

Boidrule Type Items

GOAL:

Goal.

Go to assigned object or loudest assigned signal source.

AVOID:

Avoid.

Get away from assigned object or loudest assigned signal source.

AVOID_COLLISION:

Avoid Collision.

Maneuver to avoid collisions with other boids and deflector objects in near future.

SEPARATE:

Separate.

Keep from going through other boids.

FLOCK:

Flock.

Move to center of neighbors and match their velocity.

FOLLOW_LEADER:

Follow Leader.

Follow a boid or assigned object.

AVERAGE_SPEED:

Average Speed.

Maintain speed, flight level or wander.

FIGHT:

Fight.

Go to closest enemy and attack when in range.