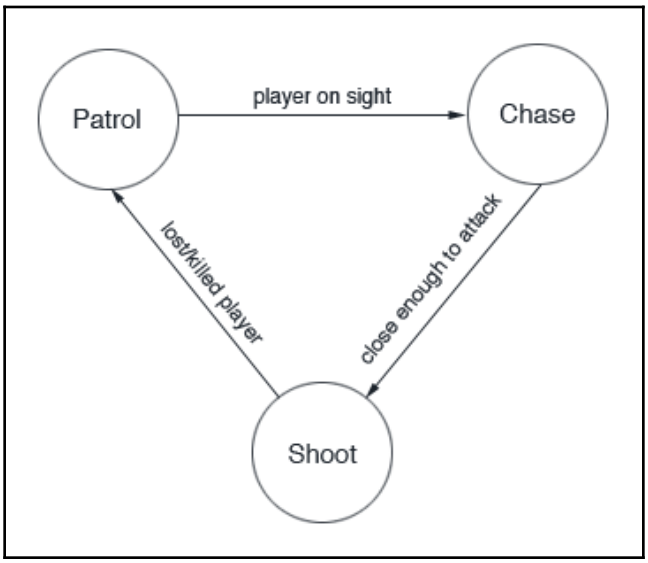
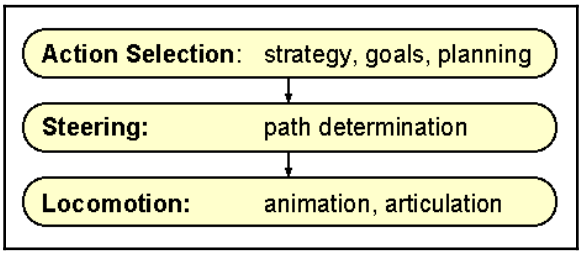
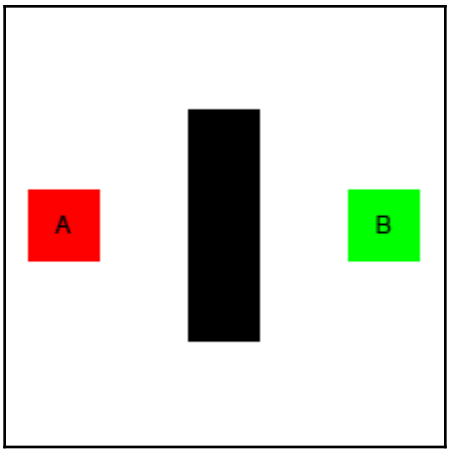
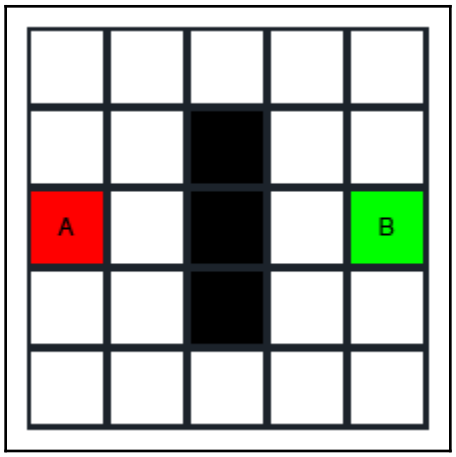
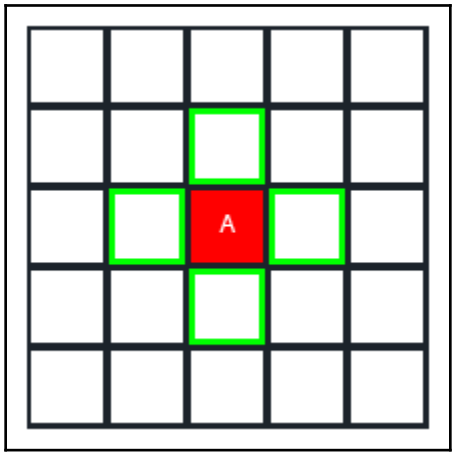
Chapter 1: Introduction to AI

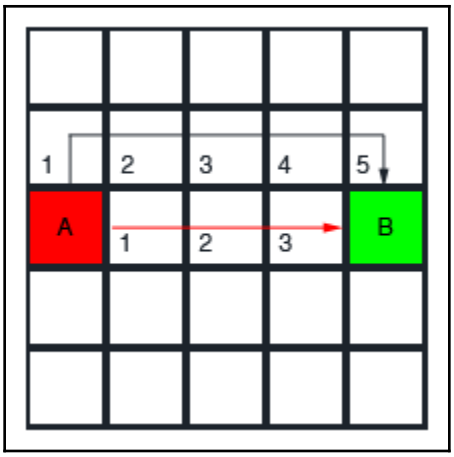


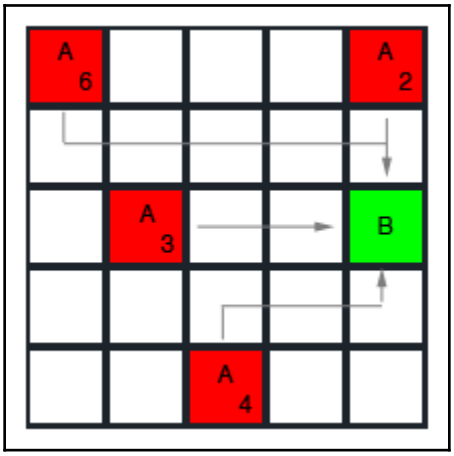


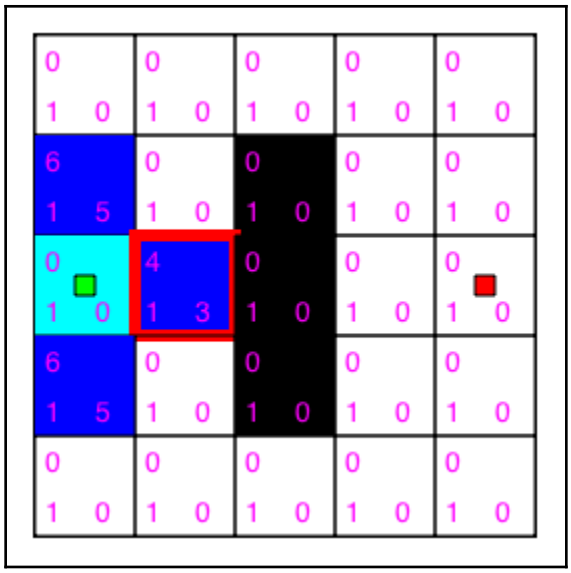


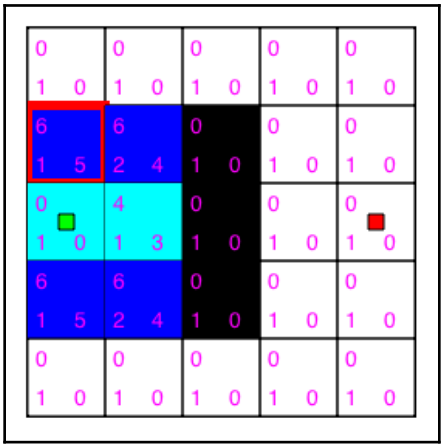

A
B

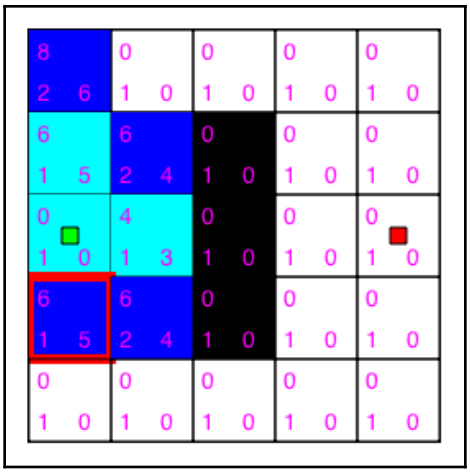

A

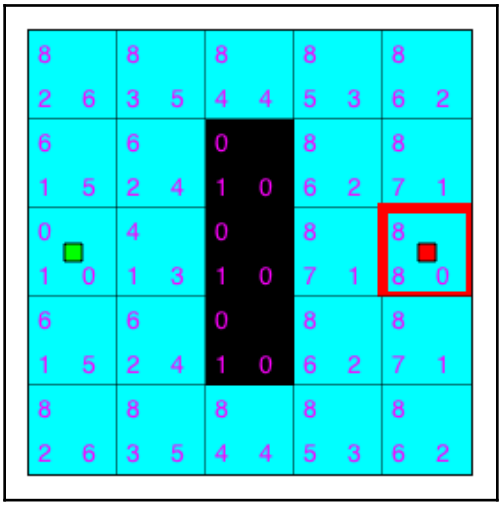

1
2
3
4
5
A
1
2
3
B

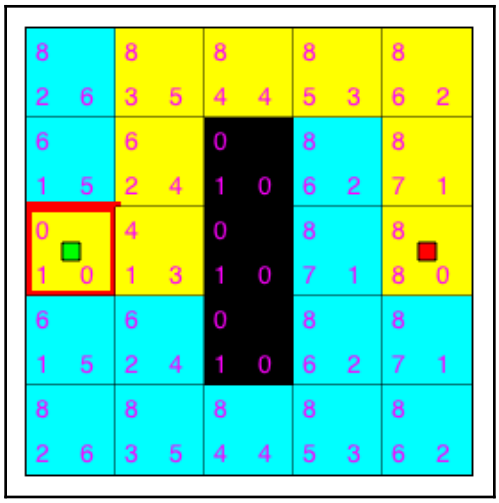

A
6
A
2
A
3
B
A
4

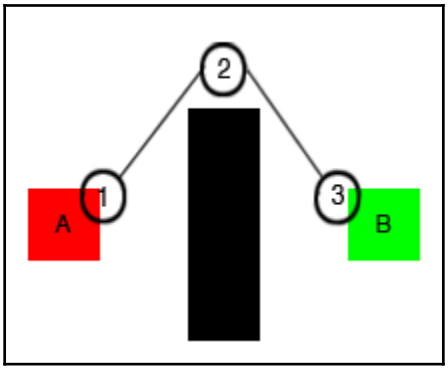

0 1 0
0 1 0
0 1 0
0 1 0
0 1 0
6 1 5
0 1 0
0 1 0
0 1 0
0 1 0
0 1 0
4 1 3
0 1 0
0 1 0
0 1 0
6 1 5
0 1 0
0 1 0
0 1 0
0 1 0
0 1 0
0 1 0
0 1 0
0 1 0
0 1 0

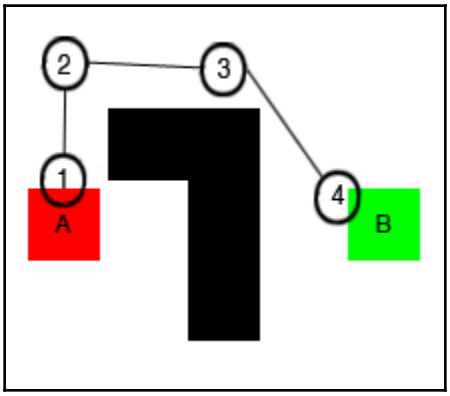

0 1 0
0 1 0
0 1 0
0 1 0
0 1 0
6 1 5
6 2 4
0 1 0
0 1 0
0 1 0
0 1 0
4 1 3
0 1 0
0 1 0
0 1 0
6 1 5
6 2 4
0 1 0
0 1 0
0 1 0
0 1 0
0 1 0
0 1 0
0 1 0
0 1 0

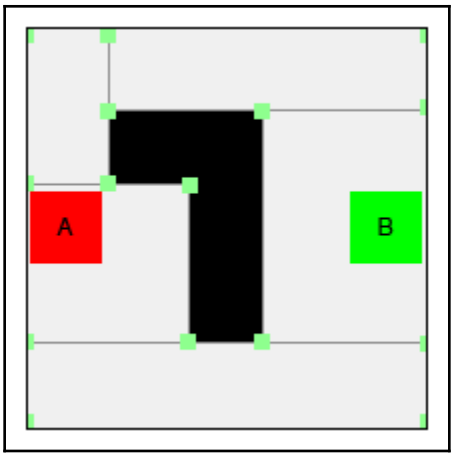

8 2 6
0 1 0
0 1 0
0 1 0
0 1 0
6 1 5
6 2 4
0 1 0
0 1 0
0 1 0
0 1 0
4 1 3
0 1 0
0 1 0
0 1 0
6 1 5
6 2 4
0 1 0
0 1 0
0 1 0
0 1 0
0 1 0
0 1 0
0 1 0
0 1 0
0 1 0

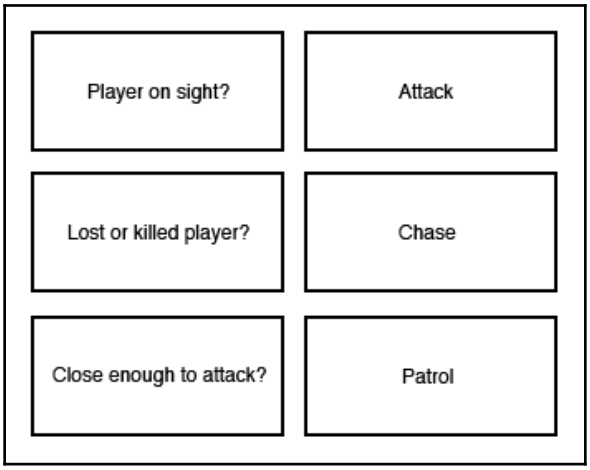

8 2 6
8 3 5
8 4 4
8 5 3
8 6 2
6 1 5
6 2 4
0 1 0
8 6 2
8 7 1
0 1 0
4 1 3
0 1 0
8 7 1
8 8 0
6 1 5
6 2 4
0 1 0
8 6 2
8 7 1
8 2 6
8 3 5
8 4 4
8 5 3
8 6 2

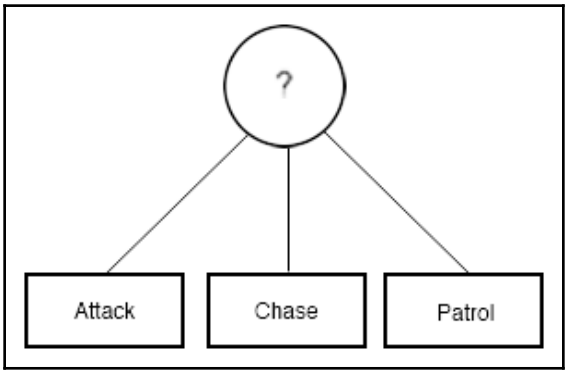

8 2 6
8 3 5
8 4 4
8 5 3
8 6 2
6 1 5
6 2 4
0 1 0
8 6 2
8 7 1
0 1 0
4 1 3
0 1 0
8 7 1
8 8 0
6 1 5
6 2 4
0 1 0
8 6 2
8 7 1
8 2 6
8 3 5
8 4 4
8 5 3
8 6 2

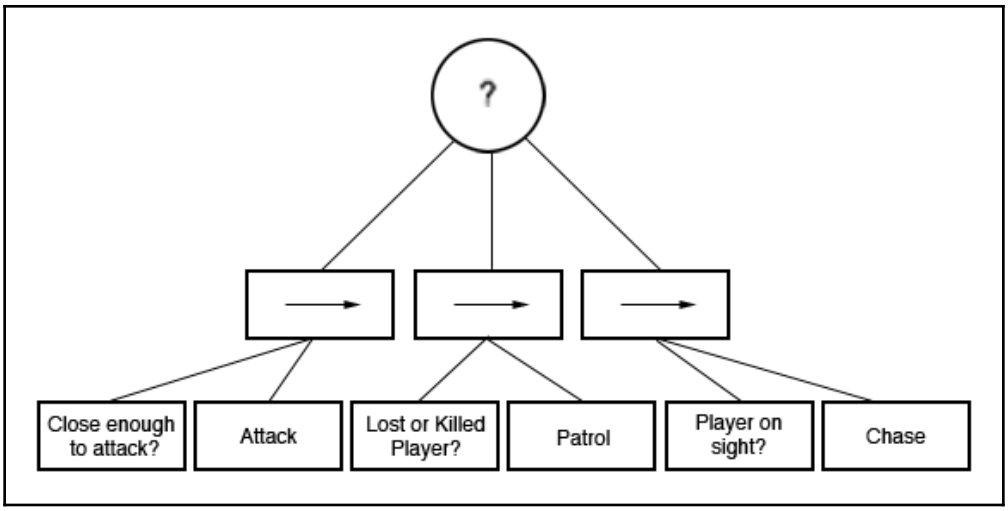

2
1
3
A
B

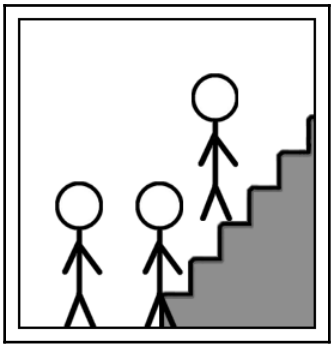

2
3
1
4
A
B

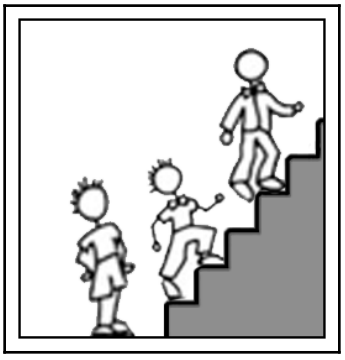

A
B

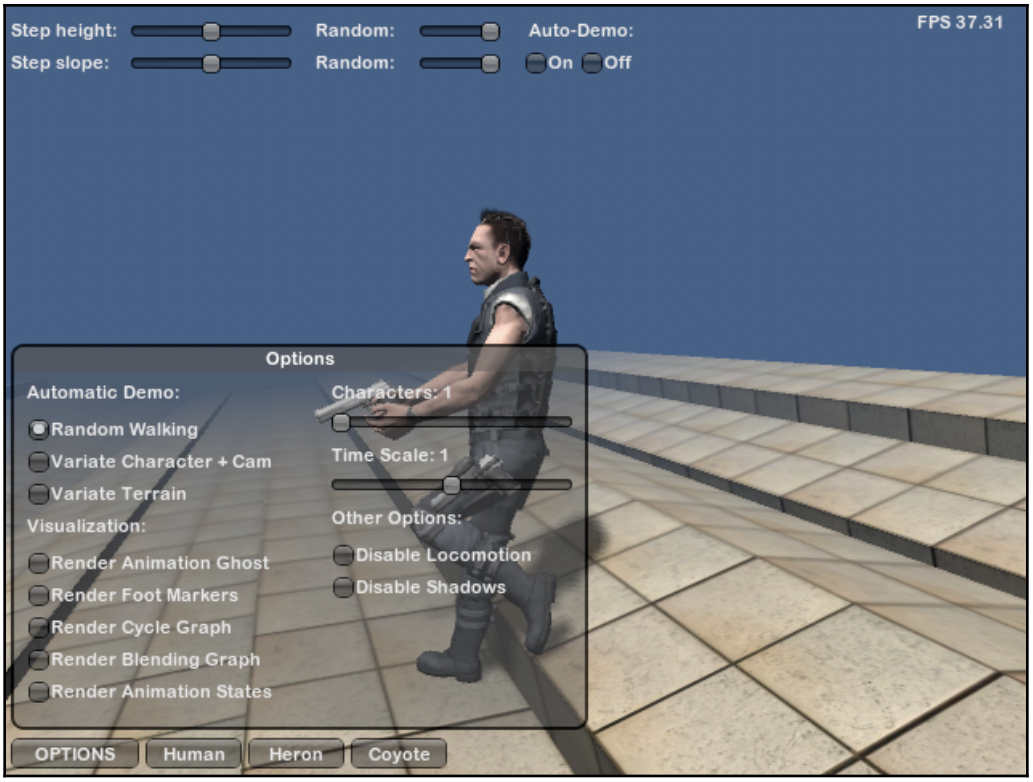

Player on sight?
Attack
Lost or killed player?
Chase
Close enough to attack?
Patrol


