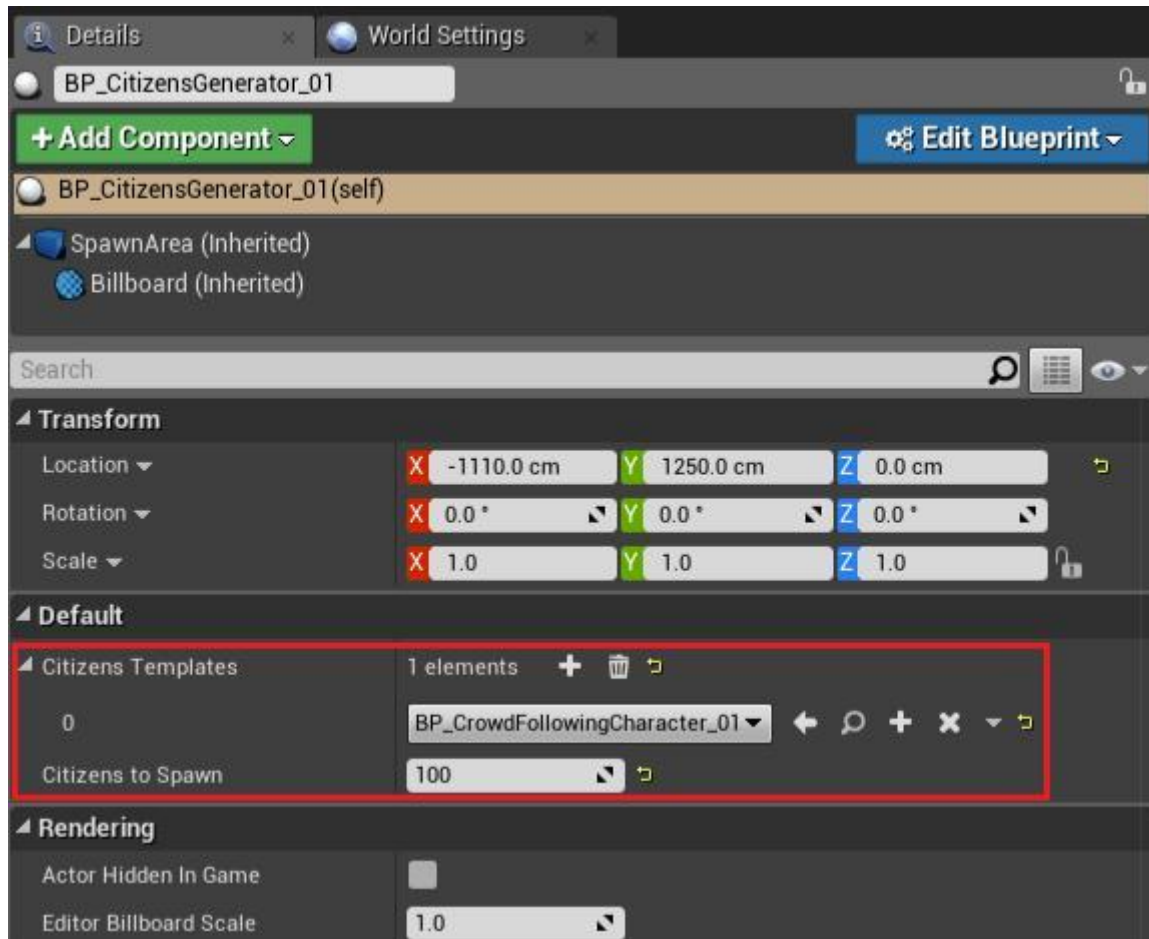


AI Citizens – documentation

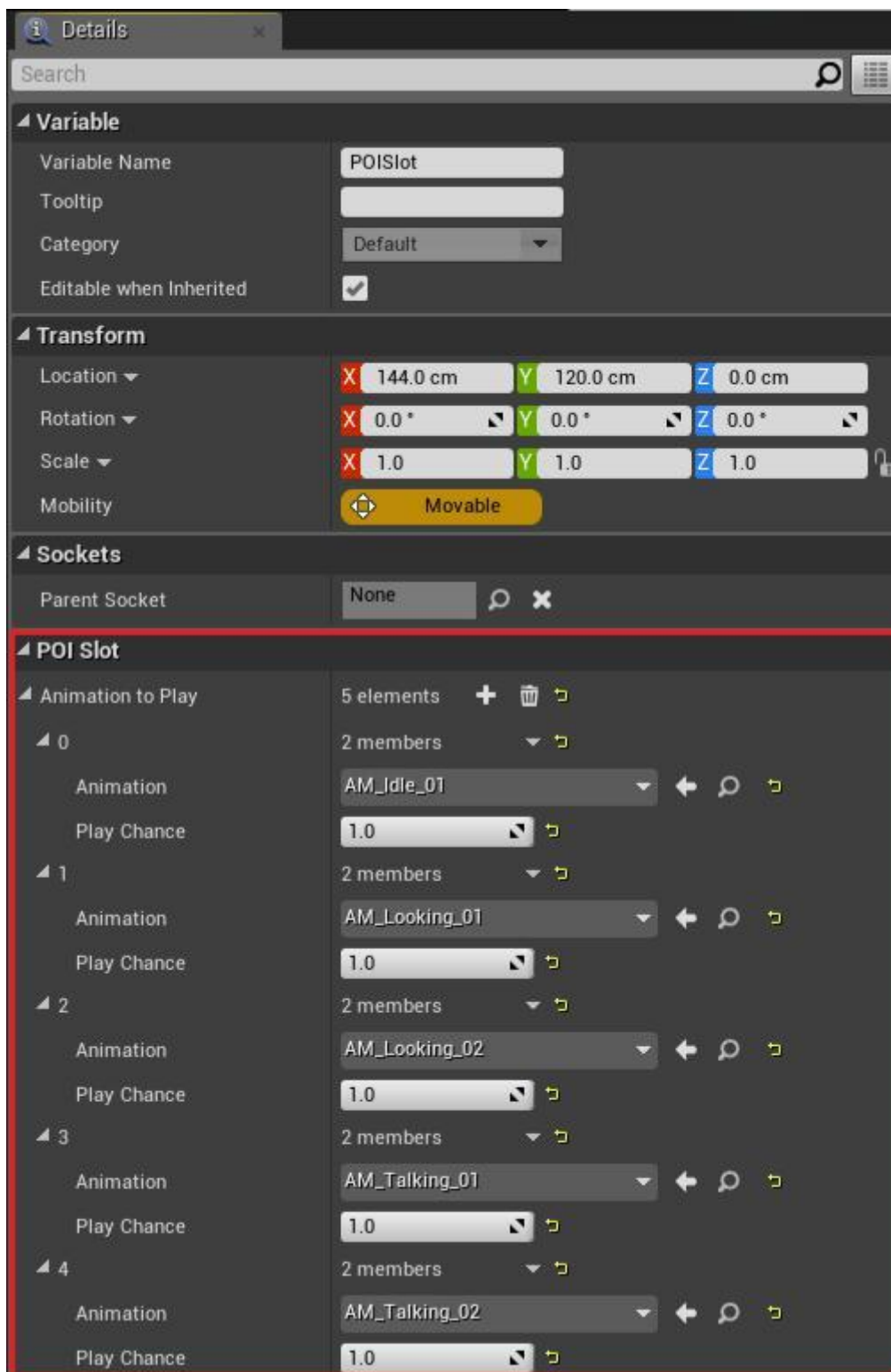
To use Citizens AI in your project, drop CitizensGenerator and NavMeshBoundsVolume on your level. CitizensGenerator can be resized to change spawn area. In CitizensGenerator details you can set some options.



- Citizens Templates – here you can add templates for AI Characters for more various citizens. By default in citizens template you can select different pathfinding system. CrownFollowingCharacter allows for better results, but worse performance, than PathFollowingCharacter.
- Citizens To Spawn – number of AI Characters to spawn

