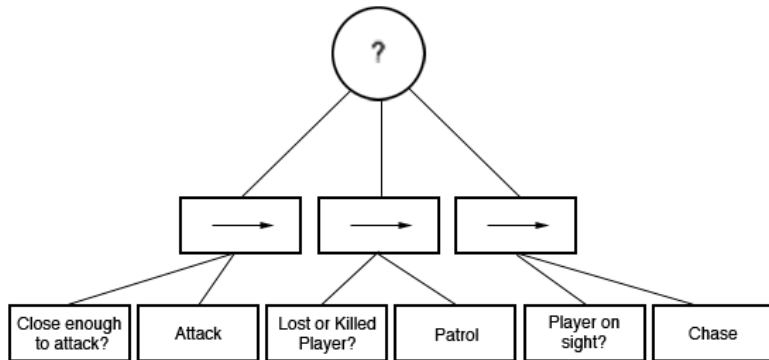
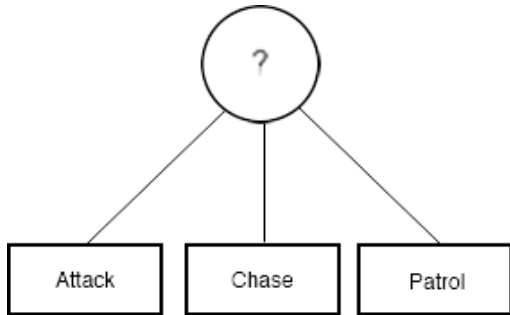
| | | | | |
|-----|-----|-----|-----|-----|
| 8 | 0 | 0 | 0 | 0 |
| 2 6 | 1 0 | 1 0 | 1 0 | 1 0 |
| 6 | 6 | 0 | 0 | 0 |
| 1 5 | 2 4 | 1 0 | 1 0 | 1 0 |
| 0 | 4 | 0 | 0 | 0 |
| 1 0 | 1 3 | 1 0 | 1 0 | 1 0 |
| 6 | 6 | 0 | 0 | 0 |
| 1 5 | 2 4 | 1 0 | 1 0 | 1 0 |
| 0 | 0 | 0 | 0 | 0 |
| 1 0 | 1 0 | 1 0 | 1 0 | 1 0 |

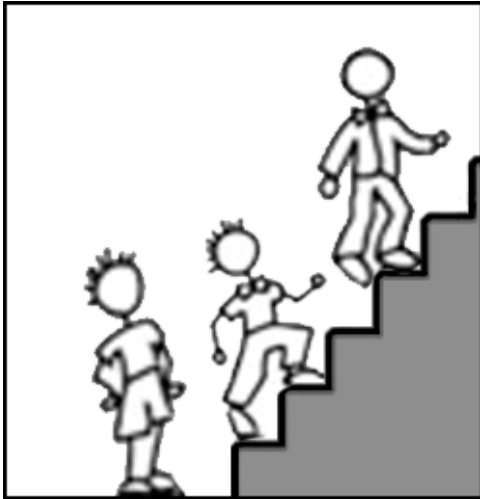
| | | | | |
|-----|-----|-----|-----|-----|
| 8 | 0 | 0 | 0 | 0 |
| 2 6 | 1 0 | 1 0 | 1 0 | 1 0 |
| 6 | 6 | 0 | 0 | 0 |
| 1 5 | 2 4 | 1 0 | 1 0 | 1 0 |
| 0 | 4 | 0 | 0 | 0 |
| 1 0 | 1 3 | 1 0 | 1 0 | 1 0 |
| 6 | 6 | 0 | 0 | 0 |
| 1 5 | 2 4 | 1 0 | 1 0 | 1 0 |
| 0 | 0 | 0 | 0 | 0 |
| 1 0 | 1 0 | 1 0 | 1 0 | 1 0 |

| | | | | |
|-----|-----|-----|-----|-----|
| 8 | 8 | 8 | 8 | 8 |
| 2 6 | 3 5 | 4 4 | 5 3 | 6 2 |
| 6 | 6 | 0 | 8 | 8 |
| 1 5 | 2 4 | 1 0 | 6 2 | 7 1 |
| 0 | 4 | 0 | 8 | 8 |
| 1 0 | 1 3 | 1 0 | 7 1 | 8 0 |
| 6 | 6 | 0 | 8 | 8 |
| 1 5 | 2 4 | 1 0 | 6 2 | 7 1 |
| 8 | 8 | 8 | 8 | 8 |
| 2 6 | 3 5 | 4 4 | 5 3 | 6 2 |

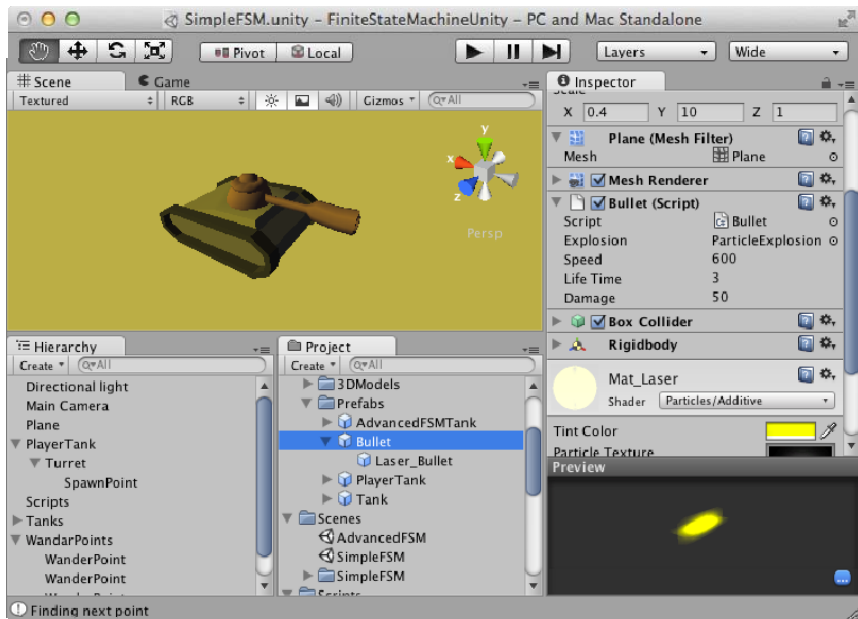
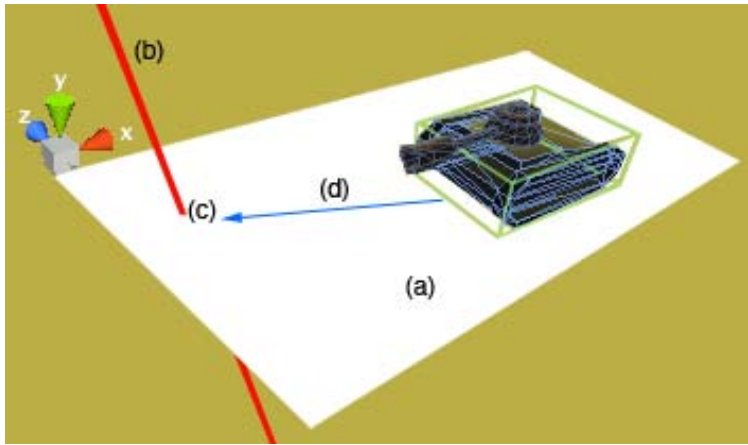
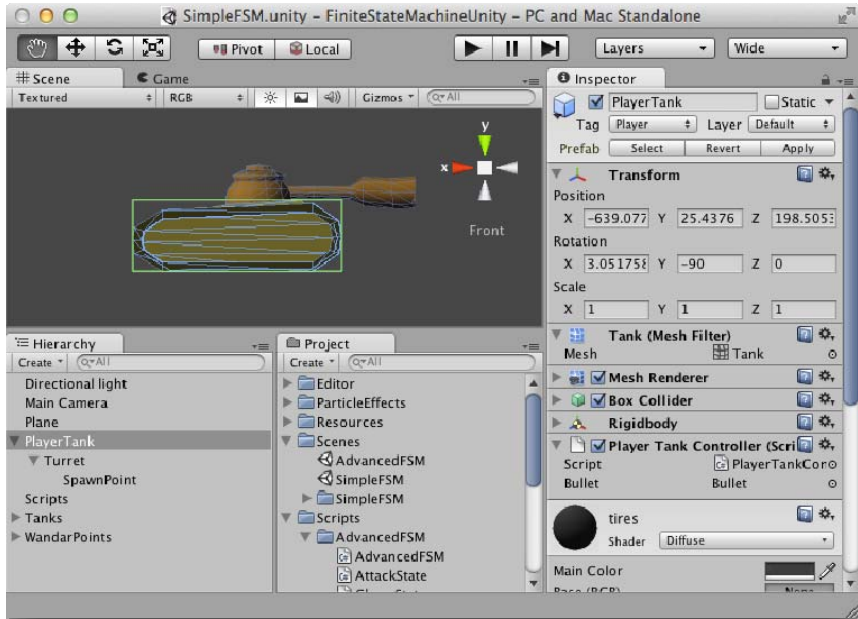


