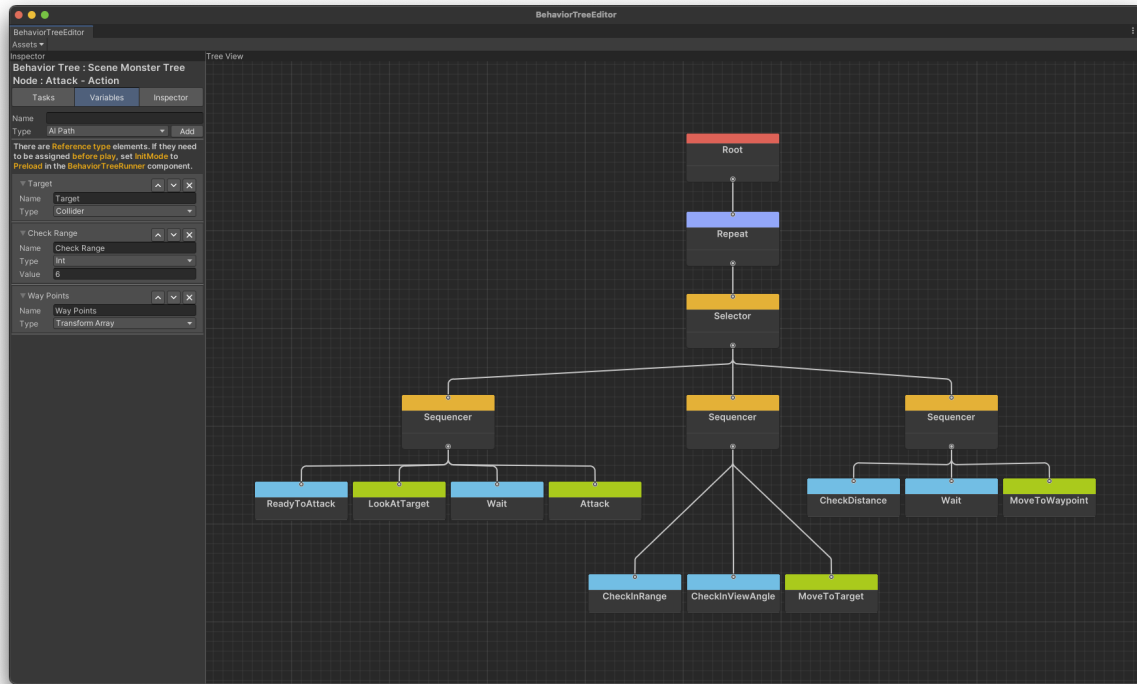
