How does an AI know when it has lost sight of another AI?

A) Through callbacks from the physics system on
CLivingEntity::LineOfSightRayCastChanged().
B) The AI uses visibility information that is computed by
the renderer, this information can be utilized through
IRenderer::IsEntityVisibleInSceneGraph().
C) Through callbacks on IVisionMap::ObserverChanged().

By default the type of physicalized entity is used for the player?

A) PE_SOFT
B) PE_ARTICULATED
C) PE_LIVING

Which console variable is used to brute-force reload shaders within a scene?

A) r_ShadersEditing=1
B) r_ReloadShaders=1
C) Neither of the above

Which option inside of CMAKE is required to build the engine?

A) OPTION_RECODE
B) OPTION_ENGINE
C) OPTION_PCH

To have a flow node appear within the Flow Graph tool you need to execute which preprocessor macro?

A) REGISTER_GRAPH_NODE
B) REGISTER_FLOW_NODE
C) REGISTER_NODE