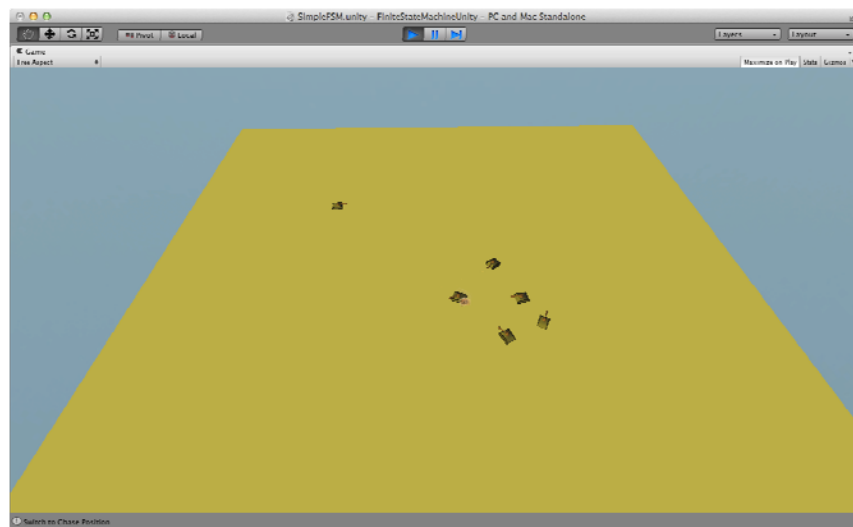
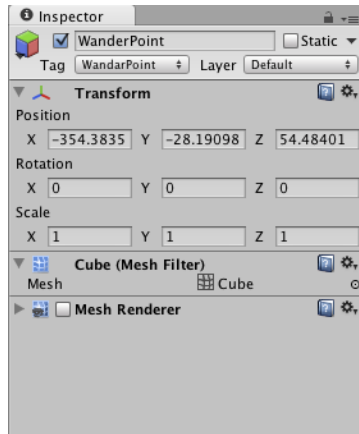
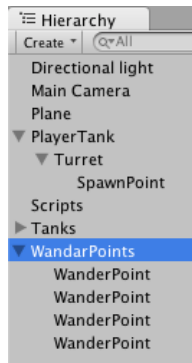
| | |
|-------------------------|--------|
| Player on sight? | Attack |
| Lost or killed player? | Chase |
| Close enough to attack? | Patrol |



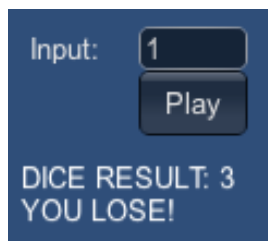


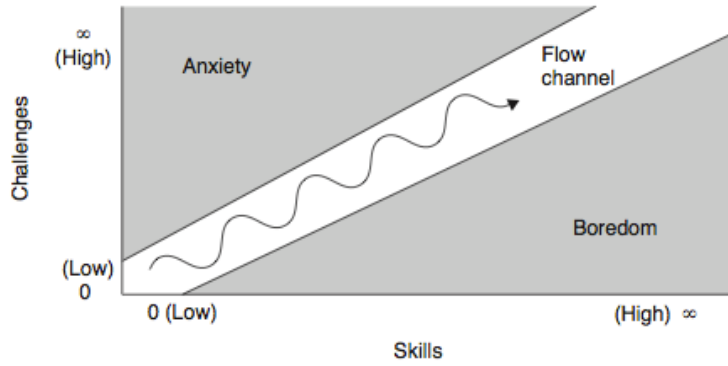
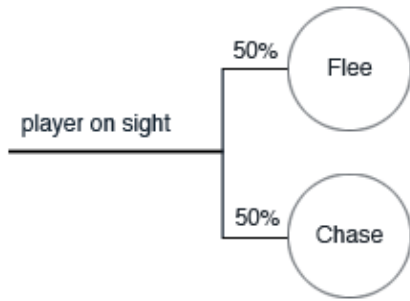
Chapter 2





Chapter 3





Hierarchy

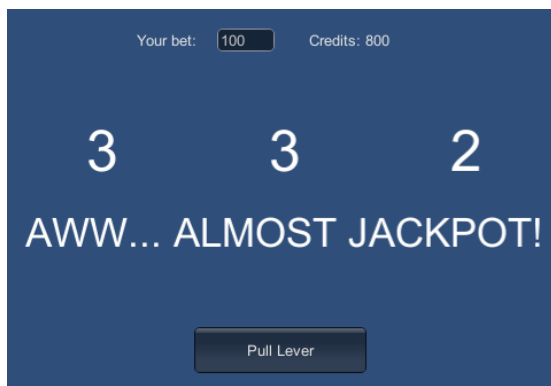
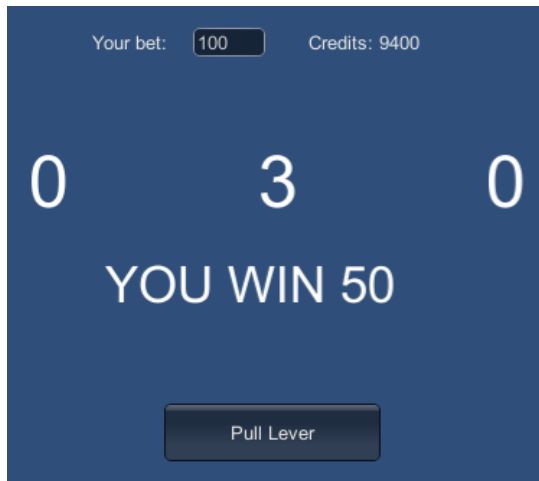
- Create
- QrAll
- betResult
- firstReel
- Main Camera
- secondReel
- thirdReel

