<AgentHandlers>

<ObservationFromNearbyEntities>

<Range name="entities" xrange="value" yrange="value" zrange="value" />

</ObservationFromNearbyEntities>

</AgentHandlers>

ObservationFromNearbyEntities can be used to retrieve the list of entities around the players in the range specified. Entities are considered PCs, NPCs and items on the ground. For each entity there is name, (x,y,z) and quantity for items. This can be used to make the Robot agent follow the player agent.

Multiple agents can join the same world by opening the world to LAN. If more than one NPC agent need to join the same world, they all can be assigned labels and number IDs; the agent with ID 0 generates the world, and all the rest do not.