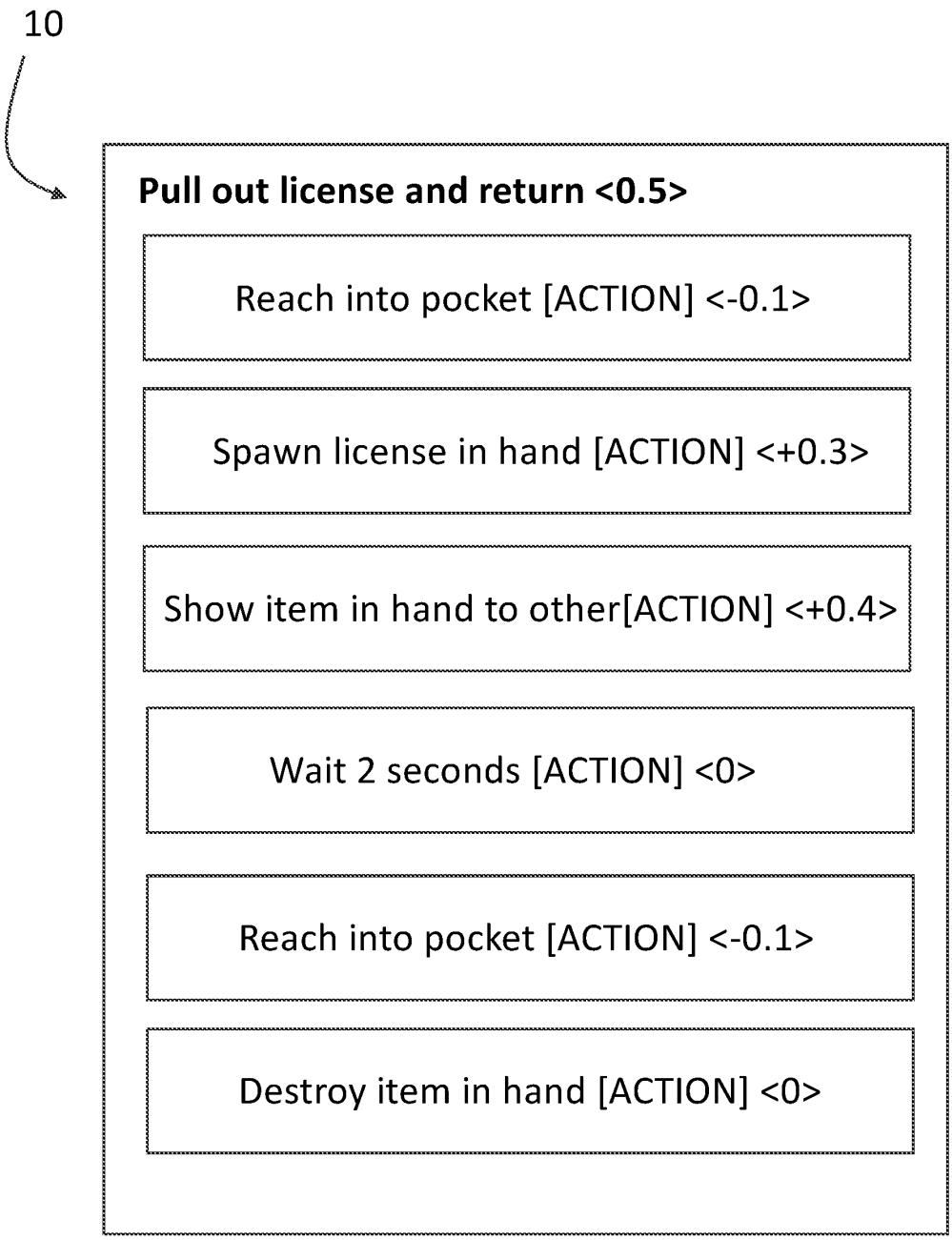
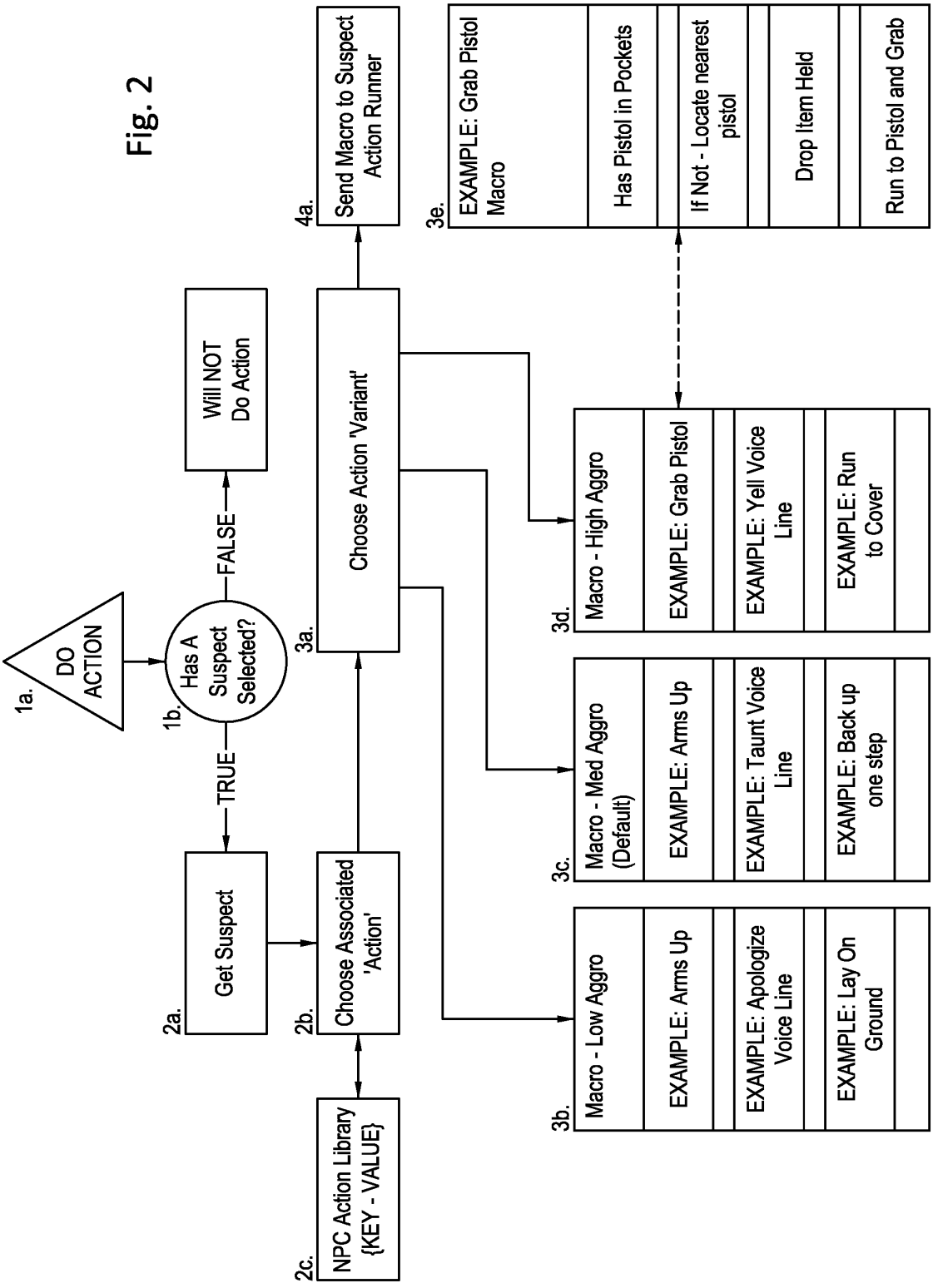

