

Advanced FPS Kit

AI Lite Pack

Readme

I. Introduction

Thank you for purchasing the final installation to AFPSK Lite, the Advanced AI Pack. This pack contains the final set of AFPSK Engine Additions which includes the new Advanced AI Player, which contains built in Recast – Navigation solutions as well as some extremely useful targeting and target assisting functionality. This pack also contains the MissileProjectile type, one of the most requested and useful projectile types from Tribes 2 (It was called SeekerProjectile then). This pack also contains the accompanying GuiTargetSelector to select targets for the MissileProjectile to properly function. Since there's a lot to cover in terms of usage and installation, there are separate documents regarding the process to install the pack into your engine, as well as some additional documents regarding new functioning and usage of the pack. Thanks again, and I hope you enjoy this pack!

As with all of my other packs, feel free to provide input or fixes if you happen to find any problems. If you encounter any major issues with the pack, please let me know and I will fix it to the best of my abilities.

II. License

You are free to use this pack's assets and source code in any of your projects without needing the prior written consent of Phantom Games Development or Robert Fritzen. You are also not required in any means or forms to credit Phantom Games Development or Robert Fritzen in your game if you use this pack. You are entitled to one copy and one backup of the pack. You are not permitted to re-distribute any source within the pack that is herein not required by your game (IE: Art Assets) without prior consent of Robert Fritzen. Phantom Games Development provides no warranty for this product and is not responsible for any damage it may cause to you, your computer, or any other properties you own.