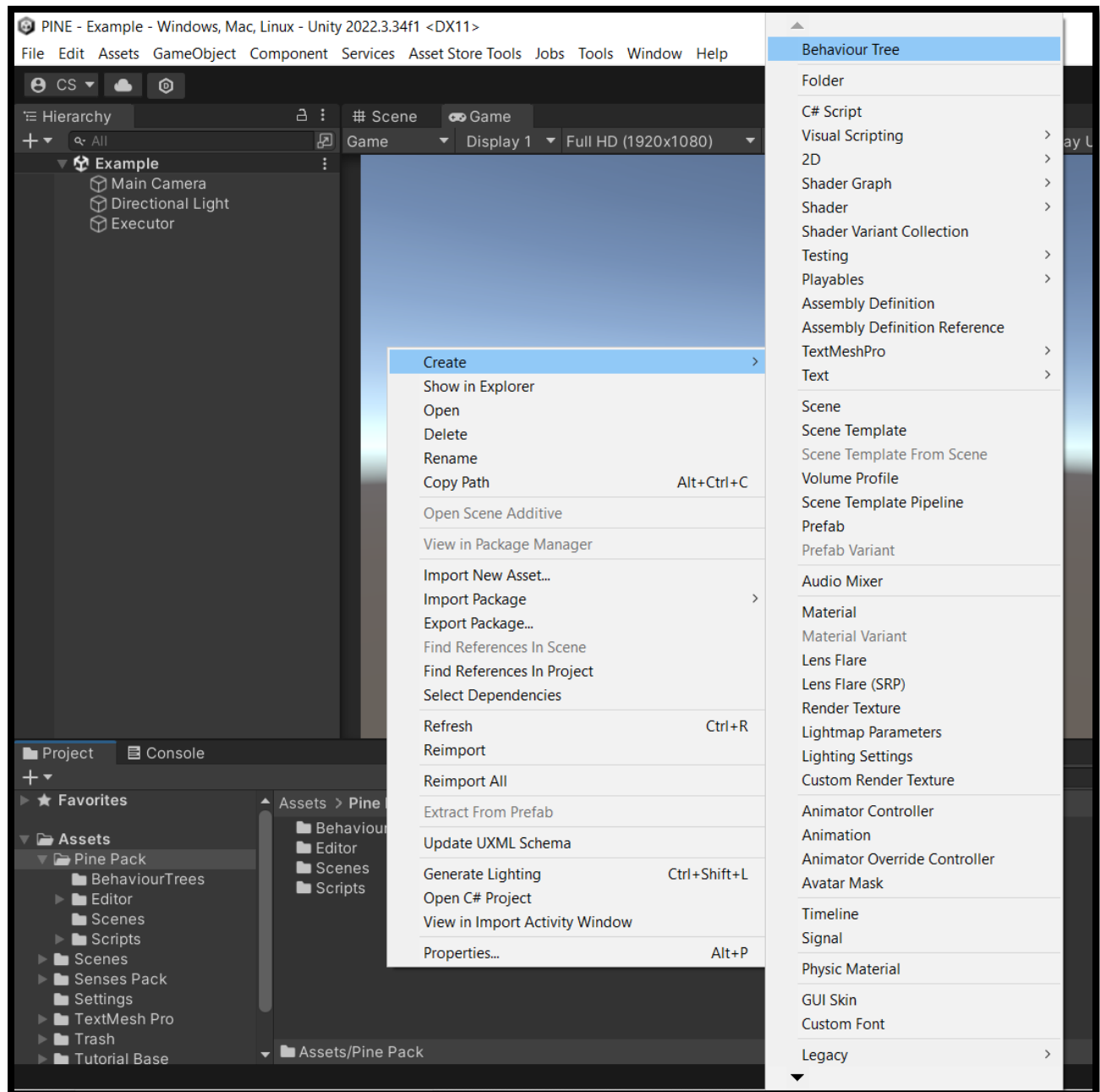
