



manual v1.0

B3 Behavior Tree is a simple, efficient and optimized visual behavior tree for programmers.
B3 is using a standard action methods and components

ACTIONS

Actions are a public **methods**: **void**, **bool**, **IEnumerator<bool>** and **property bool**.

Methods are indicated with the appropriate icons



void



boolean



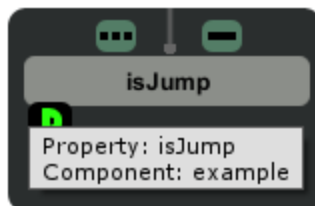
IEnumerator



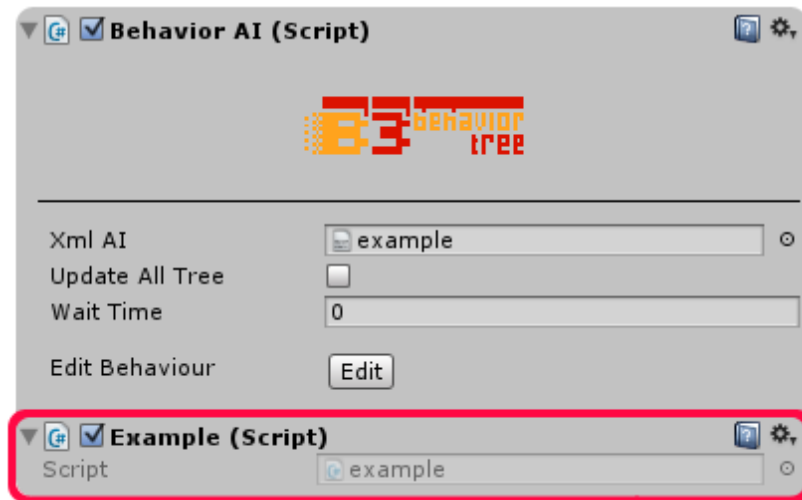
property bool

Action tile gives the information about the method, the script where is located and its complete name - if it's too long to fit in the tile box.

Simply place the mouse cursor over the tile to see the details

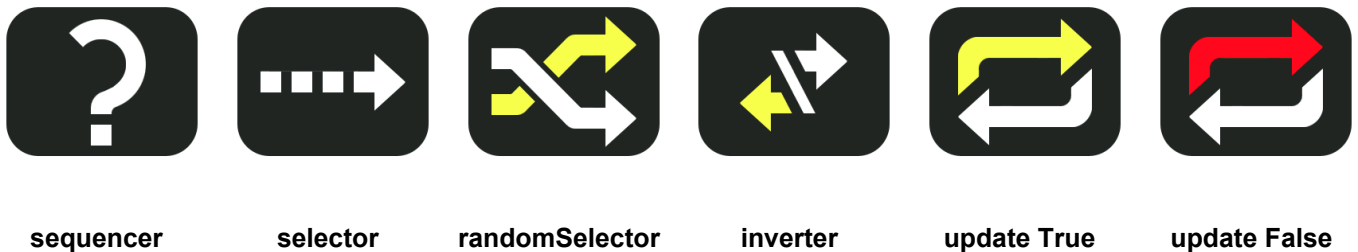


The script should be attached to the same GameObject where the BehaviorAI (script) is located - check the example.scene and the image below.




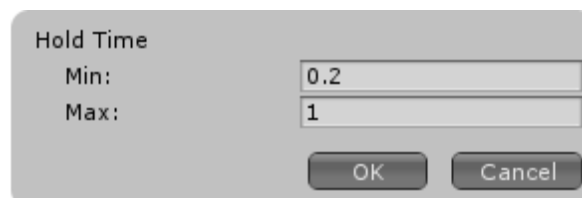
COMPONENTS

B3 uses 6 different behavior **components** and these are:
sequencer, **selector**, **randomSelector**, **inverter**, **untilTrue**, **untilFalse**.



RandomSelector - you can set the minimum and maximum time (in seconds) of the random selection, for example when RandomSelector chooses a "child" to be updated - it use a random time (between min and max values) for this update.

Setup time range by selecting options icon  and choosing **Hold Time On Random Selection**



PROPERTIES

BehaviorAI

Update is done by a **message update** in MonoBehaviour component
Moving through the tree is not recursive - it is iterative

B3 uses two options to update the tree.

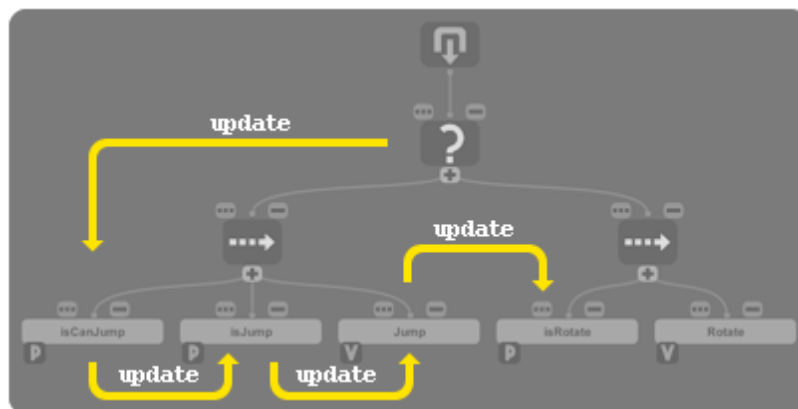
WaitTime is a time between the updates - set in seconds

Wait Time

UpdateAllTree means that in one update cycle the tree is fully refreshed

Update All Tree ☐

In standard mode [**UpdateAllTree** = **false**], it moves from one **action** to the next one.



EDIT

actions and components

- +** add a new one
 - delete it and its children actions/components
 - ...** copy and paste
-

