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

ǂ The following will move to Tasks

* Currently does not work