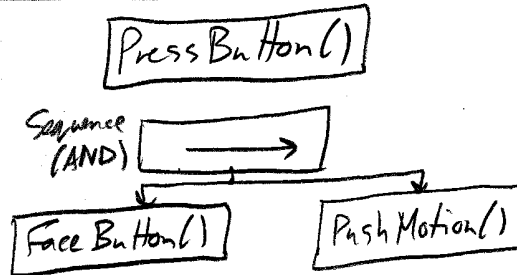
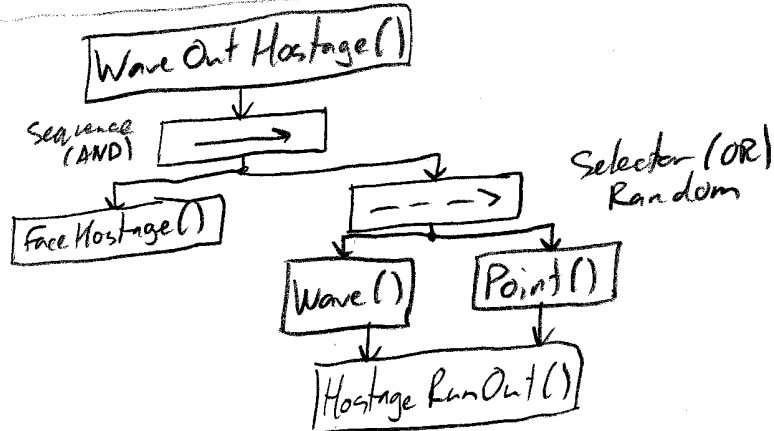
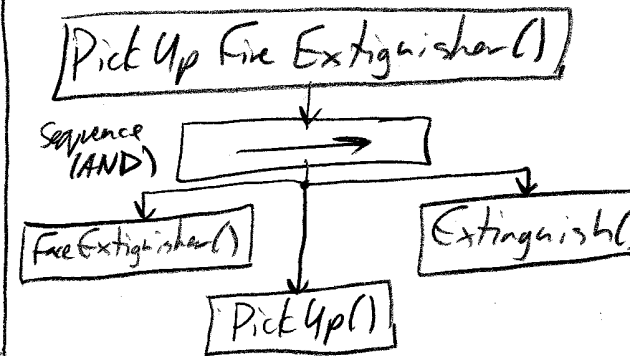
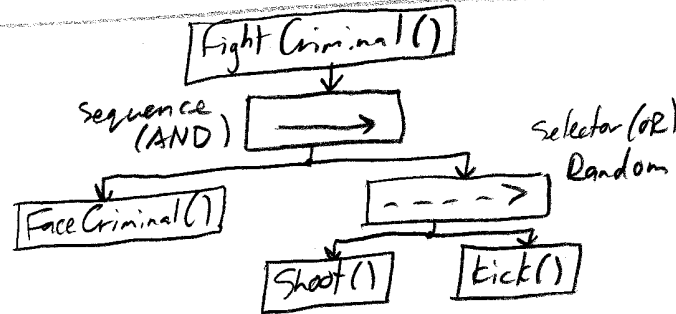
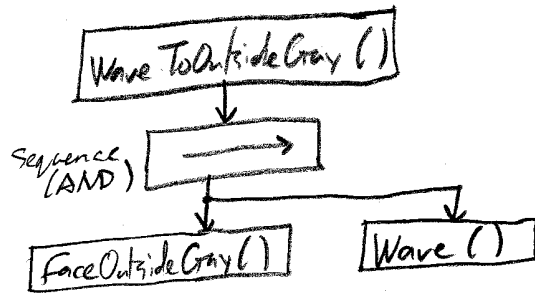
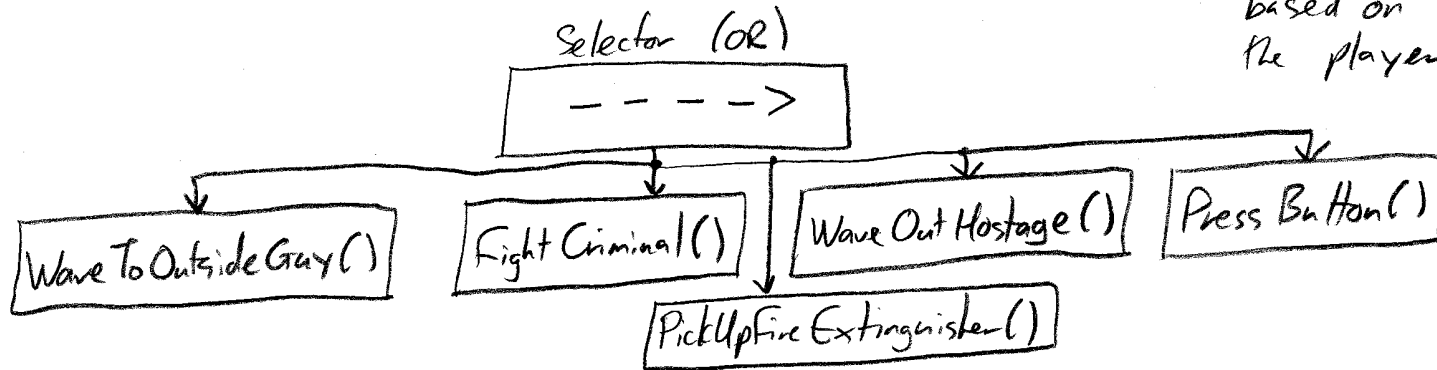


# Cop Behavior Tree

Will execute behavior based on the person/object the player is interacting with



Random gestures within FightCriminal() and Wave Out Hostage()