

AI Action flowgraphs allow designers to script AI behaviors without having to creating new code.

These flowgraphs are kind of flowgraph macro-nodes used for common actions like drinking, observing the environment, or performing some other idle action.

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## Setup

To create such an AI Action, open the Flow Graph editor in Sandbox and follow these steps:

1. Open the Flow Graph editor in Sandbox
2. From the Flow Graph editor's menu select **File -> New AI Action**
3. You will be prompted to save that AI Action under a new XML file. Name the file however you want (for example "**sample1.xml**") and make sure it's in the `GameSDK\Libs\ActionGraphs\` directory (you may need to create the directory if it doesn't exist already)
4. Your new AI Action **sample1** should now show up in the tree view under "AI Actions"
5. Create a new arbitrary flow graph for an entity - this flow graph will then house your AI Action
6. In that flow graph, add the node **AI:Execute**, double-click the **Action** property and select your new **sample1** action from the list of available AI Actions

AI Action flowgraphs use the following two entities as parameters:

- **User:** Usually the AI who executes the action
- **Object:** Can be any entity

## Example

