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Ecology

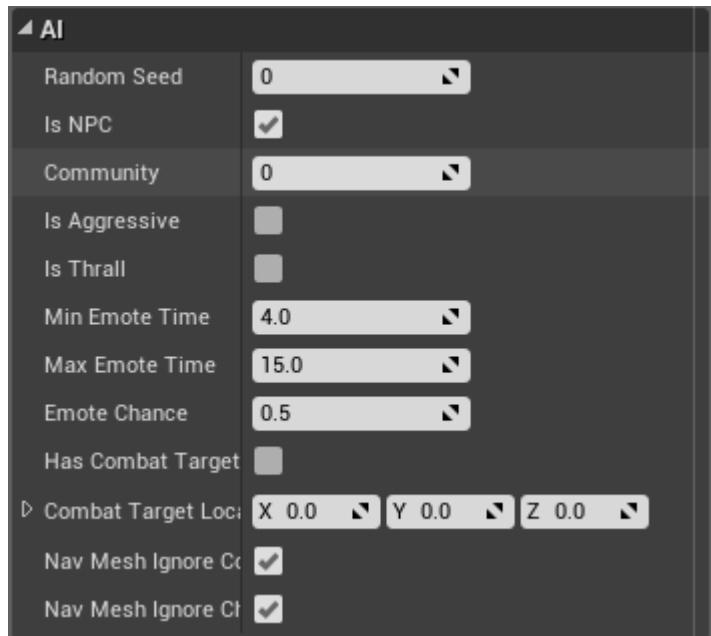
The ecology in Conan Exiles allows NPCs and monsters to attack other NPCs and monsters, call for help from friendlies in the vicinity or ignore them.

The Conan Exile ecologies are set up by Communities. A community is an ID given to a range of NPC's and Monsters, grouping them together. This allows Frost Giants to have a loosely-knit alliance with Sabretooths, or allows Crocodiles to attempt to attack Imps, while Imps do not try to attack Crocodiles (because Imps may be stupid but they're not suicidal).

For communities to work properly, first you need to make a note of what **Community ID** the creature is assigned to. This can be found in the Details window under "AI".

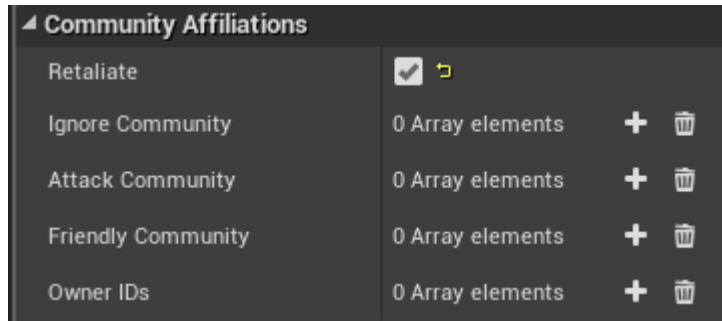
Humanoids are by default set to have Community ID 1000, while creatures have a wide array of communities set up to allow for a more intricate variety of community interactions.

Any child of the Base NPC parent class inherits a component called **TargetDistribution** - this is the primary way of changing the ecology behaviour of a creature (or NPC).



The Target Distribution Component

The target distribution component has many settings that are interesting and feel free to look around at the various settings it provides, but in terms of ecology, the only parts that needs to be touched are the "**Community Affiliations**" section.



Retaliate - If this is checked, the NPC will retaliate when attacked. Typically, you'll want this to be turned on.

Ignore Community - This array allows you to create a list of communities that the NPC simply does not care about.

Attack Community - This array is the array where you enter the community IDs for all the monsters you want the NPC to attack on sight.

Friendly Community - This lets you set up an array of communities that the NPC will help when a call-for-help is given from those communities. It also prevents damage being done between these communities.

Owner-ID - only used once the game is running and requires no setup.