

A.I. Editor

This editor is only available for [Fuzzy AI](#) owners. If you are looking for *Random A.I.* instructions [click here](#).



Due to an issue with Multithreading and WebGL, Fuzzy AI is currently not supported on WebGL builds. For more information check out these links:

<https://forum.unity.com/threads/multithreading-and-webgl.817986/>

<https://medium.com/medialesson/so-you-want-to-use-multithreading-in-unity-webgl-5953769dd337>

[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 the [AI4Unity](#) library (created by David Guitierrez), a port of [AForge.Net](#) used to translate the information of the scene into [fuzzy values](#) that are then used by the engine 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\Fuzzy AI\Templates`

Inherits from: `.\UFE Addons\Fuzzy AI\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 → A.I. Instructions.



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:



Video

[< Back to Universal Fighting Engine - Introduction](#)



Video

From:

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

Permanent link:

<http://www.ufe3d.com/doku.php/ai:start?rev=1657716052>

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