?
Attack
Chase
Patrol

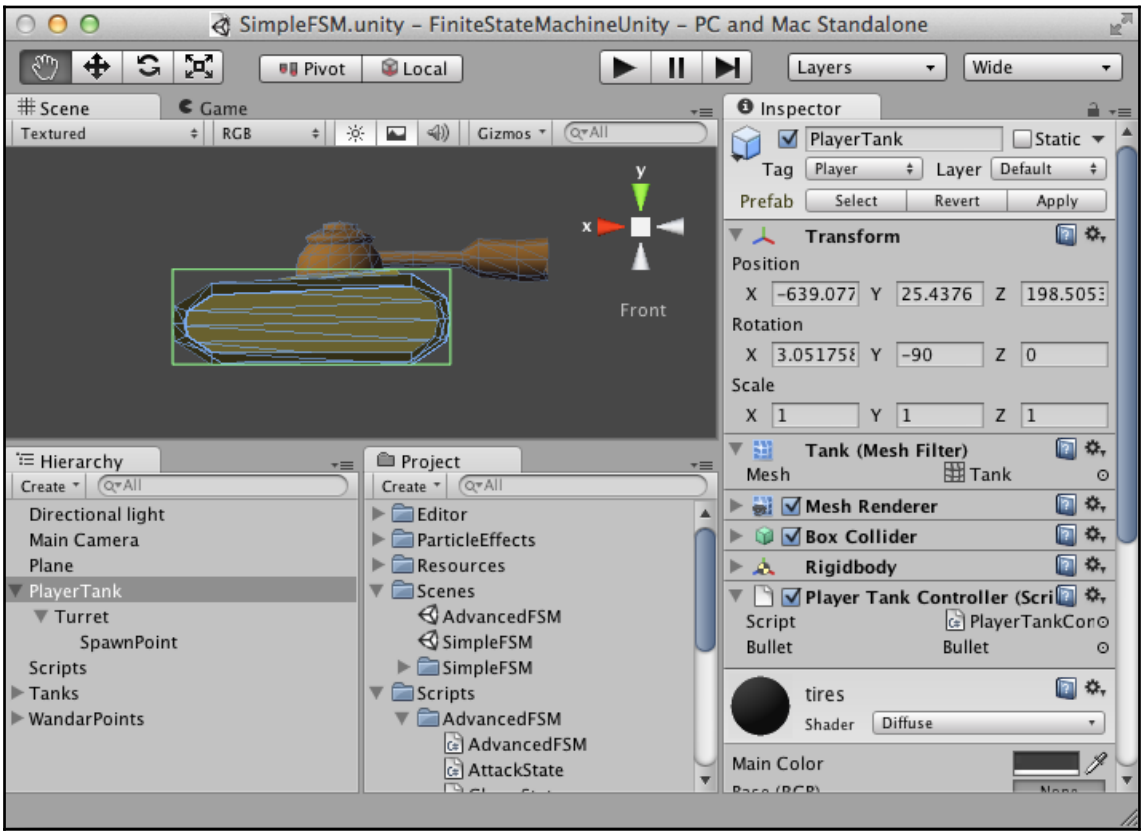

?
Close enough to attack?
Attack
Lost or Killed Player?
Patrol
Player on sight?
Chase

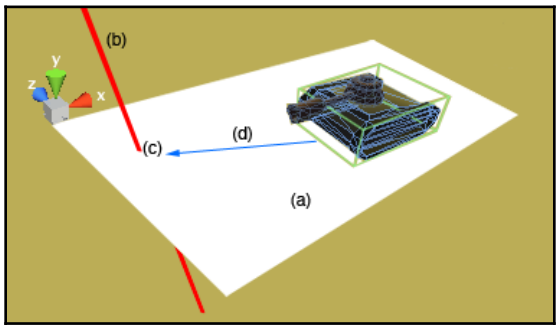


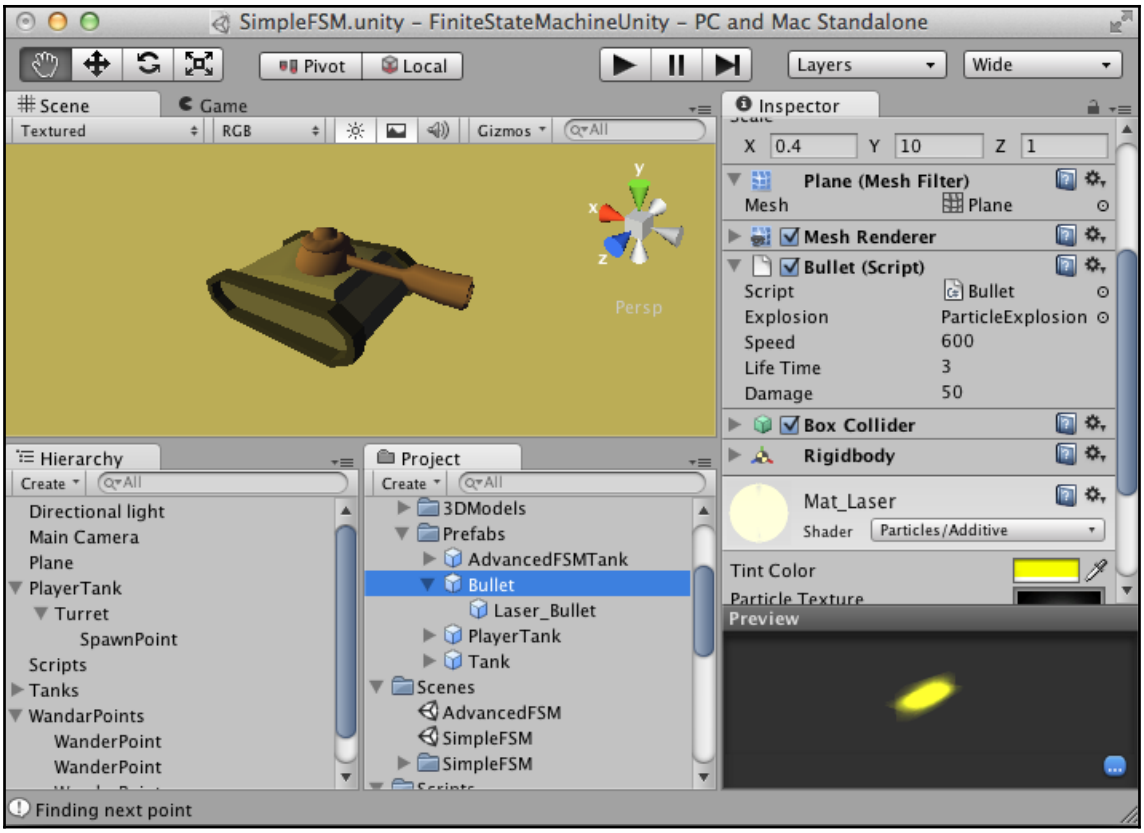


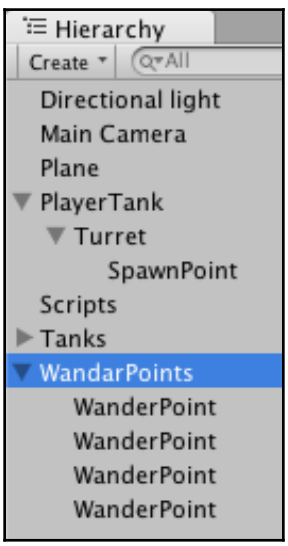

Step height:
Random:
Auto-Demo:
FPS 37.31
Step slope:
Random:
On
Off
Options
Automatic Demo:
Random Walking
Variate Character + Cam
Variate Terrain
Visualization:
Render Animation Ghost
Render Foot Markers
Render Cycle Graph
Render Blending Graph
Render Animation States
Characters: 1
Time Scale: 1
Other Options:
Disable Locomotion
Disable Shadows
OPTIONS
Human
Heron
Coyote

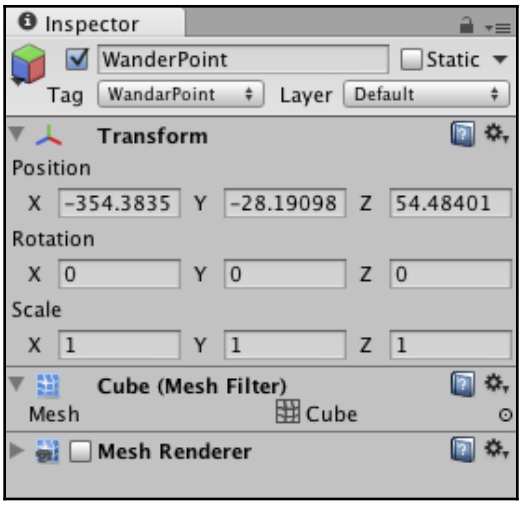
Chapter 2: Finite State Machines

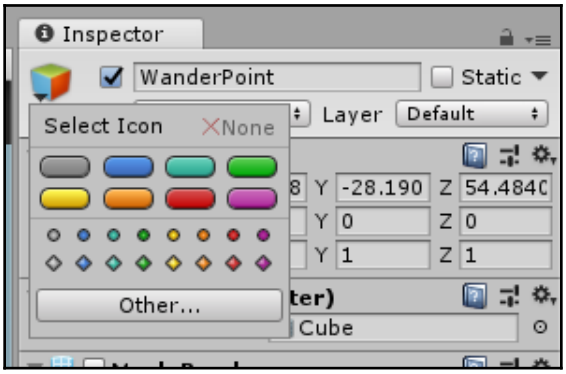


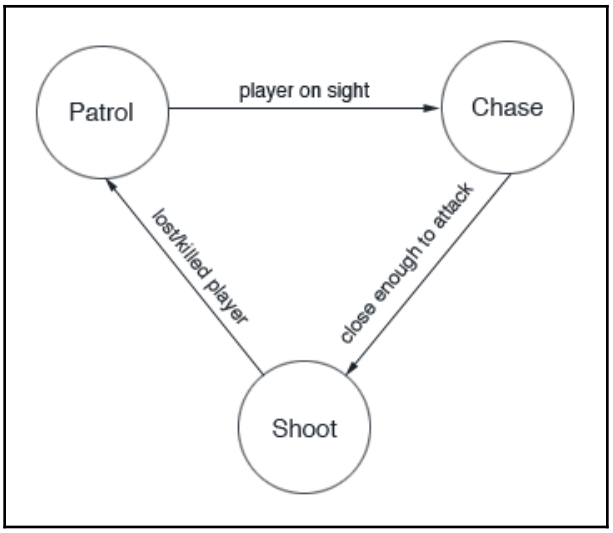


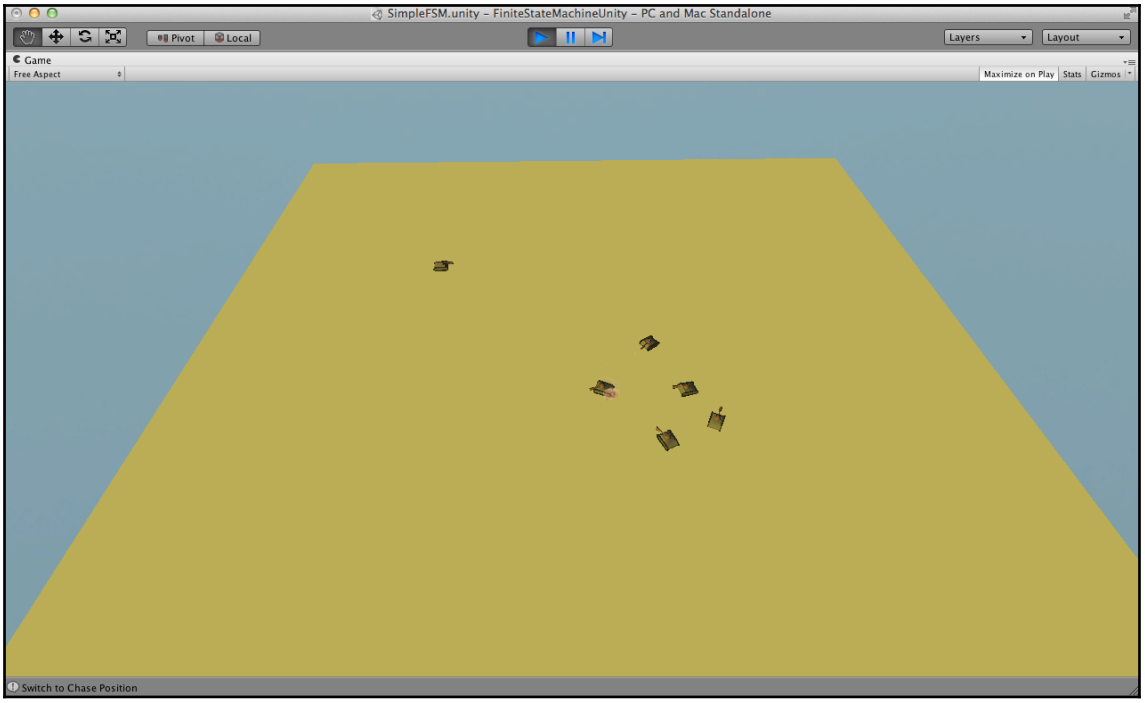

SimpleFSM.unity – FiniteStateMachineUnity – PC and Mac Standalone
Pivot
Local
Layers
Wide
Scene
Game
Textured
RGB
Gizmos
Persp
Inspector
X 0.4
Y 10
Z 1
Plane (Mesh Filter)
Mesh
Plane
Mesh Renderer
Bullet (Script)
Script
Bullet
Explosion
ParticleExplosion
Speed
600
Life Time
3
Damage
50
Box Collider
Rigidbody
Mat_Laser
Shader
Particles/Additive
Tint Color
Particle Texture
Preview
Hierarchy
Create
Directional light
Main Camera
Plane
PlayerTank
Turret
SpawnPoint
Scripts
Tanks
WandarPoints
WanderPoint
WanderPoint
Project
3DModels
Prefabs
AdvancedFSMTank
Bullet
Laser_Bullet
PlayerTank
Tank
Scenes
AdvancedFSM
SimpleFSM
SimpleFSM
Finding next point


Hierarchy
Create
Directional light
Main Camera
Plane
PlayerTank
Turret
SpawnPoint
Scripts
Tanks
WandarPoints
WanderPoint
WanderPoint
WanderPoint
WanderPoint

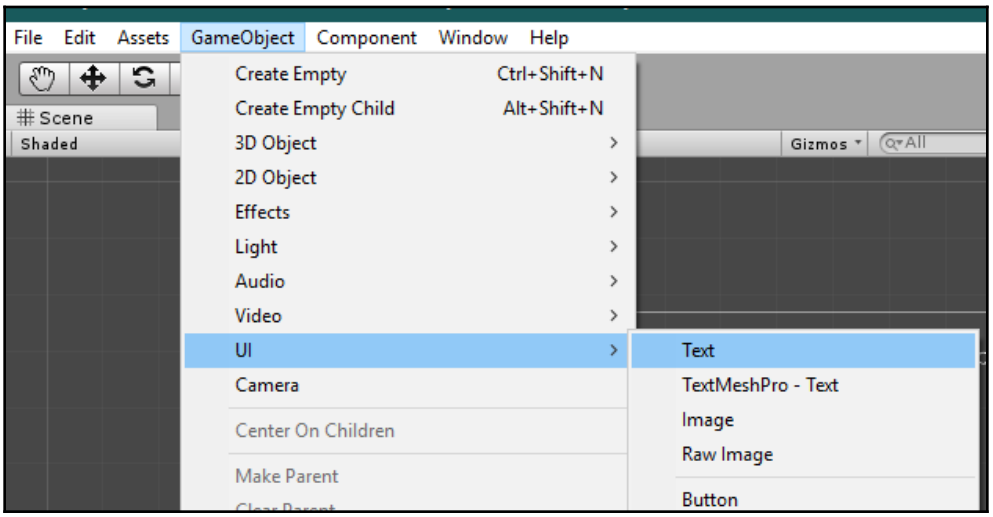

Inspector
WanderPoint
Static
Tag
WandarPoint
Layer
Default
Transform
Position
X -354.3835 Y -28.19098 Z 54.48401
Rotation
X 0 Y 0 Z 0
Scale
X 1 Y 1 Z 1
Cube (Mesh Filter)
Mesh
Cube
Mesh Renderer

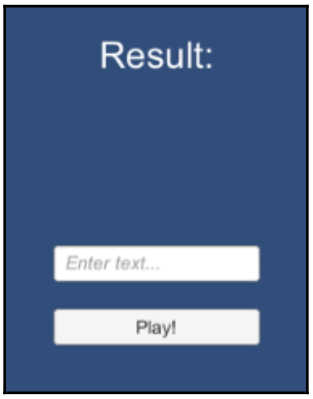

Inspector
WanderPoint
Static
Layer
Default
Select Icon
None
Other...
Cube


Patrol
player on sight
Chase
lost/killed player
close enough to attack
Shoot


SimpleFSM.unity – FiniteStateMachineUnity – PC and Mac Standalone
Pivot
Local
Layers
Layout
Game
Free Aspect
Maximize on Play
Stats
Gizmos
Switch to Chase Position

