

# Environment Query System Node Reference

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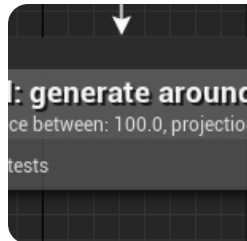
! Learn to use this **Experimental** feature, but use caution when shipping with it.

An **Environment Query** is made up of many different pieces. You must call an Environment Query from a [Behavior Tree](#), and then the actual Environment Query will use its **Generator**, reference its **Contexts**, and use its **Tests** to give the Behavior Tree the highest weighted result.

Node Type	Description
<b>Generator</b>	Produces the locations or Actors, referred to as <b>Items</b> , that will be tested and weighted.
<b>Contexts</b>	Provides a frame of reference for the various Tests and Generators.

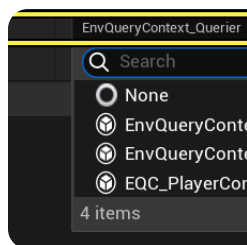
Node Type	Description
<b>Tests</b>	Establishes how the Environment Query decides which Item from the Generator is the best option.

Please refer to the links below for additional information on each subject.



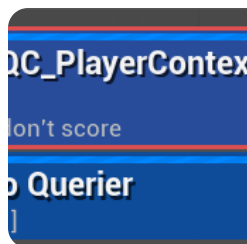
### EQS Node Reference: Generators

Describes how Generators are used within the EQS system.



### EQS Node Reference: Contexts

Describes how Contexts are used within Tests and Generators in the EQS system.



### EQS Node Reference: Tests

Describes how to use Tests within EQS to generate the