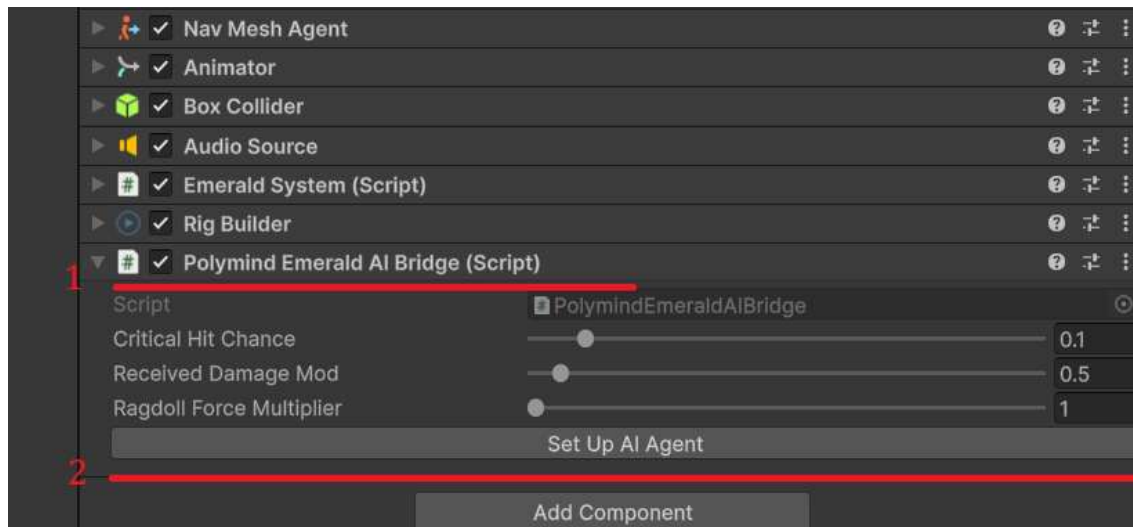


Damaging an Emerald AI Agent

1. Add *Polymind Emerald AI Bridge* component to your Emerald AI Agent.
2. Press the *Set Up AI Agent* button.



Receiving damage from an AI Agent

1. Find and select your custom player prefab or the default *FPS_Player* one.
2. Select the root object, where the Player script resides.
3. Add *Polymind Emerald Player Bridge* component to it.

