SILVER AI

IMPORTANT ANNOUNCEMENT ON UPCOMING CHANGES

➢ **WRITTEN AUGUST 20, 2016**

(PLEASE READ THIS ENTIRE DOCUMENT. THIS WILL AFFECT YOUR EXISTING PROJECTS!)

This latest update does not change anything from the previous version.
We just wanted to get this very important announcement out to you all.

SILVER AI WILL BE RECEIVING A BIG UPDATE

THIS CAN POTENTIALLY BREAK EXISTING SILVER AI PROJECTS

HOW WILL THIS AFFECT YOU?

1) Major changes and new features are coming to the SILVER AI base engine.
2) The next update WILL affect your previous projects:
    a. Your integration code could get broken as the API will change slightly
    b. Your Inspector/Editor setups (non-coding setups) will require some changes
    c. We will be updating the online user manual gradually and video tutorials
3) The module structure will remain the same – the AI will still require a Brain module, Awareness module, Health, Attack, etc… etc…
4) The editor tools will remain the same and the workflow will remain the same.

READ ON FOR THE LIST OF CHANGES

WHAT IS BEING ADDED TO THE CORE PACKAGE?

(This list is neither final nor complete. Not all changes will happen in a single update.)

1) **New EVENT system for you to insert custom code inside AI events.** For example, there will be a new module called HealthEvent which contains functions such as ON-TRIGGER-DEATH, which you can override with your own code and logic on what should happen when the AI is killed.   Another example would be DAMAGE EVENTS where you can insert your own C# code inside the bullet-hit system on what should happen when a bullet hits an object. There will be more EVENTS like these where you can add your own C# code. Of course, sample scripts will be provided.

2) **Cover System update.** In some rare cases, the cover system did not act as it was supposed to. We will be running further tests and updating this.

3) **Update to the Ranged Attack System.** The AI will now have an ammo counter and automatically reload. There will be a setting for infinite ammo on bots.

4) **Attacker Info.** The AI's Health module will have data about his last attacker. This is particularly useful if you want info on who killed the bot. Example case: Team Deathmatch-type game.

5) **Movement Motor can move without NavMesh Agent.** The Movement Motor will now have 2 movement options: A low CPU non-pathfinding method (for large open terrain battles) and the original NavMesh Agent method.

6) **New Demo Models.** We plan to add a free bonus humanoid model to play with.

7) **Module RESET.** A new feature will allow you to reset a module to its starting state by script, by calling ResetModule() on it.

8) **Enhanced Editor Tools.** We will add a few small enhancements to the editor tools, including graphically representing attack ranges, sight ranges, etc… in the editor. Workflow will remain the same.

9) **Custom Death Effects Scripting.** We will open up the Death Effects module so that you can hook up your own C# code to tell the AI what to do when it's killed. You may also completely replace the death effects module.

10) **Custom Brain Scripting.** We will add a simple script that powers a simple brain module. You can then use this script to code your own brains for the AI.   This will allow you to replace the "STANDARD COMBAT BRAIN".

11) **Strafing.** The AI will strafe left and right during combat.

12) **Update online manual and tutorials.** We will gradually be updating the online docs and video tutorials after we roll out the changes.

WHEN ARE THESE CHANGES COMING?

The next big update could come within the next 1-2 months. This includes Unity Asset Store's review process which could take 1-3 weeks, depending on how busy they are. We're finalizing our updates. We can release it tomorrow, BUT, since this will break your older projects, we wanted to hear out our users first before we release it in case there are further changes we have to make. Therefore, we're giving you all about a month or so to let us know your thoughts!

ARE ALL THESE CHANGES GOING TO BE IN THE NEXT UPDATE?

No. Some of these new updates will be available in the next big update. Others will be gradually rolled out in the near future. The next update will most likely break your existing Silver AI projects, which is why we're announcing these changes now.

WHAT SHOULD I DO BETWEEN NOW AND THEN?

1) Backup your existing SILVER AI projects.
2) Send us an email at aibotsystem@gmail.com to let us know your thoughts! If you have any feature suggestions, we'd love to hear them before we publish the new update. We're giving you all about a month or so to voice your opinion BEFORE the next update hits.

WHAT IF I DON'T CARE ABOUT THE NEW UPDATE?

CAN I GET THE OLDER VERSION INSTEAD?

If you don't have much use for the mentioned updates, or do not want your existing projects broken, please send us an email at aibotsystem@gmail.com

Use subject line **"KEEP OLD VERSION – SILVER AI".**
Include your **Unity Invoice number** (begins with "OR…")

We will email you a download link to the last Silver AI version that will not break your existing project. If you do not receive an email back from us after 1-2 weeks, please send another as it might have been caught in our spam folders, or go directly to our website www.AIBotSystem.com and use the contact form there.

WILL YOU BE MAKING NEW PLUGINS?

YES. We plan to release a few new powerful plugins, and all at the lowest price for you.

We have been live-testing some new plugins in our own projects.
The following new plugins could be released in the near future, but there are no guarantees.

PERSONALITY / EMOTION PLUGIN: A personality engine for Silver AI. Gives the AI new dynamics and traits such as Anger, Happiness, Sadness, etc… The purpose is to have a system that keeps track of an AI's emotions and have you, the developer, decide what to do given that data, using C# scripting.

DIALOGUE PLUGIN: A simple dialogue system for Silver AI characters. Great easy solution for RPG NPCs.

ACTIONS PLUGIN: A growing collection of actions that give Silver AI the ability to interact with certain objects. Examples: Simple Vehicles (enter and operate). Doors (open/close). Push/Throw. ..+ more.

Got a suggestion? Let us know! If there's enough demand, we'll make it a priority.
aibotsystem@gmail.com