Your bet: 100

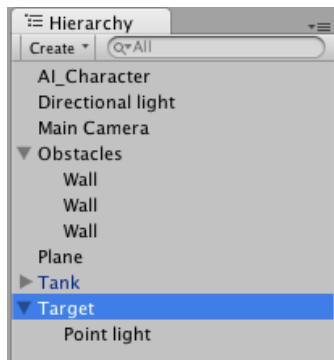
1 1 3

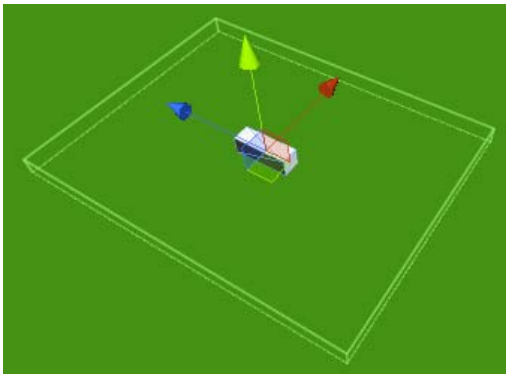
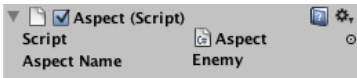
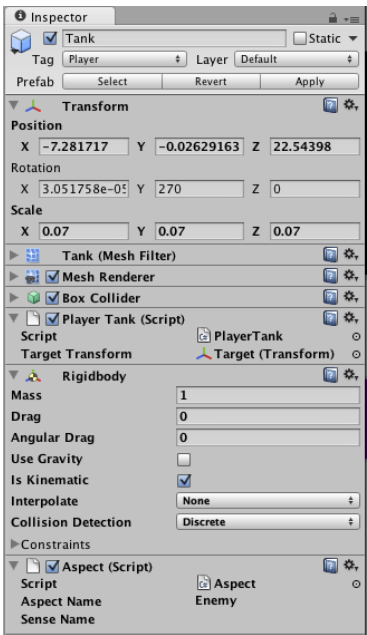
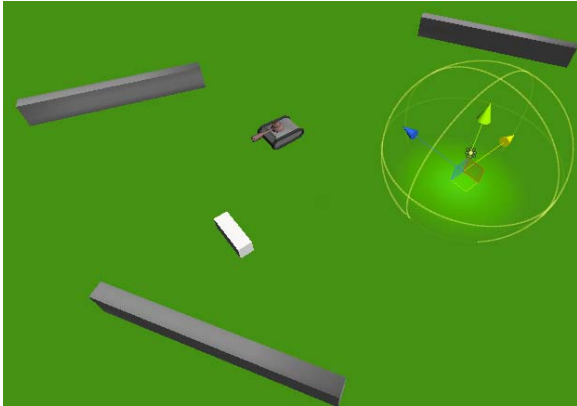
YOU LOSE!

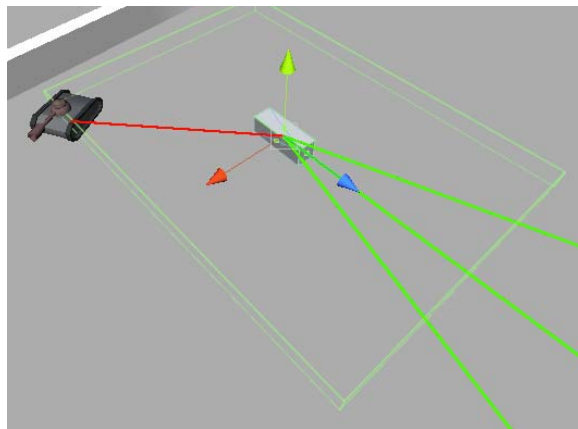
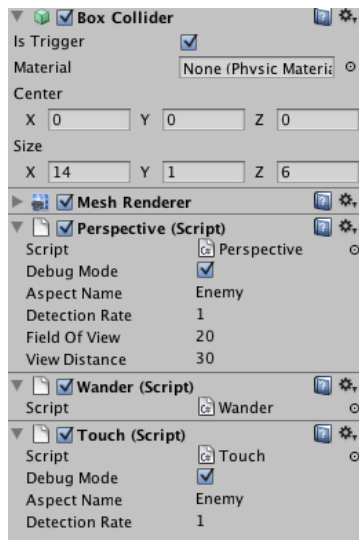
Pull Lever



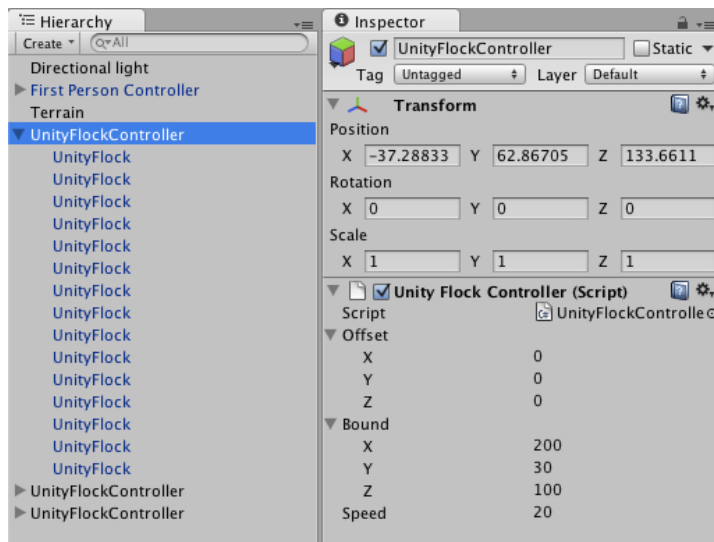
Chapter 4

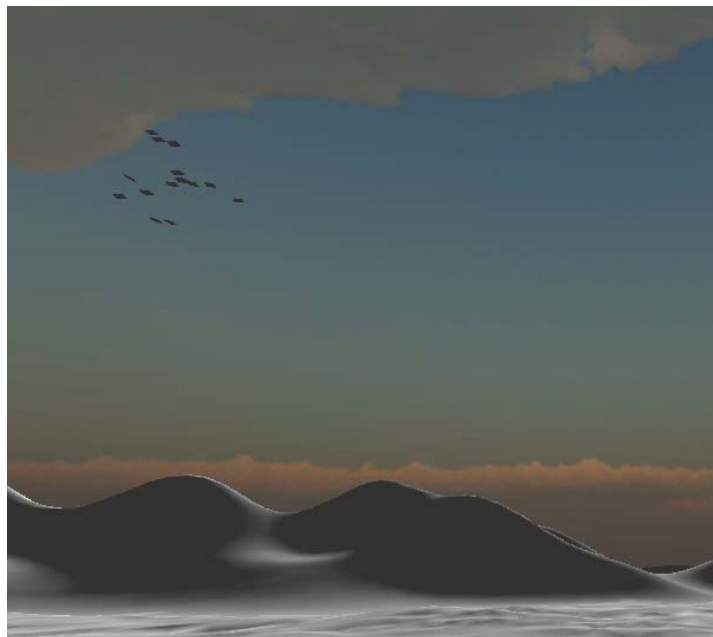
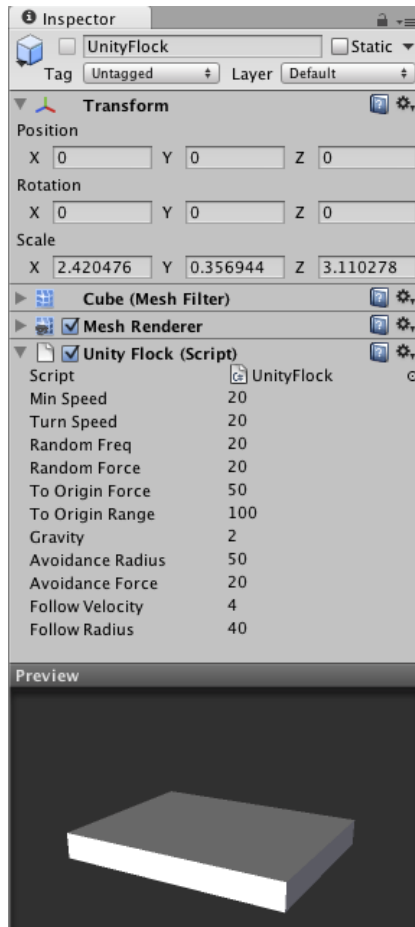


