AI System

Reference for the AI System section of the Unreal Engine Project Settings.

AI System

AI System

Section	Description
Perception System Class	Class that will be used to spawn the perception system, can be game-specific. You can choose from the following options: • **None** • **AIPerceptionSystem**
AIHotSpotManager Class	Class that will be used to spawn the hot spot manager, can be game-specific. You can choose from the following options: • **None** • **AIHotSpotManager**
EnvQueryManager Class	Class that will be used to spawn the env query manager, can be game-specific. You can choose from the following options: • **None** • **EnvQueryManager**
Enable Debugger Plugin	If set, `GameplayDebuggerPlugin` will be loaded on module startup.
Forget Stale Actors	If set, the perception system will forget Actors when their stimulus has expired. If not set, the perception system will remember Actors even if they are no longer perceived and their stimulus has exceeded its maximum age.

Section	Description
AISystem Class	List of specific AI system classes to create, can be game-specific.
AISystem Module	Name of a module used to spawn the AI system. If not empty, this module has to implement `IAISystemModule`.

Movement

Section	Description
Acceptance Radius	Default AI movement's acceptance radius, used to determine whether AI reached the path's end.
Pathfollowing Regular Path Point Acceptance Radius	Value is used for pathfollowing's internal code to determine whether AI reached path's point. ⓘ This value is not used for the path's last point. For the last point, see Acceptance Radius.
Pathfollowing Nav Link Acceptance Radius	Similarly to `PathfollowingRegularPathPointAcceptanceRadius`, used by pathfollowing's internals, but gets applied only when the next point on a path represents the beginning of a navigation link.
Finish Move on Goal Overlap	If true, overlapping the goal will be counted by default as finishing a move.
Accept Partial Paths	Sets the default value for whether move tasks accept partial paths or not.
Allow Strafing	Sets default value for whether move tasks allow strafing or not.

Gameplay Tasks

Section	Description
Enable BT AITasks (deprecated)	Controls whether or not to enable Gameplay Tasks for move tasks (always enabled now). This setting has been deprecated and should not be used in new projects.

Environment Query System (EQS)

Section	Description
Allow Controllers as EQSQuerier	If enabled, EQS will not warn about using Controllers as queriers. If disabled, Controllers will sometimes be automatically converted to Pawns, and EQS will warn if the user's code bypasses the conversion or uses a Pawn-less Controller. This is disabled by default.

Blackboard

Section	Description
Add Blackboard Self Key	If enabled, the `SelfActor` key will be automatically added to new Blackboard assets. The editor will also check that all loaded Blackboard Assets have the `SelfKey` entry, via `PostLoad`.

Behavior Tree

Section	Description
Clear BBEntry on BTEQSFail	If enabled, this parameter will clear out the indicated Blackboard entry if the EQS query fails.

Perception System

Section	Description
Default Sight Collision Channel	Specifies which collision channel to use for sight checks by default. You can choose from the following options: • **WorldStatic** • **WorldDynamic** • **Pawn** • **Visibility** • **Camera** • **PhysicsBody** • **Vehicle** • **Destructible**