Chapter 3: Randomness and Probability





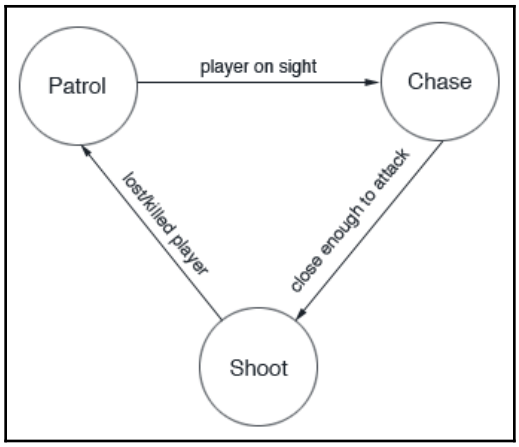
$$\boxed{P(A) = \frac{n}{N}}$$

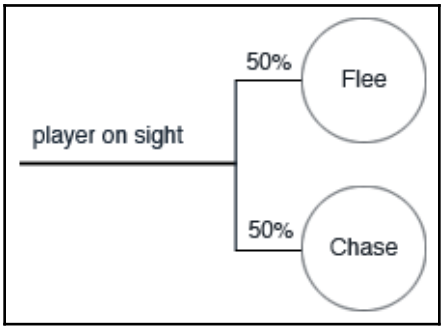
$$\boxed{\bar{P}(A) = 1 - P(A)}$$

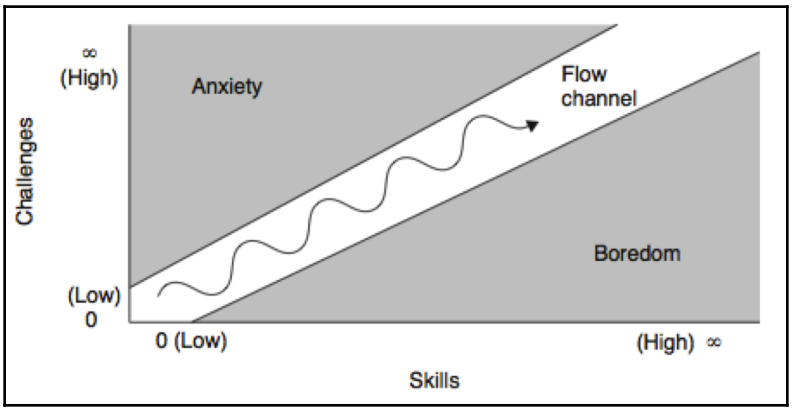
$$\boxed{P(A) + \bar{P}(A)}$$

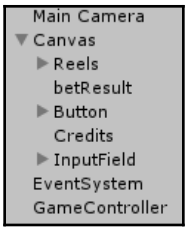
$$\boxed{P(A \text{ or } B) = P(A) + P(B)}$$

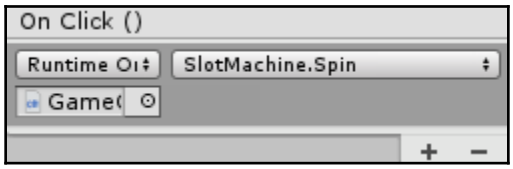
$$\boxed{P(A \text{ and} B) = P(A) \cdot P(B)}$$

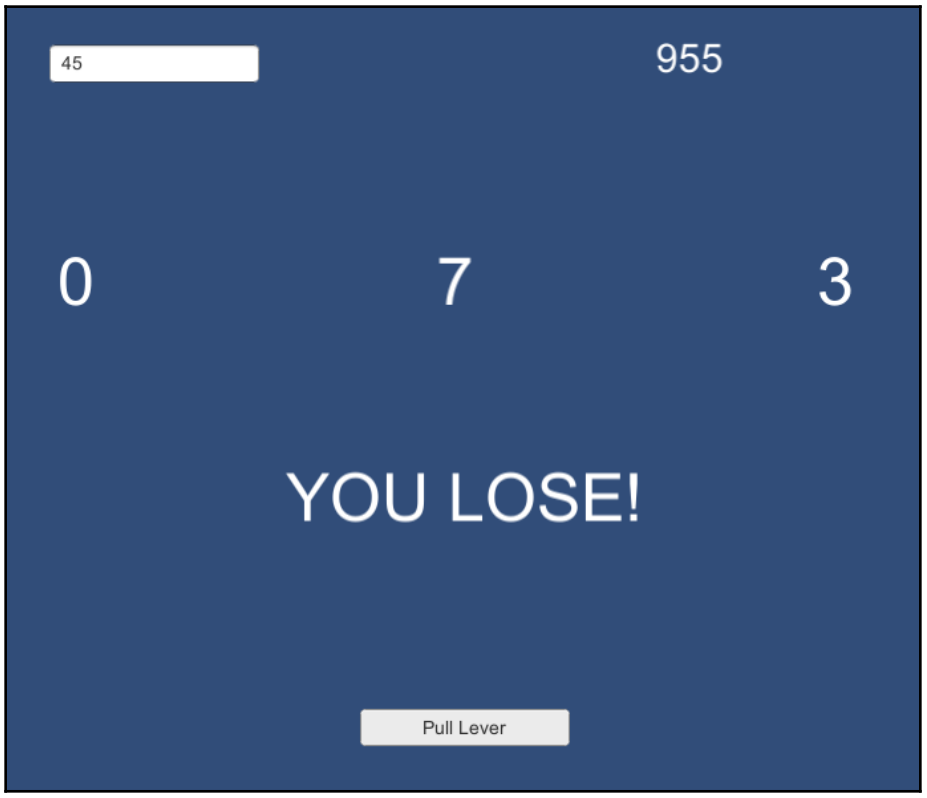

Patrol
player on sight
Chase
lost/killed player
close enough to attack
Shoot


50%
Flee
player on sight
50%
Chase

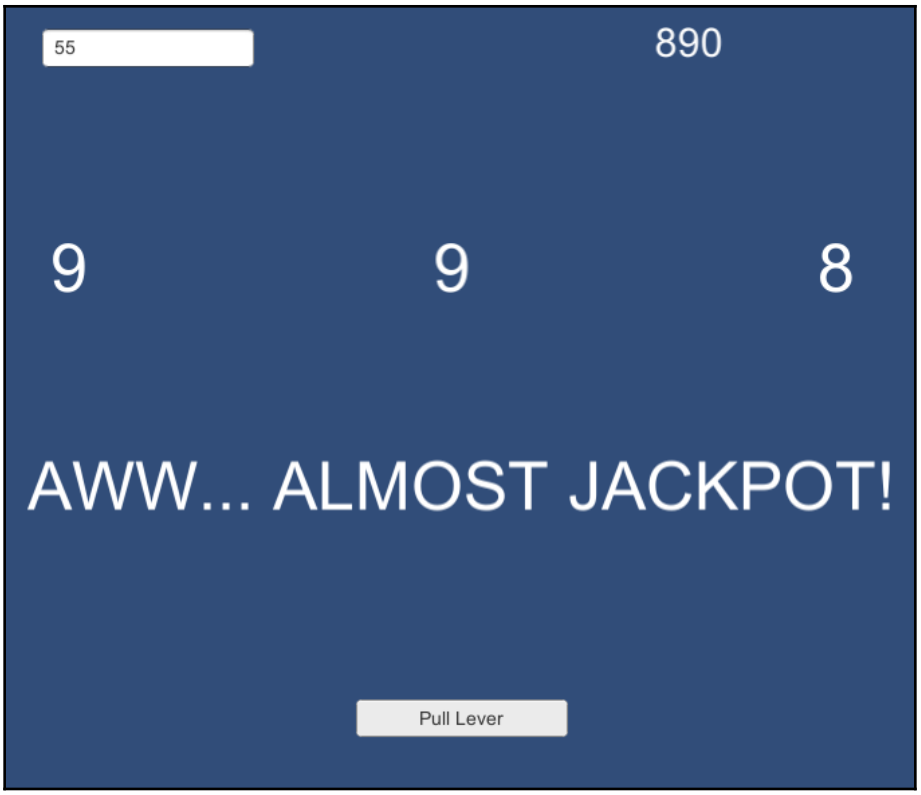

∞
(High)
Anxiety
Flow
channel
Challenges
Boredom
(Low)
0
0 (Low)
(High) ∞
Skills


Main Camera
Canvas
Reels
betResult
Button
Credits
InputField
EventSystem
GameController

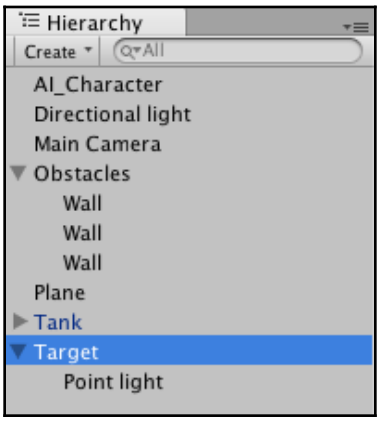

On Click ()
Runtime Or
SlotMachine.Spin
Game

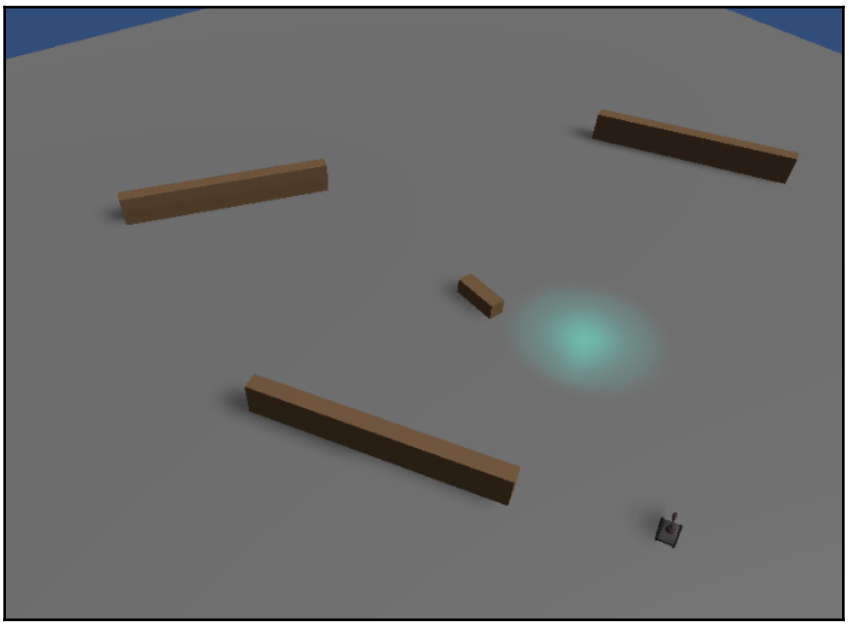

45
955
0
7
3
YOU LOSE!
Pull Lever

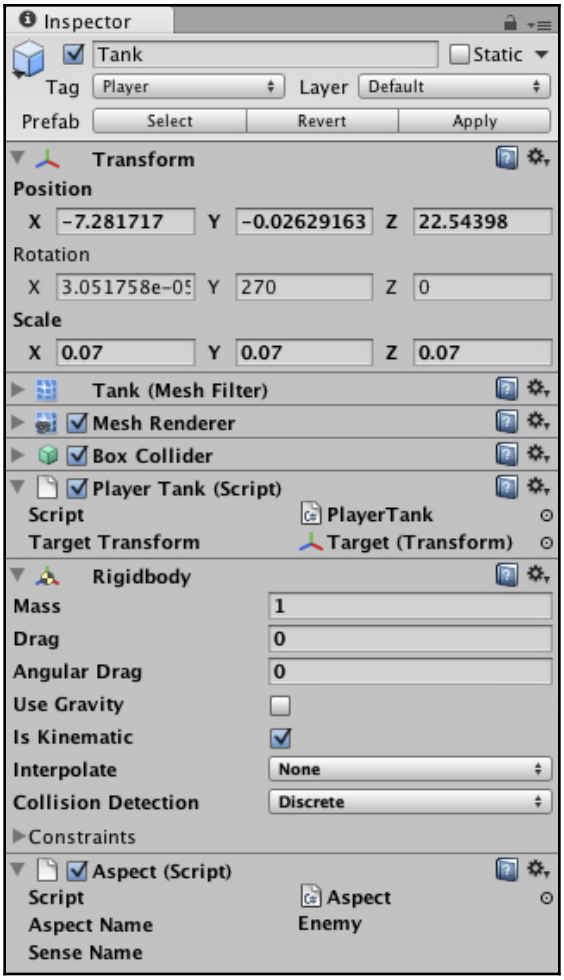

34
813
0
6
0
YOU WIN 17
Pull Lever

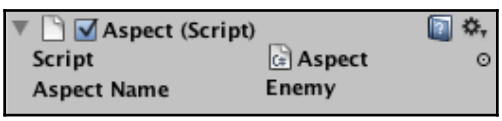

55
890
9
9
8
AWW... ALMOST JACKPOT!
Pull Lever

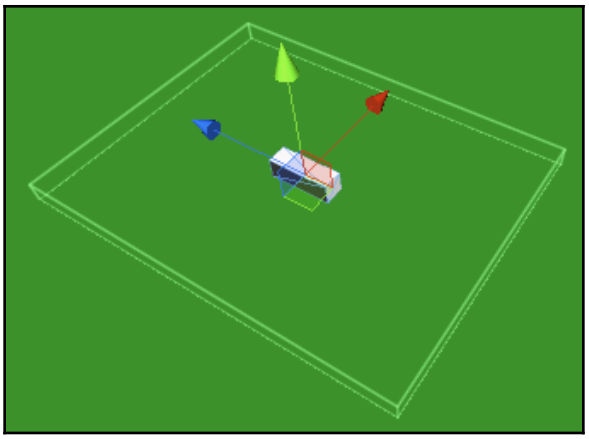
Chapter 4: Implementing Sensors

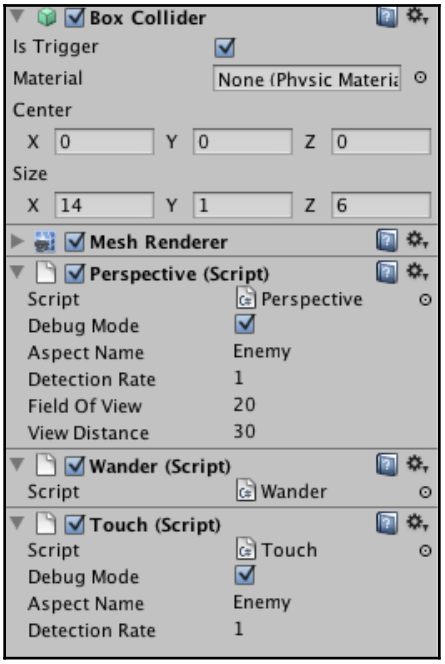


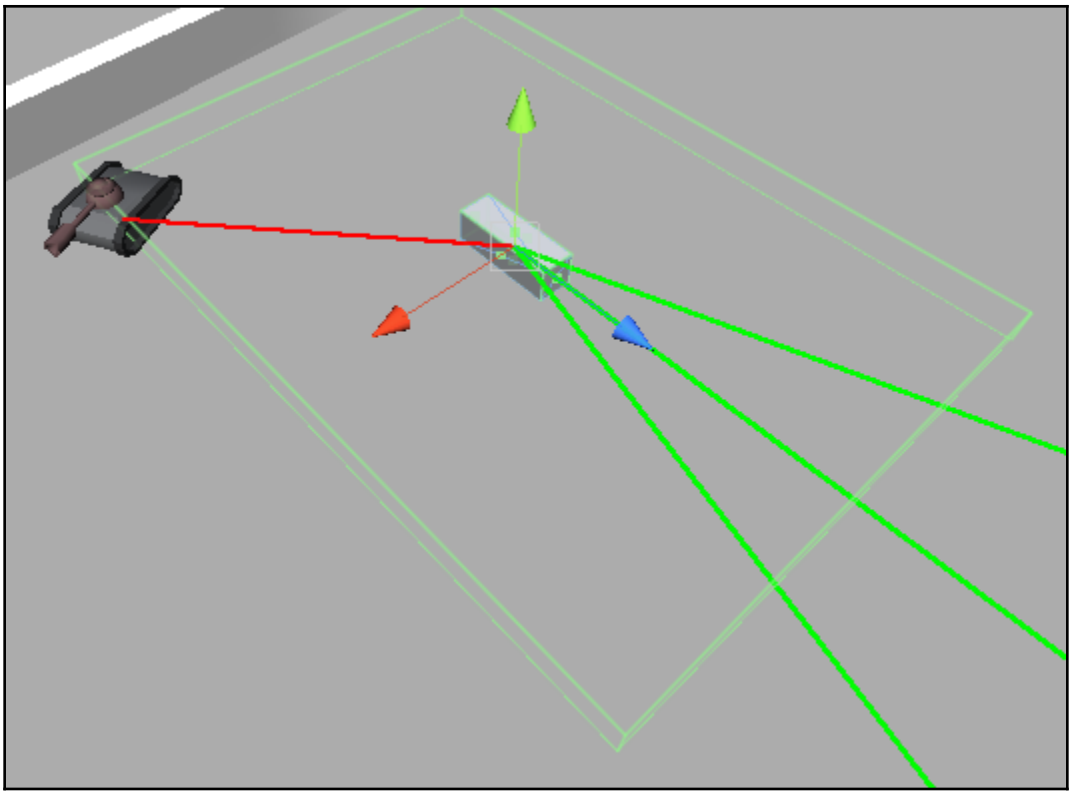



Inspector
Tank
Static
Tag
Player
Layer
Default
Prefab
Select
Revert
Apply
Transform
Position
X -7.281717 Y -0.02629163 Z 22.54398
Rotation
X 3.051758e-05 Y 270 Z 0
Scale
X 0.07 Y 0.07 Z 0.07
Tank (Mesh Filter)
Mesh Renderer
Box Collider
Player Tank (Script)
Script
PlayerTank
Target Transform
Target (Transform)
Rigidbody
Mass 1
Drag 0
Angular Drag 0
Use Gravity
Is Kinematic
Interpolate
None
Collision Detection
Discrete
Constraints
Aspect (Script)
Script
Aspect
Aspect Name
Enemy
Sense Name

