Behaviors

Behaviors are how the object behaves.

Behavior	Description
Unknown	
Idle	Fly Casual
Active	Should Replace Patrol as the DEFAULT
Hold	Hold. Do Nothing
Patrol	Looking For Trouble
PlayerHold	Wait For Players Arrival
Surrendered	Live To Fight Another Day

These will ALL move to Task	
Defend	Defend This Location
Escort	Escort Object(s)
Support	Support Any Local Craft. Repair, Refuel
Flee	Run Away!
Intercept	Attack!
Navigate	Go To Flight Target
Follow *	Follow Target, Staying Tight But Never Going Faster Than The Target.
GoToWaypoint	Go To Assigned Waypoint

* Currently does not work