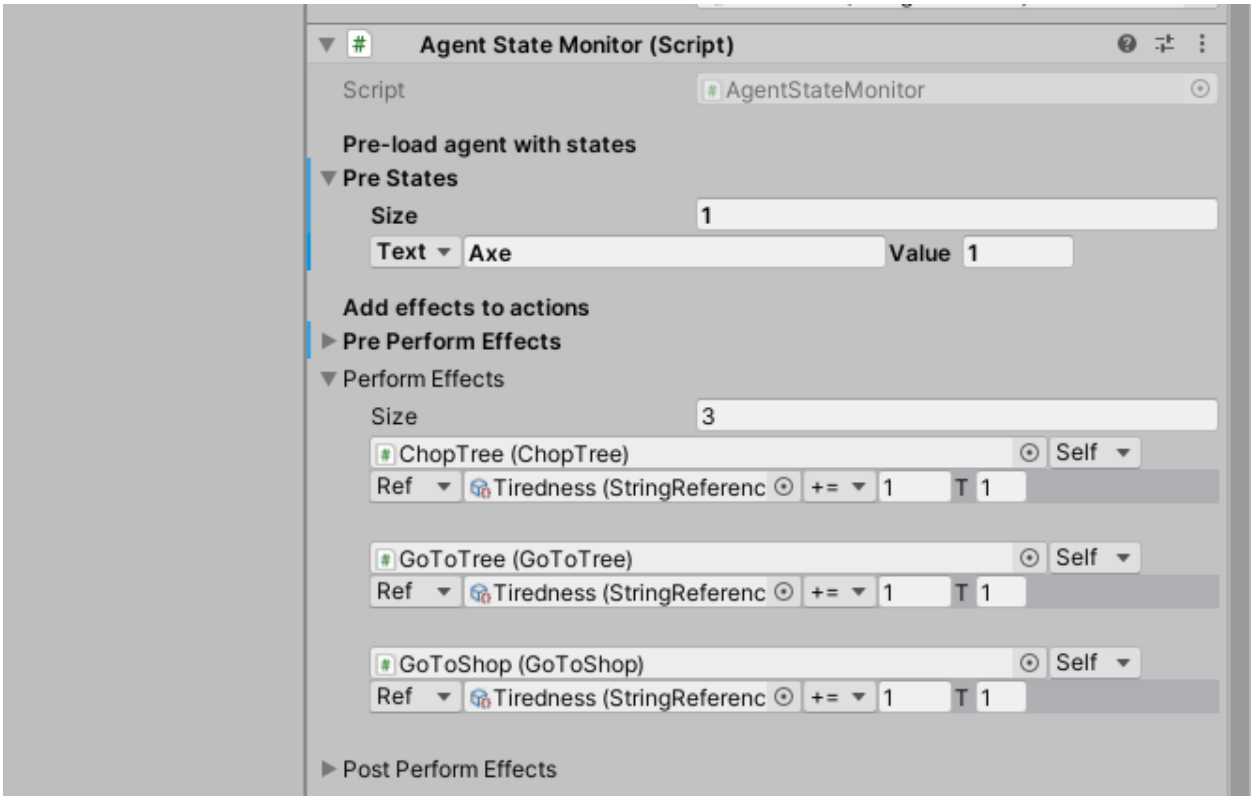
State Monitors

Since by design the effects on an Action does not set a World's state or an Agent's state. The State monitors is a place for you to have a high level look of your app's major state changes.

This is not a must use and is primarily built for non programmers in mind.

Agent State Monitor

A component you can pop on any Agent and change either an Agent's state or a world state when an action first perform, while performing or completed.



World State Monitor

A world state monitor at the moment only let you pre-load the World with a number of states. This is really only used for testing purposes at the moment.

World State Monitor (Script)
Script
WorldStateMonitor
Pre-load the world with states
States
Size
0