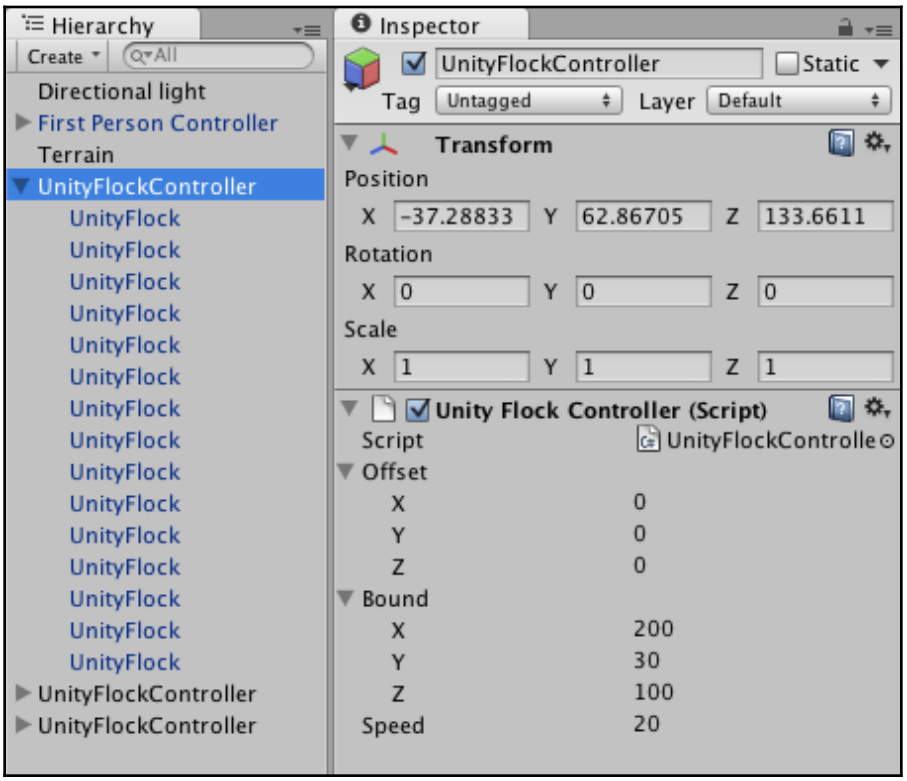

Aspect (Script)
Script
Aspect
Aspect Name
Enemy

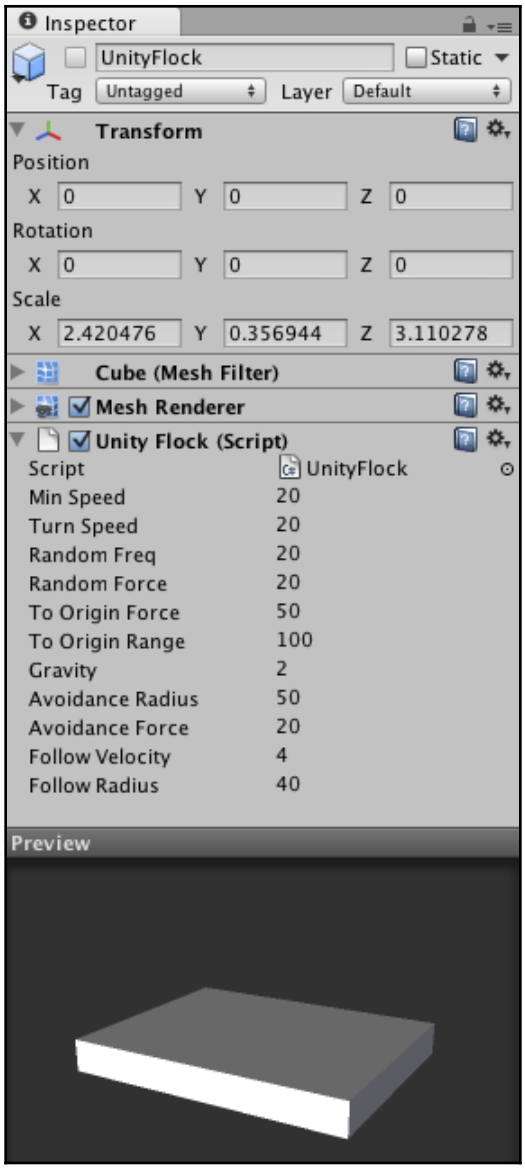


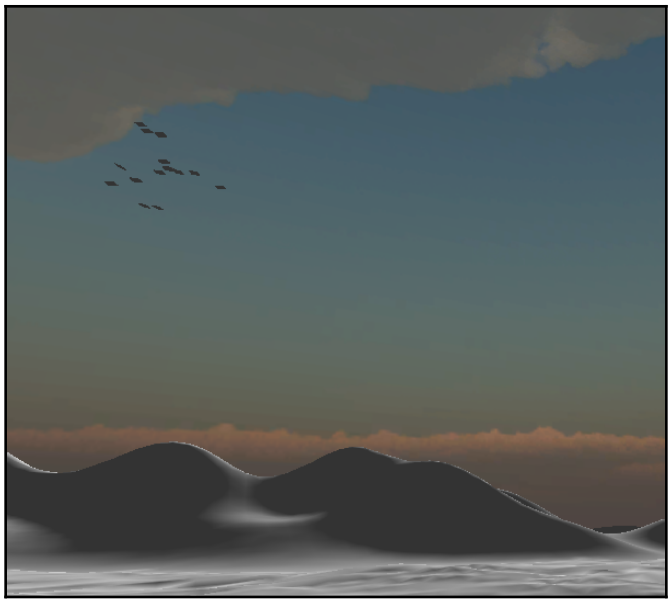

Box Collider
Is Trigger
Material
None (Physic Materi
Center
X 0 Y 0 Z 0
Size
X 14 Y 1 Z 6
Mesh Renderer
Perspective (Script)
Script
Perspective
Debug Mode
Aspect Name
Enemy
Detection Rate
1
Field Of View
20
View Distance
30
Wander (Script)
Script
Wander
Touch (Script)
Script
Touch
Debug Mode
Aspect Name
Enemy
Detection Rate
1



Chapter 5: Flocking




Inspector
UnityFlock
Static
Tag
Untagged
Layer
Default
Transform
Position
X 0 Y 0 Z 0
Rotation
X 0 Y 0 Z 0
Scale
X 2.420476 Y 0.356944 Z 3.110278
Cube (Mesh Filter)
Mesh Renderer
Unity Flock (Script)
Script
UnityFlock
Min Speed
20
Turn Speed
20
Random Freq
20
Random Force
20
To Origin Force
50
To Origin Range
100
Gravity
2
Avoidance Radius
50
Avoidance Force
20
Follow Velocity
4
Follow Radius
40
Preview



Inspector

Flock — Static

Tag: Untagged — Layer: Default

Transform

Position

X	Y	Z
9.98262	1.533306	-2.36271

Rotation

X	Y	Z
0	0	0

Scale

X	Y	Z
0.5	0.5	0.5

Cube (Mesh Filter)

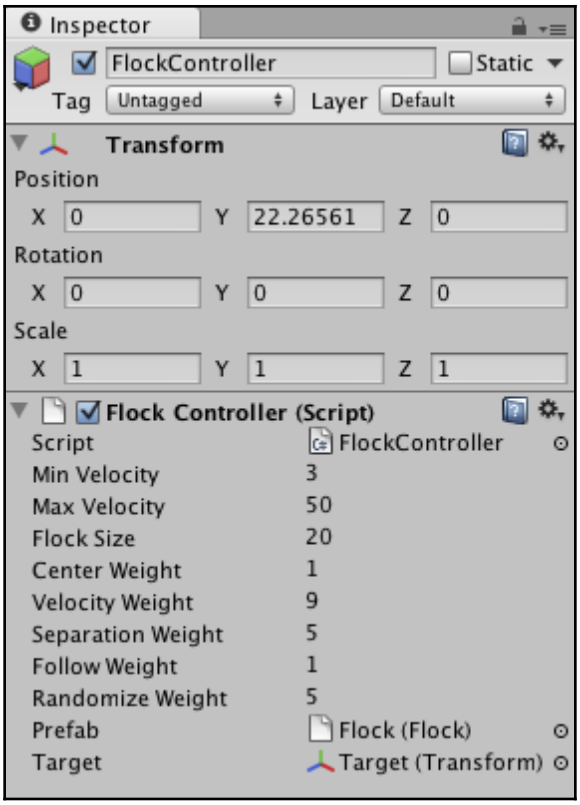
Mesh Renderer

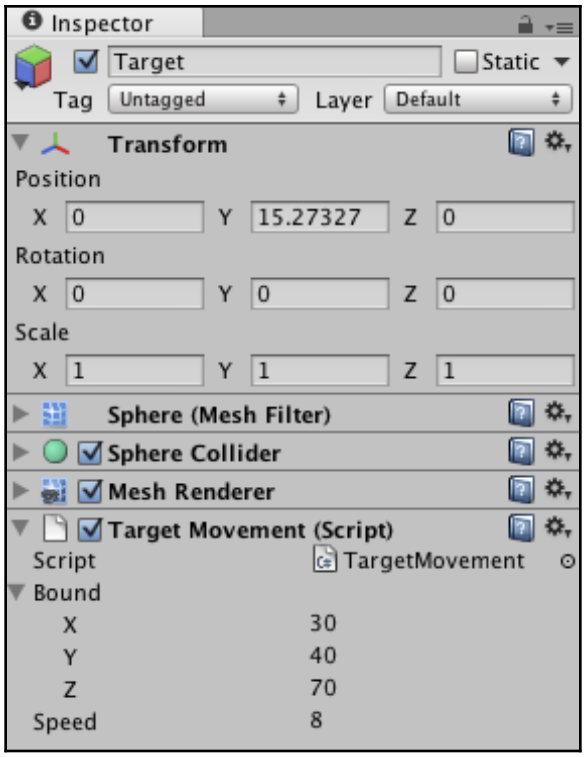
Rigidbody

Flock (Script)

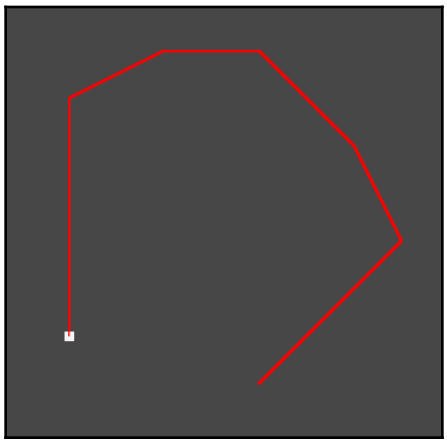
Script: Flock

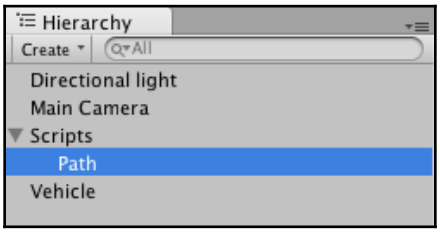
Sphere Collider

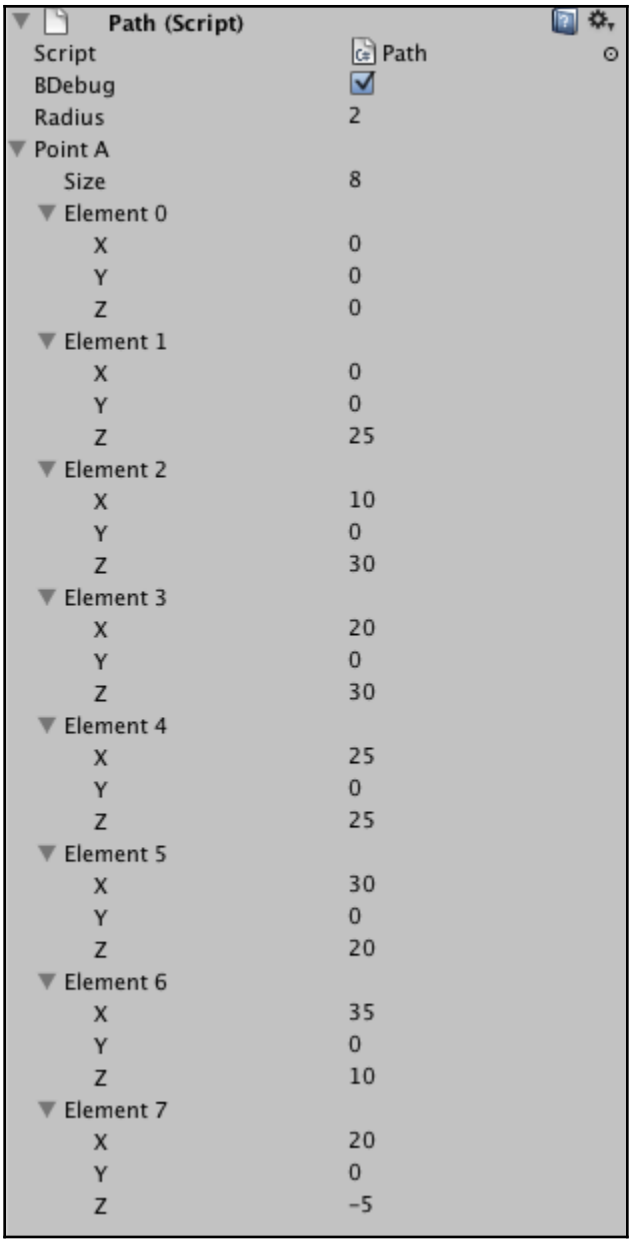

Inspector
FlockController
Static
Tag
Untagged
Layer
Default
Transform
Position
X 0
Y 22.26561
Z 0
Rotation
X 0
Y 0
Z 0
Scale
X 1
Y 1
Z 1
Flock Controller (Script)
Script
FlockController
Min Velocity
3
Max Velocity
50
Flock Size
20
Center Weight
1
Velocity Weight
9
Separation Weight
5
Follow Weight
1
Randomize Weight
5
Prefab
Flock (Flock)
Target
Target (Transform)

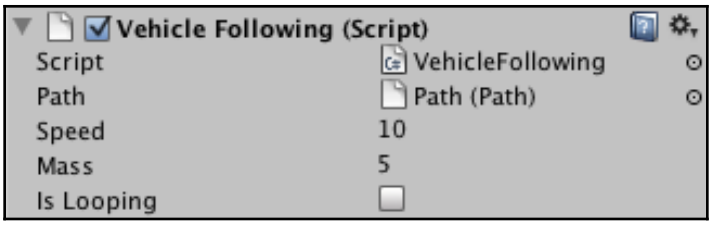

Inspector
Target
Static
Tag
Untagged
Layer
Default
Transform
Position
X 0
Y 15.27327
Z 0
Rotation
X 0
Y 0
Z 0
Scale
X 1
Y 1
Z 1
Sphere (Mesh Filter)
Sphere Collider
Mesh Renderer
Target Movement (Script)
Script
TargetMovement
Bound
X 30
Y 40
Z 70
Speed 8

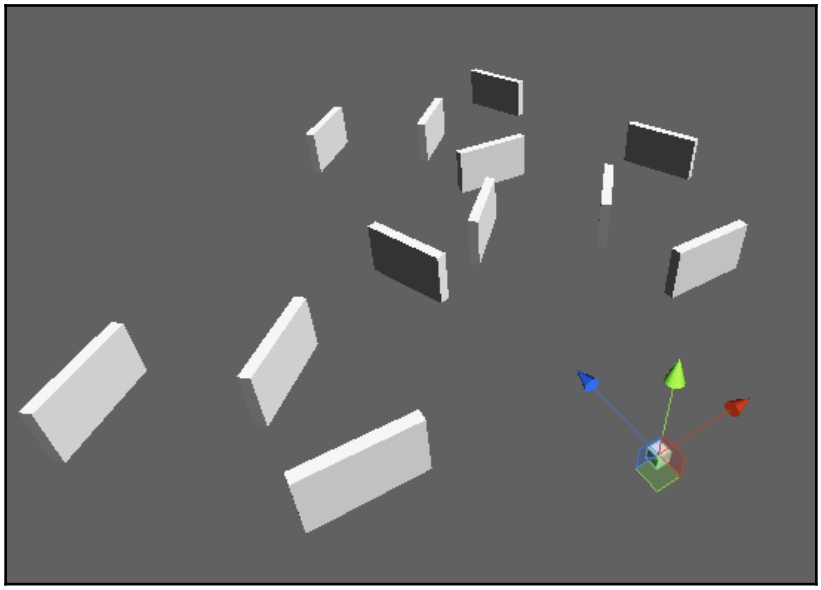
Chapter 6: Path-Following and Steering Behaviors

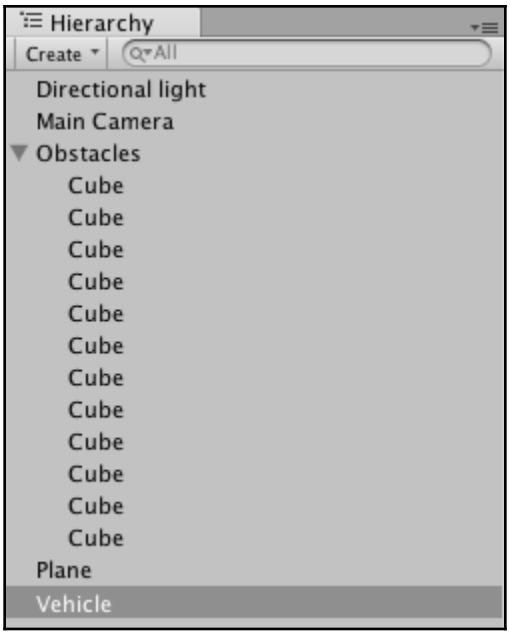


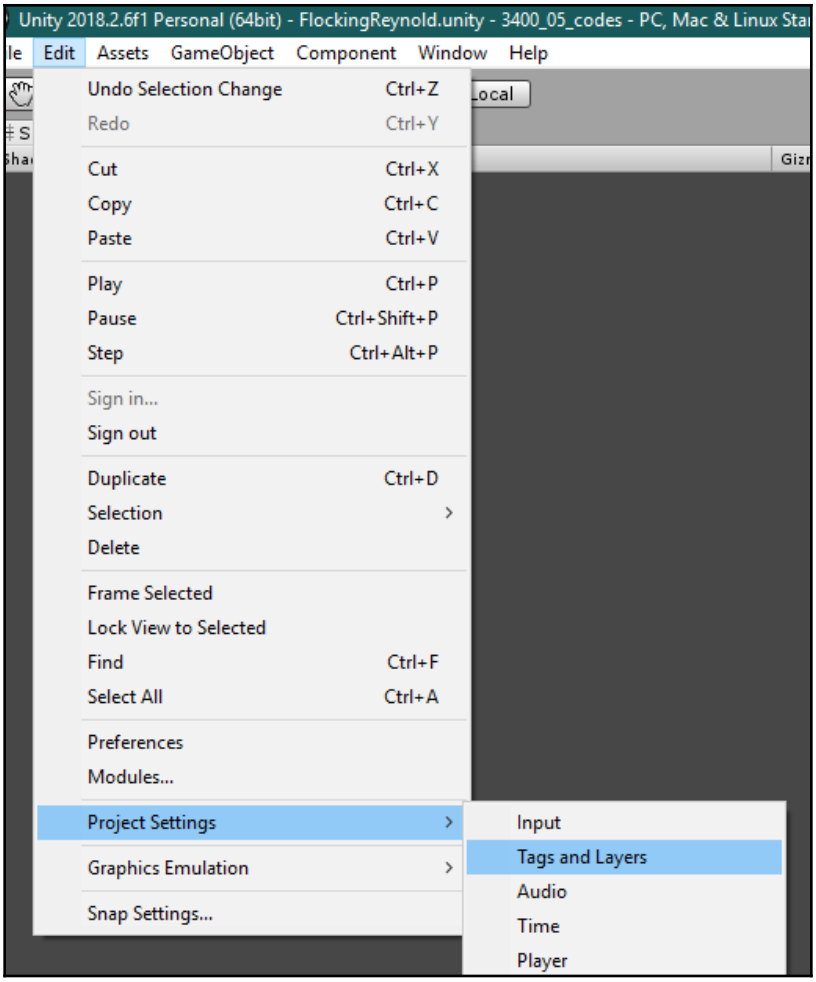


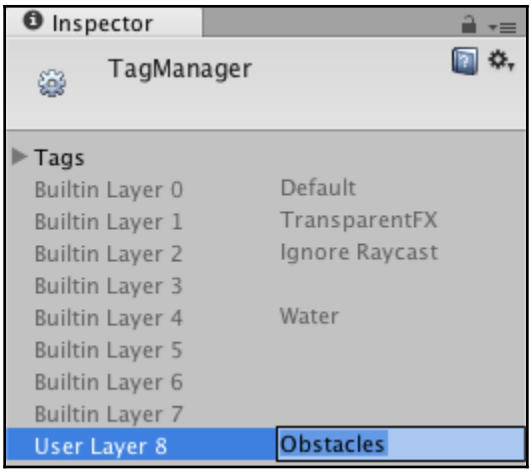

Path (Script)
Script
Path
BDebug
Radius
2
Point A
Size
8
Element 0
X
0
Y
0
Z
0
Element 1
X
0
Y
0
Z
25
Element 2
X
10
Y
0
Z
30
Element 3
X
20
Y
0
Z
30
Element 4
X
25
Y
0
Z
25
Element 5
X
30
Y
0
Z
20
Element 6
X
35
Y
0
Z
10
Element 7
X
20
Y
0
Z
-5

