

AI DESIGNER PRO BETA v0.9

SETUP WITH UFPS (as of FEB 2017)

AI Designer Pro is not affiliated with Opsive (maker of UFPS)

For UFPS support, please contact Opsive / UFPS support.

For AI Designer support, send us an email at aibotsystem@gmail.com or www.aibotsystem.com

Setting up with UFPS is very easy and only takes a few steps. UFPS is a first person shooter system on the Unity Asset Store. If you don't own this, you can skip this tutorial.

DAMAGE NOTE: You need to redo your AI damage because UFPS uses a smaller damage. The UFPS default Health starts at 10. The default damage for AI Designer projectiles is 15, which will result in a one-hit kill on any UFPS player. You'll need to modify the damage of every AI Designer damage component to 1 or less.

PREPARATION: You should have a UFPS project already setup. Use a new UFPS project first, to test that integration works. Otherwise, if you use an existing UFPS project and run into issues, it's hard to tell if the problem is caused by UFPS or AI Designer Pro, since you've changed things around. When this proves to be working, THEN try it on an existing project.

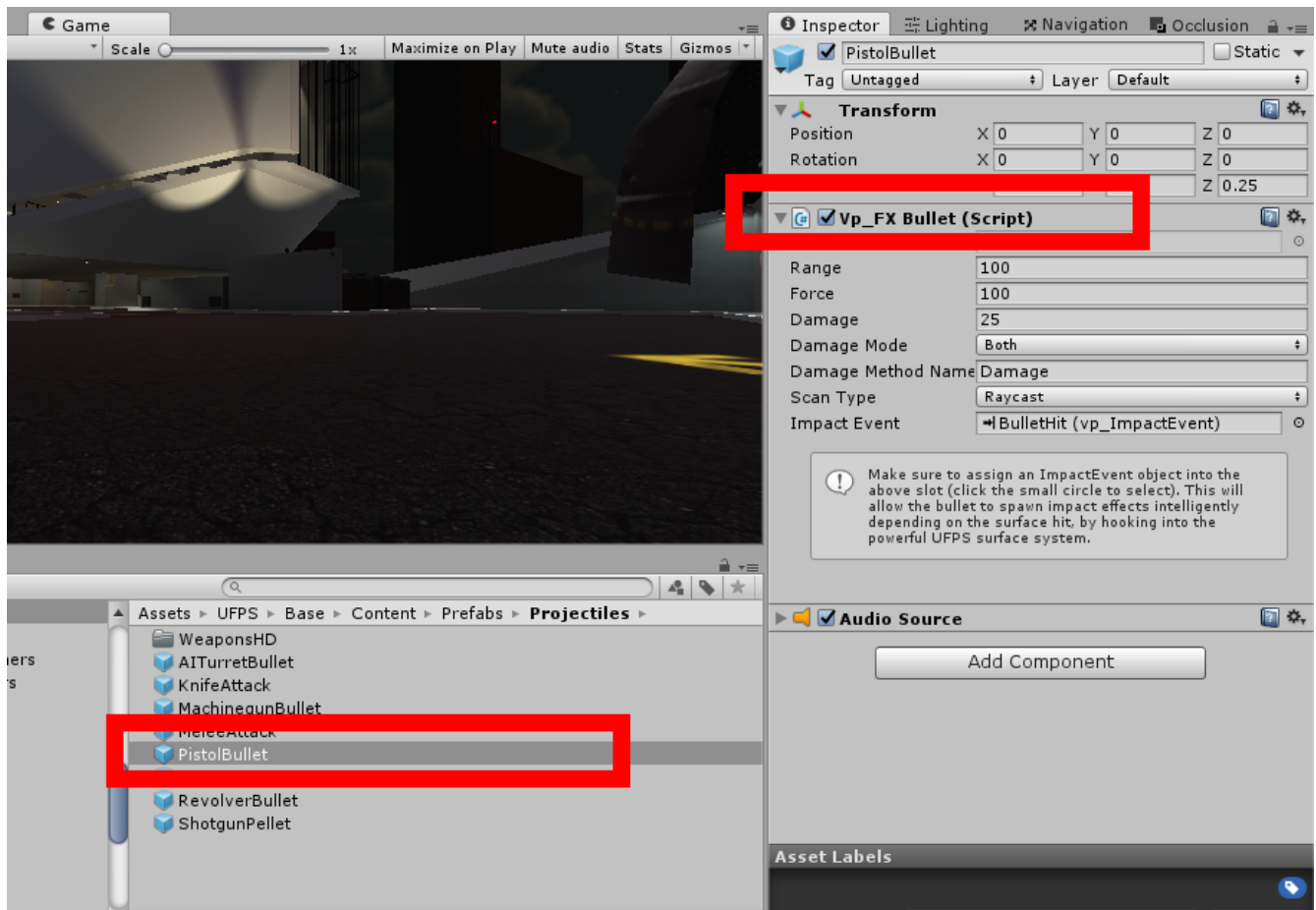
1) Import AI Designer Pro.