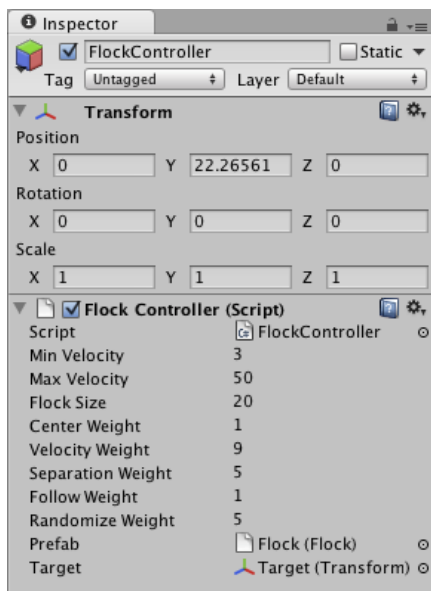
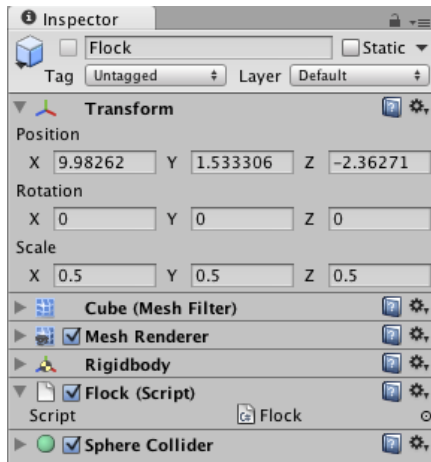


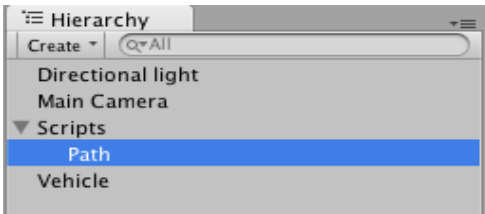
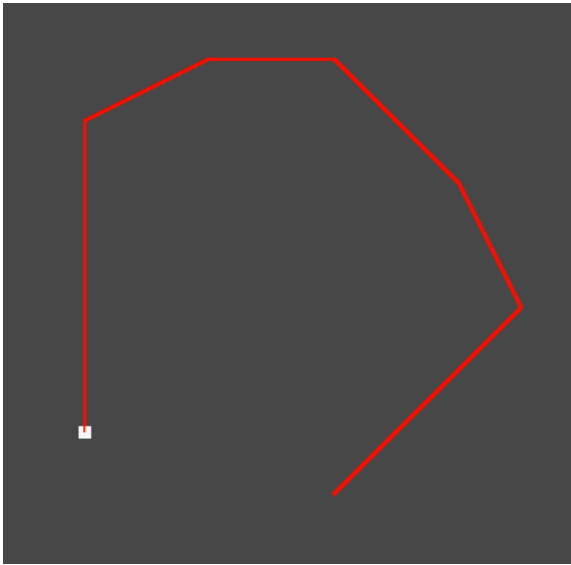


Chapter 5

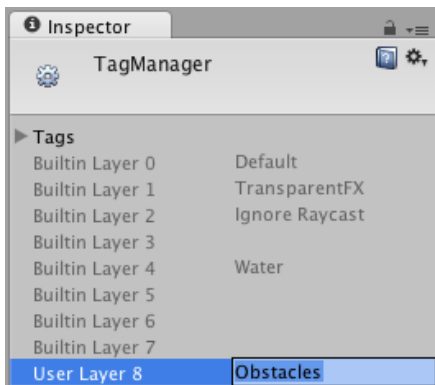
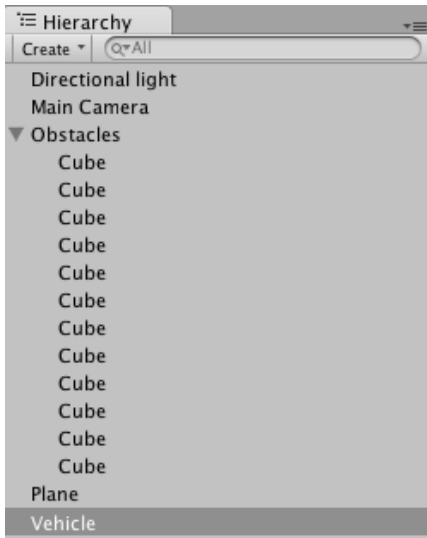
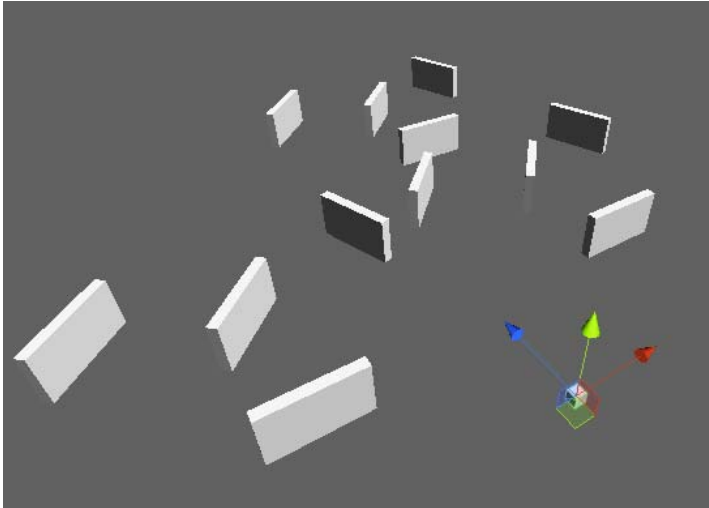
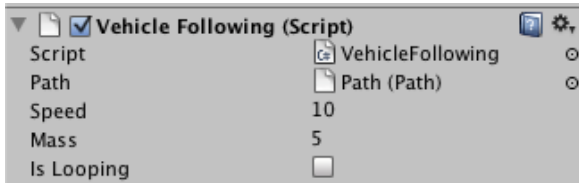


