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

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.

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:
- * *Mike*: Mix-up set (Mixup_Aggressive, Mixup_Balanced, Mixup_Defensive)
- * *Robot Kype*: Rush down set (RushDown_Aggressive, RushDown_Balanced, RushDown_Defensive)
- * *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:
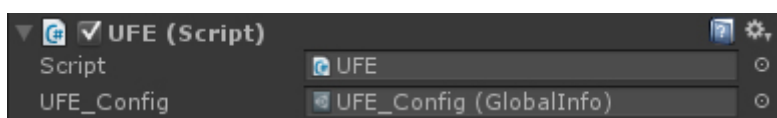
Updates

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

Permanent link:
http://www.ufe3d.com/doku.php/ai:installation?rev=1414355879

Last update: **2014/10/26 16:37**