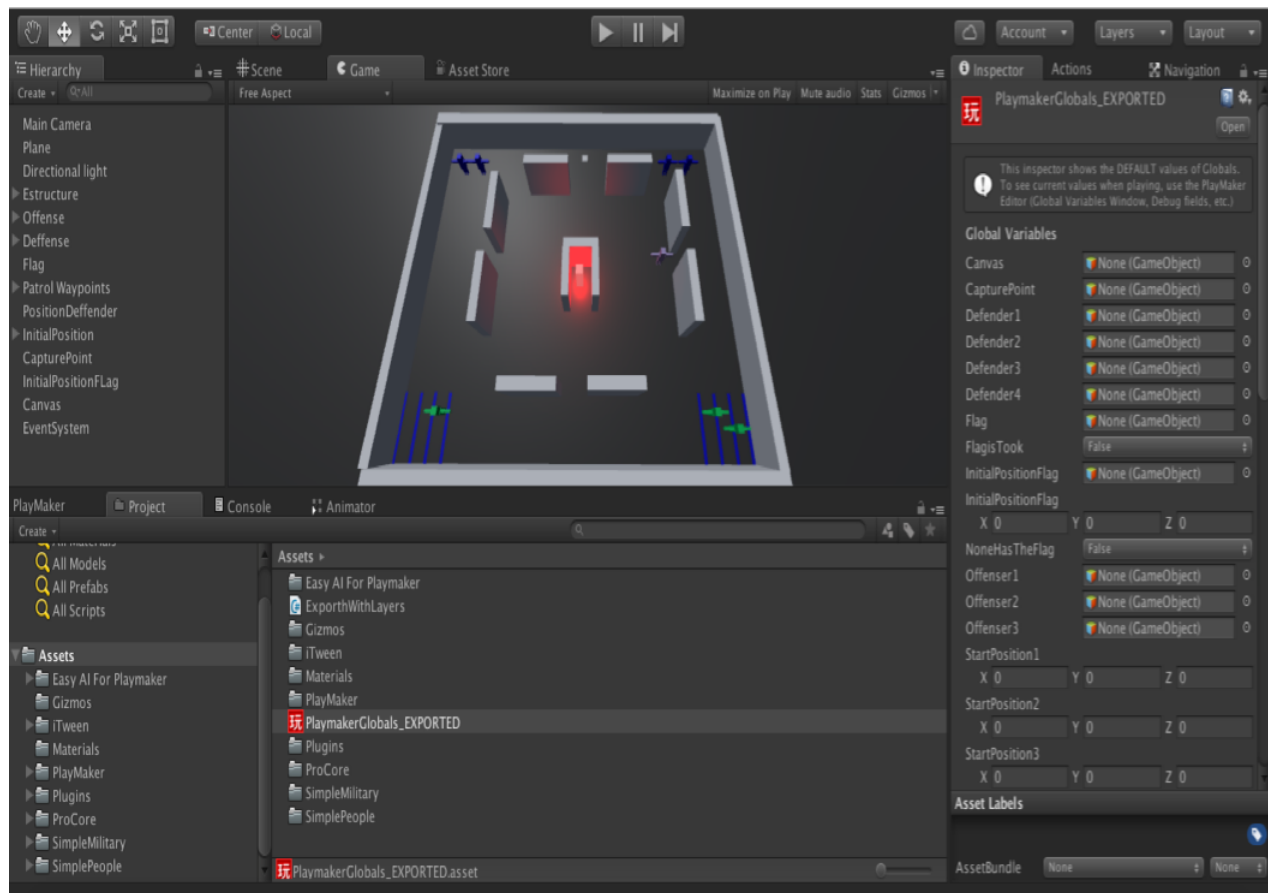


## **Steps for setup scene Zombie AI:**

1. Go to Assets/Easy AI For Playmaker/Scenes/ZombieAI and import the PlaymakerGlobals.unitypackage (Playmaker Globals Variables).
2. Go to Assets/ and click PlaymakerGlobals\_EXPORTED.asset



