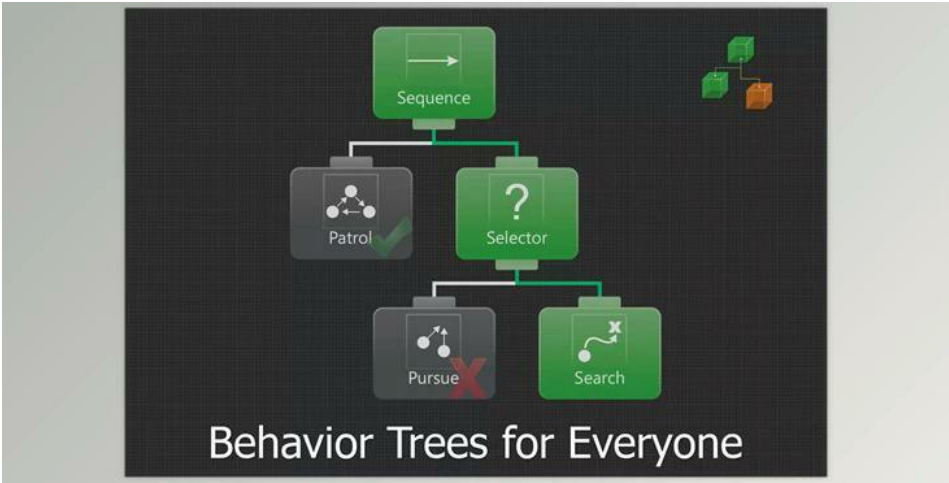




Unity asset - Behavior Designer – Behavior Trees for Everyone v1.7.7p1

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Unity asset - Behavior Designer – Behavior Trees for Everyone v1.7.7p1:

Behavior trees, employed by AAA studios to craft lifelike AI, find a robust implementation in Opsive's Behavior Designer, seamlessly integrated into Unity. Designed for accessibility across disciplines, it provides an intuitive visual editor alongside a potent API, catering to programmers, artists, and designers alike.

- **Intuitive Visual Editor:** Craft AI behaviors effortlessly with a user-friendly interface.
- **Powerful API:** Empower customization and creation of new tasks with ease.
- **Visual Runtime Debugger:** Debug behaviors in real-time for seamless optimization.
- **Variable Communication:** Facilitate task communication through variables.
- **Conditional Aborts:** Implement conditional aborts for precise control over behaviors.
- **Built-in Event System:** Seamlessly integrate events within behavior trees.
- **Reflection Tasks:** Incorporate existing code through reflection tasks.
- **Utility Theory:** Evaluate tasks using utility theory for adaptive AI decision-making.
- **Real-time Error Detection:** Detect and rectify errors in real time for smoother development.
- **Serialization Options:** Choose between binary or JSON serialization for data management.
- **Efficiency:** Zero runtime allocations post-initialization ensure optimal performance across all platforms.
- **Object Drawers:** Customize object properties with object drawers.
- **Documentation and Support:** Access extensive documentation, videos, and sample projects for comprehensive support.

Integrations:

- 2D Toolkit
- A Pathfinding Project (Movement Pack)
- Adventure Creator
- Anti-Cheat Toolkit
- Blox
- Bolt (Visual Scripting)
- Camera Path Animator
- Cinema Director
- Control Freak
- Core GameKit
- Curvy
- Dialogue System
- DOTween
- Final IK
- Inventory Pro
- LeanTween
- Love/Hate
- Master Audio
- Mirror
- NGUI
- Particle Playground
- PlayMaker
- PolyNav (Movement Pack)



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- Ultimate Inventory System
- uScript
- uSequencer
- Visual Scripting

Behavior Designer, committed to continual enhancement, ensures that every update elevates the behavior tree implementation, promising a richer AI experience with each iteration.



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