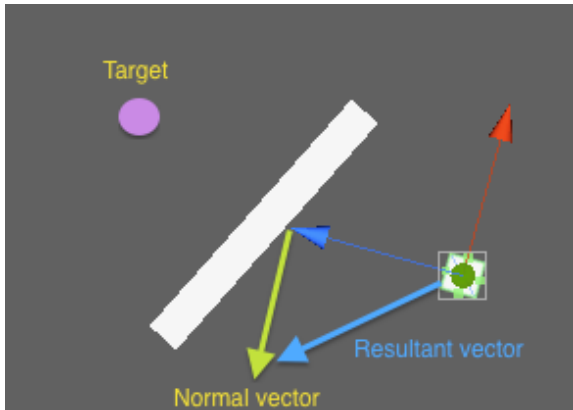
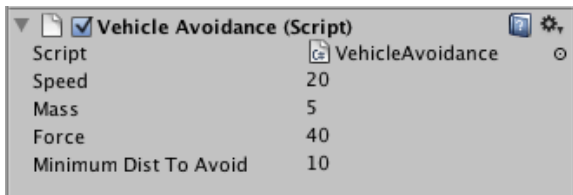
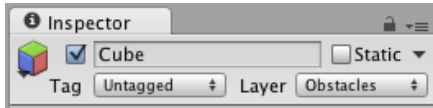




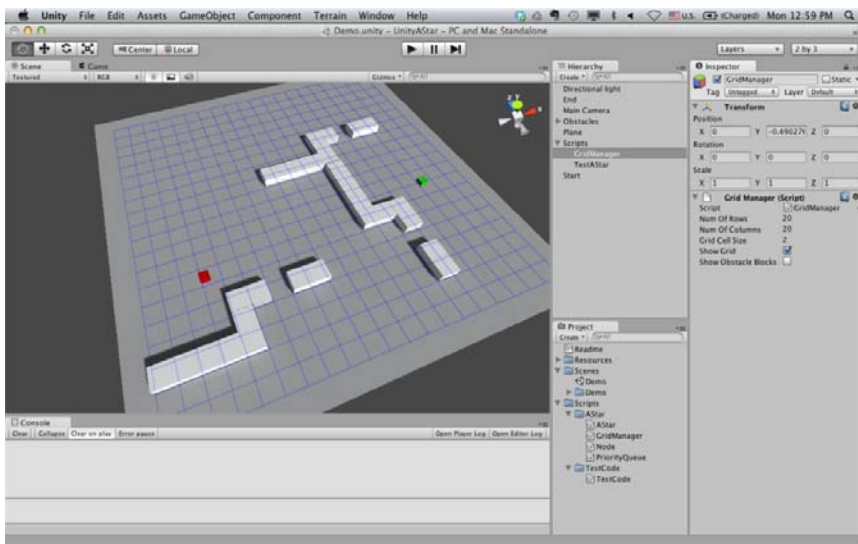


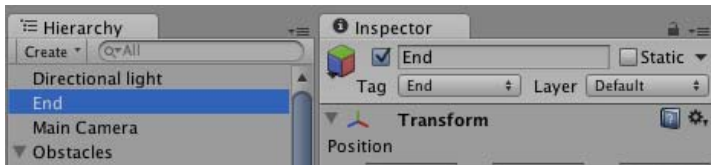
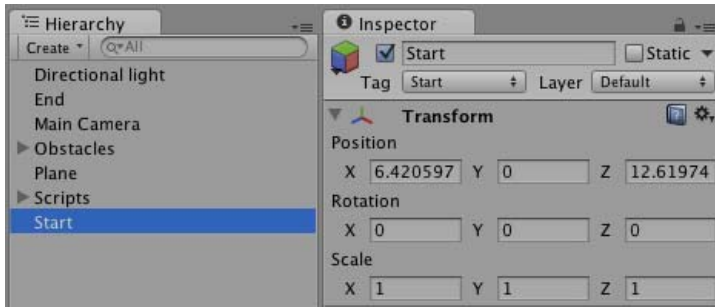
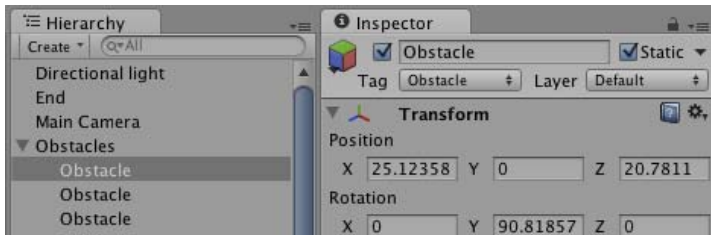
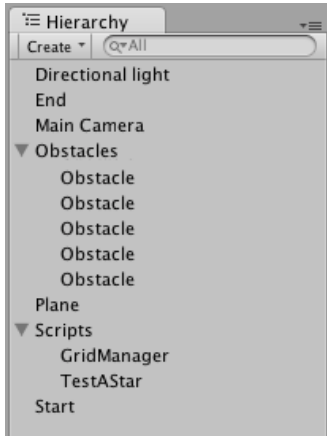
| Property | Value |
|-----------|-------------------------------------|
| Script | Path |
| BDebug | <input checked="" type="checkbox"/> |
| Radius | 2 |
| Point A | |
| Size | 8 |
| Element 0 | |
| X | 0 |
| Y | 0 |
| Z | 0 |
| Element 1 | |
| X | 0 |
| Y | 0 |
| Z | 25 |
| Element 2 | |
| X | 10 |
| Y | 0 |
| Z | 30 |
| Element 3 | |
| X | 20 |
| Y | 0 |
| Z | 30 |
| Element 4 | |
| X | 25 |
| Y | 0 |
| Z | 25 |
| Element 5 | |
| X | 30 |
| Y | 0 |
| Z | 20 |
| Element 6 | |
| X | 35 |
| Y | 0 |
| Z | 10 |
| Element 7 | |
| X | 20 |
| Y | 0 |
| Z | -5 |

