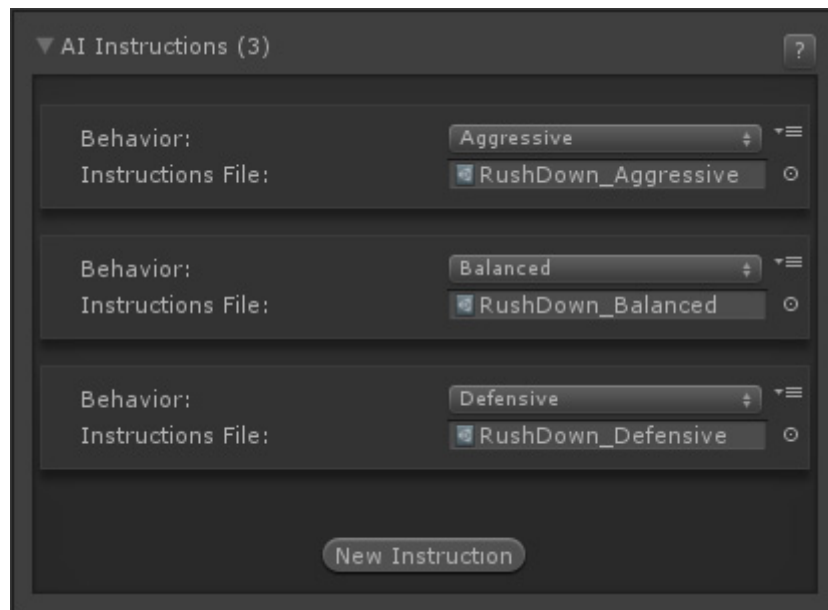


AI Instructions

Add AI instruction files here. See [AI Editor](#) and [Global Editor AI Options](#) for more information.



Click the **New Instruction** button to add a new instruction file.

Behavior: Select from Very Defensive, Defensive, Balanced, Aggressive and Very Aggressive. Choose one that best matches the instruction file you'll add below. This classification will let you dynamically change between files during a match by [switching behaviors](#).

Instruction File: Drag the AI Instruction file here (templates can be found at UFE Addons\AI Addon\Templates).

From:
<http://www.ufe3d.com/> - **Universal Fighting Engine**

Permanent link:
<http://www.ufe3d.com/doku.php/character:aiinstructions>

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