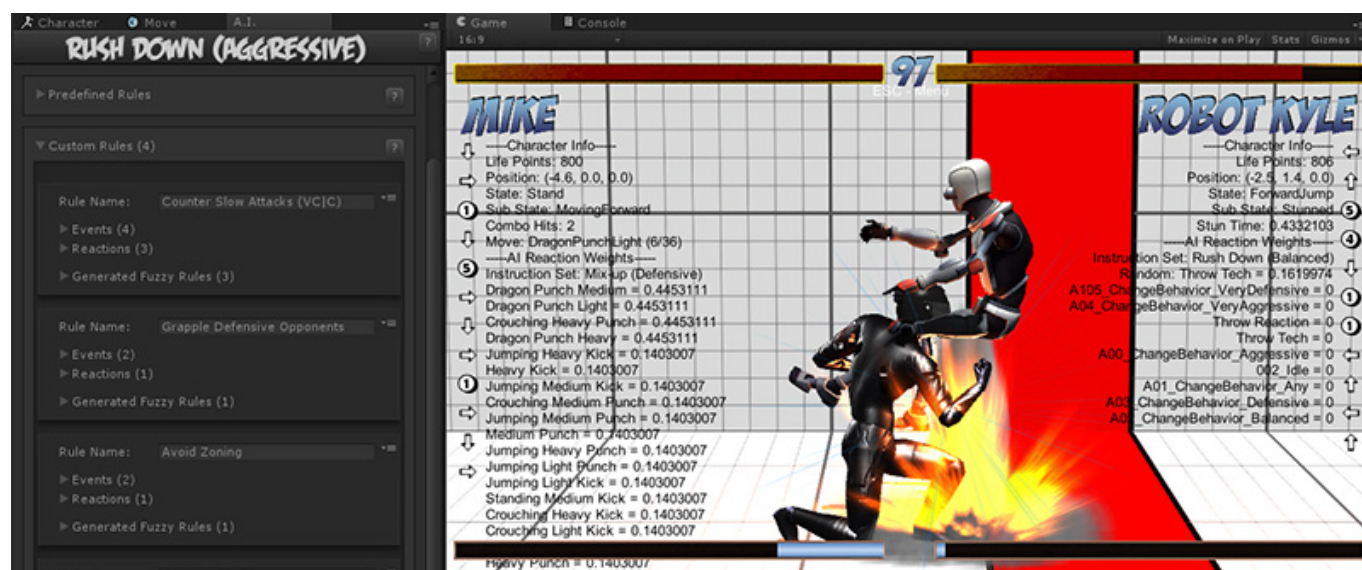


# A.I. Editor

(Requires Fuzzy AI Rule Generator Addon)



Fuzzy AI Rule Generator (or simply Fuzzy AI) is a tool designed to emulate human cognitive thinking. It provides user friendly layouts to design an instruction set that makes the character behave much like a real player would.

This add-on uses [Fuzzy Logic](#) to evaluate the information of the scene and calculate the desirability of each given action, translating the AI decisions directly into user input. In other words: the AI doesn't cheat, it uses the same input system used by the player.

Fuzzy AI uses [AI4Unity](#) library, a port of [AForge.Net](#) created by David Guitierrez that works *out of the box* in Unity. This free library is used for translating the information of the scene into [fuzzy values](#) that will be used by the AI rules to define the character behavior.

Currently Fuzzy AI only works as an extension of UFE, but we hope that soon we can expand it to be used in other projects. Since its **open source** however, those with experience are free to try apply the current state of development into their own ideologies.

Open an existing instruction file or create a new one. For this introduction we will be using several instructions from the folder below. These instructions are already assigned to the demo characters.

Template Location: `.\UFE Addons\Templates`  
 Inherits from: `.\UFE Addons\Runtime\AIInfo.cs`

To create a new A.I. instruction file, in the project window click on Create → U.F.E. → A.I. File.

Instruction files needs to be attached to Character Info → AI Instructions.

The screenshot shows a software interface for configuring an AI named "GRAPPLER (AGGRESSIVE)". The interface is dark-themed and organized into several sections. At the top, there's a header with the AI's name in a stylized font. Below this, a section for "Instructions Name" contains a text field with "Grappler (Aggressive)". Two checkboxes, "Show Debug Info" and "Reaction Weights", are both checked. The main section is titled "Predefined Rules" and contains four sub-sections: "Auto Move", "Auto Jump", "Auto Attack", and "Auto Block". Each sub-section has several settings, some with checkboxes and others with sliders or dropdown menus. For example, "Auto Move" has "Auto Move" (checked), "Rest On Location" (checked), "Preferable Distance" (set to "Very Close"), and "Move Frequency" (slider at 3). "Auto Jump" has "Auto Jump" (checked) and three frequency sliders: "Jump Back Frequency" (1), "Jump Straight Frequency" (2), and "Jump Forward Frequency" (2). "Auto Attack" has "Auto Attack" (checked), "Use Range Filters" (checked), and "Attack Frequency" (slider at 5). "Auto Block" has "Auto Block" (checked), "Use Hit Type Filters" (checked), and three accuracy/frequency sliders: "Stand Block Accuracy" (6), "Crouch Block Accuracy" (6), and "Jump Block Frequency" (0). Below these predefined rules is a section for "Generated Fuzzy Rules". At the bottom of the interface, there are four expandable sections: "Custom Rules (4)", "Definitions", "Advanced Options", and "Generated Fuzzy Rules (55)".

A.I.

# GRAPPLER (AGGRESSIVE)

Instructions Name: Grappler (Aggressive)

Show Debug Info ☒

Reaction Weights ☒

## ▼ Predefined Rules

Auto Move ☒

Rest On Location ☒

Preferable Distance: Very Close

Move Frequency: 3

Auto Jump ☒

Jump Back Frequency: 1

Jump Straight Frequency: 2

Jump Forward Frequency: 2

Auto Attack ☒

Use Range Filters ☒

Attack Frequency: 5

Auto Block ☒

Use Hit Type Filters ☒

Stand Block Accuracy: 6

Crouch Block Accuracy: 6

Jump Block Frequency: 0

► Generated Fuzzy Rules

► Custom Rules (4)

► Definitions

► Advanced Options

► Generated Fuzzy Rules (55)

**Instruction Name:** Name of this instruction set.

**Show Debug Info:** Show the list of reaction weights the AI has to choose from. The higher the weight, the higher is the likability of that reaction.

**Sub-content:**

- [Installation](#)
- [Predefined Rules](#)

- [Custom Rules](#)
  - [Definitions](#)
  - [Advanced Options](#)
  - [Generated Fuzzy Rules](#)
- 

**Related Video Tutorial:**

Coming soon

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