Installation

Requirements

- 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.

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:

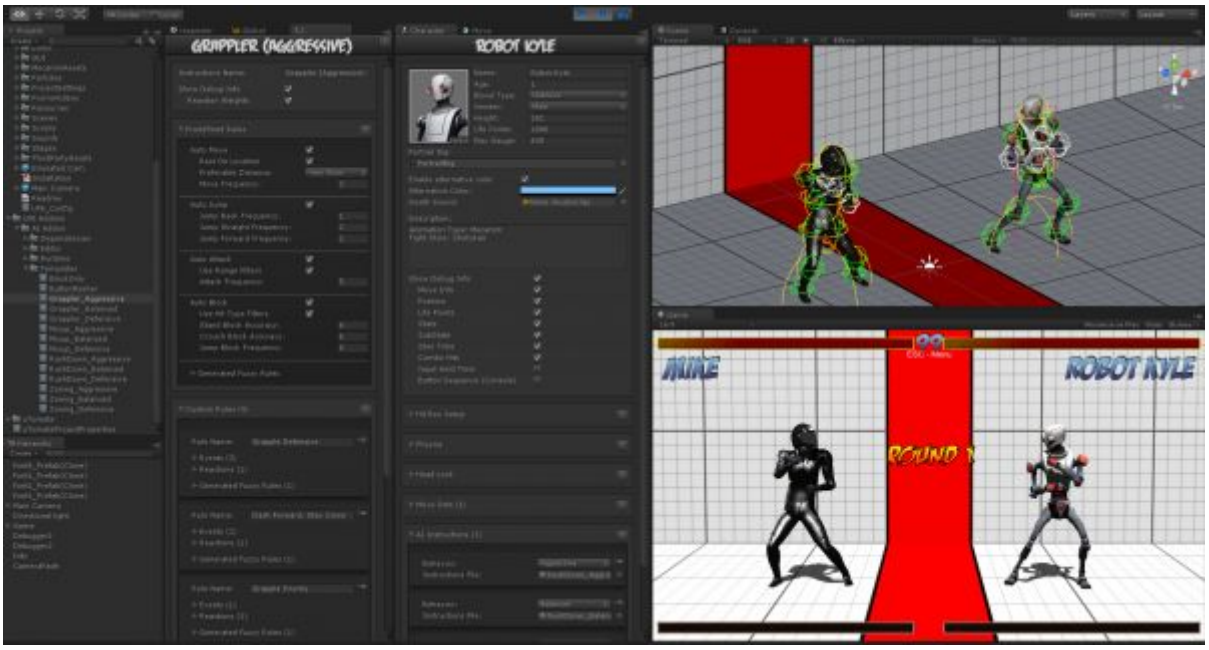
- Under Global Editor, AI Options -> AI Engine: Fuzzy AI
- Under Character Editor, AI Instructions
- Under Move Editor, AI Definitions
- New Editor: A.I. Editor (under `Window → U.F.E.`)

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)

- Recommended Layout:



Updates

If you prefer to update Fuzzy AI manually, follow the procedures below:

Remember to always backup projects before importing a new update!

- Close Unity.
- Replace the files under `.\UFE Addons\AI Addon\Runtime\` and `.\UFE Addons\AI Addon\Editor\` with the files from the new version.
- (Optional) Replace the files under `.\UFE Addons\AI Addon\Templates\` to update the AI Instruction templates.
- Open Unity.

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

Permanent link:
http://www.ufe3d.com/doku.php/ai:installation?rev=1414357077

Last update: **2014/10/26 16:57**