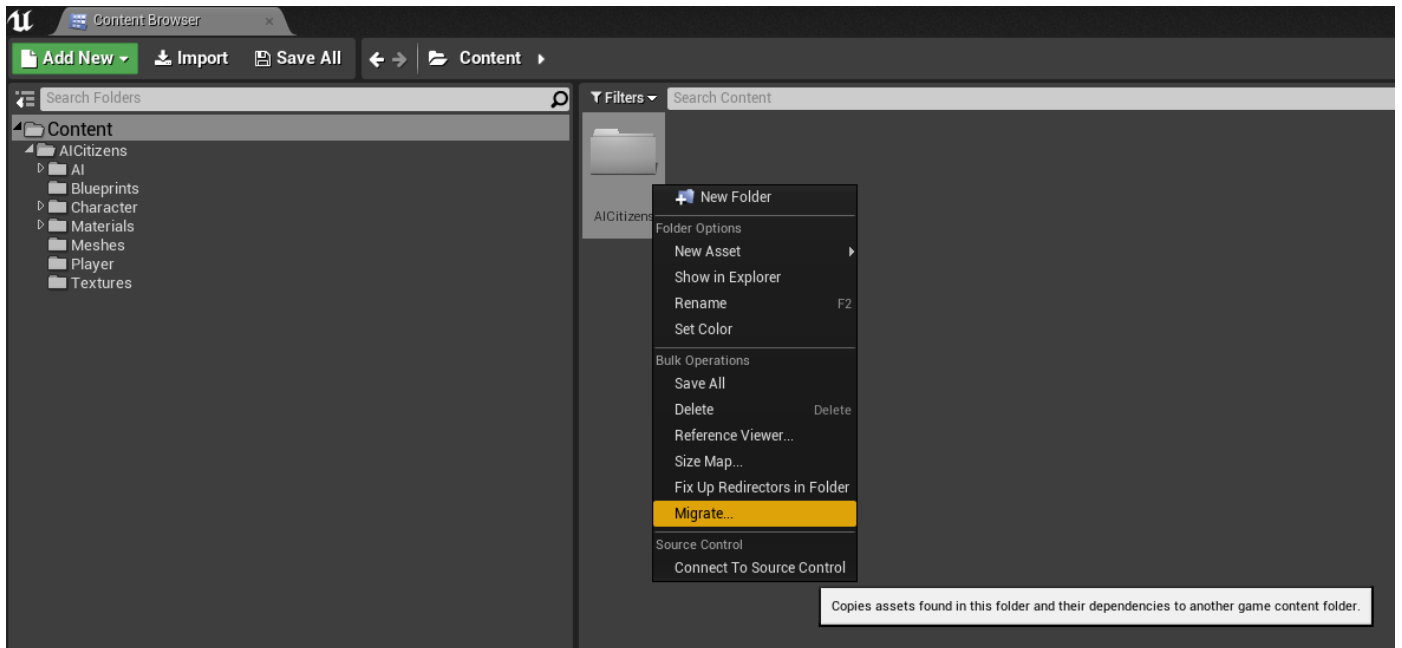
In AI Citizens you can use Point of Interest system. Point of Interest is a special object where AI can make some action (for example market stall). AI Citizens can play special animation when it reach Point of Interest.

To create new Point of Interest you should create new blueprint inherited from BP_BasePOI_01. In this blueprint you can change mesh and you should add some POI Slots. POI Slots are point where AI character should move to. To add POI Slot you should click Add Component button and select POI Slot. Then you should move slot to position, where AI should move to. You can add more POI Slots with different setup. In POI Slot details you can add some animations that should be played when AI reach that point.

