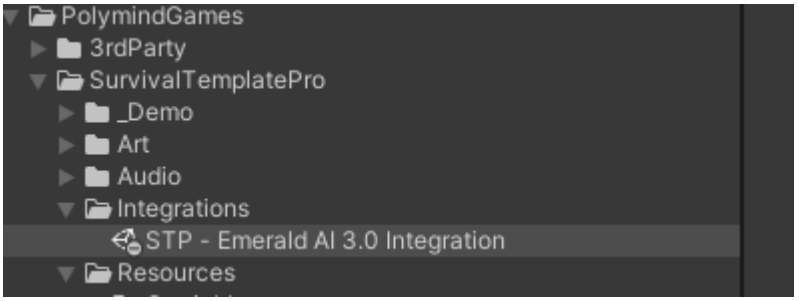
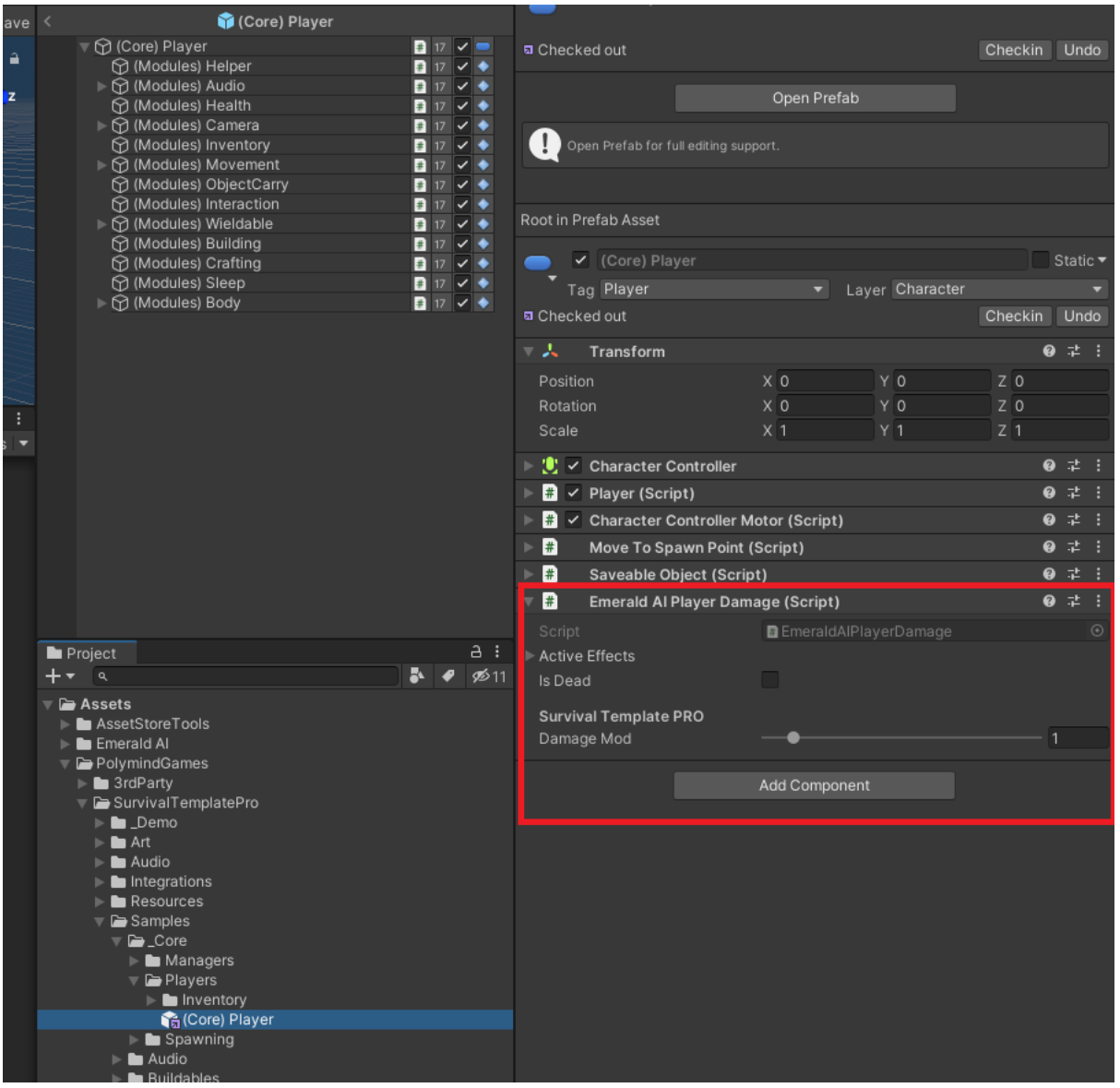
Survival Template PRO & Emerald AI 3.0 Integration

