

# SEEBOOSTER COMPONENT

The SeeBooster Component is a simple yet powerful way to reshape how sharp or weak an actor's vision becomes, letting you create memorable gameplay moments without rewriting detection logic. Instead of permanently editing the Senses settings, a SeeBooster acts like a "vision modifier" you can turn on and off whenever your game needs it.

With it, your sentries can spot intruders more easily when using binoculars, elite commandos can switch on night-vision goggles, and fantasy archers can gain a temporary "eagle eye" awareness buff. You can weaken enemies with smoke, flashbangs, poison, fatigue, or magical blindness—or strengthen them through focus, adrenaline, or equipment upgrades.

The best part is how seamlessly it fits into your workflow: attach it, choose what it affects, and the Senses Component automatically adjusts its visual calculations. It's a lightweight tool for designers who want to control vision dynamically, making your AI feel reactive, alive, and deeply tied to the moment-to-moment gameplay.

## What SeeBooster Component Can Achieve

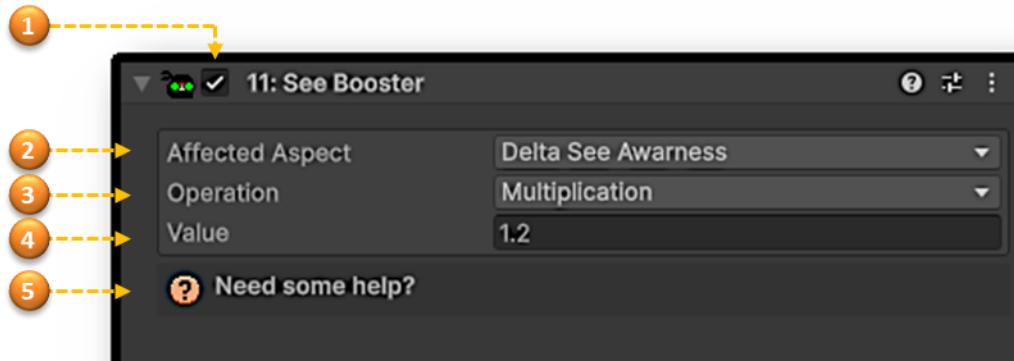
The SeeBooster Component lets you shape AI vision in ways that feel dynamic, reactive, and full of gameplay potential. By modifying how quickly an actor gains visual Awareness—or how far their vision reaches—you can build situations where enemies feel smarter, more dangerous, or temporarily weakened by the world around them.

Here are just a few ways SeeBooster can elevate your game:

- **Equipment-based upgrades**- Give guards binoculars that dramatically boost long-range detection. Let elite soldiers toggle night-vision goggles that sharpen their vision radius. Allow archers or snipers to activate "focus mode" for heightened precision.
- **Temporary buffs and debuffs**- Flashbangs, smoke, or bright lights can reduce visual Awareness. Stimulants, magical buffs, or adrenaline bursts can boost it. Fatigue, poison, or curses can weaken an enemy's sight over time.
- **Environmental vision modifiers**- Standing in a lookout tower might grant a better vantage point. Moving through fog, tall grass, or darkness can apply sight penalties. Powering up a spotlight could temporarily strengthen patrol detection.
- **Character traits and special abilities**- Elves with "eagle eye" vision. Robots with precision optics. Creatures with heightened perception when hunting.
- **Level design and dynamic encounters**- Make certain zones easier or harder for AI to see into. Allow scripted moments where enemies suddenly become more alert. Let boss fights shift phases by modifying vision behavior in real time.

Whether you're building stealth mechanics, tactical encounters, fantasy abilities, or sci-fi surveillance systems, the SeeBooster Component gives you a clean, designer-friendly way to tune vision exactly when—and how—you want it.

## SeeBooster Inspector Tab



1	Enable	When disabled, it applies no modification to vision radius or Delta See Awareness—its effect is completely ignored.
2	Affected Aspect	Choose which part of the See Sense is modified.
3	Operation	How the booster modifies the value.
4	Value	Amount used by the selected operation.
5	'Need some help?'	Displays Help Information.