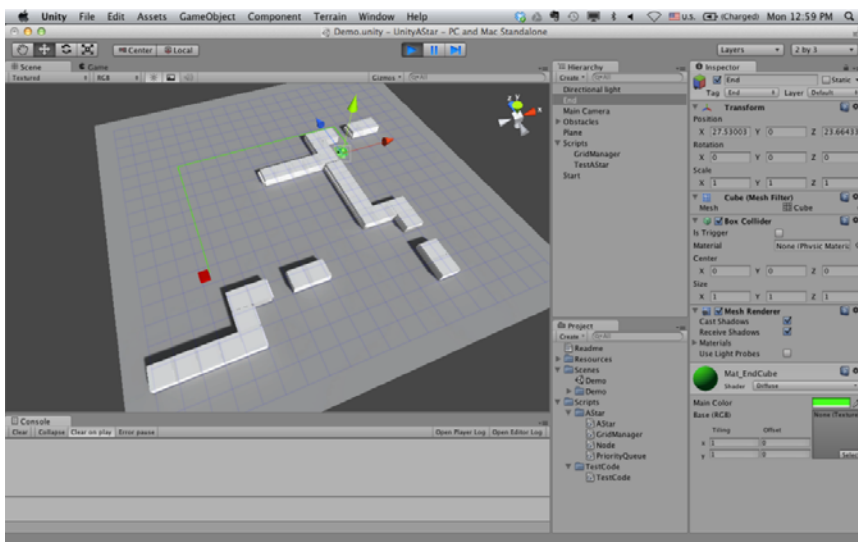
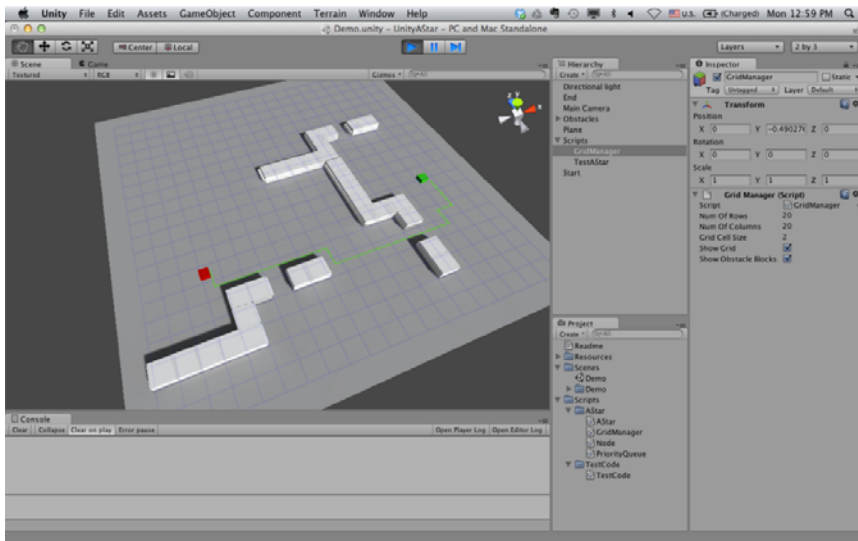
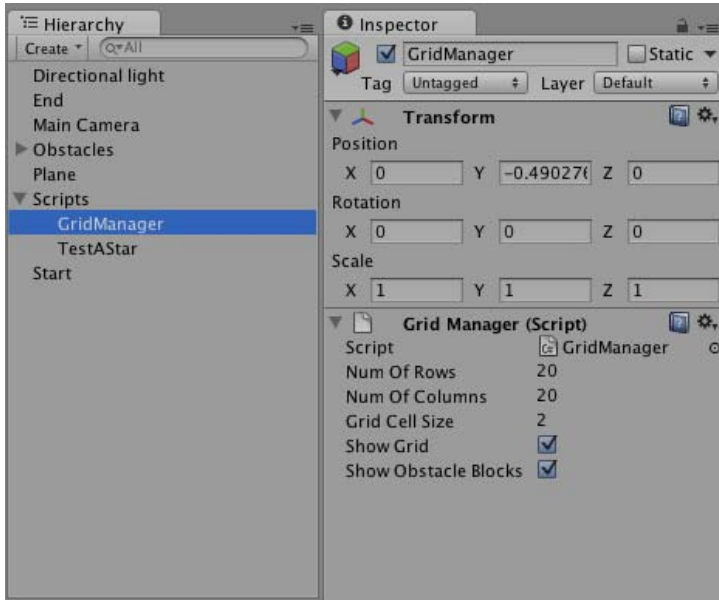




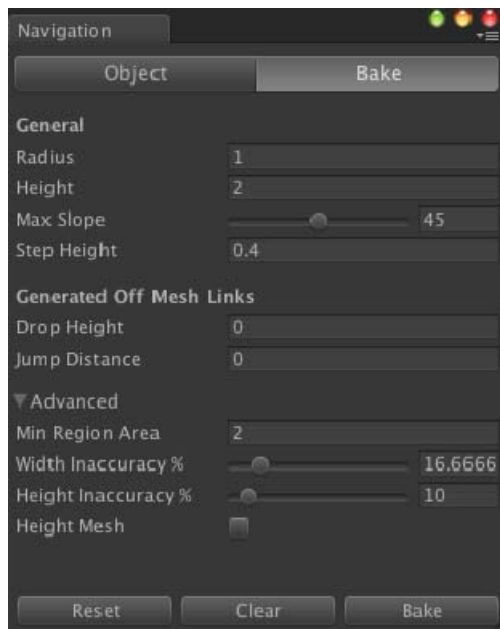
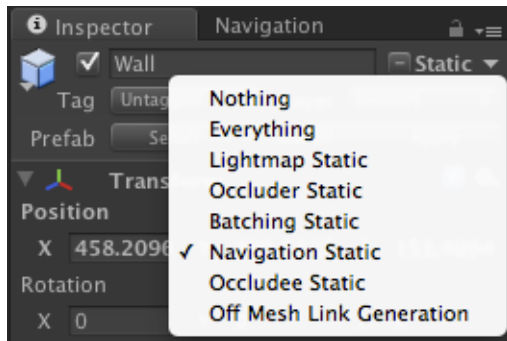
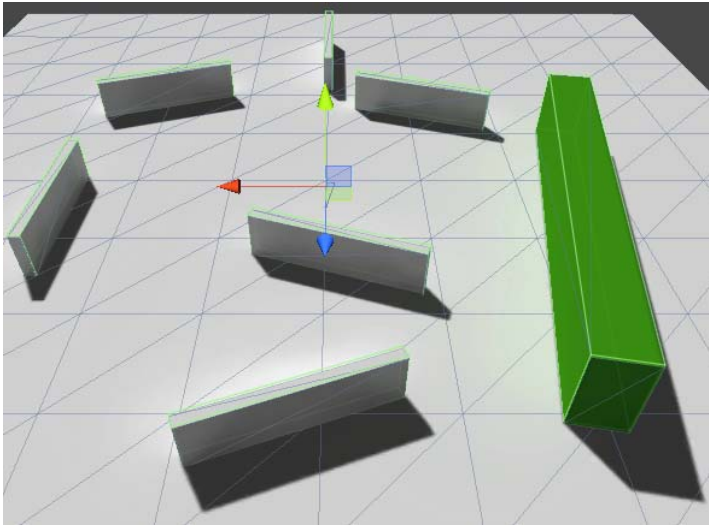
Chapter 7

