In order to run our drone and car AI do the following. If anything is unclear we highly recommend following [Petter's tutorial](#) on how to install Panda BT.

1. In Unity go to the Assets store, which will direct you to the assets store webpage, and add "Panda BT Free" to your package manager. Press the pop up in the webpage called "Open in Unity" or open package manager in Unity and download Panda BT. After it's been downloaded you have to also import it.

From now on all steps needs to be done for both car and drone:

2. In the project folder go to Assets > Misc > Prefabs. Select DroneSoccerCapsule/CarBlimpSoccer and click Open Prefab. Then open Panda.BT.free > Runtime and drag the file with the Panda BT icon called "PandaBehaviour" to the "Add Component" section of the DroneSoccerCapsule/CarBlimpSoccer prefab that you just opened.
3. In the PandaBehaviour component you need to add our script "Drone Soccer Panda Script.BT"/"Car Soccer Panda Script.BT" to "BT script 0".
4. Change the "Tick on" from Update to Manual in the PandaBehaviour component.
5. Finally don't forget to use our "DroneAISoccer_red.cs"/"CarAISoccer_gr2.cs" script instead of the one we are given in the project. Now you should be all set up!