2) Go into your UFPS folder for "Projectiles." We're going to make a slight modification to the bullet settings to allow them to damage the AI:

- Set Damage to 25. The reason is because UFPS default damage is 1. But most of our demo bots have high Health (100+) so it will take a long time to kill an AI at such small damage. You can also set the Health of the AI to low number like 10.
- Set 'Damage Mode' to "Both"
- Set 'Damage Method Name' to "Damage" (the default UFPS might already have this done)

(go to next page for image)

- That's it for bullet settings. Do this to every bullet you're using (shotgun, machine gun, etc.)



3) Now we will insert a small bit of code into UFPS. - just one script. We could have done this for you, but we're not legally allowed to include UFPS scripts with our package so you'll need to make the adjustments.

Find the UFPS script: Vp_FP Controller.cs [this script is attached to the basic UFPS Prefab]
Open the script and find the "Start()" function (around line 130)

Now, scroll down and find where it says "m_Trigger = new GameObject("Trigger");

Right under that, copy and paste these 2 lines:

```
m_Trigger.AddComponent<AIDesigner.Identity>();  
m_Trigger.GetComponent<AIDesigner.Identity>().faction = "Team1";
```

Save the script. That's it.

Note: The faction "Team1" is whatever faction you pick for your player. It can be anything. Just make sure the Enemy AI has that faction name set in its Awareness component.

```

if (PhysicsHasCollisionTrigger)
{
    m_Trigger = new GameObject("Trigger");

    // ADD THESE 2 LINES HERE:
    m_Trigger.AddComponent<AIDesigner.Identity>();
    m_Trigger.GetComponent<AIDesigner.Identity>().faction = "Team1";
    // -----

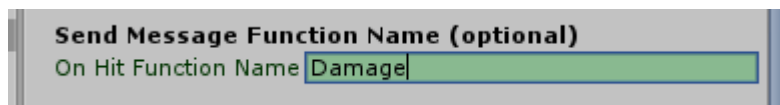
    m_Trigger.transform.parent = m_Transform;
    m_Trigger.layer = vp_Layer.LocalPlayer;
    m_Trigger.transform.localPosition = Vector3.zero;
}

```

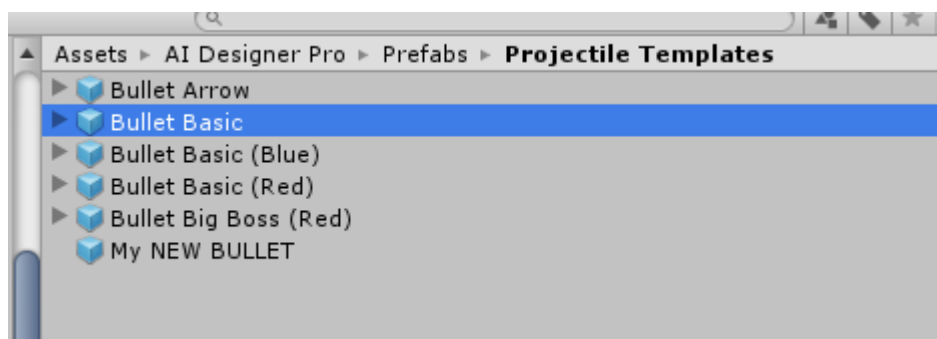
At this point, Enemy AI should target your UFPS Player Prefab.

Next, we'll enable Enemy AI to send damage to your UFPS Player, which is pretty simple.



1) Go to every AI Designer bullet you're using, find the “DamageOnImpact” and insert the word “Damage” into the OnHitFunctionName slot. The “Damage” word refers to the function name for UFPS damage, which is simply “Damage(damage amount)” The bullet will automatically send the damage amount to UFPS (so you'll need to make the damage a small number like 1).



If you're using the demo bullets that come with AI Designer, such as “Bullet Basic Blue” “Bullet Basic Red”, etc... (all located in AI Designer Pro / Prefabs / Projectile Templates), then you can go to that folder and add “Damage” to the slot.



2) If your Ranged Attacks use Hit-scan mode instead of projectile mode, you need to go to each AI that uses Hit-scan shooting – go to the Ranged Attack ADVANCED controller, and insert the “Damage” text into the slot, “On Hit Function Name”:

IF HIT-SCAN WEAPON (INSTANT HIT)	
Hitscan Distance	100
Hitscan Min Damage	15
Hitscan Max Damage	15
Hitscan On Hit Effect	None (Game Object) 
Hitscan Sound Clip	None (Audio Clip) 
Hit-Scan SendMessage Function (optional)	
On Hit Function Name	Damage

That's it. Now the AI can damage the UFPS player.

Final setup:

- Create a scene and make sure the UFPS Prefab itself works first.
- Go into the AI Designer Pro / Prefabs / Demo Bots folder
- Drag a bot into your scene (grab a “Team 2” bot because your player is “Team 1” so it attacks you)
- Drag an “Object Pool” into your scene (also in / Prefabs/ folder)
- In the Object Pool, add a new object to spawn. For the object, add “Red Bullet” prefab – this is the default bullet for Team2 bots that come with AI Designer.