USER MANUAL

REQUIRES UNITY 5.2.
Not backwards compatible with Unity 4.

The User Manual is ONLINE on our website at: www.AIBotSystem.com

It contains the most up-to-date information, documentation, and tutorials.

This current document you're reading contains crucial installation and error notes.

If you experience errors after importing, read this entire document – we had fully tested our product before publishing and it is error-free. Any errors you experience should be related to Unity settings.

NEED SUPPORT?
HERE'S WHO TO CONTACT

If you have any issues, questions, or require technical help with the Unity game engine itself, please contact Unity Technologies (www.unity3d.com) Any questions about refunds should also be directed to Unity Technologies. This AI solution is sold exclusively on the Unity Asset Store. We are unable to offer you a refund ourselves as this product contains source code and digital project files and is thus non-returnable.

If you require support with 3rd party tools such as UFPS, then you should contact the authors of those products.

If you need additional help regarding our AI solutions, give us a shout at aibotsystem@gmail.com or (www.aibotsystem.com) and give us your Unity Receipt Number (to help us combat scammers looking to get free stuff). For legal reasons, we will not do custom development for your game or receive your game ideas, since we make games ourselves.

Asset Store Reviews / Support: We are not auto-notified when we receive a review on the Asset Store. So please don't leave tech support requests as a review on the Store, because this will result in a very slow response. The fastest support is by emailing us or contacting us through our website. With that said, if you think we're doing a good job, let us know by giving us a good rating :-) This tells us that we're doing something right so we can keep doing it right! THANK YOU!

INSTALLATION NOTES

Installation is very simple. Import the asset and you should be all set. Play the demo scenes.

We do want to make note of a few things:

- Create a new blank project and import the asset. This is to prevent overwriting your existing project's assets. Make sure there aren't any name / script conflicts, make changes in your existing project, and then import our asset into it. ** This is very important!! We are not responsible for overwritten project files!! **