1. Make sure Emerald AI 3.0 is already imported.
2. Import the “STP - Emerald AI 3.0 Integration” package:

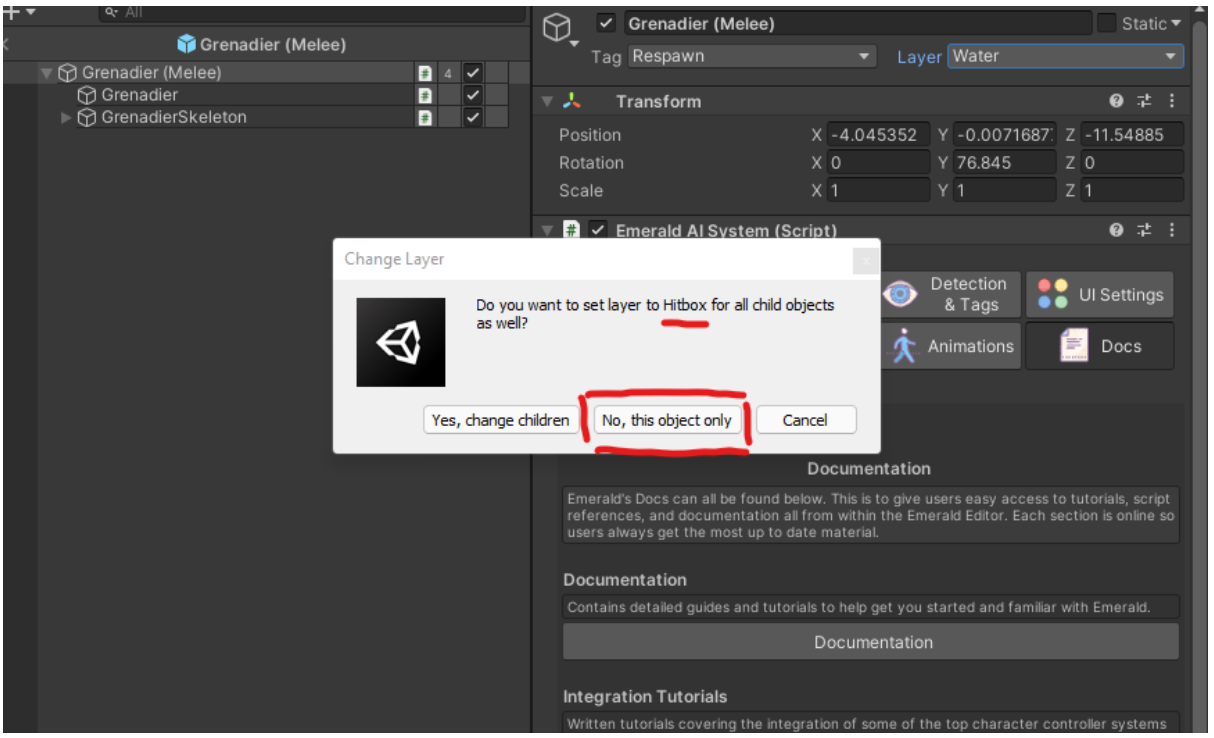


3. Find the **STP Player prefab** and add a “*Emerald AI Player Damage*” component on the root. (You can come back to this later and increase the received damage mod in