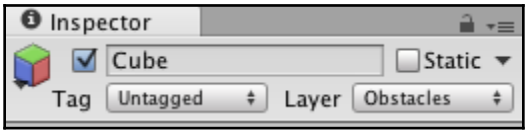

Vehicle Following (Script)
Script
VehicleFollowing
Path
Path (Path)
Speed
10
Mass
5
Is Looping

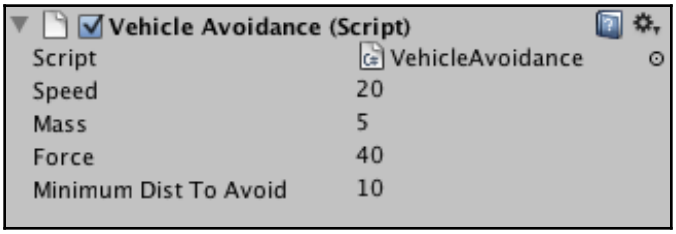


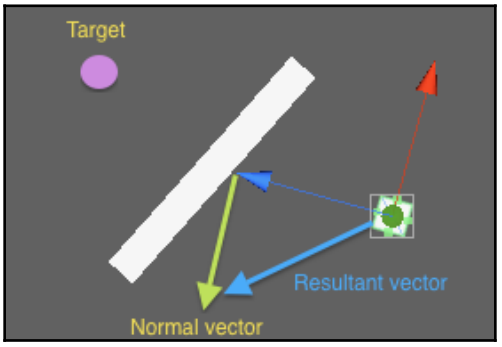

Hierarchy
Create
All
Directional light
Main Camera
Obstacles
Cube
Cube
Cube
Cube
Cube
Cube
Cube
Cube
Cube
Cube
Cube
Cube
Plane
Vehicle


Unity 2018.2.6f1 Personal (64bit) - FlockingReynold.unity - 3400_05_codes - PC, Mac & Linux Sta
le
Edit
Assets
GameObject
Component
Window
Help
Local
Undo Selection Change Ctrl+Z
Redo Ctrl+Y
Cut Ctrl+X
Copy Ctrl+C
Paste Ctrl+V
Play Ctrl+P
Pause Ctrl+Shift+P
Step Ctrl+Alt+P
Sign in...
Sign out
Duplicate Ctrl+D
Selection
Delete
Frame Selected
Lock View to Selected
Find Ctrl+F
Select All Ctrl+A
Preferences
Modules...
Project Settings
Graphics Emulation
Snap Settings...
Input
Tags and Layers
Audio
Time
Player

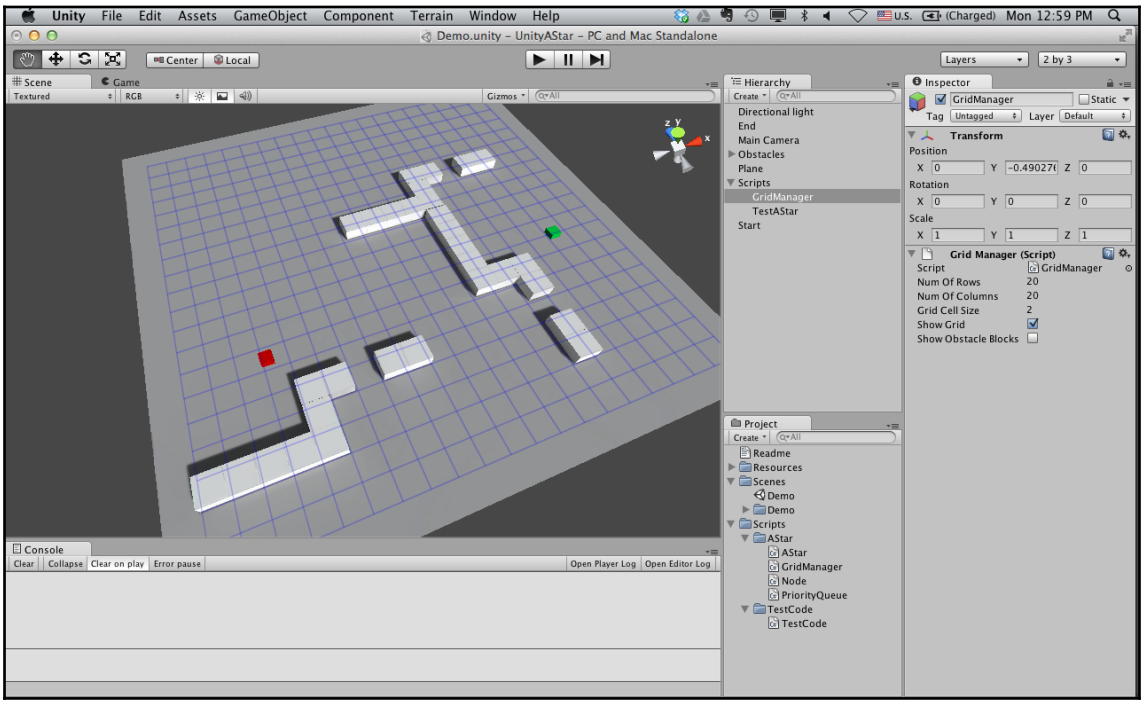

Inspector
TagManager
Tags
Builtin Layer 0
Default
Builtin Layer 1
TransparentFX
Builtin Layer 2
Ignore Raycast
Builtin Layer 3
Builtin Layer 4
Water
Builtin Layer 5
Builtin Layer 6
Builtin Layer 7
User Layer 8
Obstacles

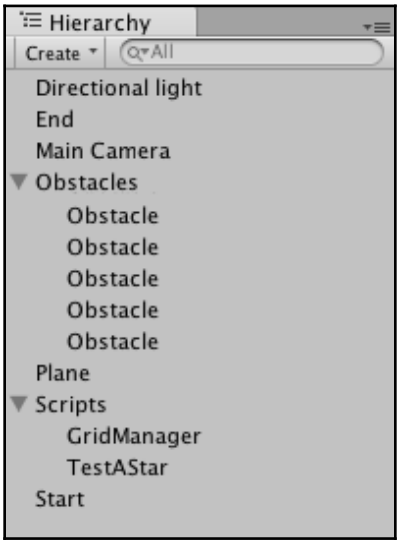

Inspector
Cube
Static
Tag
Untagged
Layer
Obstacles

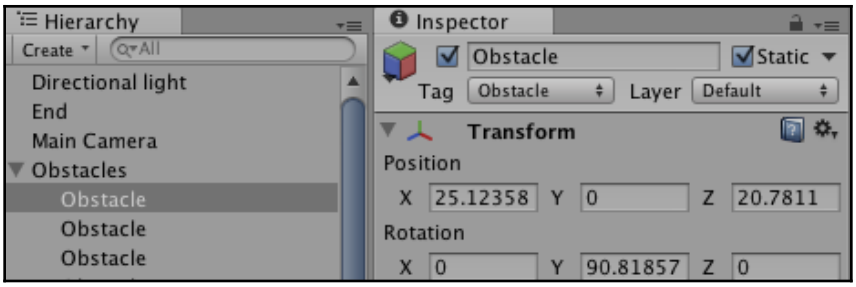

Vehicle Avoidance (Script)
Script
VehicleAvoidance
Speed
20
Mass
5
Force
40
Minimum Dist To Avoid
10

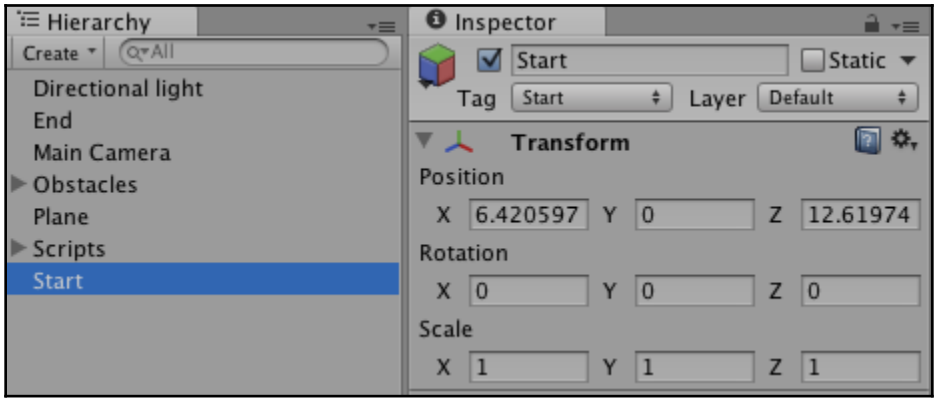

Target
Resultant vector
Normal vector

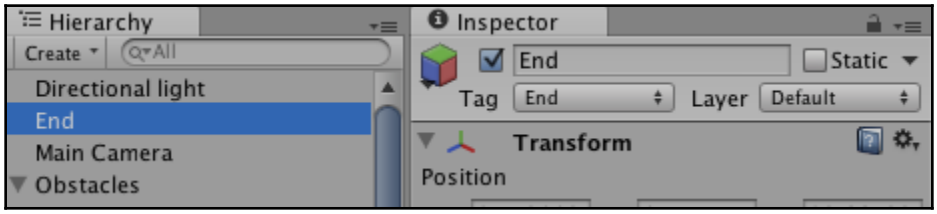
Chapter 7: A* Pathfinding

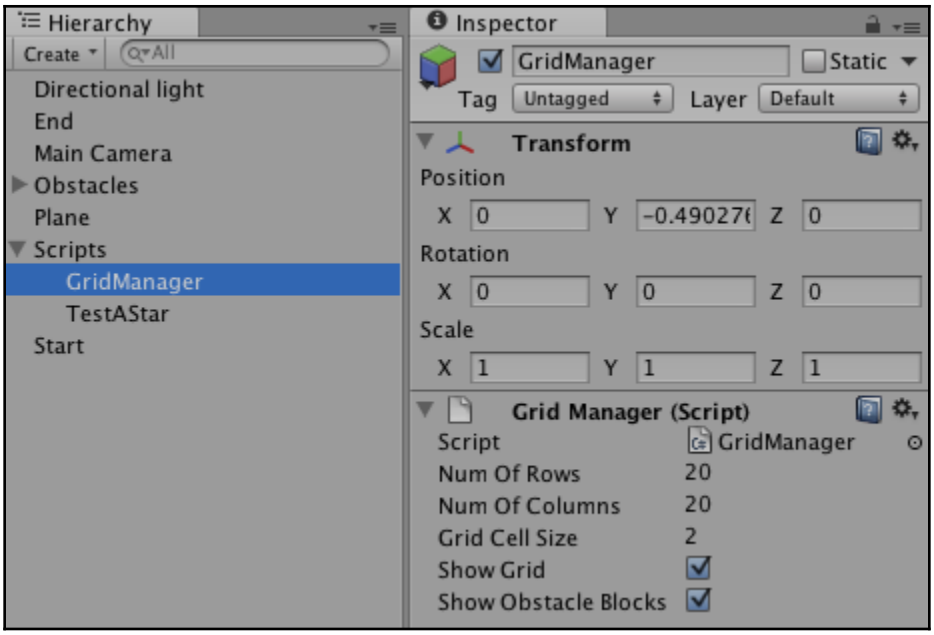


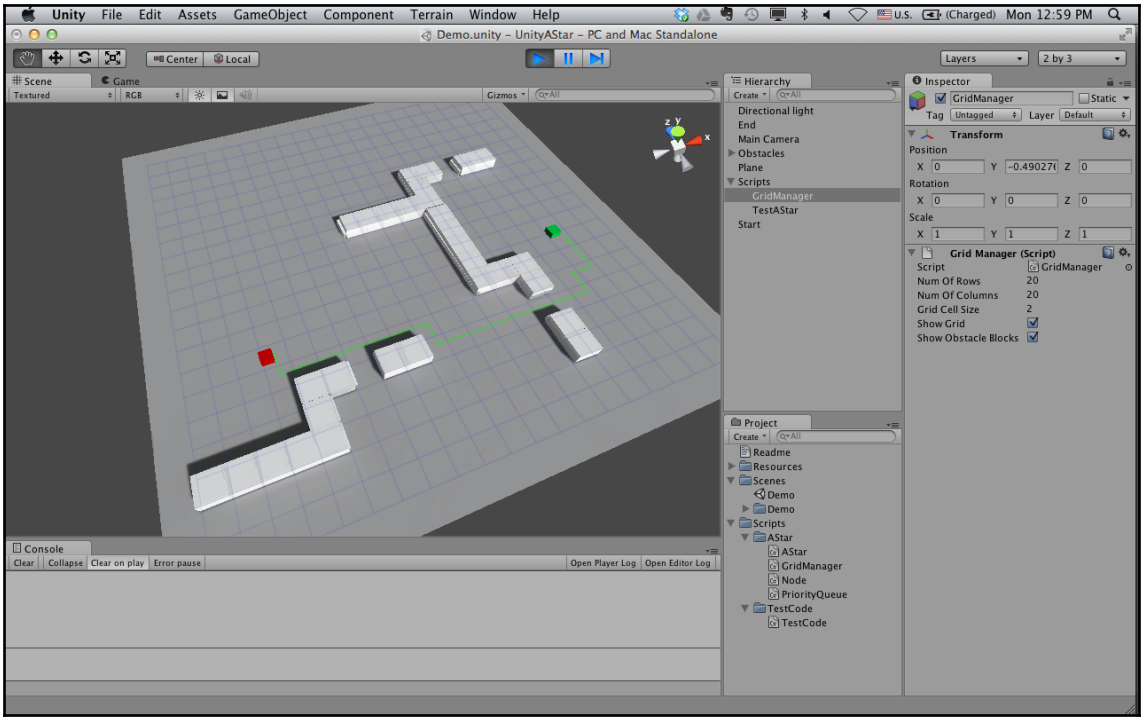


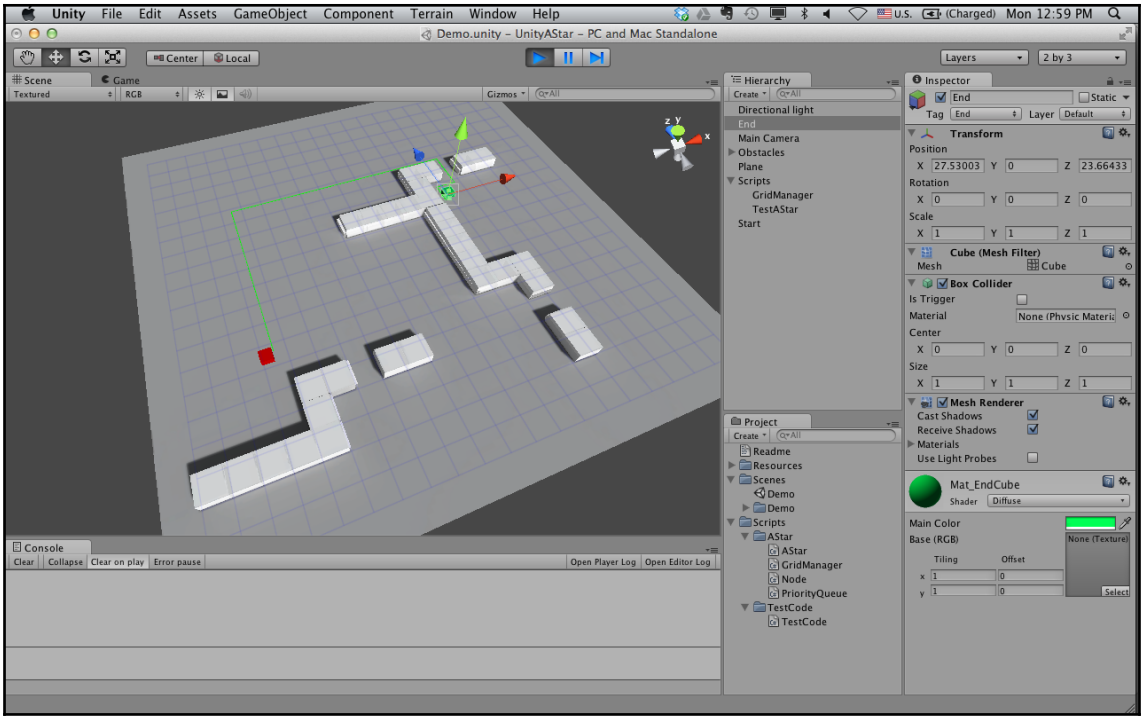

Hierarchy
Create
All
Directional light
End
Main Camera
Obstacles
Obstacle
Obstacle
Obstacle
Inspector
Obstacle
Static
Tag
Obstacle
Layer
Default
Transform
Position
X 25.12358 Y 0 Z 20.7811
Rotation
X 0 Y 90.81857 Z 0


Hierarchy
Create
All
Directional light
End
Main Camera
Obstacles
Plane
Scripts
Start
Inspector
Start
Static
Tag
Start
Layer
Default
Transform
Position
X 6.420597 Y 0 Z 12.61974
Rotation
X 0 Y 0 Z 0
Scale
X 1 Y 1 Z 1