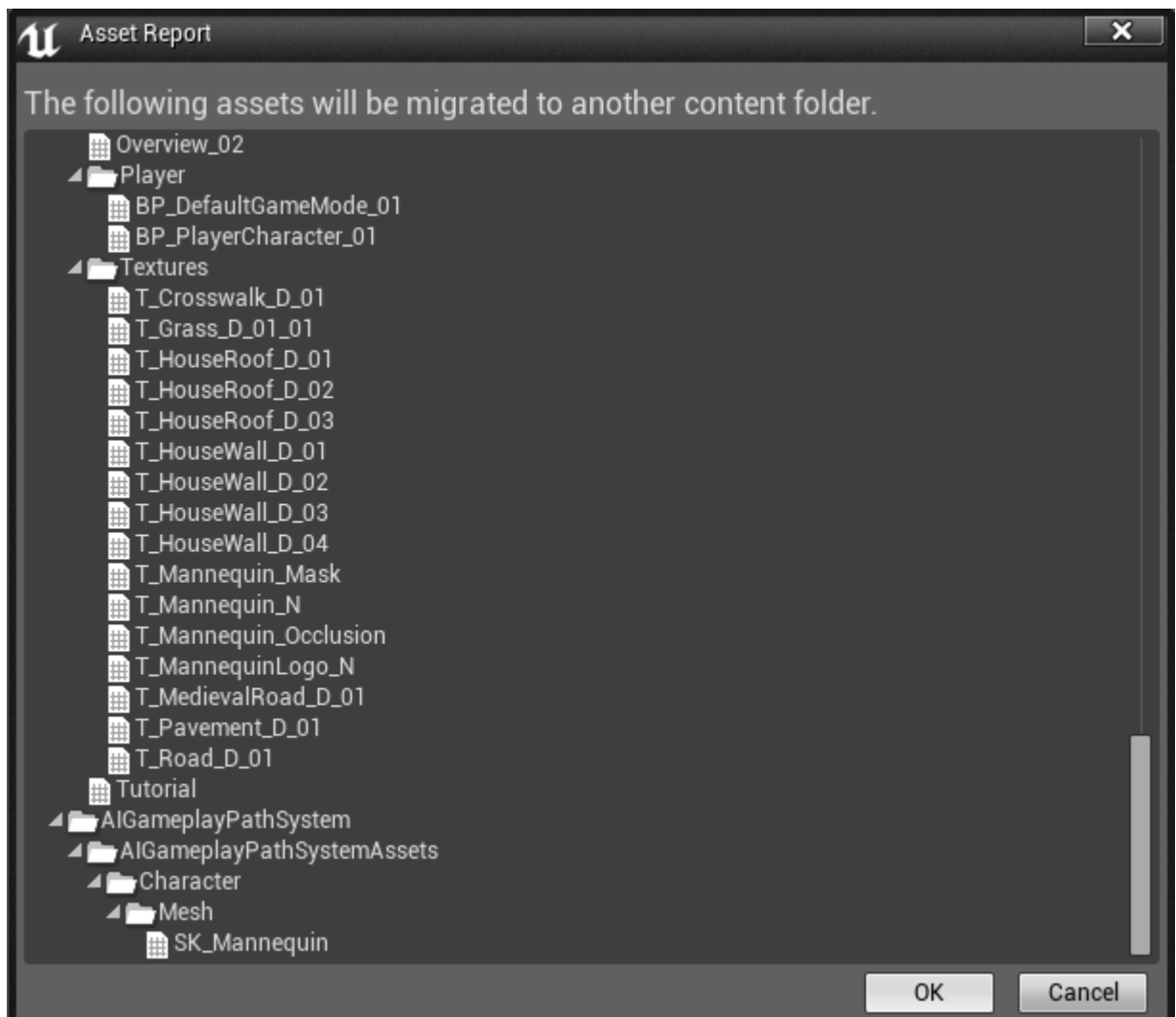


How to migrate

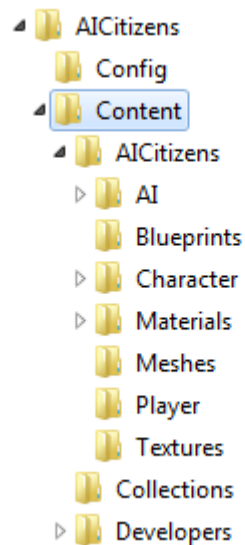
1. Right click on main AI Citizens folder and select Migrate option.








2. Press OK.



3. Select Content folder in yours project and press OK.



4. Copy **DefaultEditorPerProjectUserSettings** file from config folder to yours project config folder

 DefaultEditor.ini	2016-09-16 18:22	Ustawienia konfiguracji...	1 KB
 DefaultEditorPerProjectUserSettings.ini	2016-09-16 20:03	Ustawienia konfiguracji...	2 KB
 DefaultEngine.ini	2016-09-16 20:02	Ustawienia konfiguracji...	1 KB
 DefaultGame.ini	2016-09-16 18:22	Ustawienia konfiguracji...	1 KB
 DefaultInput.ini	2016-09-16 18:22	Ustawienia konfiguracji...	6 KB

or check Environment Query System in editor preferences in experimental tab

