

aiStateOverride_t

These types can also be dumped with `sh_type /mh_type aiStateOverride_t`

Types

2016

```
AIOVERRIDE DEFAULT
AIOVERRIDE FORCE AWARENESS OF PLAYER
AIOVERRIDE FORCE AWARENESS OF ENTITY
AIOVERRIDE FORCE SEARCH TO PLAYER
AIOVERRIDE FORCE SEARCH TO ENTITY
AIOVERRIDE CHARGE MELEE PLAYER
AIOVERRIDE PLAY ENTRANCE ANIMATION
AIOVERRIDE FORCE MOVE TO TRAVERSAL
AIOVERRIDE FORCE TELEPORT_TO_TRAVERSAL
AIOVERRIDE TELEPORT
AIOVERRIDE TELEPORT FORCE SPAWN_ANGLE
AIOVERRIDE SPAWN ANIM IDLE
AIOVERRIDE SPAWNED_BY_SYNC_ENTITY
AIOVERRIDE WANDER
AIOVERRIDE ENTRANCE ANIM NO ENEMIES
AIOVERRIDE TELEPORT NO ENEMIES
AIOVERRIDE FORCE TELEPORT TO FLIGHT ENTRANCE
AIOVERRIDE_FORCE_TELEPORT_TO_FLIGHT_SPLINE
```

Eternal

```
AIOVERRIDE DEFAULT
AIOVERRIDE FORCE AWARENESS OF PLAYER
AIOVERRIDE FORCE AWARENESS OF ENTITY
AIOVERRIDE FORCE SEARCH TO PLAYER
AIOVERRIDE FORCE SEARCH TO ENTITY
AIOVERRIDE CHARGE MELEE PLAYER
AIOVERRIDE PLAY ENTRANCE ANIMATION
AIOVERRIDE PLAY ENTRANCE ANIMATION_WITH_CORRECTION
AIOVERRIDE_FORCE_MOVE_TO_ENTITY
```

AIOVERRIDE FORCE MOVE TO TRAVERSAL
AIOVERRIDE FORCE TELEPORT_TO_TRAVERSAL
AIOVERRIDE TELEPORT
AIOVERRIDE TELEPORT FORCE SPAWN_ANGLE
AIOVERRIDE SPAWN ANIM IDLE
AIOVERRIDE SPAWNED_BY_SYNC_ENTITY
AIOVERRIDE WANDER
AIOVERRIDE ENTRANCE ANIM NO ENEMIES
AIOVERRIDE TELEPORT NO ENEMIES
AIOVERRIDE FORCE TELEPORT TO FLIGHT ENTRANCE
AIOVERRIDE_FORCE_TELEPORT_TO_FLIGHT_SPLINE

Explanations/Usage

AIOVERRIDE_DEFAULT

AIOVERRIDE_FORCE_AWARENESS_OF_PLAYER

The ai will spawn aware of the player's position.

AIOVERRIDE_FORCE_AWARENESS_OF_ENTITY

AIOVERRIDE_FORCE_SEARCH_TO_PLAYER

AIOVERRIDE_FORCE_SEARCH_TO_ENTITY

AIOVERRIDE_CHARGE_MELEE_PLAYER

AIOVERRIDE_PLAY_ENTRANCE_ANIMATION

The ai will spawn with the specified entrance animation.

```
}  
spawnEditable = {  
    traversalClassFlags = "CLASS_A";  
    spawnAnim = "zion/characters/monsters/imp/traversal/jump_ledge_up_256";  
    aiStateOverride = "AIOVERRIDE_PLAY_ENTRANCE_ANIMATION";  
}  
spawnPosition = {  
    x = 1728;
```

AIOVERRIDE_PLAY_ENTRANCE_ANIMATION_WITH_CORRECTION

Same usage as [AIOVERRIDE_PLAY_ENTRANCE_ANIMATION](#) , but will adjust the animation in the case that the animation travels further than the actual distance covered, to prevent partial clipping into the ground.

AIOVERRIDE_FORCE_MOVE_TO_ENTITY

AIOVERRIDE_FORCE_MOVE_TO_TRAVERSAL

AIOVERRIDE_FORCE_TELEPORT_TO_TRAVERSAL

AIOVERRIDE_TELEPORT

The ai will spawn with its teleport FX, always facing the player.

AIOVERRIDE_TELEPORT_FORCE_SPAWN_ANGLE

Same as `AIOVERRIDE_TELEPORT`, but facing the direction specified in the spawn target's `spawnOrientation`.

AIOVERRIDE_SPAWN_ANIM_IDLE

The ai will spawn with the specified idle animation.

```
}
spawnEditable = {
  traversalClassFlags = "CLASS_A";
  spawnAnim = "zion/characters/monsters/zombie/spawn/asleep1";
  aiStateOverride = "AIOVERRIDE_SPAWN_ANIM_IDLE";
}
spawnPosition = {
```

AIOVERRIDE_SPAWNED_BY_SYNC_ENTITY

AIOVERRIDE_WANDER

The spawned ai will wander around (provided they are not set to any target, to infight, or are aware of the player).

AIOVERRIDE_ENTRANCE_ANIM_NO_ENEMIES

AIOVERRIDE_TELEPORT_NO_ENEMIES

AIOVERRIDE_FORCE_TELEPORT_TO_FLIGHT_ENTRANCE

Same usage as `AIOVERRIDE_FORCE_TELEPORT_TO_FLIGHT_SPLINE` (?)

AIOVERRIDE_FORCE_TELEPORT_TO_FLIGHT_SPLINE

The ai will spawn with its teleport FX and move to the `idInfoFlightVolumeEntrance` set in its spawn target's `initialTargetOverride`

```
}  
spawnEditable = {  
    traversalClassFlags = "CLASS_A";  
    aiStateOverride = "AIOVERRIDE_FORCE_TELEPORT_TO_FLIGHT_SPLINE";  
    initialTargetOverride = "game2_info_flight_volume_entrance_cacodemon_2";  
}  
spawnPosition = {
```

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