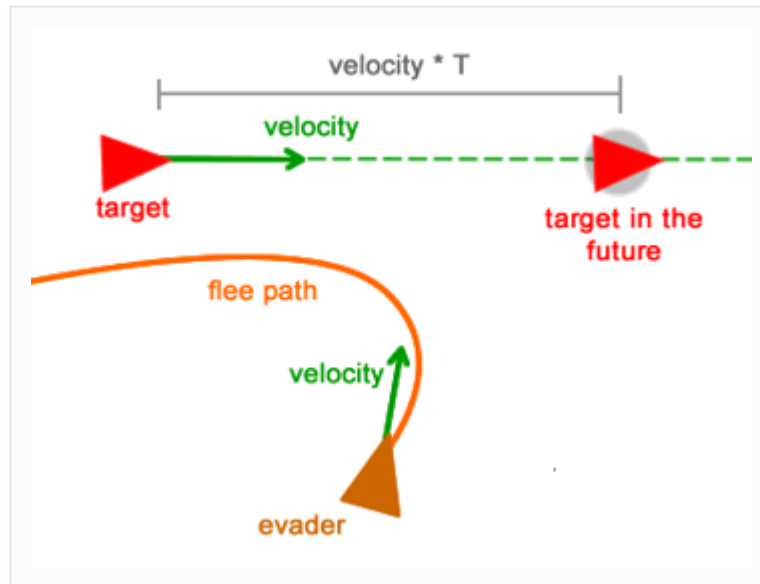


Evade

The evade behavior is the opposite of the pursuit behavior. Instead of seeking the target's future position, in the evade behavior the character will **flee** that position:



The code for evading is almost identical, just the last line is changed:

```
1 public function evade(t :Boid) :Vector3D {
2     var distance :Vector3D = t.position - position;
3     var updatesAhead :int = distance.length / MAX_VELOCITY;
4     futurePosition :Vector3D = t.position + t.velocity * updatesAhead;
5     return flee(futurePosition);
6 }
```