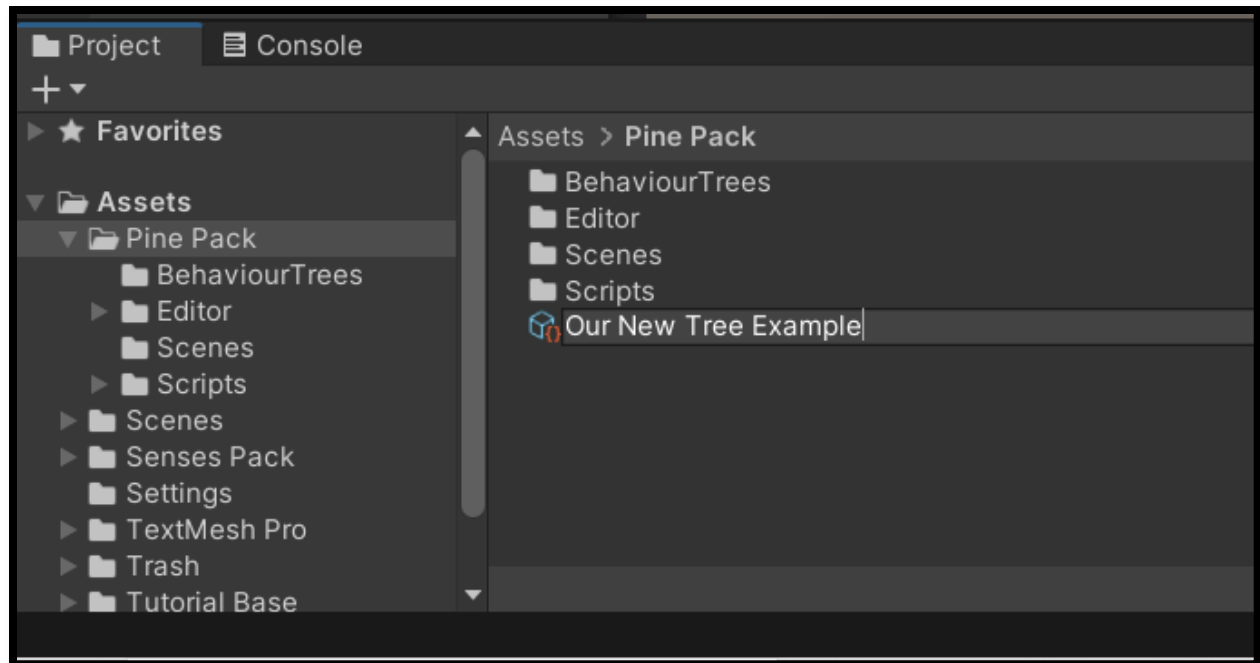


