

Documentation to Create the AI

1. Get Started With RAIN 2.0.10 Part 1: Simple Patrol [RIVAL THEORY]

https://www.youtube.com/watch?v=3vYOL_GLMc0

This tutorial is certainly a good resource and will allow your patrol to get going. The biggest issue with this tutorial is the fact that he uses MAX which has legacy animations attached to him. Legacy animations are fine, but Unity has moved past them, largely. Thus, if you opt *not* to use legacy animations, you have to combine the next tutorial in order to get your supposedly “simple” patrol working. In other words, you need to bind your state machine to your AI.

2. Combining Mecanim and RAIN v2.0.11 Part 1 [RIVAL THEORY]

https://www.youtube.com/watch?v=vW_yam8MKyl

Interestingly, there is not a Part 2 yet. This tutorial goes through the basics of adding mecanim state machines to the AI, but I found an issue where it uses a blend tree. If you do not already have a blend tree set up, this tutorial can be quite confusing. You simply have to use parameters wisely in your transitions from state to state in order

to

actually make the animations work in the AI. I hope in the future that someone can create a tutorial showing this, because figuring it out on my own was tough at times.