- If needed, sometimes Unity fails to import project settings, such as tags, layers, input keys, etc... These are needed for demo scenes to run. So in case you receive any errors with project settings, we have included our working settings in a zip file, in the /DOCS/ folder. Extract those files into your Unity Project Settings folder and overwrite the existing files (ONLY DO THIS TO A NEW PROJECT!)
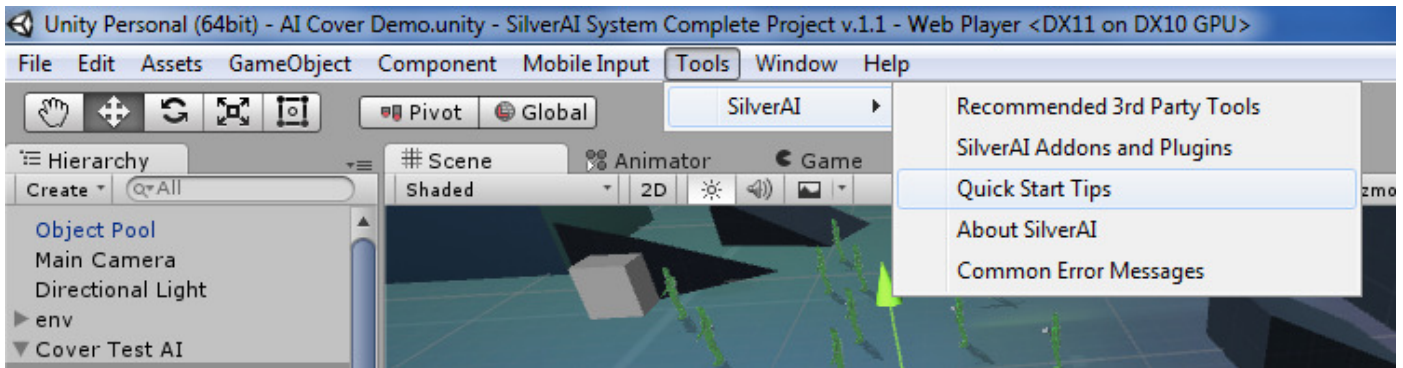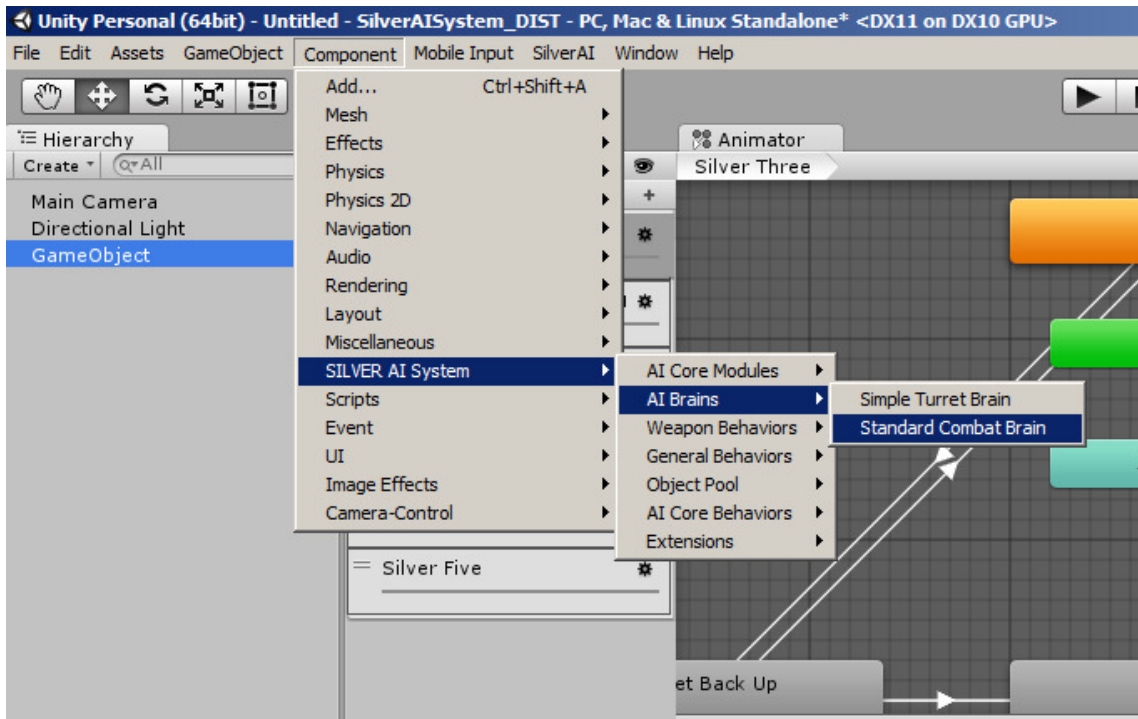

If our assets imported properly, your Unity editor should have this new menu. There should also be another menu here, that contains all A.I. modules in one place. You can also find your add-ons here:
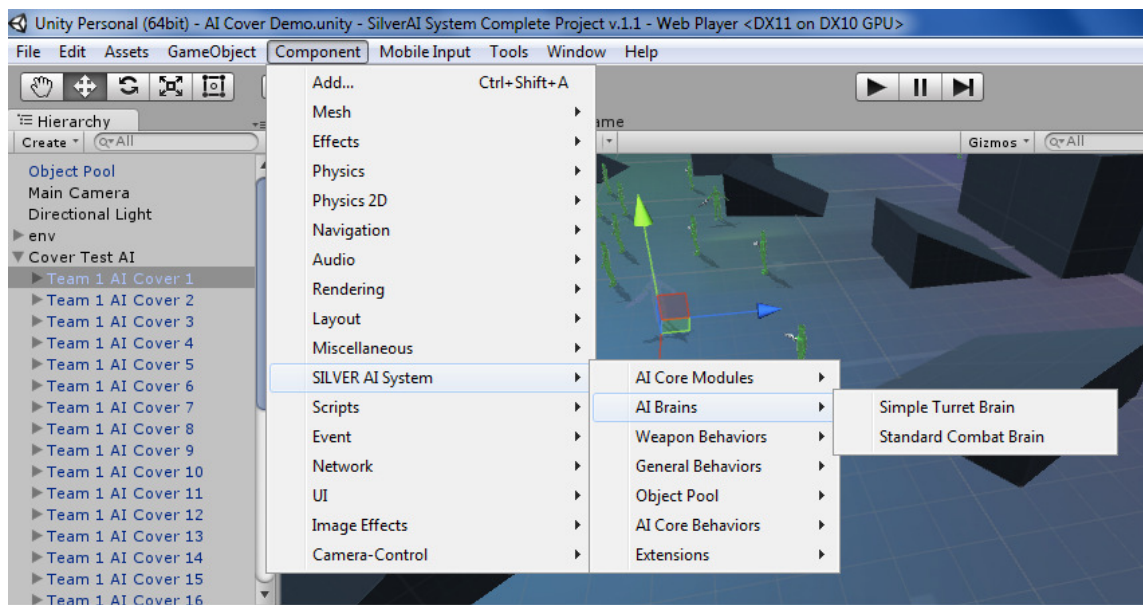
ADDING A.I. TO ANY 3D MODEL

