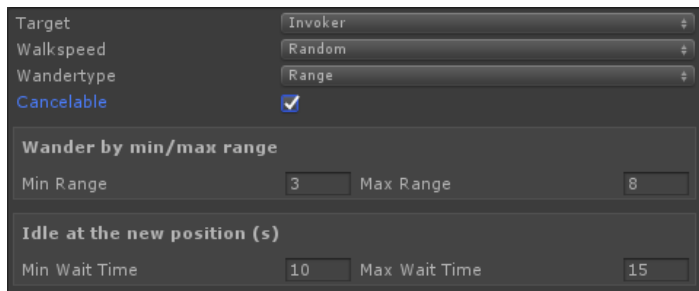# Setup

Best usecase is together with the behavior modul

Setting up range wandermode

In this mode the character will walk/run from the current position randomly in any direction by minimum 3 meter and maximum 8 meter. This mode works without any markers!
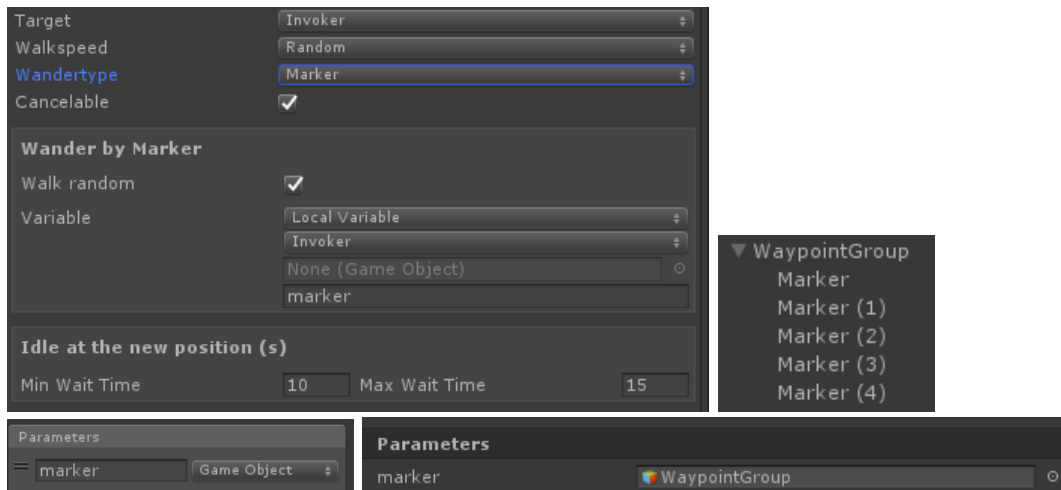
The character also will wait for 10 up to 15 seconds to wander to the next position.
In this case cancelable is active, so the action can be interupted.
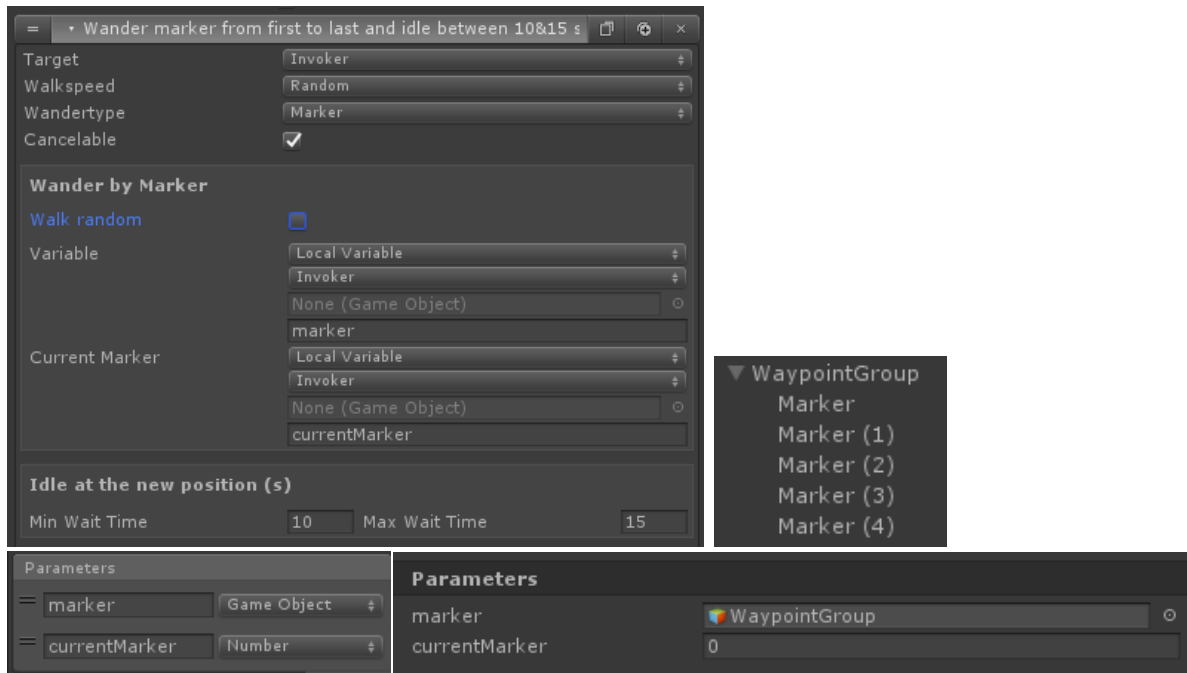
Setting up Marker wandermode

Random

1) Create a group of Waypoints with Marker
2) Create a Blackboard-Parameter as gameObject and name it for example **marker**
3) Drop the Waypointgroup into the Parameterfield that is shown at your character
4) In the action name set the variable to local -> Invoker and set the value.

In this mode the character will move between these markers randomly and idle between min and max waittime. Cancelable can be set, if usefull.

Not random

1) Create a group of Waypoints with Marker
2) Create a Blackboard-Parameter as gameObject and name it for example *marker*
3) Create a Blackboard-Parameter as Number and name it for example *currentMarker*
4) Drop the Waypointgroup into the Parameterfield that is shown at your character
5) Set the Parameterfield of currentMarker to any value you with (by default it should be 0)
6) In the action name set the variable to local -> Invoker and set the value to *marker*
7) Set the Current Marker to local -> Invoker and the value *currentMarker*

The currentMarker stores the current active marker and will count up by 1 each loop. If the last marker is reached, currentMarker will be reset to 0 (first marker in the Waypointgroup)

Changelog :

0.1.1 : All wandermodes are now cancelable.