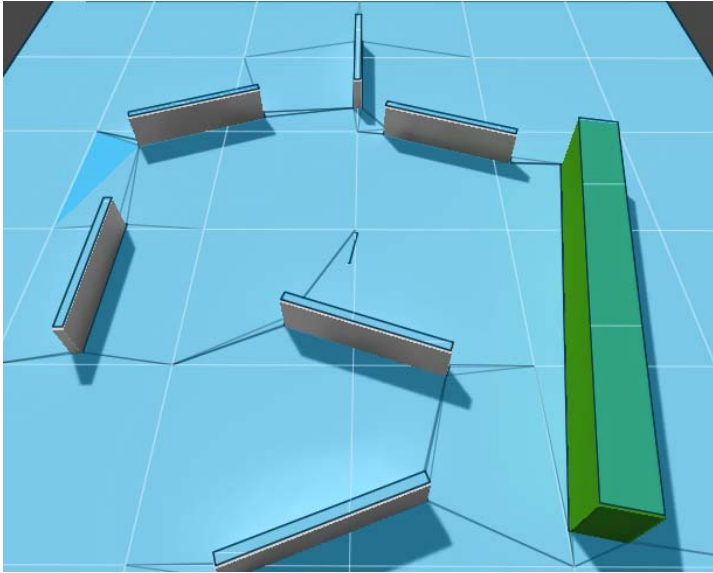




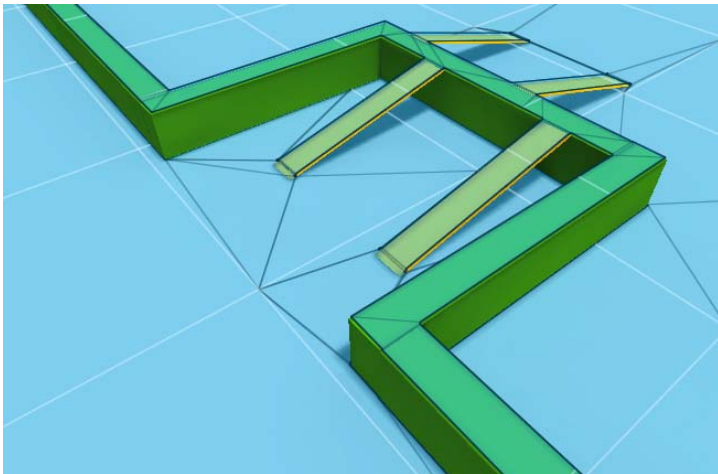
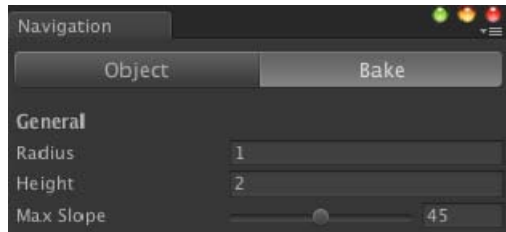
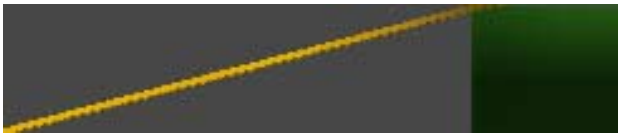
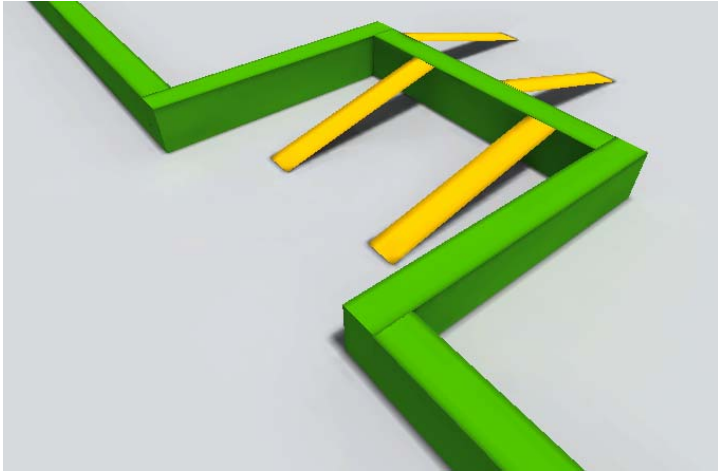


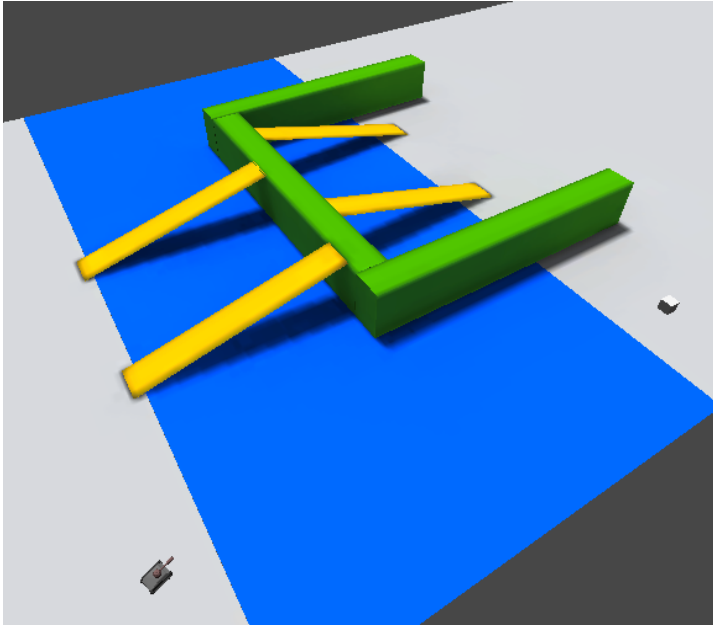
Chapter 8

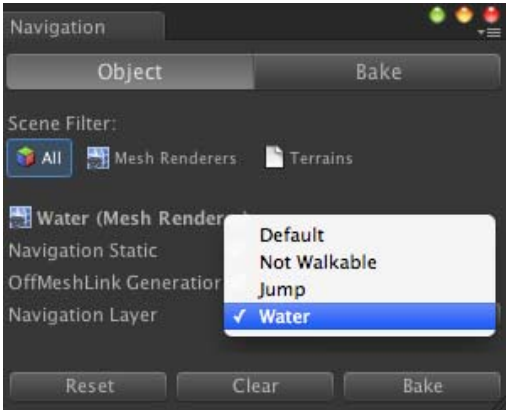
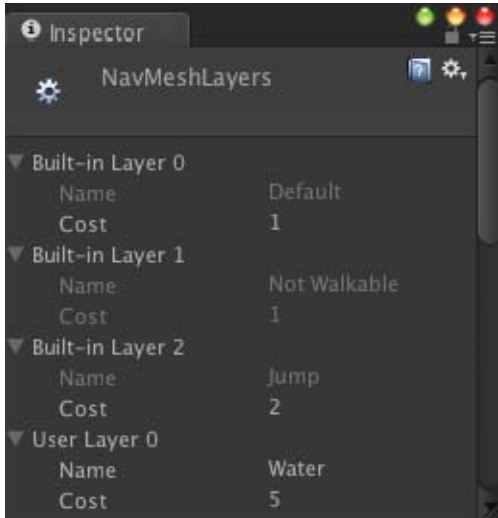


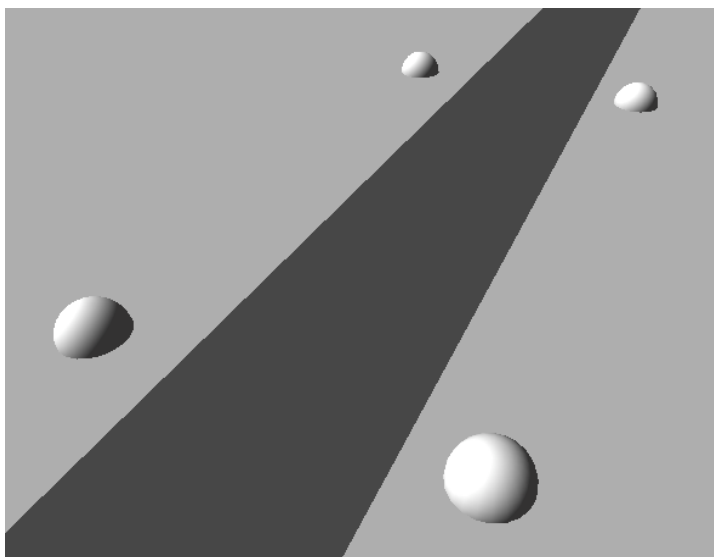
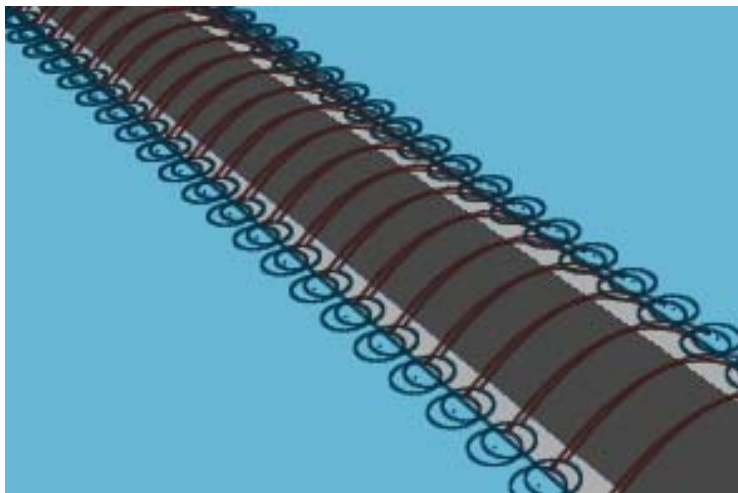
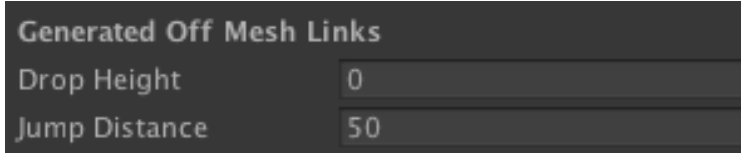
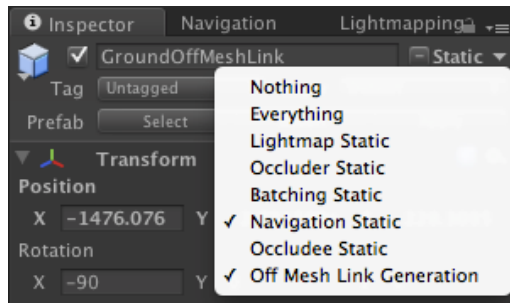


