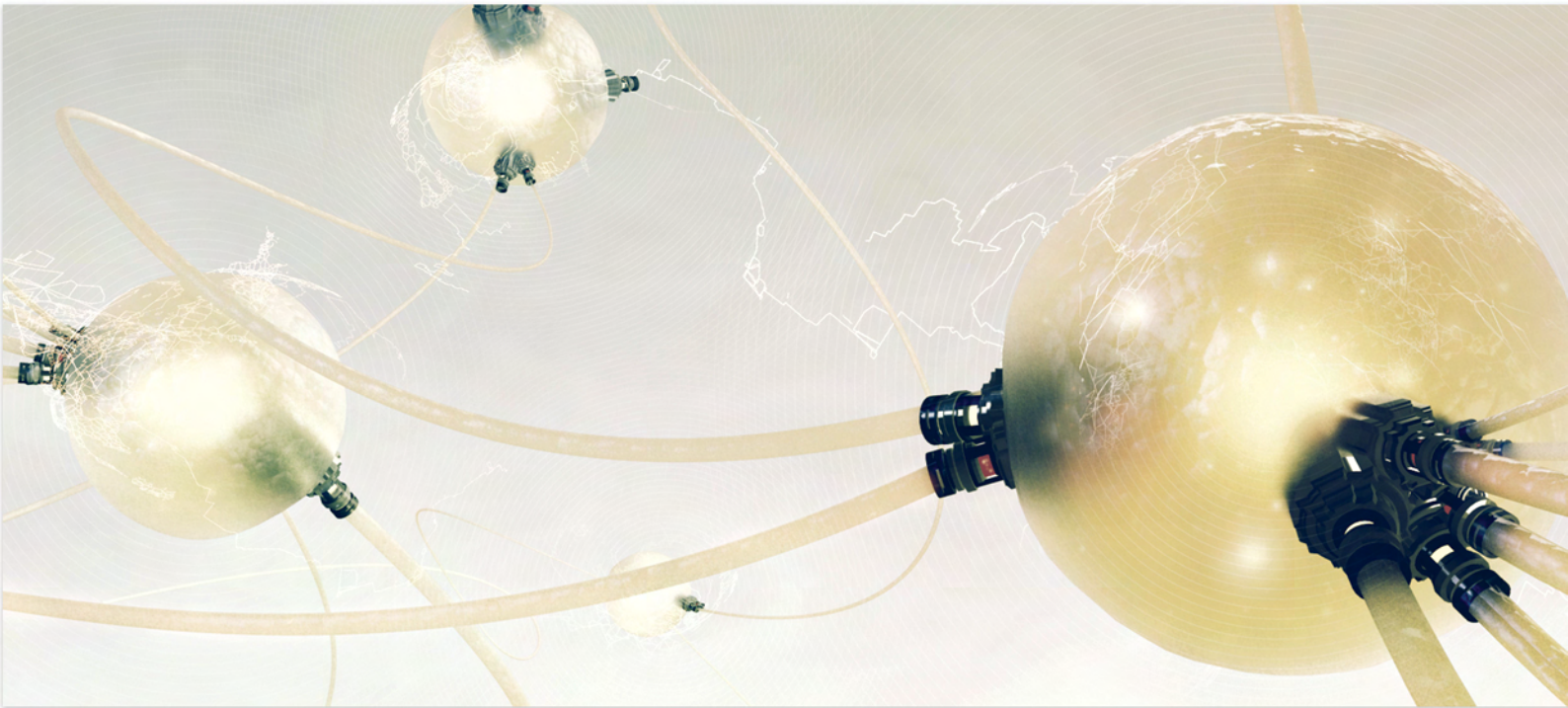




# 1<sup>ST</sup> GRAPHICAL EDITOR FOR ARTIFICIAL INTELLIGENCE.

SPIROPS is an A.I. Development Kit for Video Games.

SPIROPS helps your team create artificial behaviors, including Emotions, Personalities with Memory and Adaptability Capabilities.



## PERSONALITY

Design rich characters who emotionally respond to the player's actions according to their personality.

- Imagine a Coward Soldier who hides in the presence of enemies when he is alone.
- Imagine a Peaceful Companion who decides to leave you because you are acting too violently.



## COORDINATION

Let them cooperate according to their own goals.

- Imagine Military Units who plan an attack, assigning targets, covering each other.
- Imagine a Team-mate who will help you to outflank an enemy.



## INTERACTIONS

Give them dialogue capacities and let them exchange information, even manipulate others.

- Imagine a Witness who helps you according to its own feelings about you.
- Imagine a Diplomat who negotiates peace treaties with you.



## ADAPTATION

Let them adjust their behavior according to what they experienced before.

- Imagine a Boxer who learns your favorite combos and adapts his tactic accordingly.
- Imagine an Opponent who improves his strategies between each scenario during a war campaign.



## DIRECTING

Create dynamic atmospheres to immerse the player into your story.