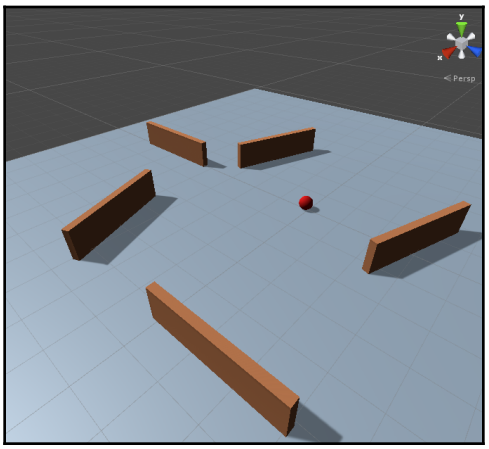

Hierarchy
Create
All
Directional light
End
Main Camera
Obstacles
Inspector
End
Static
Tag
End
Layer
Default
Transform
Position

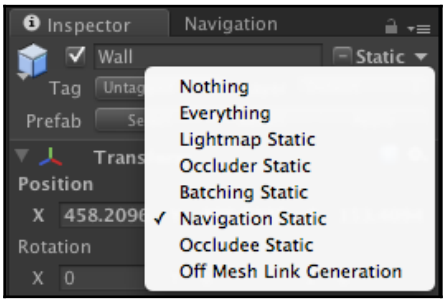

Hierarchy
Create
All
Directional light
End
Main Camera
Obstacles
Plane
Scripts
GridManager
TestAStar
Start
Inspector
GridManager
Static
Tag
Untagged
Layer
Default
Transform
Position
X 0
Y -0.49027(
Z 0
Rotation
X 0
Y 0
Z 0
Scale
X 1
Y 1
Z 1
Grid Manager (Script)
Script
GridManager
Num Of Rows
20
Num Of Columns
20
Grid Cell Size
2
Show Grid
Show Obstacle Blocks

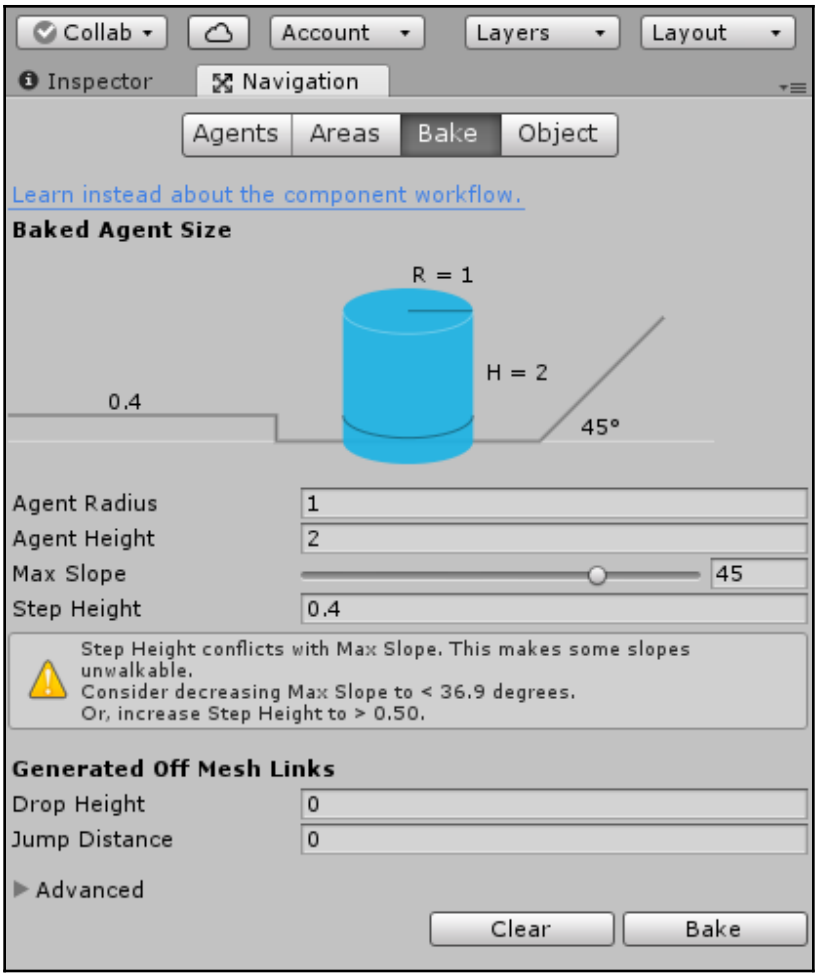

Unity File Edit Assets GameObject Component Terrain Window Help
Demo.unity – UnityAStar – PC and Mac Standalone
Center
Local
Layers
2 by 3
Scene
Game
Textured
RGB
Gizmos
Hierarchy
Create
Directional light
End
Main Camera
Obstacles
Plane
Scripts
GridManager
TestAStar
Start
Inspector
GridManager
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Grid Manager (Script)
Script
GridManager
Num Of Rows
20
Num Of Columns
20
Grid Cell Size
2
Show Grid
Show Obstacle Blocks
Project
Create
Readme
Resources
Scenes
Demo
Demo
Scripts
AStar
AStar
GridManager
Node
PriorityQueue
TestCode
TestCode
Console
Clear
Collapse
Clear on play
Error pause
Open Player Log
Open Editor Log

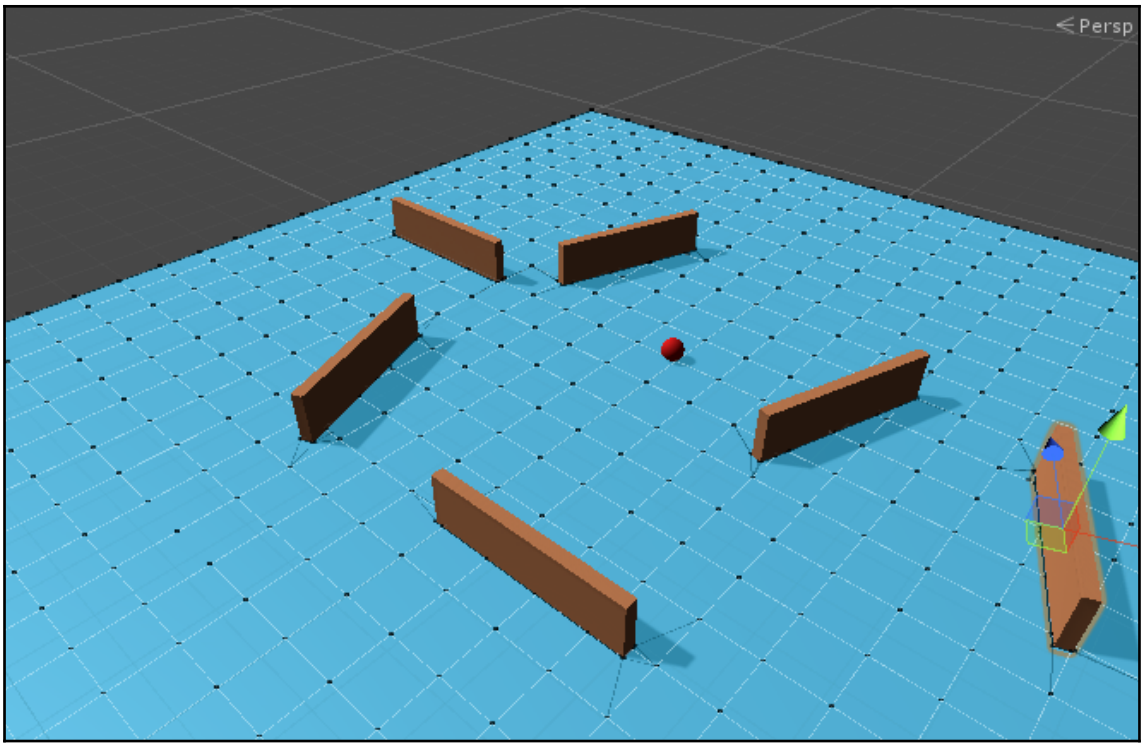

Unity File Edit Assets GameObject Component Terrain Window Help
Demo.unity - UnityAStar - PC and Mac Standalone
Center Local
Layers 2 by 3
Scene Game
Textured RGB Gizmos
Hierarchy
Create
Directional light
End
Main Camera
Obstacles
Plane
Scripts
GridManager
TestAStar
Start
Inspector
End Static
Tag End Layer Default
Transform
Position
X 27.53003 Y 0 Z 23.66433
Rotation
X 0 Y 0 Z 0
Scale
X 1 Y 1 Z 1
Cube (Mesh Filter)
Mesh Cube
Box Collider
Is Trigger
Material None (Physic Materi
Center
X 0 Y 0 Z 0
Size
X 1 Y 1 Z 1
Mesh Renderer
Cast Shadows
Receive Shadows
Materials
Use Light Probes
Mat_EndCube
Shader Diffuse
Main Color
Base (RGB)
None (Texture)
Tiling Offset
Select
Project
Create
Readme
Resources
Scenes
Demo
Demo
Scripts
AStar
AStar
GridManager
Node
PriorityQueue
TestCode
TestCode
Console
Clear Collapse Clear on play Error pause
Open Player Log Open Editor Log

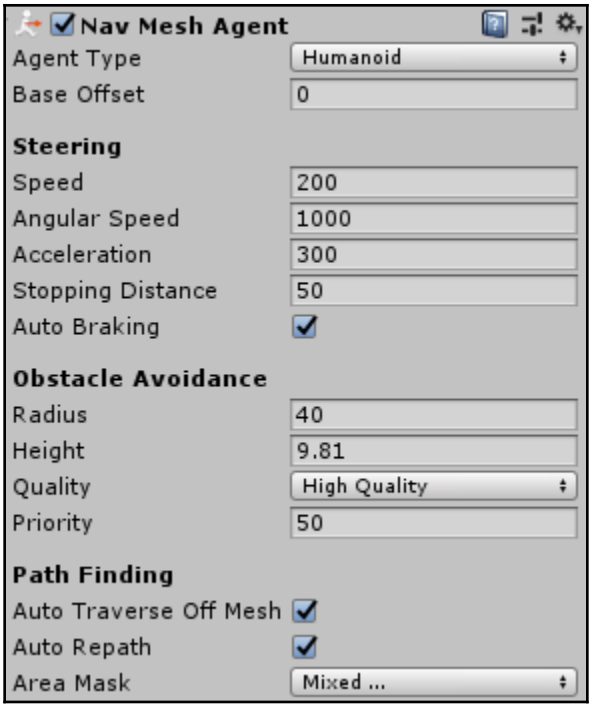
Chapter 10: Navigation Mesh

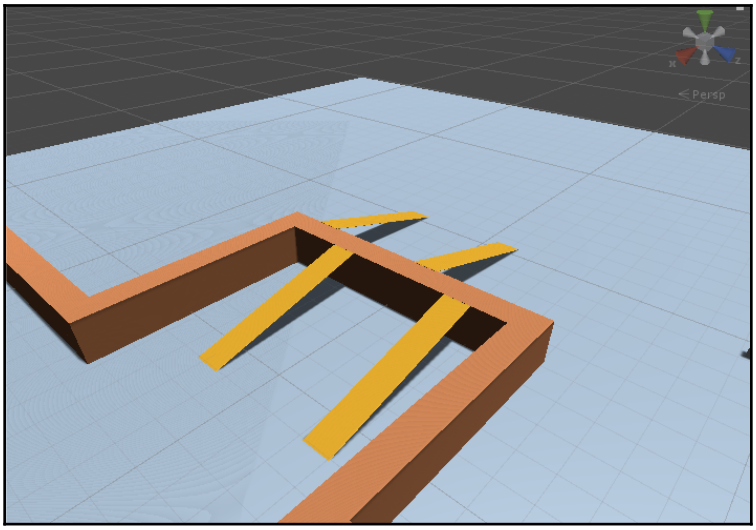


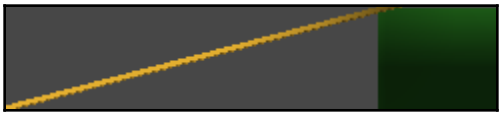


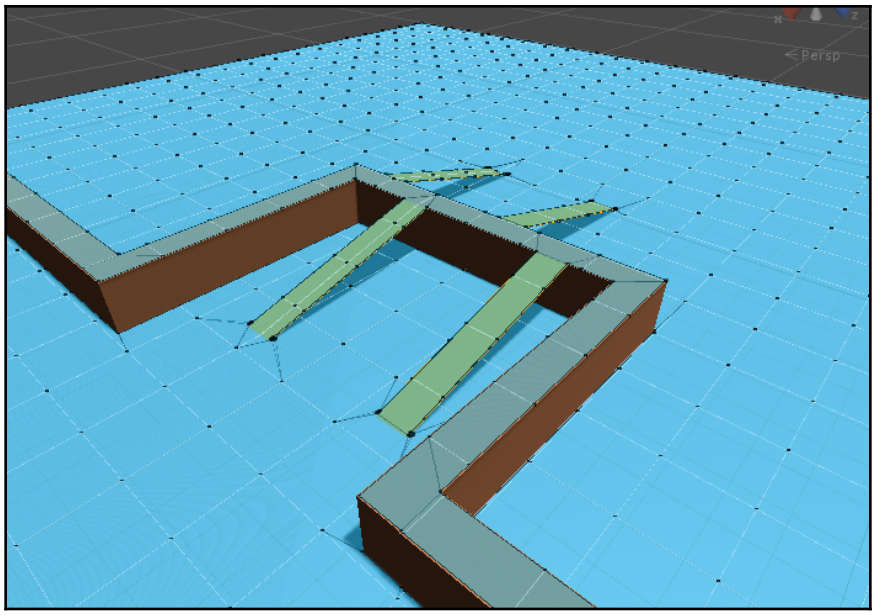

Collab
Account
Layers
Layout
Inspector
Navigation
Agents
Areas
Bake
Object
Learn instead about the component workflow.
Baked Agent Size
R = 1
H = 2
0.4
45°
Agent Radius
1
Agent Height
2
Max Slope
45
Step Height
0.4
Step Height conflicts with Max Slope. This makes some slopes unwalkable.
Consider decreasing Max Slope to < 36.9 degrees.
Or, increase Step Height to > 0.50.
Generated Off Mesh Links
Drop Height
0
Jump Distance
0
Advanced
Clear
Bake

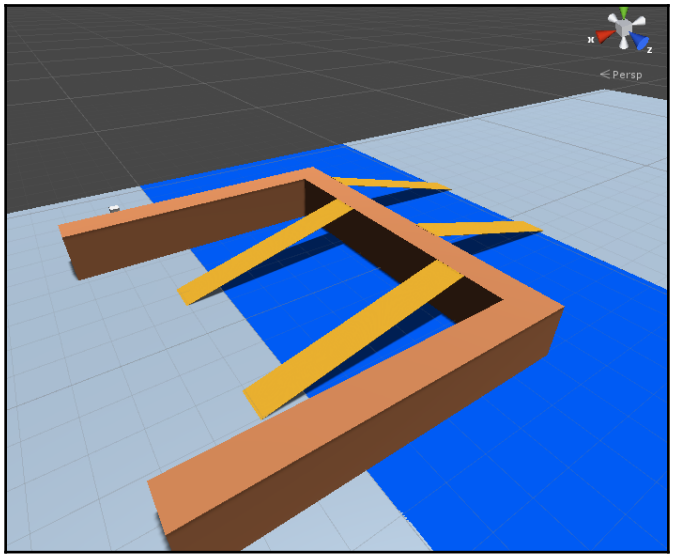

Persp

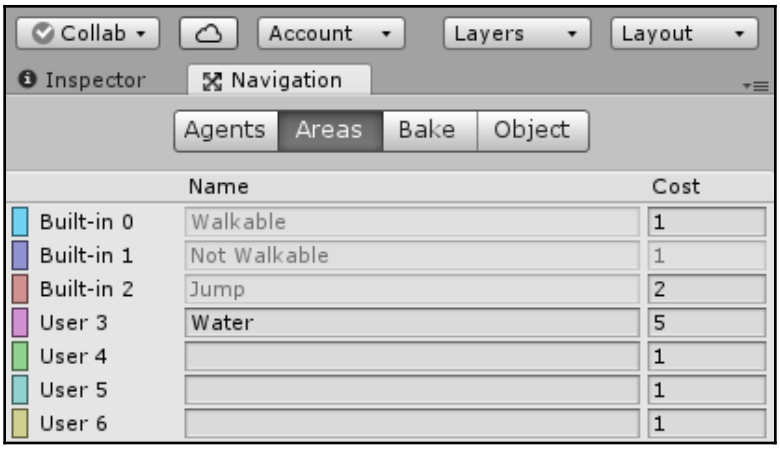

Nav Mesh Agent
Agent Type
Humanoid
Base Offset
0
Steering
Speed
200
Angular Speed
1000
Acceleration
300
Stopping Distance
50
Auto Braking
Obstacle Avoidance
Radius
40
Height
9.81
Quality
High Quality
Priority
50
Path Finding
Auto Traverse Off Mesh
Auto Repath
Area Mask
Mixed ...

