

## Requirement

- [Universal Fighting Engine](#) (PRO or Source)
  - Understanding of U.F.E tools
  - Unity 4.5 or higher
  - Know your way around the basic tools and terminology from Unity
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## Package

### If acquired from Unity's Asset Store:

- Go to Window > Asset Store > Downloaded Assets
- Select *Fuzzy AI for UFE* and click on the Import/Update button.

### If acquired from other stores:

- Double click the unitypackage file or
  - Go to Main Menu > Assets > Import Package > Custom Package
  - Browse to the location of the downloaded unitypackage and open it.
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## Starting Fuzzy AI

If you decide to start a new scene, skip to *Starting a new scene*. As soon as you import Fuzzy AI onto UFE you will be able to see the following new options: - Under [Global Editor](#), [AI Options](#) -> [AI Engine: Fuzzy AI](#) - Under [Character Editor](#), [AI Instructions](#) - Under [Move Editor](#), [AI Definitions](#) - New Editor: [A.I. Editor](#) (under Window → U.F.E.)

Notes: - [Global Editor](#) -> [AI Options](#) will now have Fuzzy AI options enabled. Use it to create different difficulty settings. If you are using the UFE\_Config.asset file that comes with UFE, you should now see 3 new predefined difficulty settings already assigned by default. - Before being able to see it in action you need to assign a few instruction files to your characters. Each of the demo characters should now appear with 3 empty [A.I. Instruction](#) slots each. - Feel free to choose any of the fighting templates from the folder UFE Addons\AI Addon\Templates. This is my recommendation:

1. *Mike*: Mix-up set (Mixup\_Aggressive, Mixup\_Balanced, Mixup\_Defensive)
2. *Robot Kype*: Rush down set (RushDown\_Aggressive, RushDown\_Balanced, RushDown\_Defensive)
3. *Mecanim Bot | Joan*: Rush down set (RushDown\_Aggressive, RushDown\_Balanced, RushDown\_Defensive)

### Opening the demo files:

- Open .\UFE\Scenes\TrainingRoom.unity
- Click on .\UFE\UFE\_Config.asset
- Click on Window → U.F.E. and open all 3 options.

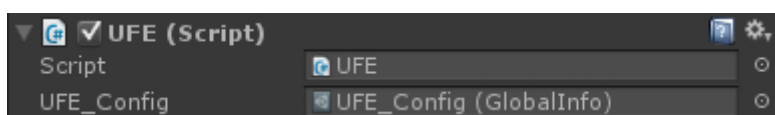
- From here you can navigate through the 3 editors: [Global](#), [Character](#) and [Move](#)
- Arrange the tools as you please. Here is an example of how you can organize your window. (click to enlarge):



- Select the [Global Editor](#) window. From here you can also click in one of the characters in the [characters list](#) or navigate to `.\UFE\Characters\[Character]\[Character].asset` to open the [Character Editor](#).
- Click **Play** at any time to test the demo.

### Starting a new scene:

- Click File > New Scene
- Select the Main Camera in the Hierarchy view.
- (SOURCE VERSION) Drag `.\UFE\Scripts\UFE.cs` to the inspector where you have your Main Camera selected.
- (OTHER VERSIONS) Drag `.\UFE\Plugins\UFE.dll\UFE` to the inspector where you have your Main Camera selected.
- Drag `.\UFE\Scripts\GUIScript.cs` to the inspector where you have your Main Camera selected.
- Drag `.\UFE\UFE_Config.asset` (or your own custom UFE config file) to the field `UFE_Config` under `UFE (Script)`, like so:



## Updates

When updating UFE to a new version, if you don't want to move your work to a new project, you can follow these procedures:

### Remember to always backup projects before importing a new update!

- Close Unity.
- (SOURCE VERSION) Replace the files under `.\UFE\Scripts\` and `.\UFE\Editor\` with the files from the new version of UFE.
- (OTHER VERSIONS) Replace `.\UFE\Plugins\UFE.dll` with `.\UFE\Plugins\UFE.dll` from the new version of UFE.

If you are still using the demo characters, you might also need to replace their old files  
(. \UFE\Characters\).

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[< Back to Universal Fighting Engine - Introduction](#)

From:

<http://www.ufe3d.com/> - **Universal Fighting Engine**

Permanent link:

<http://www.ufe3d.com/doku.php/ai:installation?rev=1414355814>

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