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
- Unity Terminology
- Fighting Game Terminology

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

As soon as you import Fuzzy AI onto UFE you will be able to see the following new options:

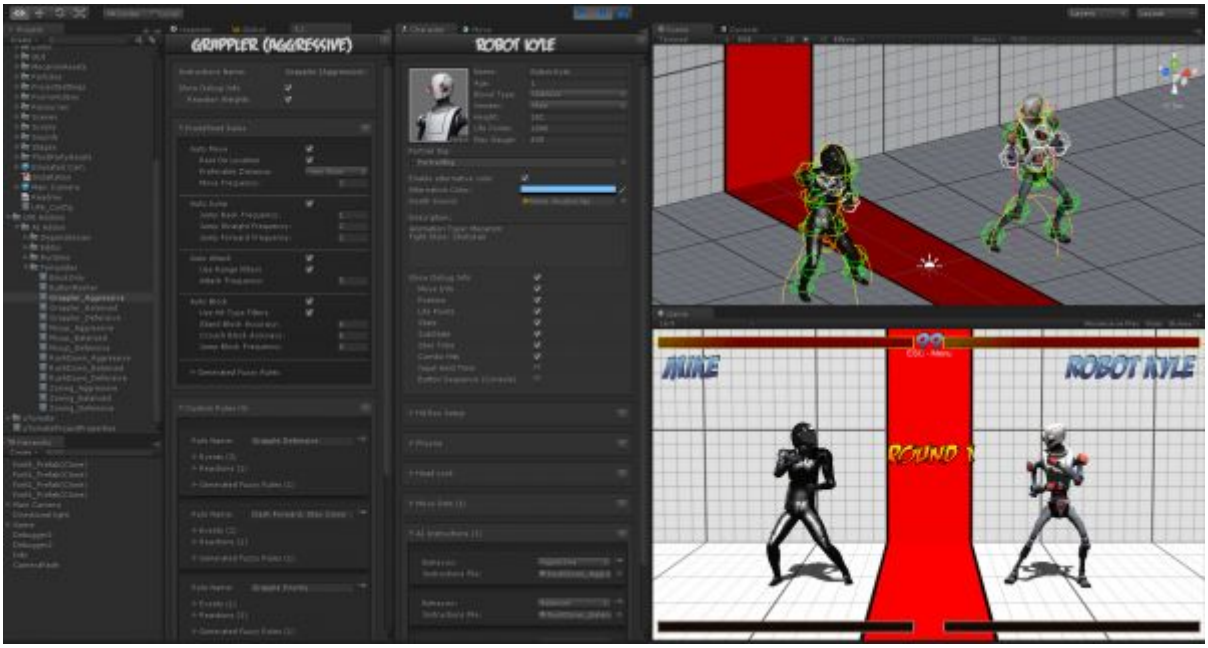
- Under Global Editor, AI Options -> AI Engine: Fuzzy AI
- Under Character Editor, AI Instructions
- Under Move Editor, AI Definitions
- New Editor: A.I. Editor (under `Window → U.F.E.`)

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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Permanent link:
http://www.ufe3d.com/doku.php/ai:installation?rev=1414378191

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