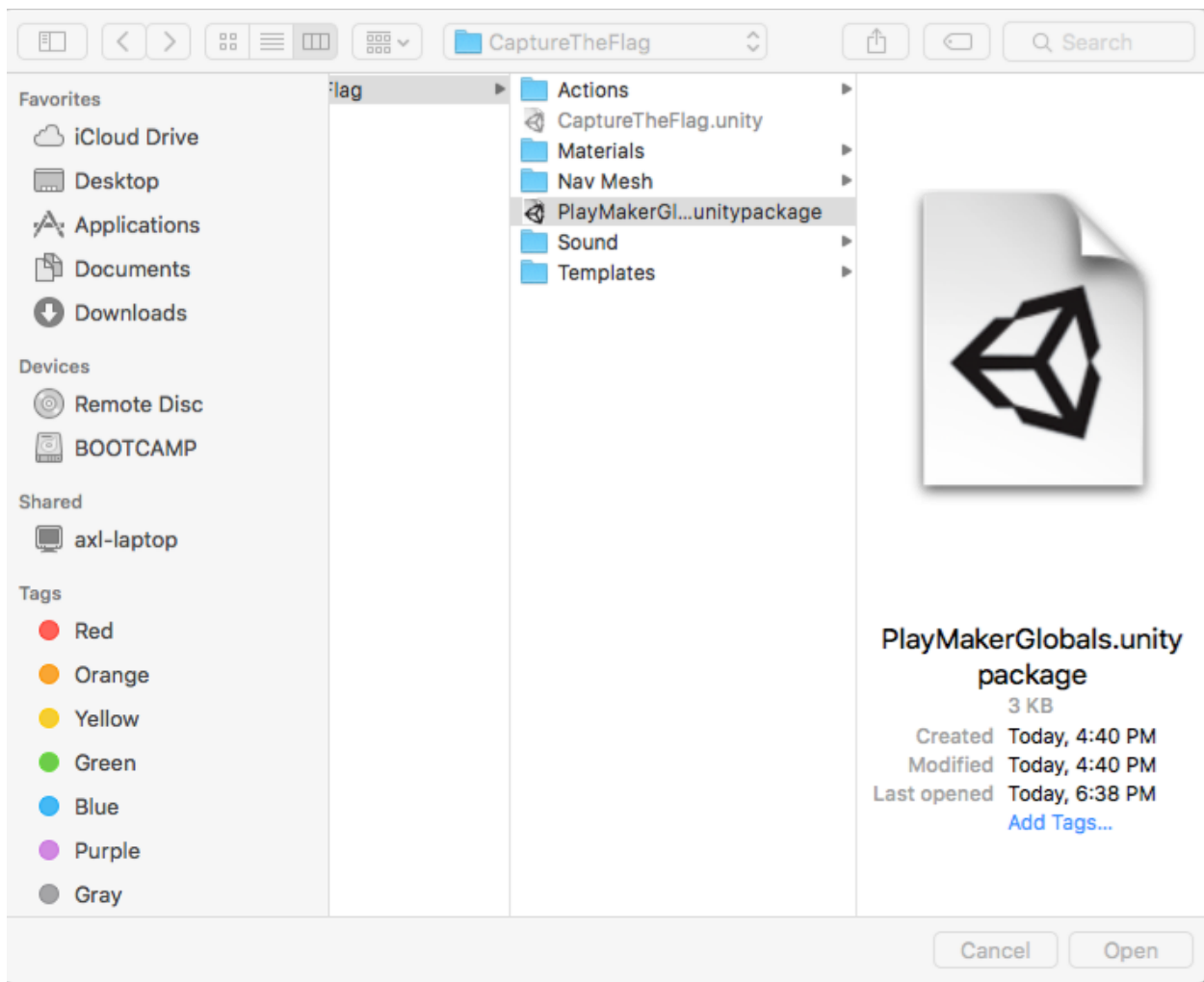
3. In the inspector click Import Globals.



4. In the window opened Go to

# Assets/Easy AI For

## Playmaker/Scenes/ZombieAI and open the PlaymakerGlobals.unitypackage.



5. Now open the scene Zombie AI.

If you have any feature requests or need support, please let us know.

Contact us: [oliver@axlplay.com](mailto:oliver@axlplay.com)

