

# Whisper State - Stealth and Loud

Whisper State determines whether or not your level is in Stealth or Loud mode. It can be toggled using the [WhisperState Element](#).

If Whisper state is enabled, your level is in stealth mode. The AI will be idle or do the via [SpecialObjective](#) assigned animations and not engage unless they get alerted by something or someone, in which case they sound the alarm and attack the player.

Setting the Whisper state to disabled, the level will switch to loud. Civilians and manually spawned enemies will try to reach a [FleePoint Element](#) to despawn, unless told otherwise. Additionally, the game will now loop through different assault phases.

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