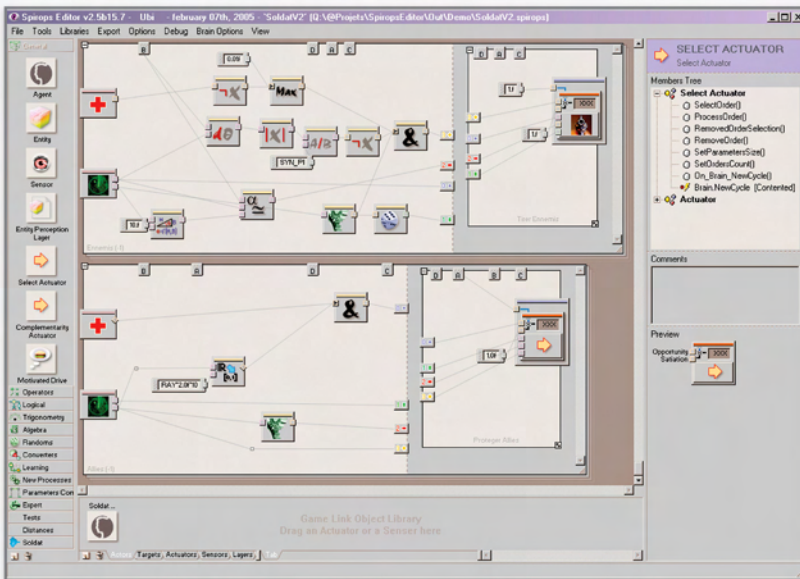
- Imagine a Music which dynamically changes the mood when the player is scared.
- Imagine a Camera which focuses on important elements of the storyline, guiding the player.

**SPIROPS** is issued from 6 years of research.

**SPIROPS** uses a new approach of the Artificial Intelligence.

This approach drastically enhances the A.I. capabilities in video games.

## PRODUCE FASTER & BETTER



**SPIROPS** is a visual editor, accessible to the whole production team, from the designers to the coders. It is following the team all along the production.

**SPIROPS** uses an incremental design method. You can build new behaviors based on previous ones. You can easily add features to your existing behaviors.

With **SPIROPS**, designers save coders time, and express their ideas themselves.

**SPIROPS** library is easily plugged into any application, requiring only a few functions to be coded.

## SAVE RESOURCES FOR THE REST OF YOUR APPLICATION

Action	Order	Time	Color
Order Elected	11	32.298519	Yellow
Order Elected	10	32.132061	Yellow
Order Elected	9	31.965332	Yellow
Order Elected	8	31.798481	Yellow
Order Elected	7	31.632004	Yellow
Order Elected	6	31.465155	Yellow
Order Elected	5	31.298454	Yellow

**SPIROPS** Editor generates a fully optimized C++ code, which integrates directly into your game.

**SPIROPS** library and generated behaviors are the slaves of your application, call them and stop them whenever you need.

**SPIROPS** library integrates several optimisations that make it the fastest behavior engine.

## PUSH A.I. FURTHER

**SPIROPS** helps you formalize the behaviors you want. It integrates some advanced A.I. features such as :

### EMOTION & PERSONALITY COHESION

Your behavior is consistent with the personality and the emotions of your character.

### ADAPTATION

Your behavior modifies itself to fit better.

### MEMORIES

Your behavior acquires memories of events/facts, and uses them to think better.

[WWW.SPIROPS.COM](http://www.spirops.com)

Spir.Ops SARL 8, Passage de la Bonne Graine 75011 Paris France.

Email : [contact@spirops.com](mailto:contact@spirops.com) . Phone : +33 1 48 05 10 98 . Fax : +33 1 48 05 10 98

## SPIROPS INCLUDES :

### GRAPHICAL EDITOR

to create and modify your behaviors.

### LIBRARY OF PREDEFINED COMPONENTS

used to define your behaviors, including:

- Behavior specific components
- Math components
- Logical components
- Learning components
- Memory components

### TOUCH & FEEL EDITOR

make modifications to a behavior and observe them directly into your application.

### REAL-TIME DEBUGGER

debug your behaviors in real-time while your application is running.

Filters	Action	C...	Time	
<input checked="" type="checkbox"/> Only Last Elected	Order Elected	11	32.298519	Yellow
<input checked="" type="checkbox"/> Agents	Order Elected	10	32.132061	Yellow
<input checked="" type="checkbox"/>	Order Elected	9	31.965332	Yellow
<input checked="" type="checkbox"/>	Order Elected	8	31.798481	Yellow
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<input checked="" type="checkbox"/>	Order Elected	6	31.465155	Yellow
<input checked="" type="checkbox"/>	Order Elected	5	31.298454	Yellow

### OPTIMIZED C++ CODE GENERATOR

to get the fastest behaviors ever seen and ease the work of coders.

### A SLAVE LIBRARY

to run your behaviors in your applications, when you want, the way you want.

### BEHAVIORAL LEVEL OF DETAIL

complex characters can use only part of their behavior when they are off camera for example.

### BEHAVIOR SHARING

several characters can share a same behavior, they still act differently according to their personality.

### STATIC MEMORY USAGE

no dynamic allocation done while **SPIROPS** is running.

### VISUAL TUTORIALS/SAMPLES

that explain each feature in details.

### A COMPLETE SDK DOCUMENTATION

to extend and create new components.

### FULL COMPATIBILITY WITH MOST PLATFORMS