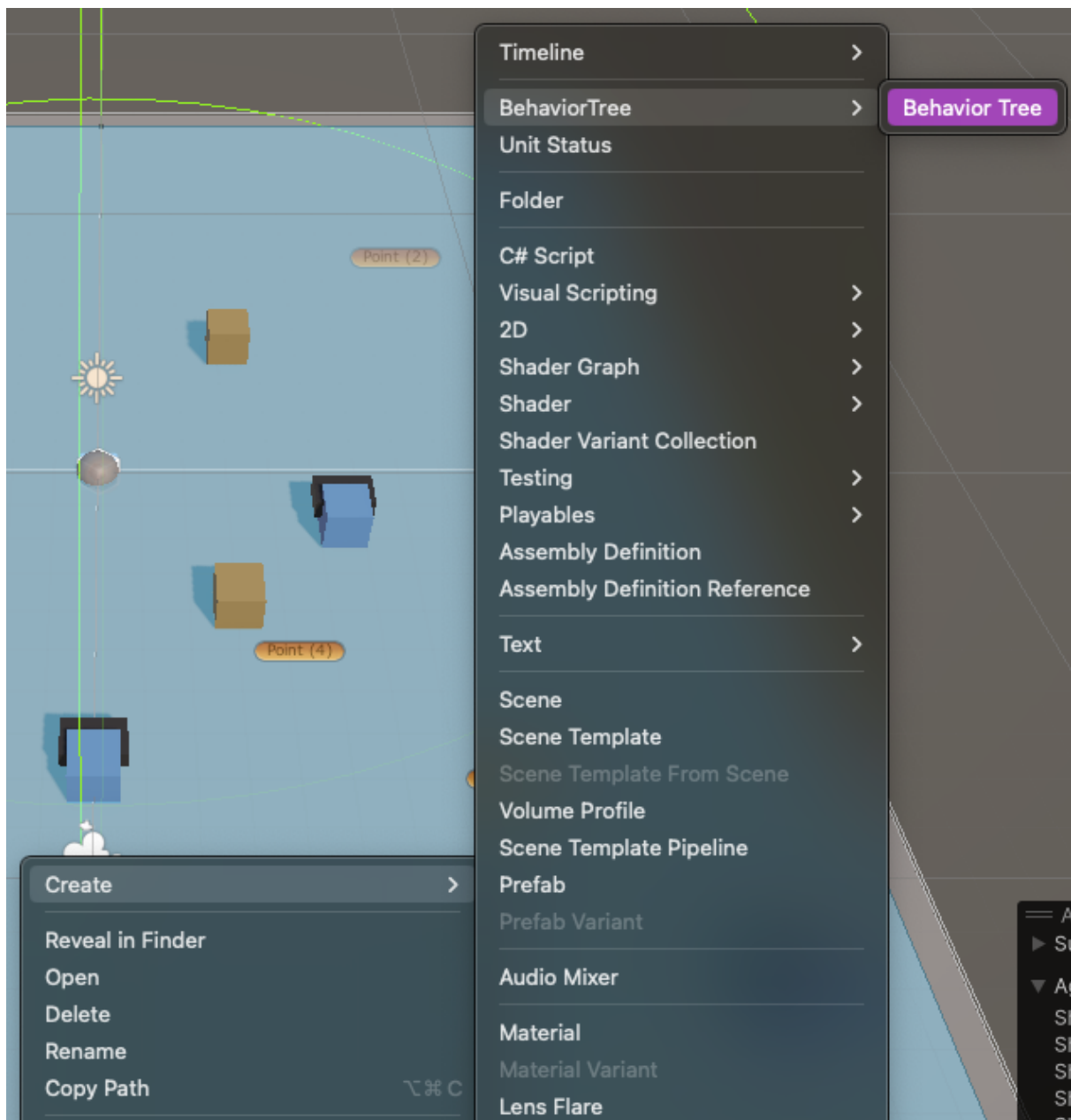