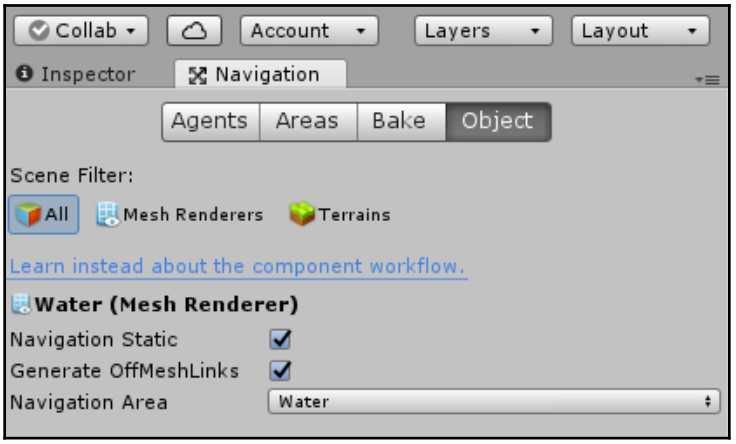

Persp

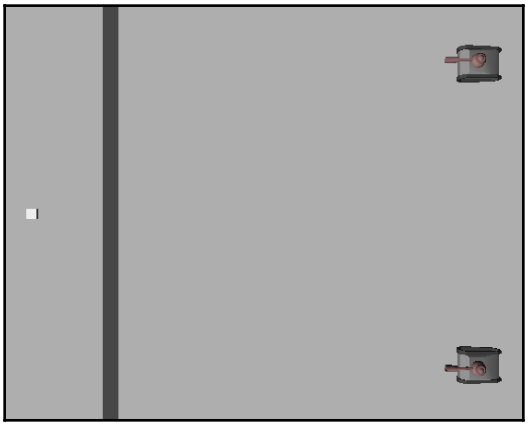


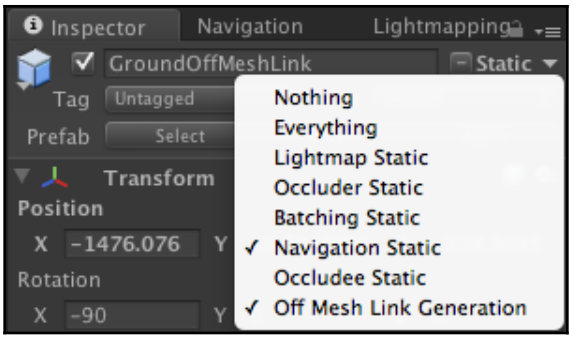

Persp

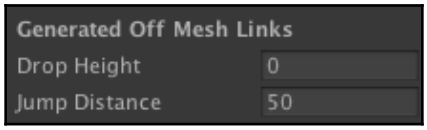

Persp

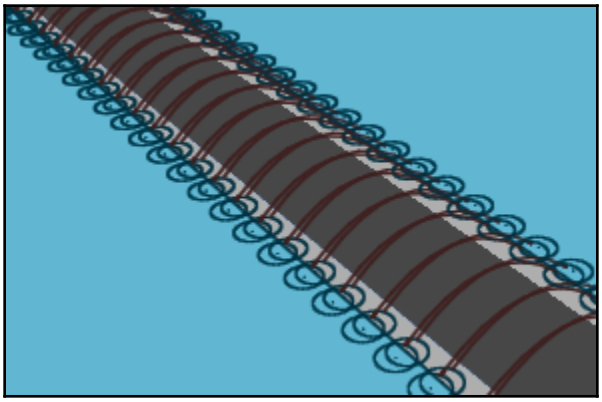

Collab
Account
Layers
Layout
Inspector
Navigation
Agents
Areas
Bake
Object
Name
Cost
Built-in 0
Walkable
1
Built-in 1
Not Walkable
1
Built-in 2
Jump
2
User 3
Water
5
User 4
1
User 5
1
User 6
1

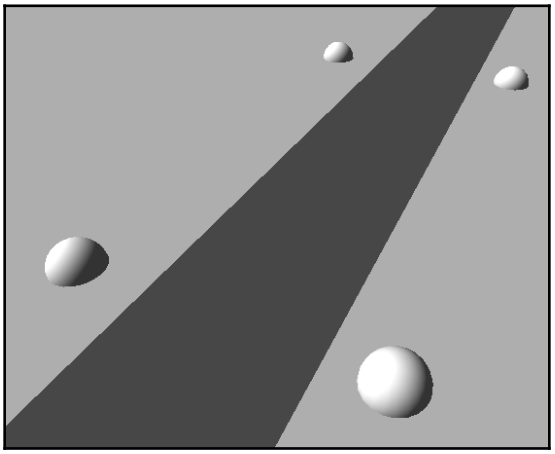

Collab
Account
Layers
Layout
Inspector
Navigation
Agents
Areas
Bake
Object
Scene Filter:
All
Mesh Renderers
Terrains
Learn instead about the component workflow.
Water (Mesh Renderer)
Navigation Static
Generate OffMeshLinks
Navigation Area
Water



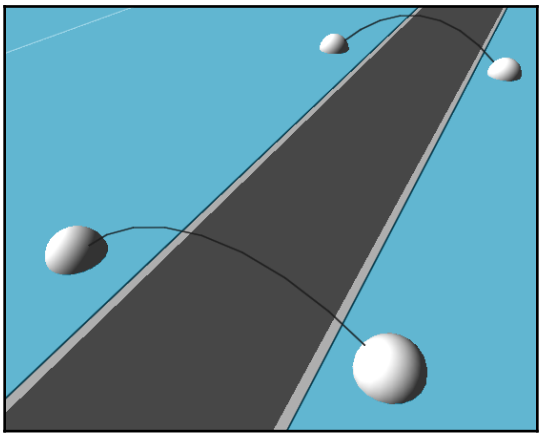

Inspector
Navigation
Lightmapping
GroundOffMeshLink
Static
Tag
Untagged
Prefab
Select
Transform
Position
X -1476.076
Y
Rotation
X -90
Y
Nothing
Everything
Lightmap Static
Occluder Static
Batching Static
✓ Navigation Static
Occludee Static
✓ Off Mesh Link Generation


Generated Off Mesh Links
Drop Height
0
Jump Distance
50

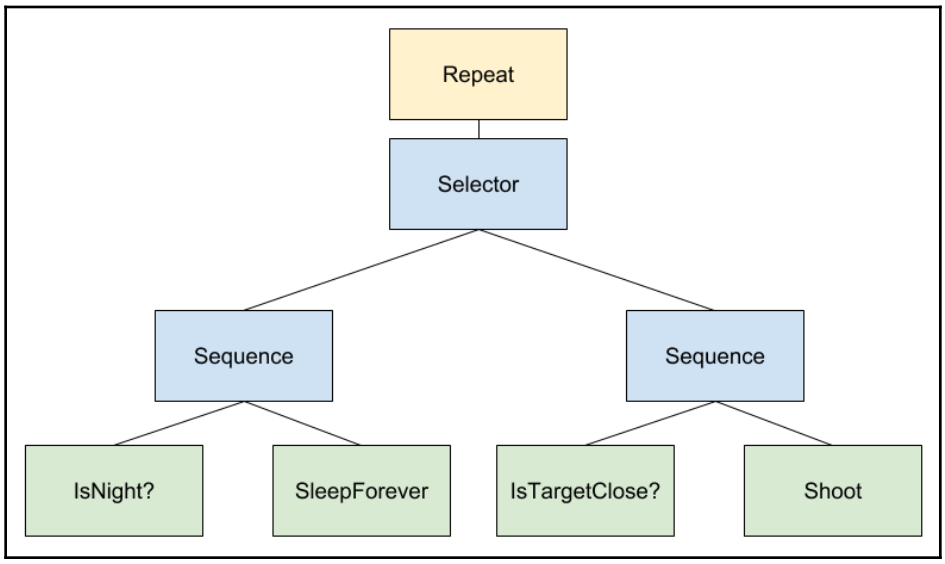


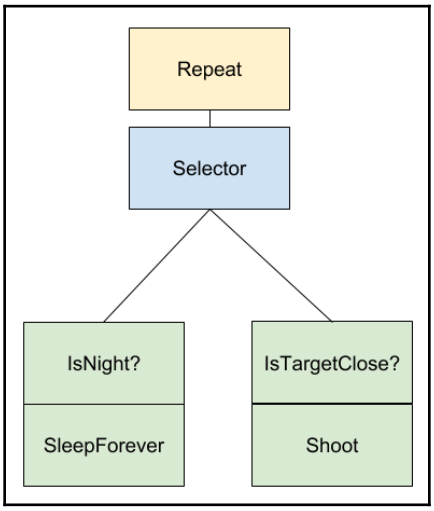



Off Mesh Link
Start
OffMeshLink01 (Transform)
End
OffMeshLink01_End (Transform
Cost Override
-1
Bi Directional
Activated



Chapter 9: Behavior Trees





Scene | Asset Store

All Assets | Type here to search assets

Home > Tools > Visual Scripting

Feedback

PADAONE GAMES

Behavior Bricks

FREE

★★★★☆ 31 user reviews

Download

Popular Tags

behavior trees

Edit tags

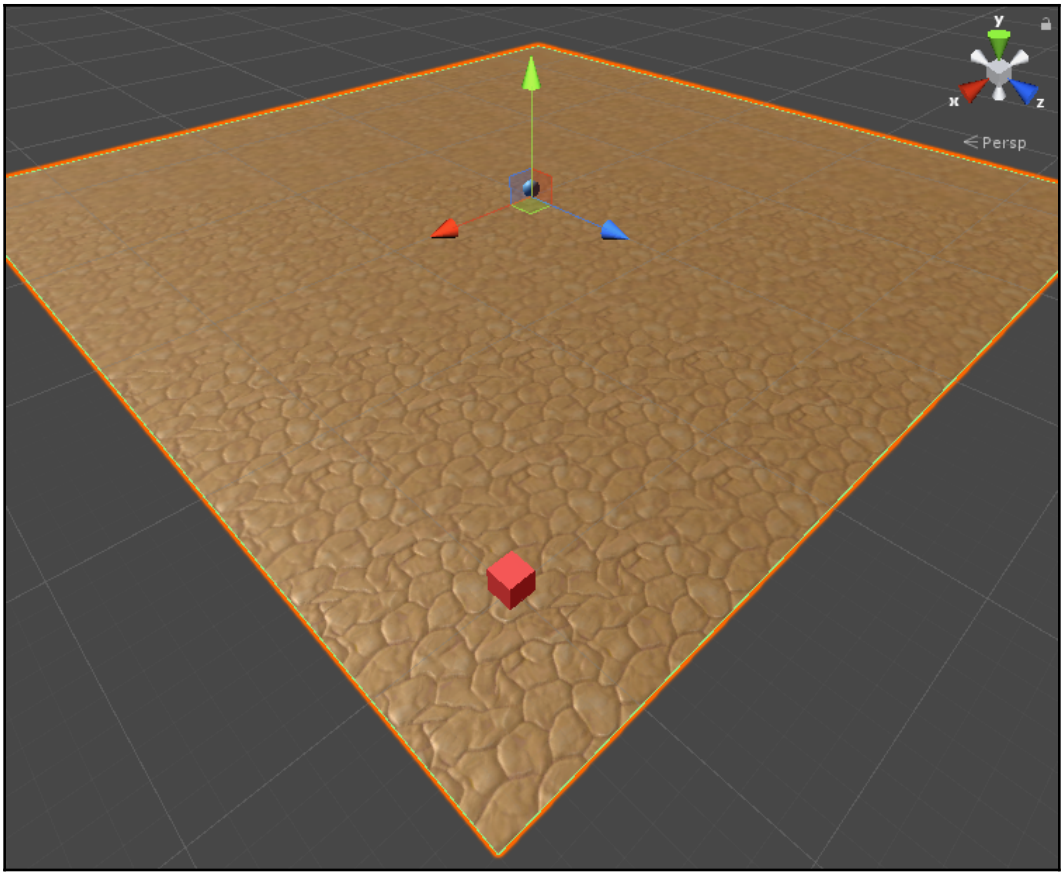
Report tags

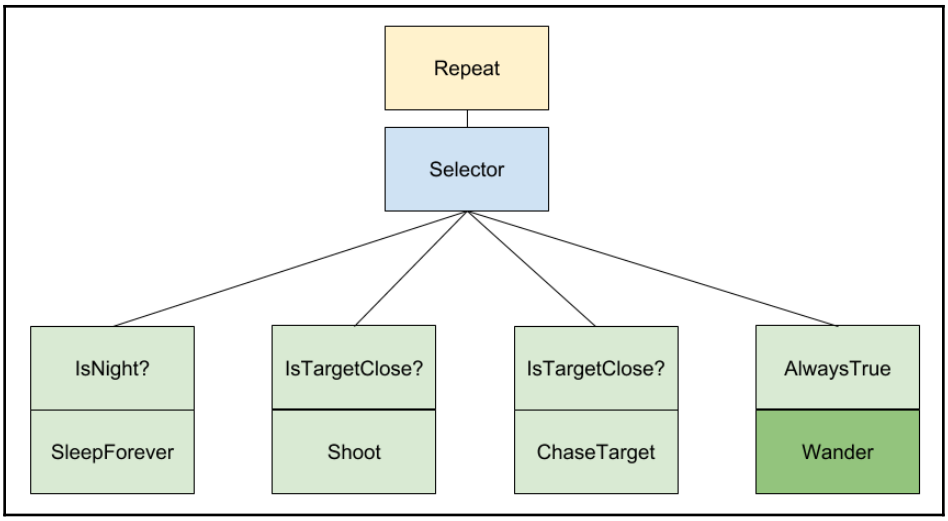
Behavior Bricks (BB) is a state-of-the-art engine for Behavior Trees (BTs) along with an intuitive visual editor. Behavior Bricks has been designed with three main goals in mind: efficiency, extensibility, and reusability. As a result, Behavior Bricks includes some *unique features* not to be found in other tools for Behavior Trees available in the Asset Store.

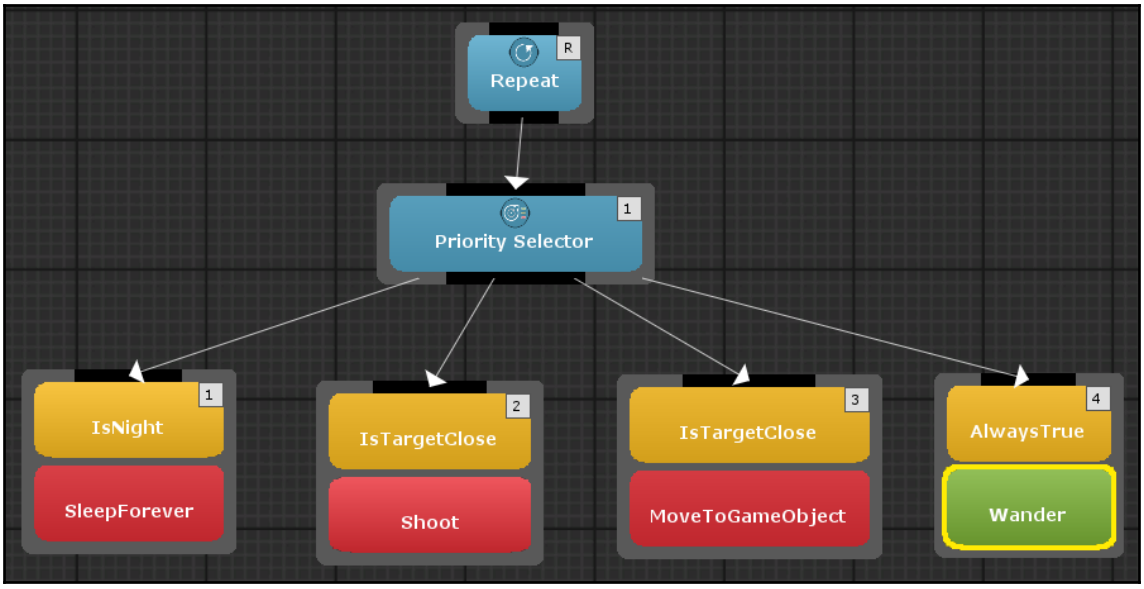
State-of-the-art, unique features, and free, how is that even possible? Behavior Bricks is the showcase of the work from a research group

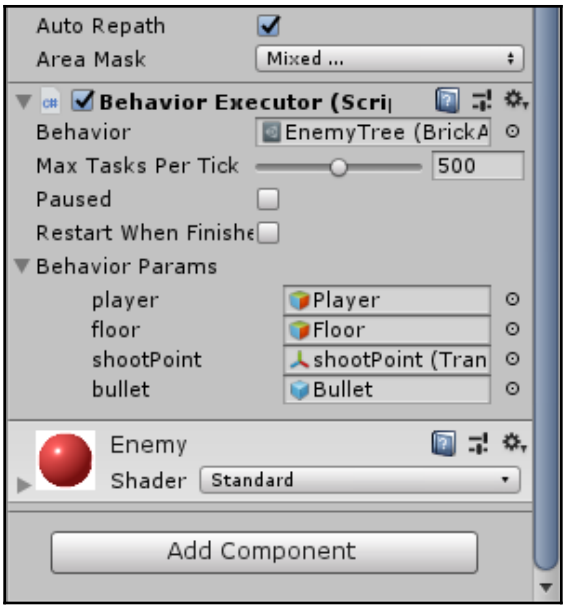
Requirements Editor Extension (one license per seat)

Package contents 1.1 MB

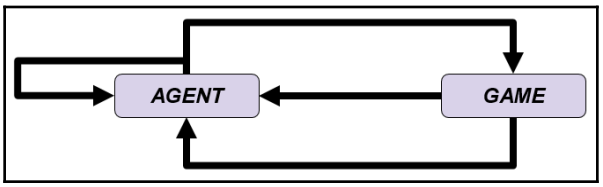

y
x
z
Persp

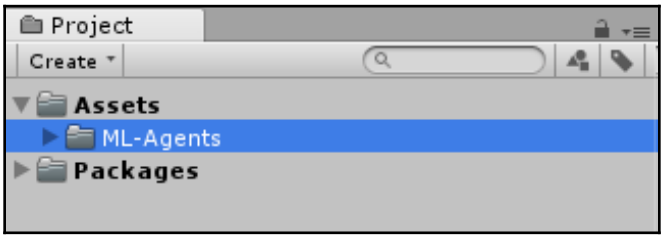

Repeat
Selector
IsNight?
SleepForever
IsTargetClose?
Shoot
IsTargetClose?
ChaseTarget
AlwaysTrue
Wander

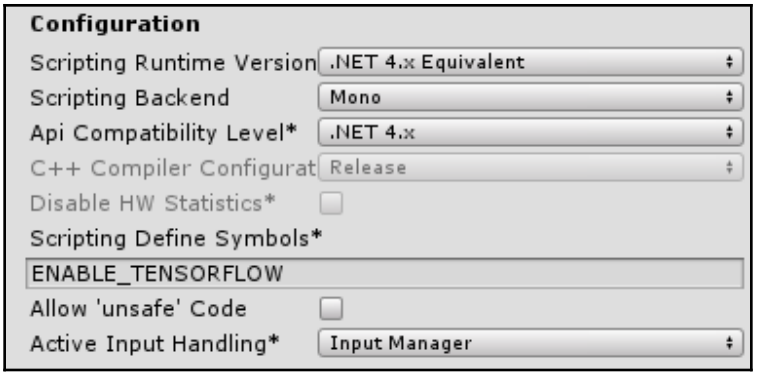

R
Repeat
1
Priority Selector
1
IsNight
SleepForever
2
IsTargetClose
Shoot
3
IsTargetClose
MoveToGameObject
4
AlwaysTrue
Wander

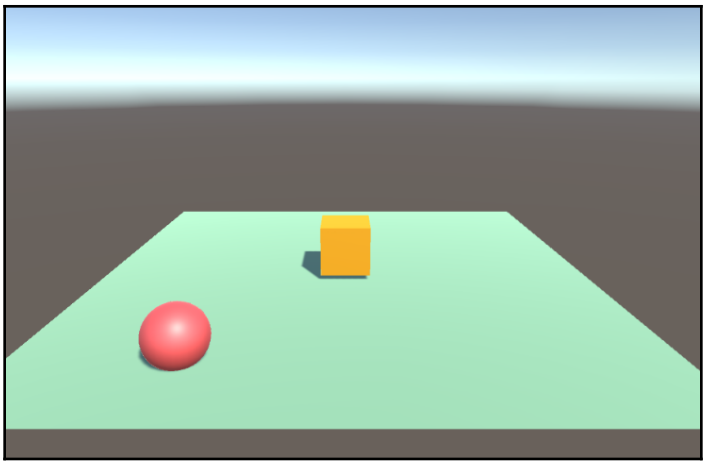

Auto Repath
Area Mask
Mixed ...
Behavior Executor (Scri
Behavior
EnemyTree (BrickA
Max Tasks Per Tick
500
Paused
Restart When Finishe
Behavior Params
player
Player
floor
Floor
shootPoint
shootPoint (Tran
bullet
Bullet
Enemy
Shader
Standard
Add Component

