PLEASE PREFER USING THE ONLINE VERSION OF THE DOCUMENTATION FOR A BETTER EXPERIENCE: docs.breezeassets.net

Welcome

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Landing page of the official Breeze documentation.

Welcome to the 'Official Documentation Of The Breeze'!

If you encounter any problems, please contact us:

- **Discord Server** [Support & Community]
- **Youtube Channel** [Tutorials & Showcases]
- **Trello Roadmap** [Updates & Roadmap]

> ✓   You can ask for support whenever you are stuck 🙌

```
void AfterTestingAsset()
{
    LikedTheAsset == true ? LeaveAReview(stars: 5) : ContactUs(problem); //Thanks <3
}
```

Last modified 35m ago

Initial Setup

A quick tutorial about setting up the basics.

1) Bake Navmesh Area

- Make sure your scene has a valid navmesh area before creating AI systems. To bake a navmesh area, follow up with this **tutorial video** or this **documentation**.

2) Create AI Through The Creation Wizard

- **Breeze AI System** has a built-in wizard that allows users to create an AI system easily. To use the **AI Creation Wizard**:

1. Select your **AI GameObject** from the hierarchy, which will be the 3D Model of your AI.
2. Right-Click on the GameObject, and select the **"Breeze / Create "** option.
3. Here, you can **adjust the settings** in the wizard as you like to finalize your AI setup.
4. Finally, click the **Finish Setup** button, and your AI system components will be ready to use.

3) Configure The AI System Settings

- Now that you have a ready AI system, you can configure the settings from the inspector to create the perfect AI for your needs.

✓ To create a **Melee Or Shooter** AI, please continue following the documentation for more specific information about them.

Last modified 39m ago

Melee Configuration ⋮

This page shows the specific configurations on melee AI systems.

> ⓘ Make sure that you have followed the 📄**Initial Setup** part first.

> ⚠ Before starting, ensure you have selected **Melee** as AI's weapon type. [From the **General Settings** tab]

> ✓ Your **Melee Weapon Attack** animations **DO NOT** require an animation event *(PolygonAttackEvent)*.

1) Choose A Melee Weapon Object To Use

- Drag and drop the **weapon prefab** you want to use under your AI object's **hand** bone root. Then, position the melee weapon to look good on your AI object's hand.

2) Add Required Components

- To use the **Breeze AI Melee Weapon** script with your weapon object, follow these steps:
    1. Assign the script to your weapon object in the Inspector.
    2. Configure the settings to your desired values.
    3. Make sure the collider size fits your weapon.

⚠ Finally, ensure that your **Melee Weapon Object's Layer** can physically interact with the AI layer. You can check that from the **Physics** tab in the project settings.

⚠ Make sure to follow the 🗋**Important Weapon Setup** part after finishing this part!

Last modified 4d ago

Shooter Configuration   ⋮

This page shows the specific configurations on shooter systems.

> ⓘ Make sure that you have followed the 📄 **Initial Setup** part first.

> ⚠ Before starting, ensure you have selected **Shooter** as AI's weapon type. [From the **General Settings** tab]

> ✓ Your **Shooter Weapon Attack** animations **DO NOT** require an animation event (*BreezeAttackEvent*).

1) Choose A Gun Object To Use

- Drag and drop the **weapon prefab** you want to use under your AI object's **hand** bone root. Then, position the weapon to look good on your AI object's hand.

2) Add Required Components

- To use the **Breeze AI Gun** script with your weapon object, follow these steps:
    1. Assign the script to your weapon object in the Inspector.
    2. Configure the settings to your desired values.
    3. Make sure the collider size fits your weapon.

3) Setup Inverse Kinematics

- Inverse kinematics is **HIGHLY** recommended for a shooter AI to use this feature; please follow this part: 🗎 **Setup Inverse Kinematics**

> ⚠ Finally, ensure that your **Bullet Object's Layer** can physically interact with the AI layer. You can check that from the **Physics** tab in the project settings.

> ⚠ Make sure to follow the 🗎 **Important Weapon Setup** part after finishing this part!

Important Weapon Setup ⋮

This page will show you how to configure the Breeze AI Weapon Hub script which controls the weapon equip system. Which is a must for weapons to work!

> ⚠ This configuration is a **MUST** for weapon systems to work. Please follow along:

1) Creating The Weapon Hub Object

1. Select your weapon objects' root Game Object in the hierarchy *(Usually the **Right-hand** object)*
2. *Assign the **Breeze AI Weapon Hub** component to the root Game Object.*

2) Configuring The Weapons

- Create a new object in the **Weapon Classes** list, and assign the variables needed.

> ✓ If you are wondering what the **Weapon Animator** variable is, you need to configure an animator controller for that weapon type by 🗎**Animations Setup** part and assign the generated animator controller there.

> ⓘ The settings under each **weapon class** object indicates the variables that the AI Object should check when that weapon is equipped.

Animations Setup

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This page guides you about creating animations for your AI system.

> ⓘ It's **HIGHLY** recommended to finalize your AI system configuration by following the other pages above to get the **best** result on animation creation.

1) Check Your AI Animations

- Before creating your AI animator controller, you must ensure that the animations you use are alright. You can follow these steps to ensure that:

1. If the animation is a **Movement Or Idle** animation, make sure it's set to **loop**.
2. Ensure that your animation rig is the same as your object's rig. **(Humanoid Or Generic)**
3. If your animation is an **Attack** animation and your AI's weapon type is **Unarmed**, then make sure that you have set up the **BreezeAttackEvent** animation event **correctly** to deal damage. If you don't know how to, please follow this part: **[# 3) Configuring Animation Events]**
4. If you want to use the **Rootmotion** movement system, your movement animation clips' **Root Transform Position (XZ)** must be off.

2) Assign Required Animations

- **Breeze** AI System has a **Built-in Animator Creator** tool that helps you create your AI animations. Please assign every required animation on the **Breeze AI Animations** script until the error guides are gone.

✓ You can assign the Walk Forward animation if you don't have any **(Walk/Run) + (Right/Left/Backward)** animations. Even though setting every required animation correctly is recommended, it won't affect the system.

3) Configuring Animation Events

⚠ You can't configure animation events if your animation doesn't have an **FBX** file.

- Animation events are required for the **Attack System & Equip System**. Animation events ensure that the system function happens at the correct interval. **!!** If you aren't using any attack animation and your AI type is unarmed, you can skip this part.

ⓘ **Attack Animation Event** is not required for the **Shooter** AI weapon type.

> **Attack Animation Event**

ⓘ **Equip System Animation Events** are only required if the AI system has **Equip System** enabled.

> **Equip System Animation Events**

✓ Now, you can click **Apply Setup** to finalize the process 🎉