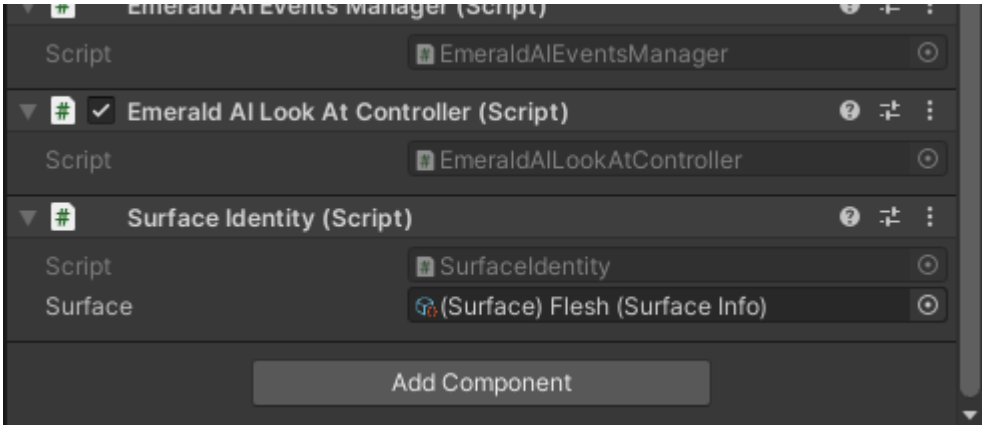
case it's needed).



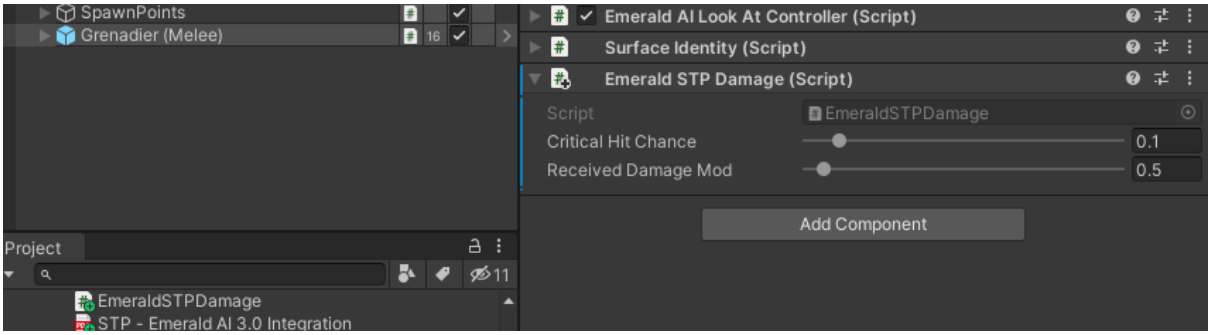
4. Go to the AI prefab (**note: this integration was tested on the "Grenadier (Melee)" AI prefab included in the latest available version for Emerald AI).**
5. Set the enemy layer to "Hitbox", make sure to **not** change the child objects layer.



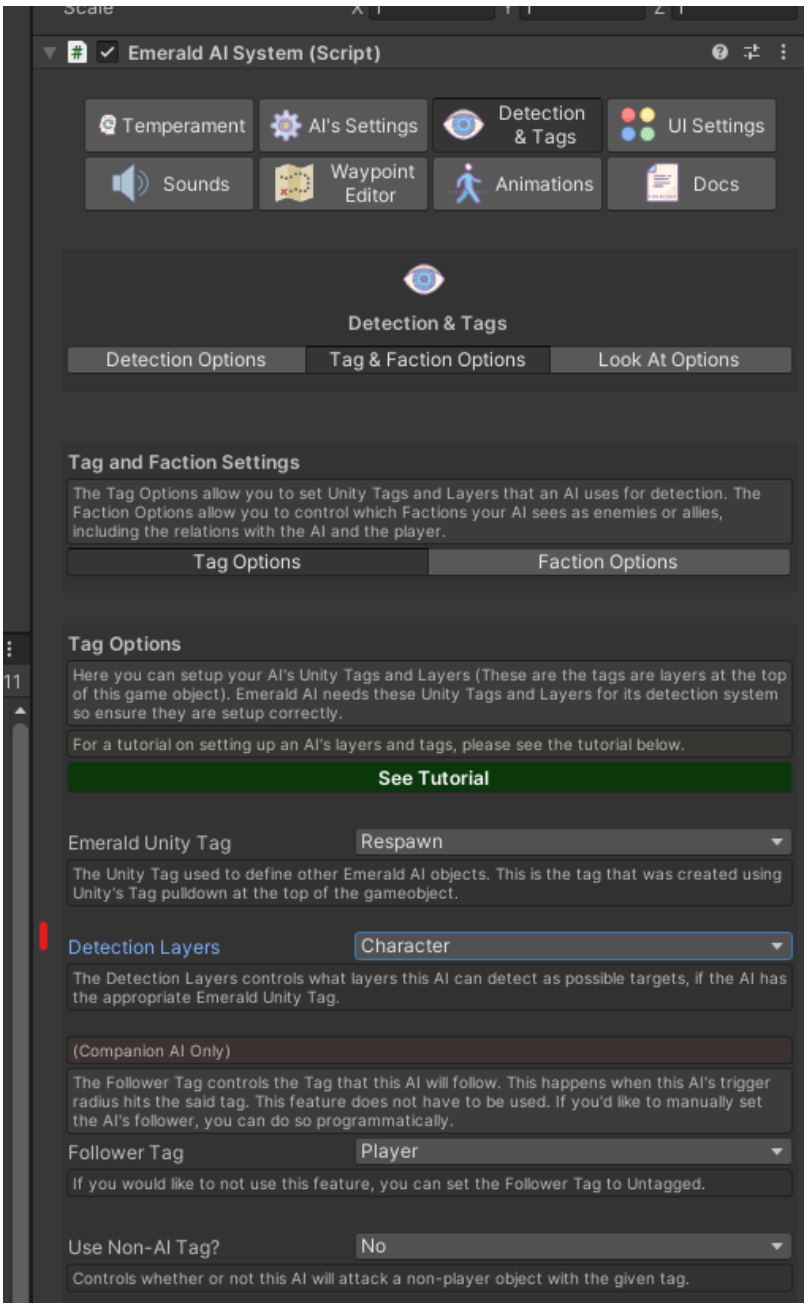
6. Add a **Surface Identity** component to the enemy and assign a flesh surface:



7. Add an "*Emerald Polymind FPS Damage*" component to the enemy.



8. Ensure the AI's target detection tag and layer match the Player's tag and layer.


Scale
Emerald AI System (Script)
Temperament
AI's Settings
Detection & Tags
UI Settings
Sounds
Waypoint Editor
Animations
Docs
Detection & Tags
Detection Options
Tag & Faction Options
Look At Options
Tag and Faction Settings
The Tag Options allow you to set Unity Tags and Layers that an AI uses for detection. The Faction Options allow you to control which Factions your AI sees as enemies or allies, including the relations with the AI and the player.
Tag Options
Faction Options
Tag Options
Here you can setup your AI's Unity Tags and Layers (These are the tags are layers at the top of this game object). Emerald AI needs these Unity Tags and Layers for its detection system so ensure they are setup correctly.
For a tutorial on setting up an AI's layers and tags, please see the tutorial below.
See Tutorial
Emerald Unity Tag
Respawn
The Unity Tag used to define other Emerald AI objects. This is the tag that was created using Unity's Tag pulldown at the top of the gameobject.
Detection Layers
Character
The Detection Layers controls what layers this AI can detect as possible targets, if the AI has the appropriate Emerald Unity Tag.
(Companion AI Only)
The Follower Tag controls the Tag that this AI will follow. This happens when this AI's trigger radius hits the said tag. This feature does not have to be used. If you'd like to manually set the AI's follower, you can do so programmatically.
Follower Tag
Player
If you would like to not use this feature, you can set the Follower Tag to Untagged.
Use Non-AI Tag?
No
Controls whether or not this AI will attack a non-player object with the given tag.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Tag and Faction Settings
The Tag Options allow you to set Unity Tags and Layers that an AI uses for detection. The Faction Options allow you to control which Factions your AI sees as enemies or allies, including the relations with the AI and the player.
Tag Options
Faction Options
Faction Options
The Faction Options allow you to control which Factions your AI sees as enemies or allies. These options also allow you to control the relations with the AI and the player.
For a tutorial on setting up an AI's faction relations, please see the tutorial below.
See Tutorial
Faction
Creature
An AI's Faction is the name used to control combat reaction with other AI. This is the name other AI will use when looking for opposing targets.
Factions can be created and removed using the Faction Manager.
Open Faction Manager
Player Relation
Controls how this AI sees the player. You can hover the mouse over each setting to view its tooltip.
You must define your Player's Unity Tag separately using the Player Tag below. This allows the AI to determine if the target is another AI or a player target.
Enemy - AI with a Player Relation of Enemy will attack, engage, or flee from all players when they're detected (Reacting according to their Behavior Type).
Player Relation
Player Tag
Player
Relation Type
Enemy