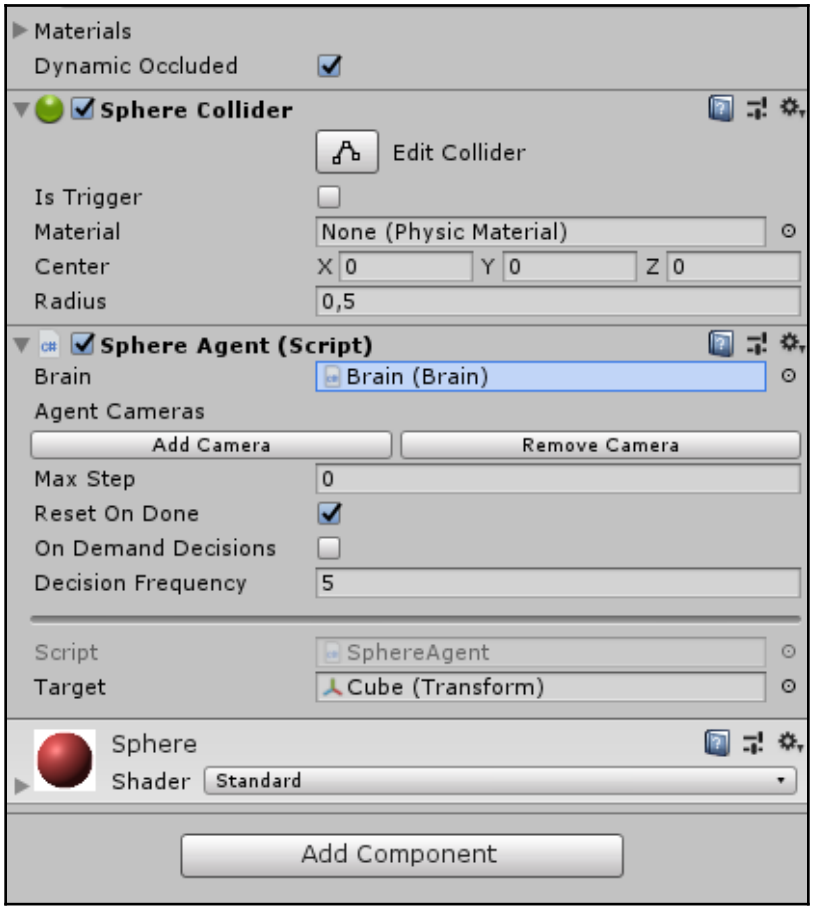
Chapter 10: Machine Learning in Unity

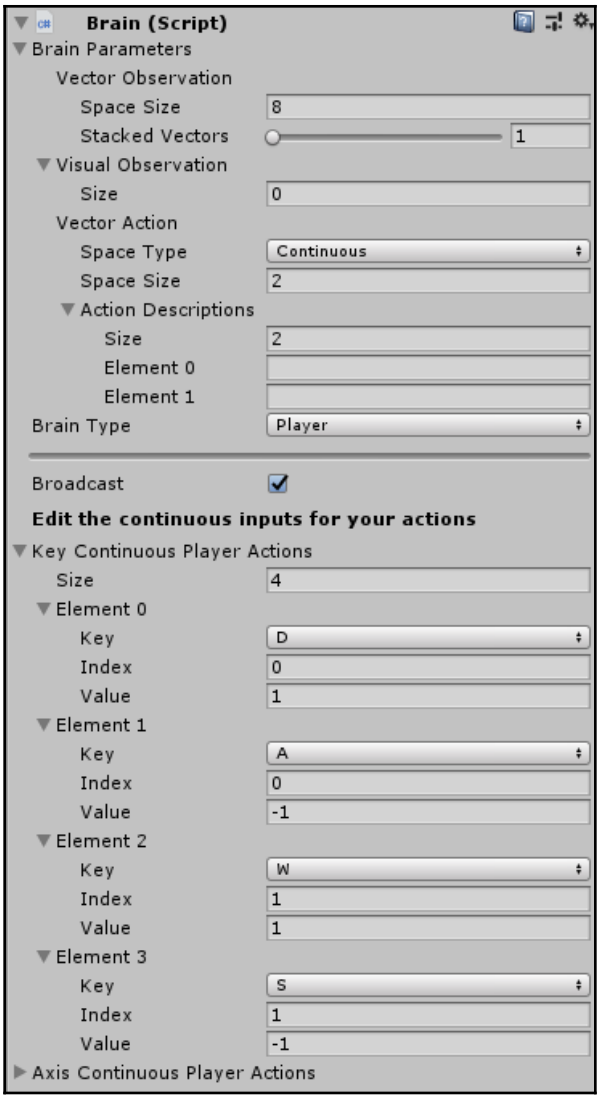






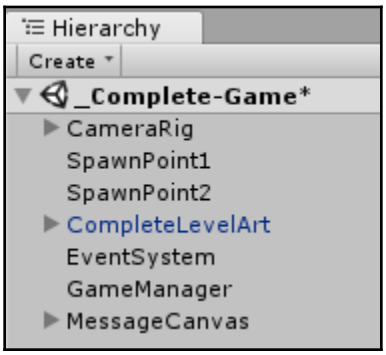


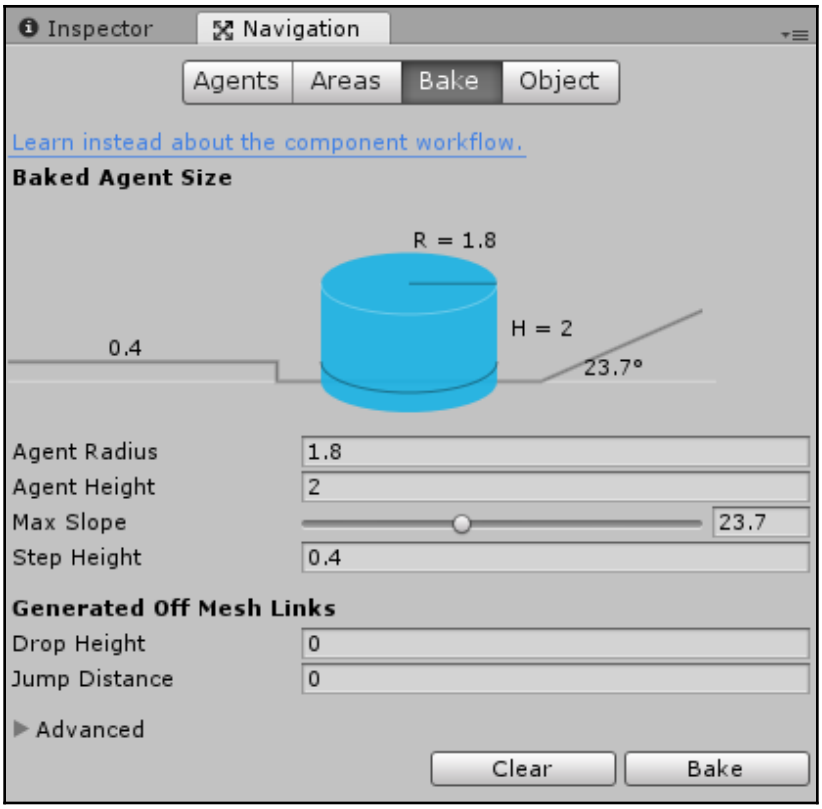

Materials
Dynamic Occluded
Sphere Collider
Edit Collider
Is Trigger
Material
None (Physic Material)
Center
X 0
Y 0
Z 0
Radius
0,5
Sphere Agent (Script)
Brain
Brain (Brain)
Agent Cameras
Add Camera
Remove Camera
Max Step
0
Reset On Done
On Demand Decisions
Decision Frequency
5
Script
SphereAgent
Target
Cube (Transform)
Sphere
Shader
Standard
Add Component

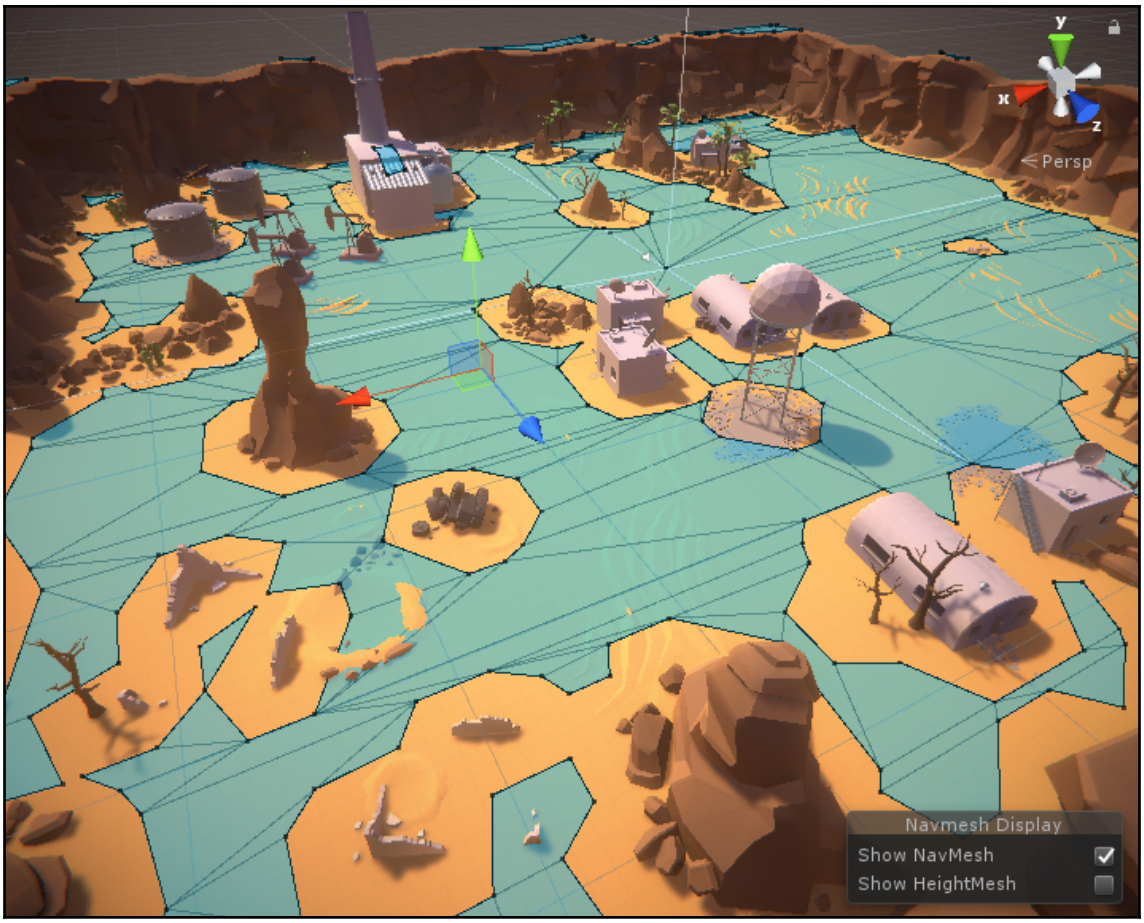

Brain (Script)
Brain Parameters
Vector Observation
Space Size
8
Stacked Vectors
1
Visual Observation
Size
0
Vector Action
Space Type
Continuous
Space Size
2
Action Descriptions
Size
2
Element 0
Element 1
Brain Type
Player
Broadcast
Edit the continuous inputs for your actions
Key Continuous Player Actions
Size
4
Element 0
Key
D
Index
0
Value
1
Element 1
Key
A
Index
0
Value
-1
Element 2
Key
W
Index
1
Value
1
Element 3
Key
S
Index
1
Value
-1
Axis Continuous Player Actions

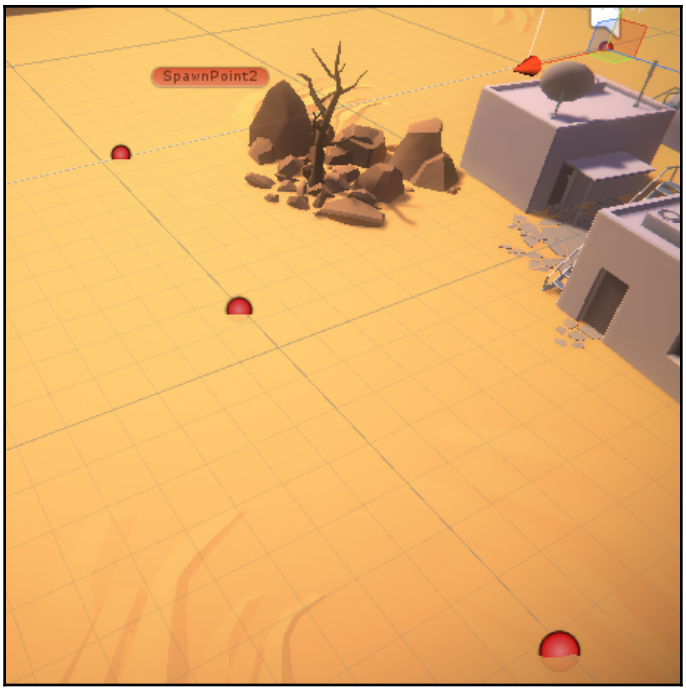

unity
INFO:mlagents.learn:{'--curriculum': 'None',
'--docker-target-name': 'Empty',
'--env': 'None',
'--help': False,
'--keep-checkpoints': '5',
'--lesson': '0',
'--load': False,
'--no-graphics': False,
'--num-runs': '1',
'--run-id': 'first-run',
'--save-freq': '50000',
'--seed': '-1',
'--slow': False,
'--train': True,
'--worker-id': '0',
'<trainer-config-path>': 'config/trainer_config.yaml'}
INFO:mlagents.envs:Start training by pressing the Play button in the Unity Editor.

Chapter 11: Putting It All Together




Inspector
Navigation
Agents
Areas
Bake
Object
Learn instead about the component workflow.
Baked Agent Size
R = 1.8
H = 2
0.4
23.7°
Agent Radius
1.8
Agent Height
2
Max Slope
23.7
Step Height
0.4
Generated Off Mesh Links
Drop Height
0
Jump Distance
0
Advanced
Clear
Bake

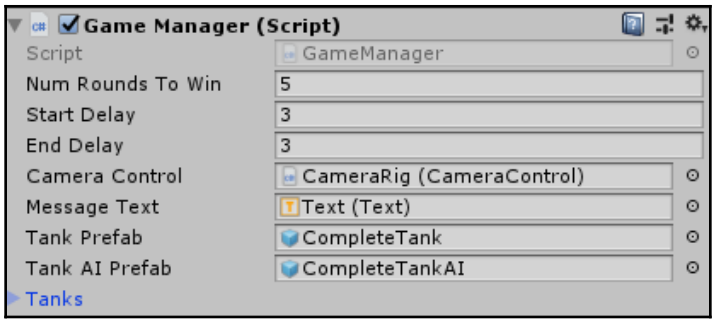

y
x
z
Persp
Navmesh Display
Show NavMesh
Show HeightMesh

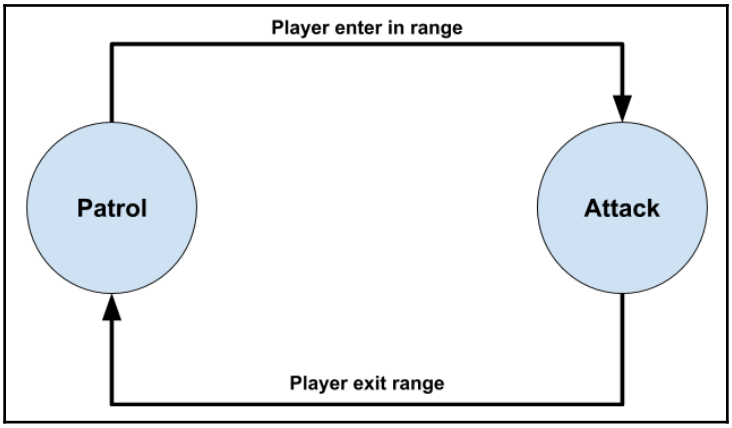


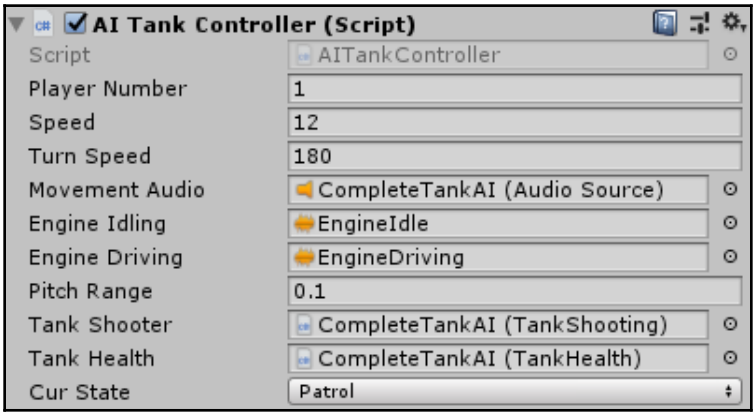
Nav Mesh Agent

Agent Type	Humanoid
Base Offset	0
Steering	
Speed	5.5
Angular Speed	120
Acceleration	8
Stopping Distance	0
Auto Braking	☑
Obstacle Avoidance	
Radius	0.5
Height	2
Quality	High Quality
Priority	50
Path Finding	
Auto Traverse Off Mesh	☑
Auto Repath	☑
Area Mask	Mixed ...

Add Component


Game Manager (Script)
Script
GameManager
Num Rounds To Win
5
Start Delay
3
End Delay
3
Camera Control
CameraRig (CameraControl)
Message Text
Text (Text)
Tank Prefab
CompleteTank
Tank AI Prefab
CompleteTankAI
Tanks


Player enter in range
Patrol
Attack
Player exit range


AI Tank Controller (Script)
Script
AITankController
Player Number
1
Speed
12
Turn Speed
180
Movement Audio
CompleteTankAI (Audio Source)
Engine Idling
EngineIdle
Engine Driving
EngineDriving
Pitch Range
0.1
Tank Shooter
CompleteTankAI (TankShooting)
Tank Health
CompleteTankAI (TankHealth)
Cur State
Patrol