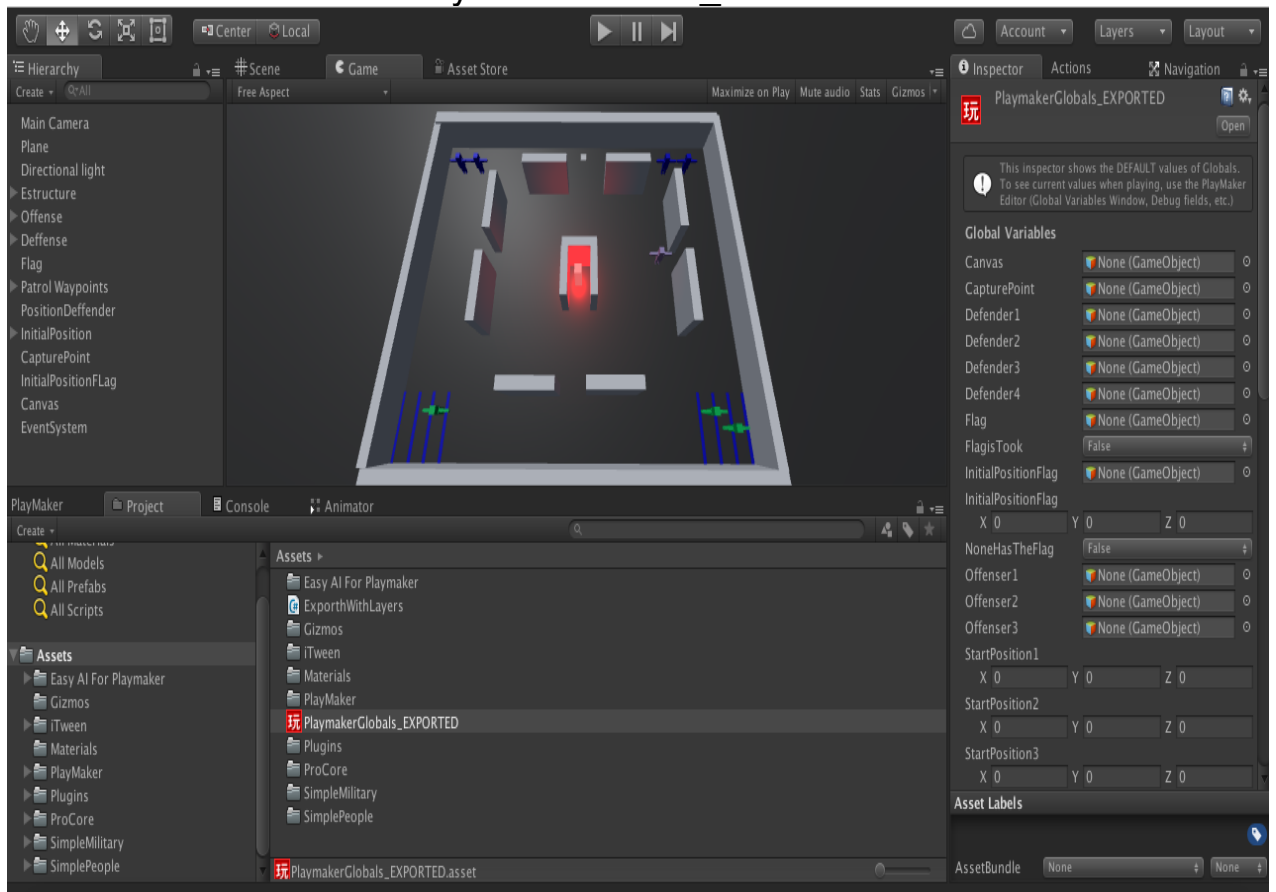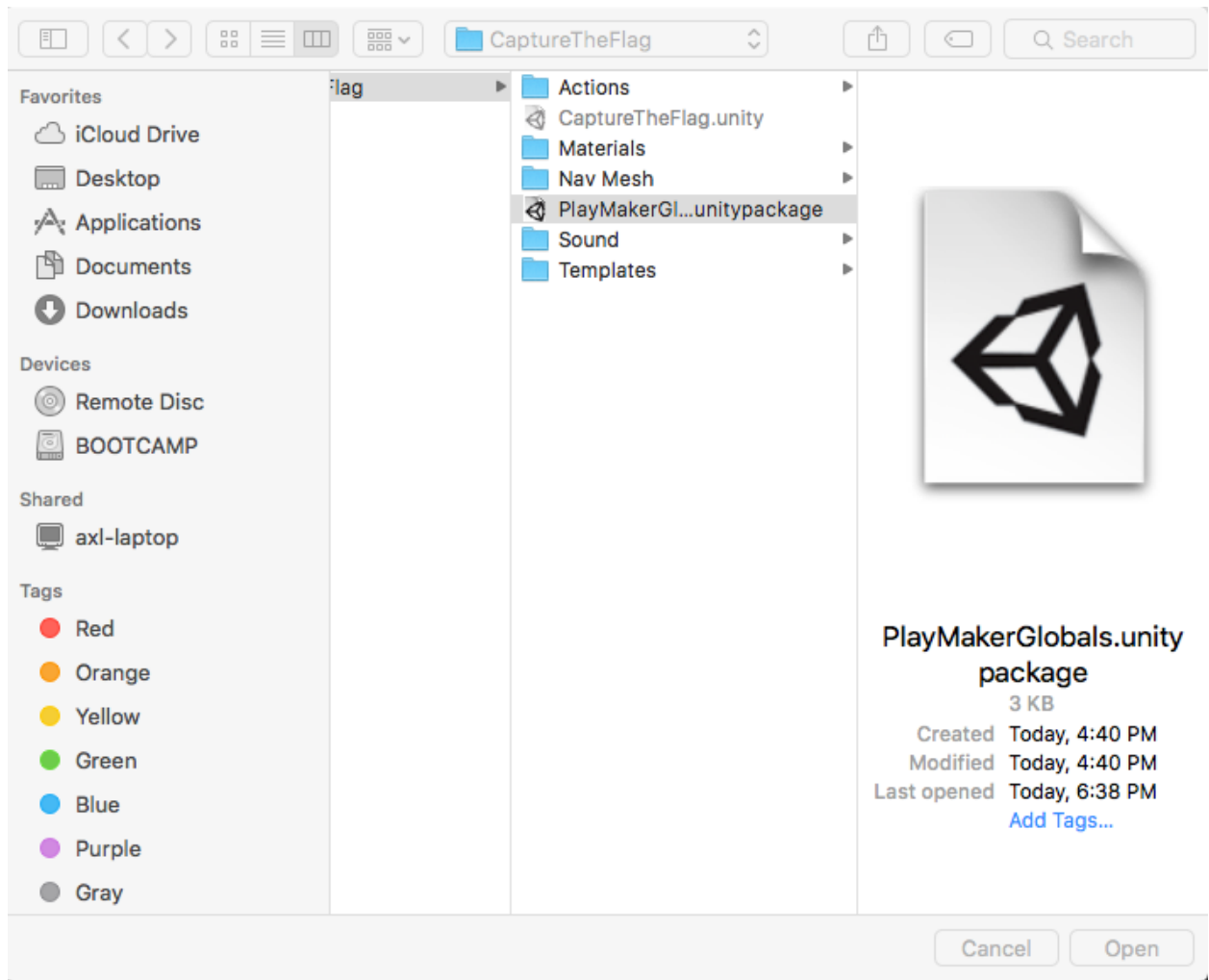# Steps for setup scene Capture the flag:

1. Go to Assets/Easy AI For Playmaker/Scenes/CaptureTheFlag and import the PlaymakerGlobals.unitypackage (Playmaker Globals Variables) and import the TagManager.unitypackage (Contain Layers)

2. Go to Assets/ and click PlaymakerGlobals_EXPORTED.asset

3. In the inspector click Import Globals.

ℹ Inspector   Actions   ⛶ Navigation   🔒 ▾≡

Patrol
Pursue
Search
See
Wander
Health
Attack
Flee
Lose
Dead
Reset Position Flag
ResetPositionFlag
Reset
BlueTeamHaveTheFlag
Stop

Refresh

Export Globals

Import Globals

Exporting and Importing Globals:

To copy Globals to a new project that doesn't already have Globals, simply include this asset in the exported unitypackage.

If the new project has Globals that you don't want to overwrite, use Export Globals in this project, include the exported asset in the unitypackage, and Use Import Globals in the new project.

Asset Labels

🏷

AssetBundle   None ⬍   None ⬍

4. In the window opened Go to Assets/Easy AI For Playmaker/Scenes/CaptureTheFlag and open the PlaymakerGlobals.unitypackage.

5. Now open the scene Capture the flag.

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

Contact us: oliver@axlplay.com