

# 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  |
| 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  |

‡ The following will move to [Tasks](#) \* Currently does not work

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