AI DESIGNER PRO
BETA v0.9

SETUP WITH INVECTOR'S THIRD PERSON CONTROLLER (as of FEB 2017)

*AI Designer Pro is not affiliated with Invector*
For Third Person Controller support, please contact Invector.
For AI Designer support, send us an email at aibotsystem@gmail.com or www.aibotsystem.com

Settting up with Invector's Third Person Controller is very easy and only takes a few steps.
If you don't own this, you can skip this tutorial.

PREPARATION: You should have a scene with Third Person Controller already setup. Make sure the controller is working 100%, so if you run into issues, it won't be hard to tell if the problem is caused by TPC or AI Designer Pro.

1) Import AI Designer Pro.

2) Select your Third Person Controller Player prefab and add these 2 components:
     a) Identity component.
     Component Menu → AI Designer Pro → Identity and Faction → Add Identity

     b) Script, "Sample Player Shoot Script.cs" (AIDesigner Pro / Scripts /)

3) Under Identity component, fill in the Faction name for your player. You can set it as "Team1" for out-of-box use.

4) On the Shoot script you just added, pick a bullet type from the Assets folder (for demo purpose, pick "Bullet Blue")

5) For "Shoot Position" slot, add a blank GameObject under the 3rd Person Controller and drag it to chest level, a little in front of the player. Then drag this into the "Shoot Position" slot. The player's bullets will be shot from this location.
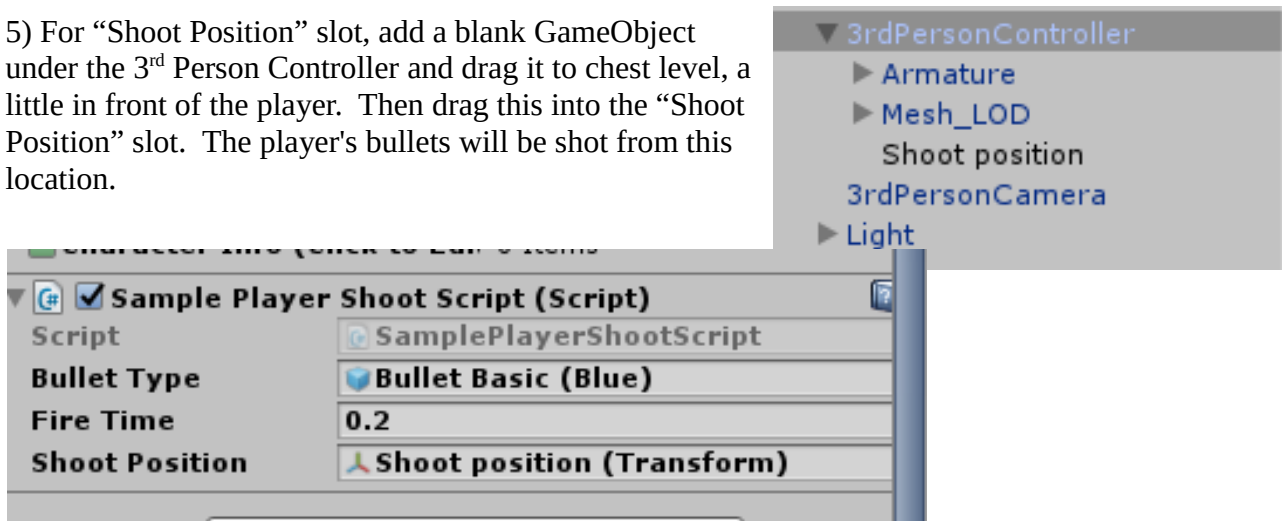
You should end up with this:

6) Next drag an Object Pool to your scene and load it up with both "Bullet Basic Blue" and "Bullet Basic Red" (for bots use).

7) Finally, drag a shooter bot into your scene (AI Designer / Prefabs / Demo Bots)
It should attack you. You can press Left Mouse Button to shoot it.

DAMAGING THE PLAYER: Most likely you're using custom health system with your own or Third Party scripts. To damage the player using your custom code, your damage function needs to be structured this way:

```
void MyDamageFunction(float amount){

        // process 'amount' … do something here...

}
```

You would then insert the function name (here it's "MyDamageFunction" into several slots on AI

Designer, which will call your function using Unity's SendMessage system.

On every bullet, there's a Damage On Impact component that has this slot, here is where you would insert it:

Send Message Function Name (optional)
On Hit Function Name   MyDamageFunction

At this point, you're done setting up for Third Person Controller specifically.

You can now proceed with more general integration instructions.

Go to the included User Manual and go to CHAPTER 31: Third Party Integrations for more info.