

# Installation

## Requirements

- [Universal Fighting Engine](#) (v1.5 or higher)
  - Understanding of U.F.E tools
  - Unity 4.5 or higher
  - Know your way around the basic tools
  - Unity Terminology
  - Fighting Game Terminology
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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

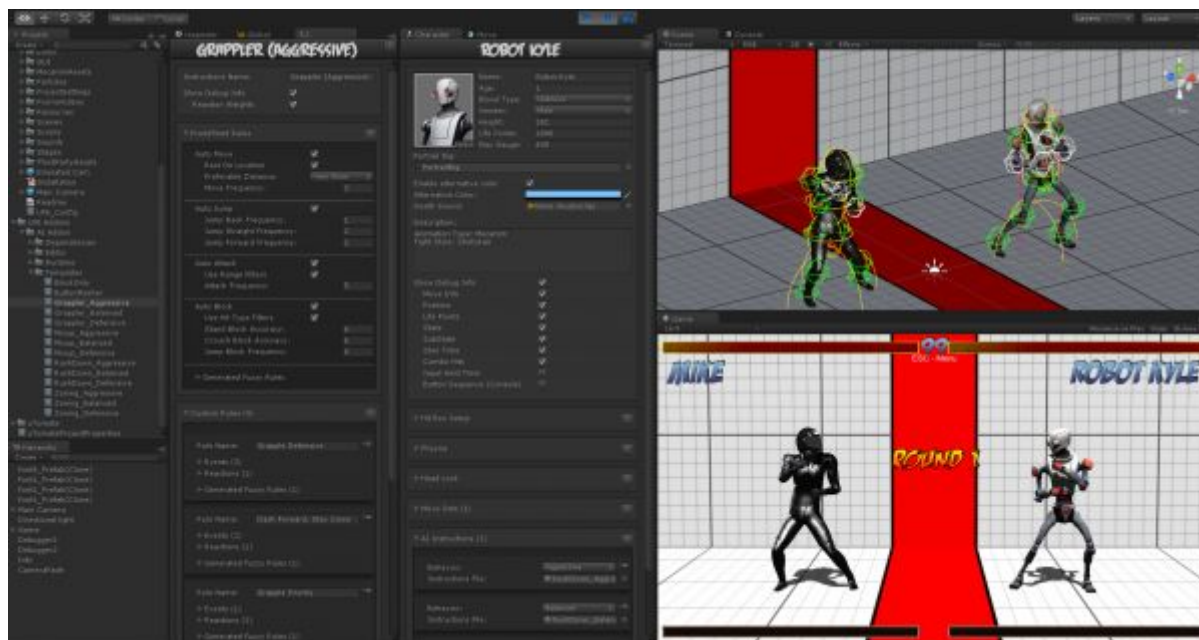
As soon as you import Fuzzy AI onto UFE you will be able to see the following new options:

- 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 available. 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 Kyle*: Rush down set (RushDown\_Aggressive, RushDown\_Balanced, RushDown\_Defensive)
  - *Joan*: Grappler set (Grappler\_Aggressive, Grappler\_Balanced, Grappler\_Defensive)
  - *Mecanim Bot*: 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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From:

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

Permanent link:

<http://www.ufe3d.com/doku.php/ai:installation?rev=1416095726>

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