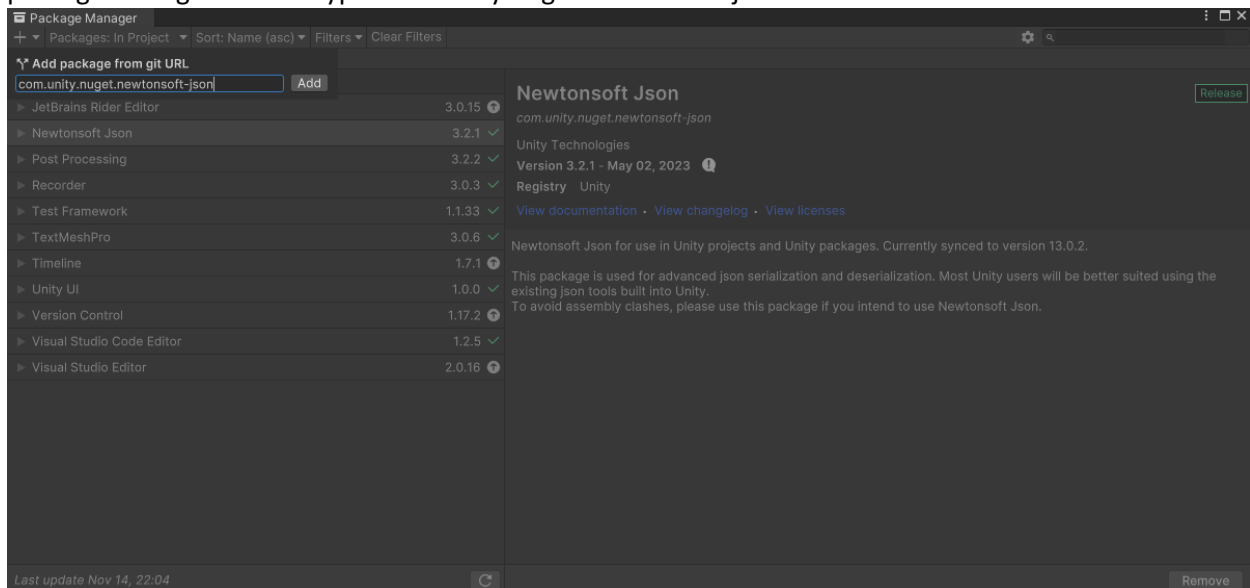


Basic Setup

Basic setup starts with an already setup OpenAI account and API key. If you don't have one, go to <https://platform.openai.com/> and obtain an API key. The instructions for doing so should be straight forward.

If you have any issues, suggestions and/or requests, don't hesitate to write to support@fuzion.gg or on Discord – <https://discord.gg/3keZysfchs>

Make sure to import Newtonsoft JSON package from git url if you're getting an error for missing namespace Newtonsoft.Json – Open Package Manager, click on the + sign in the top left then “Add package from git url” and type: `com.unity.nuget.newtonsoft-json`



To start using ChatGPT run one of the demo scenes and place your API_KEY in the GPTAgent script then run the scene or do the following:

1. Add **GPTAgent** script to an Empty GameObject
2. Fill in your API key in the inspector field
3. Assign a profile to the **AI Profile** field by using one from the **AI Profiles > OpenAI Examples** folder or create a new profile by Right-clicking in the **Project** view > **Create > ScriptableObjects > ChatProfile**
4. To send a prompt to the AI model, add the **using TzarGPT**; get a reference to **GPTAgent** script or use the Singleton Instance and simply await one of the functions which query the model. (See image below)

Example: `string aiResponse = await GetAIResponse("Who are you?");`

5. If you use **best_of** variable then you can go through the additional string responses by getting the whole response object like so (See image below):

Example: `AIResponse aiResponseObject = await GetAIResponseObject("Who are you?");`

```
[SerializeField] GPTAgent gptAgent;

0 references
async void GetStringResponse()
{
    string aiResponse = await gptAgent.GetAIResponse("Who are you?");
}

0 references
async void GetObjectResponse()
{
    AIResponse aiResponseObject = await gptAgent.GetAIResponseObject("Who are you?");

    // Access string responses inside object
    string strResponse = aiResponseObject.choices[0].text;
}

0 references
async void GetResponsesUsingSingleton()
{
    string aiResponse = await GPTAgent.Instance.GetAIResponse("Who are you?");
    AIResponse aiResponseObject = await GPTAgent.Instance.GetAIResponseObject("Who are you?");
}
```

Check the demo scene to see the demo chat app implementation and to test different profiles.