10
Pull out license and return <0.5>
Reach into pocket [ACTION] <-0.1>
Spawn license in hand [ACTION] <+0.3>
Show item in hand to other[ACTION] <+0.4>
Wait 2 seconds [ACTION] <0>
Reach into pocket [ACTION] <-0.1>
Destroy item in hand [ACTION] <0>

Fig. 1

Fig. 2


1a.
DO ACTION
1b.
Has A Suspect Selected?
TRUE
FALSE
Will NOT Do Action
2a.
Get Suspect
2b.
Choose Associated 'Action'
2c.
NPC Action Library {KEY - VALUE}
3a.
Choose Action 'Variant'
3b.
Macro - Low Aggro
EXAMPLE: Arms Up
EXAMPLE: Apologize Voice Line
EXAMPLE: Lay On Ground
3c.
Macro - Med Aggro (Default)
EXAMPLE: Arms Up
EXAMPLE: Taunt Voice Line
EXAMPLE: Back up one step
3d.
Macro - High Aggro
EXAMPLE: Grab Pistol
EXAMPLE: Yell Voice Line
EXAMPLE: Run to Cover
3e.
EXAMPLE: Grab Pistol Macro
Has Pistol in Pockets
If Not - Locate nearest pistol
Drop Item Held
Run to Pistol and Grab
4a.
Send Macro to Suspect Action Runner