Behavior Tree Documents

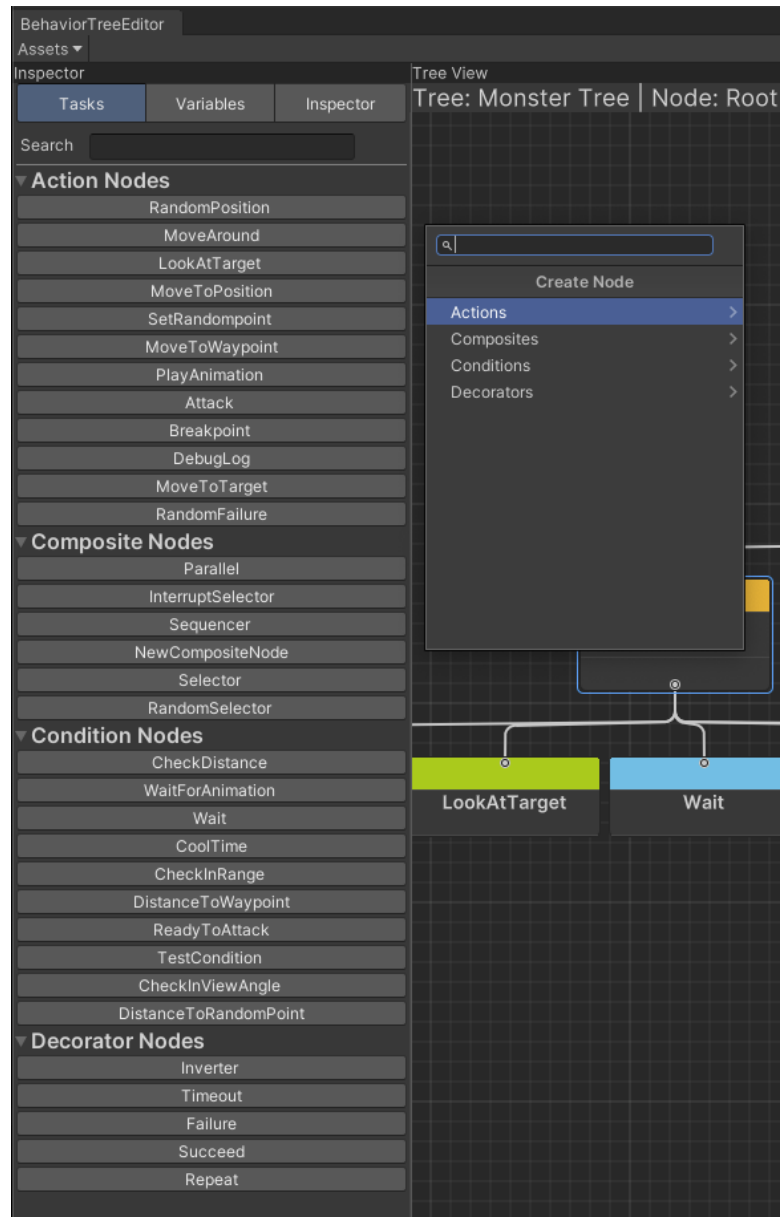
Custom Editor



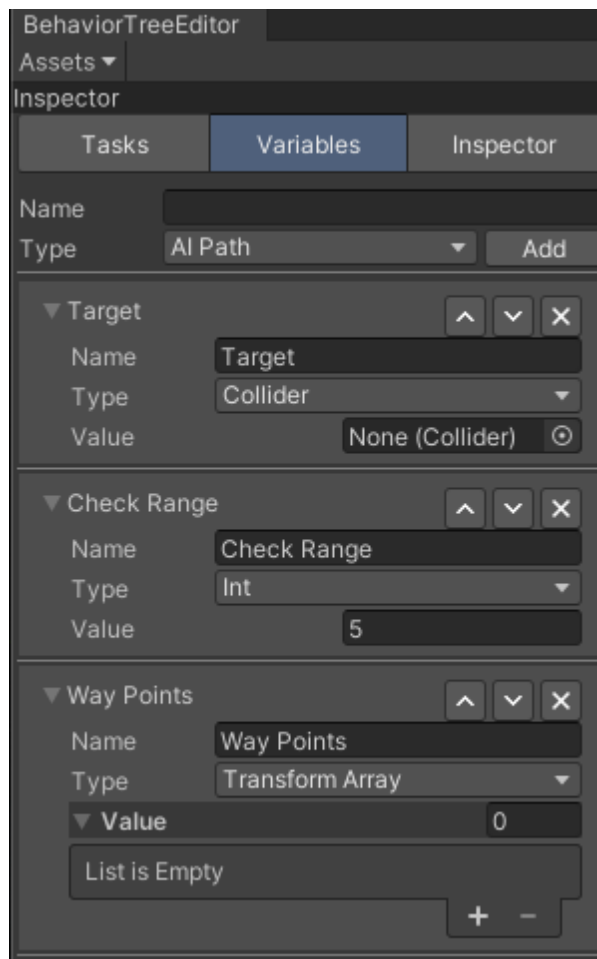


Create the tree asset at the desired path.