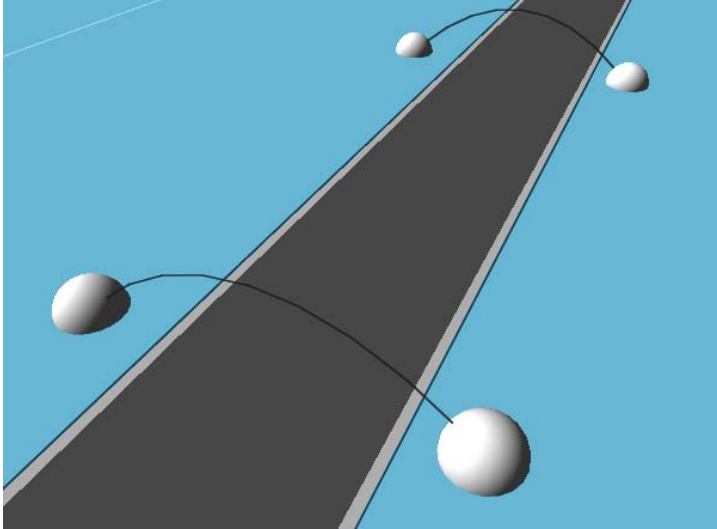
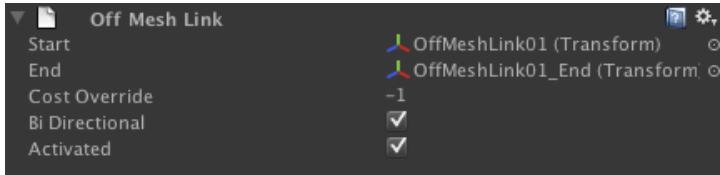
| Nav Mesh Agent | |
|-----------------------------|-------------------------------------|
| Radius | 40 |
| Speed | 200 |
| Acceleration | 300 |
| Angular Speed | 1000 |
| Stopping Distance | 50 |
| Auto Traverse Off Mesh Link | <input checked="" type="checkbox"/> |
| Auto Repath | <input checked="" type="checkbox"/> |
| Height | 9.81 |
| Base Offset | 0 |
| Obstacle Avoidance Type | High Quality |
| NavMesh Walkable | Everything |



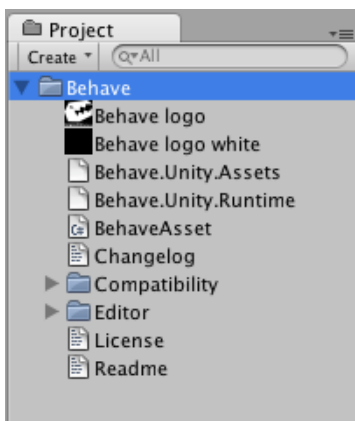
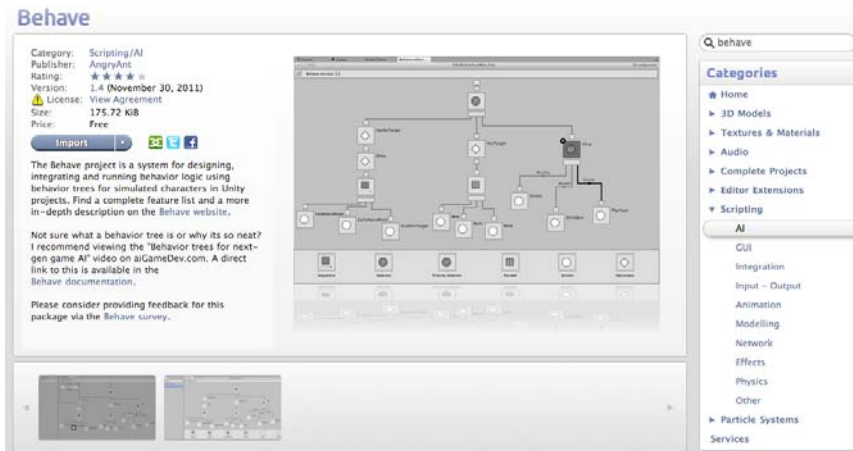


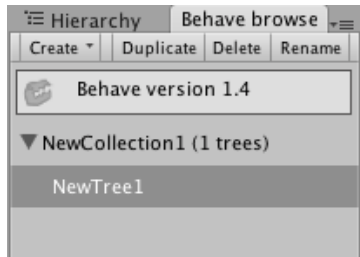
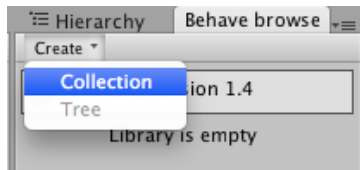
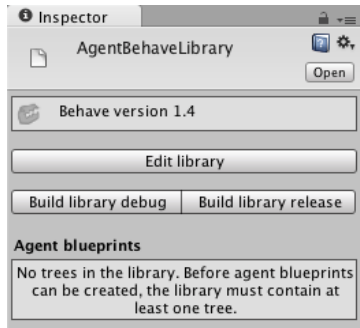
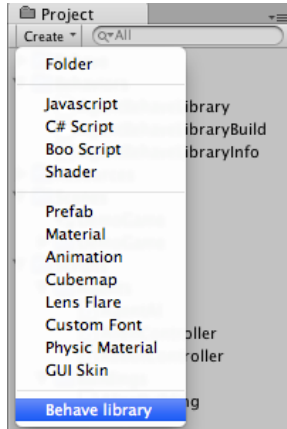






Chapter 9







Collection
 Name: NewCollection1

Tree
 Name: NewTree1
 Frequency: 1
 Comment:

Component
 Context:
 Invert:
 Instant:
 Comment:
 Action name: MyAction
 String parameter:
 Float parameter: 0

When Actions are ticked, their tick method or property get will be called on the IAgent given in the Tick call to the tree. If none is define, the default Tick method defined in IAgent is used and if a forward is set up then that is used in stead. The Action id and its parameters will be given in this call (if applicable) and whatever value is returned from the tick method, will be returned from the Actor node.

The name of the Action can be resolved by casting the id from Tree.ActiveID to BL(YourLibraryName).Actions.

