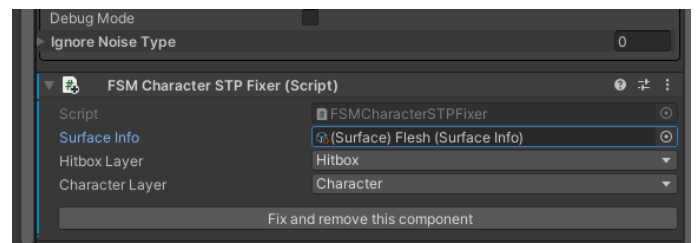
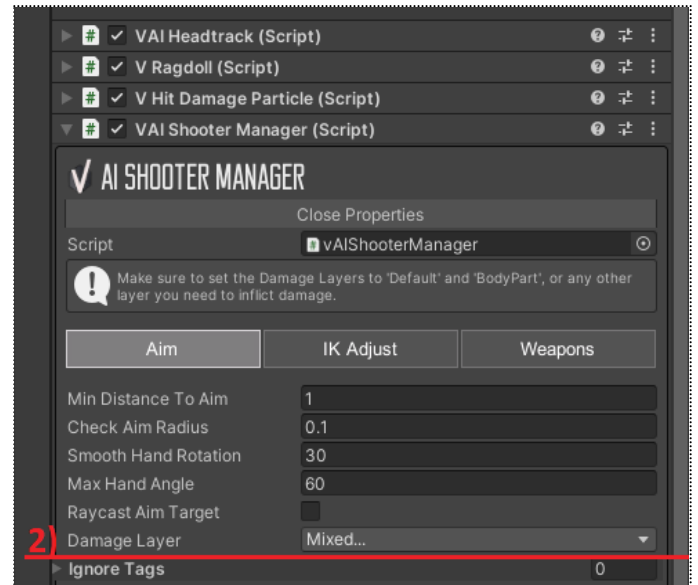
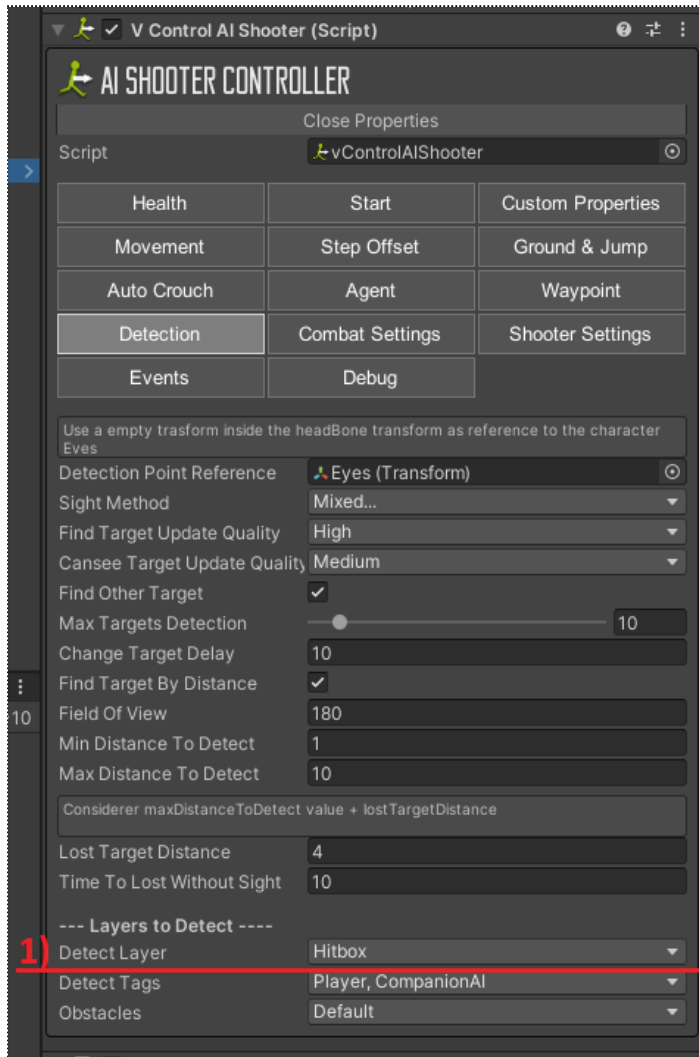


## Survival Template PRO & FSM AI Template Integration

### Enemy AI Setup (You'll have to follow these steps for every enemy you add):

[Note: this was tested on the "AI - Shooter" enemy available in Invector's FSM AI Template]

1. Set the "detect layer" of the AI to **Hitbox**.
2. Set the "damage Layer" of the AI to **Default**, **Hitbox** and **NoCollision**.
3. Add a **"FSM Character STP Fixer"** component on the root of the AI prefab, set the surface info to either **empty** or **flesh**, after that just press the butt



## Player Setup:

1. Add an **“FSM AI Player Damage”** component to the hitbox of the Player.