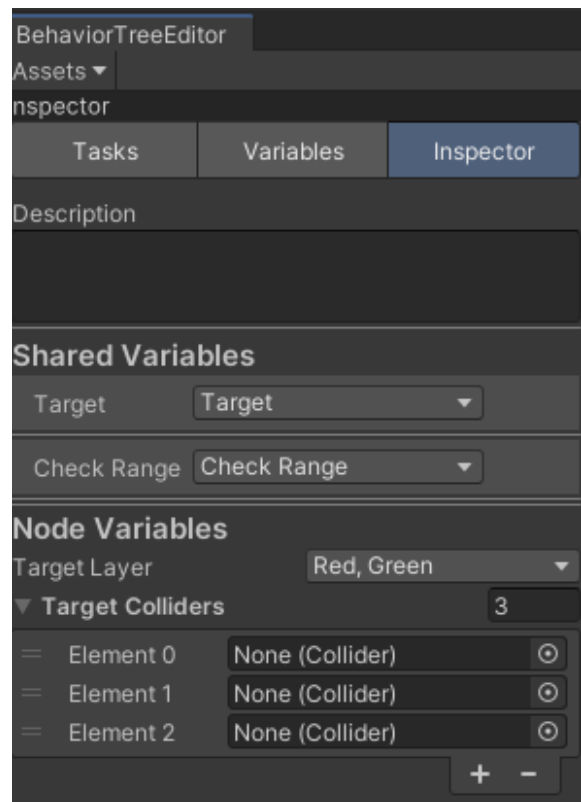
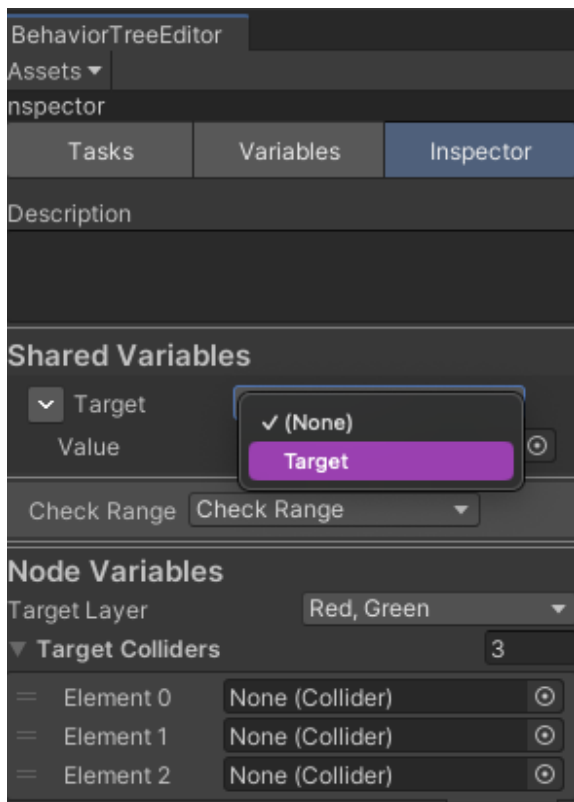
Setup



1. When you double-click on a Tree Asset, the RootNode is automatically created.
2. In the Tasks tab, when you add a desired node or press the space bar, a window appears allowing you to search for a node at the mouse position.

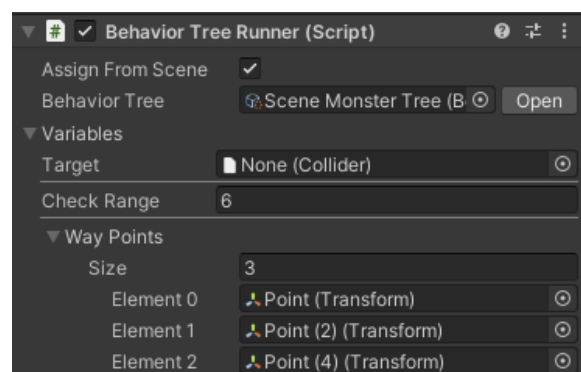
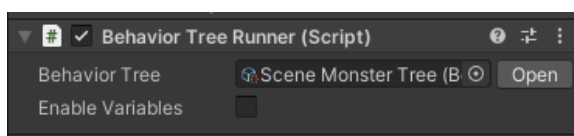


3. If you need shared values between nodes, you can create variables in the Variables tab.



4. Select the node where you want to use the created variable, then choose its name in the Inspector tab.

(Under 'Node Variables', user-defined member variables for each node class will appear.)



5. Attach a 'BehaviorTreeRunner' component to the object that will use the Behavior Tree.
6. Assign the tree asset to it.

7. If you need to assign values before playing, check 'Enable Variables'. Once checked, the Variables list becomes active, allowing you to assign values inside.