Adding AI to a custom model should take literally 10 seconds! Follow these steps:

1) Set up your scene's static environment (any terrains, buildings, trees, etc...). Add a static ground with a collider for the AI to walk on. Give it plenty of room to roam around.

2) Bake the Navigation Mesh (Unity NavMesh). Mark all obstacles as NavMesh Static. This is the most important step, as the AI will not operate without this step. You will also receive tons of "NavMesh" errors if not done properly.

3) Insert your raw 3D model into the scene. Make sure there aren't any previous scripts or colliders on it. Just the plain raw 3D model.

4) Select your model (GameObject in scene), then go to the COMPONENT menu like this:

If our assets imported properly, your Unity editor should have this in the Component menu. Click "Standard Combat Brain" and the basic A.I. features will automatically be added to your 3D model!

5) Done! Now play the scene. If everything worked out right, then your model should randomly patrol around the scene.

COMMON ERRORS / TROUBLESHOOTING

NAVMESH ERRORS [IMPORTANT !]: Some people have requested tech support regarding NavMesh errors. Please know that you must follow Unity's own instructions for NavMesh baking, or else you will receive a ton of NavMesh errors! When that happens, there is nothing wrong with our A.I. – the reason for the errors is because the A.I. needs a "picture" of your scene's obstacles and routes and if you don't bake the NavMesh, the A.I. will have no idea of where to go. You have to bake the scene's navigation mesh before playing and each time you change the environment. AI will not function properly inside a scene without a properly baked nav mesh.

A.I. IS NOT SHOOTING ANYTHING: Most likely this is due to a few reasons:
1) The target is not within the A.I.'s Line of Sight or Attack Range
2) You forgot to add an "Object Pool" gameobject into your scene.
3) Your Object Pool gameobject needs to be named exactly as: "Object Pool" (see demo scenes on how we did this)
4) The A.I.'s bullet type needs to be added to the Object Pool.
5) Your Object Pool did not initially create enough bullet objects. Tweak a higher number.
6) Your A.I.'s Hostile Tag is the same as its own tag (AI cannot attack itself!)
7) Your A.I.'s hostile tags does not include the target you want to attack. You need to add tags you want the A.I. to target.
8) Your AI's Angle of View needs to be set higher (try the max at 180)
9) The project's tags got corrupted on import. This is the most common cause: Check that your scene has Team1, Team2, Team3, etc... tags and check that your AI prefabs are all tagged. Usually, the AI prefabs import with blank tags which cause this issue.

"UNDEFINED TAG" ERRORS: Something went wrong during the asset import process. Either reimport our asset, or simply add our Project Setting – Tags to your Unity Project Settings folder. The correct TAG settings are found in a zip file in the /DOCS/ folder.

MISSING OR CORRUPT FILES: Something went wrong during the download process. Sometimes the downloaded asset has missing or corrupt files. This can happen if you have a firewall or proxy. If, after redownloading you still have this issue, send us an email at: **aibotsystem@gmail.com** with your invoice number, and we'll email you a fresh ZIP package!

A.I. HAS A WEIRD "SLIDING EFFECT" WHILE MOVING: This happens when you set the NavMesh speed / AI Movement speed to a high number. Unity NavMesh Agents need time to slow down, giving off a "sliding effect." This effect is increased when the speed is too high. Set a lower speed like 1 or 2.