

the extension pack contains many additional systems, here are explanations of the nonself explaining ones:

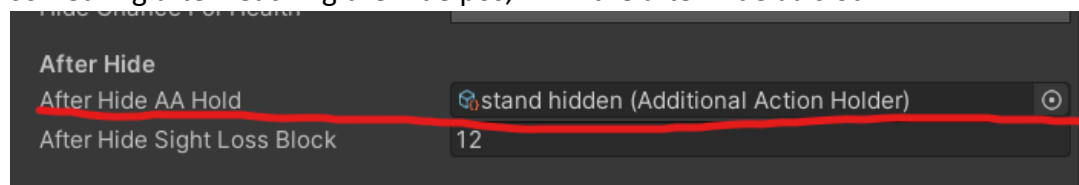
1. Additional actions:

- a) Direction Action Provider – provides an additional action to a given direction. Perfect for performing dodges/blocks. You can choose different modes of directions.



make sure to fill in the animation fields your mode will be using.

- b) Hide action provider – makes the AI look for a hide spot. If you want the AI to do something after reaching the hide pos, fill in the after hide aa slot



- c) Animation parameter action provider – only changes an animation parameter. Can be used for parrying if you set the parameter to modify the attack speed animation

2. Damage:

- a) Advanced damager – more advanced form of damaging. Better for physical damaging, as can take velocity, and hit count into consideration
- b) Collision damager – mostly used for self-damaging when colliding with certain objects. Can be fall damage
- c) Explosion Damager – creates an explosion
- d) Stab damager – requires a stabbing system, like the one from hurricane vr, and deals stab damage.

3. Patrol behaviours:

- a) Follow – follows a target. To use a simple transform, you can just add a transform provider target detector component, and place that as a target.
- b) Guide – follows a set path while maintaining distance to a target.
- c) Random points – randomly wanders around an area

4. Pos processors:
  - a) Interception – makes the AI go a bit to the direction of the target's destination, therefor intercepting the target on its path. It is a subtle but fun addition. You can activate it in the behaviour profile by adding it to the list of pos processors
5. Weapons:
  - a) Advanced weapon – allows for stacking weapon attacks, creating a series of strikes