Quick Start Guide:

Creating a New Behavior Tree

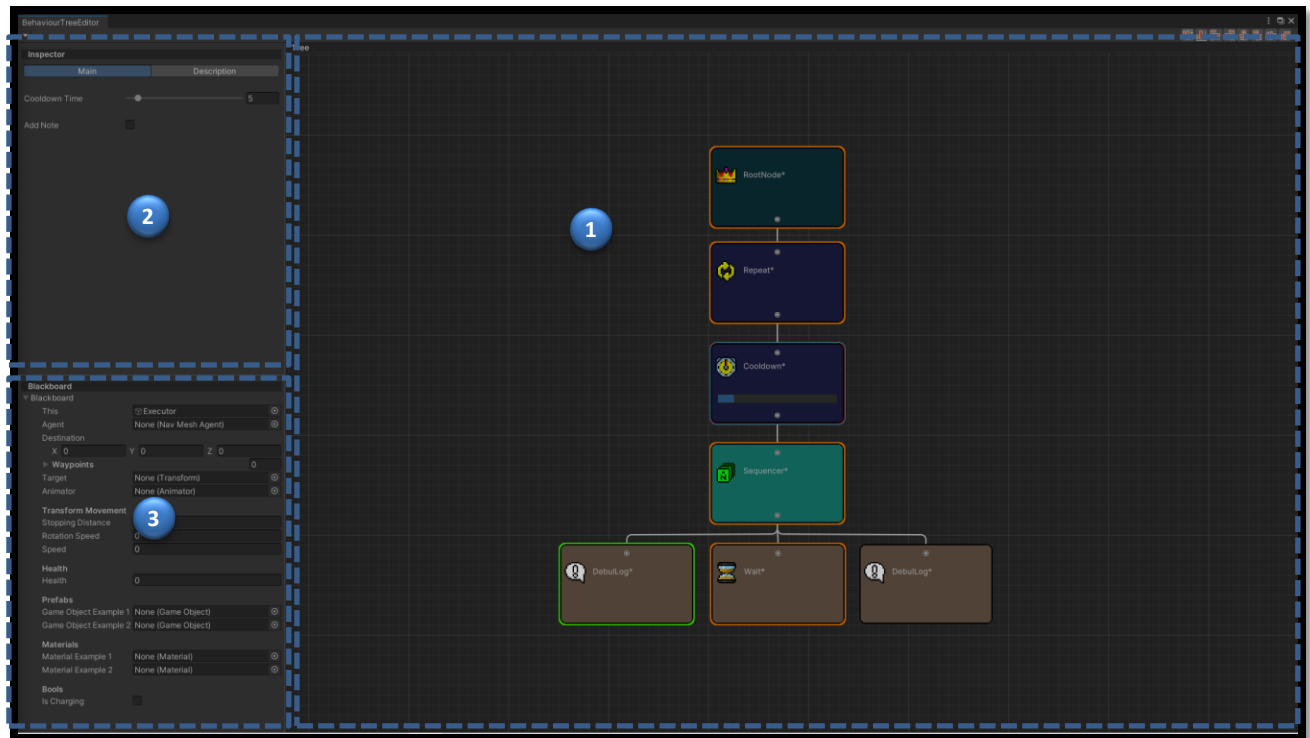
1. **Right-click** in any folder within your Project.
2. Navigate to **Create** and select **Behaviour Tree** from the list.
3. Rename the new Behavior Tree to something meaningful and relevant to your project.





Editing the Behavior Tree

1. **Double-click** your newly created Behavior Tree to open the **Behavior Tree Editor**.
2. The editor will automatically add the first node, called the **Root Node**.
3. To add additional nodes, **right-click** in the editor and select any node you'd like to use.
4. Attach the selected node to the **Root Node** by connecting them with the connector.
5. To delete nodes, press the **Del** key on your keyboard.
6. You can undo changes using **Ctrl + Z** or redo actions using **Ctrl + Y**.
7. All changes made in edit mode are automatically saved.
8. During play mode, a clone of the behavior tree is created, so any changes made during play mode will not be saved.



(1) Tree Editor

The Tree Editor is where you can design and structure your behavior tree. It allows you to add new nodes, remove existing ones, and connect them together to define the flow of behavior. The editor provides a clear visual interface for building complex logic with ease. In order to start just right click and enjoy.

(2) Node Inspector

The Node Inspector enables you to view and modify the properties of individual nodes. You can adjust settings, fine-tune behaviors, and configure how each node interacts within the tree, providing full control over the functionality of your behavior tree.

(3) Blackboard Inspector

The Blackboard Inspector is used for managing shared data across your behavior tree. It allows you to define, view, and modify key variables that nodes can use to make decisions. This powerful tool makes it easy to create dynamic and responsive behaviors by centralizing data management.

Running the Behavior Tree on a Game Object

1. **Add the Executor script** to your game object:
Go to **Add Component** -> **CatBorg Studio** -> **Pine** -> **Main** -> **Executor**.
2. In the **Inspector**, attach your newly created behavior tree to the **Tree** field.
3. **Enter play mode** to see your behavior tree in action.
4. The **Executor** will create a cloned copy of your tree when entering play mode. It also enables the use of the **Blackboard**, allowing for dynamic behavior adjustments during gameplay.