



Emerald AI Support

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# Chapter 1: Enabling Emerald AI Support

To enable Emerald AI support for Quest Machine, import these packages:

- **Plugins ► Pixel Crushers ► Common ► Third Party Support ► Emerald AI Support**
- **Plugins ► Pixel Crushers ► Quest Machine ► Third Party Support ► Emerald AI Support**

If you are using Emerald AI 3.0 or earlier, set the Scripting Define Symbol `EMERALD_AI_3_0_OR_OLDER`.

# Chapter 2: Emerald AI Quest Giver

Add Emerald AI Quest Giver component to your Emerald AI NPCs instead of Quest Machine's standard Quest Giver. The Emerald AI Quest Giver takes care of stopping the AI during dialogue.

# Chapter 3: Quest Actions

The Emerald AI support package adds the quest actions described below. They work on a faction basis. If you want to affect a single AI, give it a unique faction.

## Damage Quest Action

Script	EmeraldAIDamageQuestAction
Faction	Undead <input type="button" value="Refresh"/>
Damage Amount	0
Target Type	Player

Damages the AIs in a faction. Target Type identifies who dealt the damage.

## Emote Quest Action

Script	EmeraldAIEmoteQuestAction
Faction	Undead <input type="button" value="Refresh"/>
Play Sound	<input checked="" type="checkbox"/>
Sound Effect ID	0
Play Animation	<input checked="" type="checkbox"/>
Animation ID	0
Animation Mode	Play

Plays sound and/or animation.

### Follow Quest Action

Script	EmeraldAIFollowQuestAction
Faction	Undead <span>⬇</span> <span>Refresh</span>
Follow Action	Follow <span>⬇</span>
Follow As	Companion <span>⬇</span>
Follow Target	<div>None (String Asset) <span>⊗</span> <span>New</span></div> <div>None (Text Table) <span>⊗</span></div>

Sets the AIs in a faction to follow a target or stay (stop following). The Follow Target can be the ID of a quest giver or quest journal holder or the name of a GameObject in the scene.

### Kill Quest Action

Script	None (Mono Script) <span>⊗</span>
Faction	0

Kills the AIs in a faction.

### Set Behavior Quest Action

Script	EmeraldAISetBehaviorQuestAction <span>⊗</span>
Faction	Undead <span>⬇</span> <span>Refresh</span>
Behavior	Passive <span>⬇</span>

Sets the behavior of AIs in a faction.

### Set Confidence Quest Action

Script	None (Mono Script) <span>⊗</span>
Faction	0
Confidence	Brave <span>⬇</span>

Sets the confidence of AIs in a faction.

### Set Destination Quest Action

Script	EmeraldAISetDestinationQuestAction <span>⊗</span>
Faction	Undead <span>⬇</span> <span>Refresh</span>
Destination	<div>None (String Asset) <span>⊗</span> <span>New</span></div> <div>None (Text Table) <span>⊗</span></div>

Sets the destination for AIs in a faction to move to. The Destination can be the ID of a quest giver or quest journal holder or the name of a GameObject in the scene.

### Set Item Quest Action

Script	EmeraldAISetItemQuestAction	
Faction	Undead	Refresh
Mode	Enable	
Item ID	0	

Enables or disables an item for AIs in a faction. Can also disable all items.

### Set Wander Quest Action

Script	EmeraldAISetWanderQuestAction	
Faction	Undead	Refresh
Wander Type	Dynamic	

Sets the wander type for AIs in a faction.

### Set Weapon Quest Action

Script	EmeraldAISetWeaponQuestAction	
Faction	Undead	Refresh
Mode	Enable	

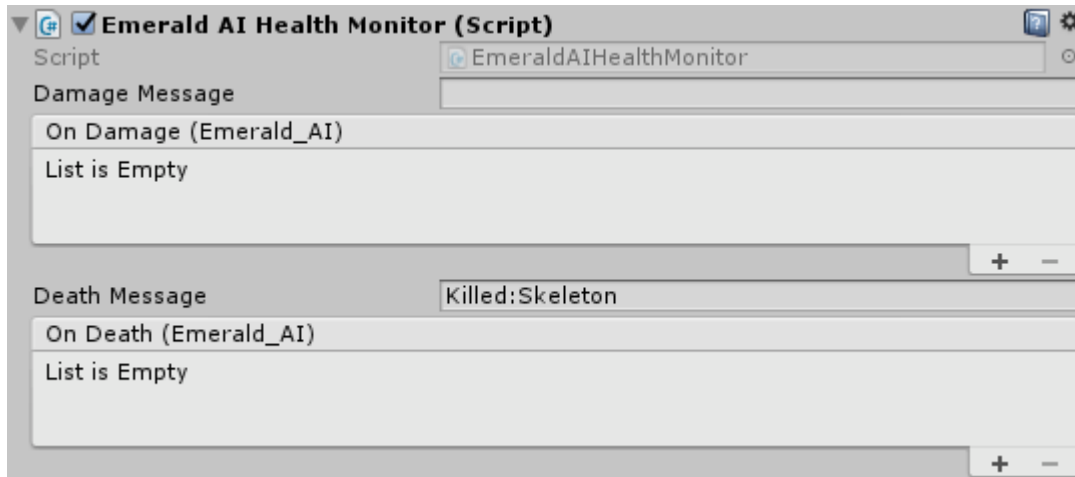
Enables or disables the weapon for AIs in a faction.

### Update Target Tags Quest Action

Script	EmeraldAIUpdateTargetTagsQuestAction	
Faction	Creature	Refresh
New Faction	Undead	Refresh
Opposing Faction 1	Creature	Refresh
Opposing Faction 2	NPC	Refresh
Opposing Faction 3	Animal	Refresh
Opposing Faction 4	Animal	Refresh
Opposing Faction 5	Animal	Refresh

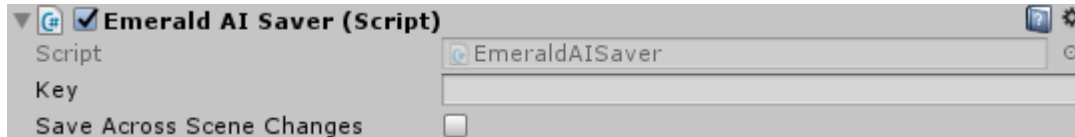
Updates the target tags (faction info) of AIs in a faction.

## Chapter 4: Emerald AI Health Monitor



Add an Emerald AI Health Monitor component to AIs to send messages to the Message System and/or invoke event handlers when the AI is damaged or killed. In the screenshot above, the AI is configured to send the message “Killed” + “Skeleton” when it’s killed. The demo scene’s Kill Skeletons quest listens for this message to increment the its counter.

## Chapter 5: Emerald AI Saver



Add an Emerald AI Saver component to save an AI’s position, health, and current behavior.