# Requirement

- [Universal Fighting Engine](#) (PRO or Source)
- Understanding of U.F.E tools
- Unity 4.5 or higher
- Know your way around the basic tools and terminology from Unity

# Package

**If acquired from Unity's Asset Store:**

- Go to Window > Asset Store > Downloaded Assets
- Select *Fuzzy AI for UFE* and click on the Import/Update button.

**If acquired from other stores:**

- Double click the unitypackage file or
- Go to Main Menu > Assets > Import Package > Custom Package
- Browse to the location of the downloaded unitypackage and open it.

# Starting Fuzzy AI

If you decide to start a new scene, skip to *Starting a new scene*. As soon as you import Fuzzy AI onto UFE you will be able to see the following new options: - Under Global Editor, AI Options -> AI Engine: Fuzzy AI - Under Character Editor, AI Instructions - Under Move Editor, AI Definitions - New Editor: A.I. Editor (under `Window → U.F.E.`)

Notes: - Global Editor -> AI Options will now have Fuzzy AI options enabled. Use it to create different difficulty settings. If you are using the `UFE_Config.asset` file that comes with UFE, you should now see 3 new predefined difficulty settings already assigned by default. - Before being able to see it in action you need to assign a few instruction files to your characters. Each of the demo characters should now appear with 3 empty A.I. Instruction slots each. - Feel free to choose any of the fighting templates from the folder `UFE Addons\AI Addon\Templates`. This is my recommendation:

1. *Mike*: Mix-up set (Mixup_Aggressive, Mixup_Balanced, Mixup_Defensive)
2. *Robot Kype*: Rush down set (RushDown_Aggressive, RushDown_Balanced, RushDown_Defensive)
3. *Mecanim Bot | Joan*: Rush down set (RushDown_Aggressive, RushDown_Balanced, RushDown_Defensive)

**Opening the demo files:**

- Open `.\UFE\Scenes\TrainingRoom.unity`
- Click on `.\UFE\UFE_Config.asset`
- Click on `Window → U.F.E.` and open all 3 options.

- From here you can navigate through the 3 editors: Global, Character and Move
- Arrange the tools as you please. Here is an example of how you can organize your window. (click to enlarge):



- Select the Global Editor window. From here you can also click in one of the characters in the characters list or navigate to `.\UFE\Characters\[Character]\[Character].asset` to open the Character Editor.
- Click **Play** at any time to test the demo.

**Starting a new scene:**

- Click File > New Scene
- Select the Main Camera in the Hierarchy view.
- (SOURCE VERSION) Drag `.\UFE\Scripts\UFE.cs` to the inspector where you have your Main Camera selected.
- (OTHER VERSIONS) Drag `.\UFE\Plugins\UFE.dll\UFE` to the inspector where you have your Main Camera selected.
- Drag `.\UFE\Scripts\GUIScript.cs` to the inspector where you have your Main Camera selected.
- Drag `.\UFE\UFE_Config.asset` (or your own custom UFE config file) to the field `UFE_Config` under `UFE (Script)`, like so:
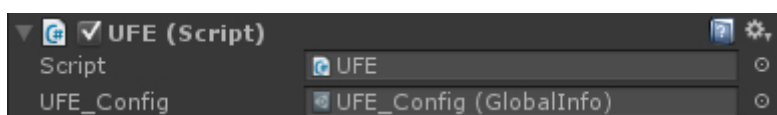


# Updates

When updating UFE to a new version, if you don't want to move your work to a new project, you can follow these procedures:

**Remember to always backup projects before importing a new update!**

- Close Unity.
- (SOURCE VERSION) Replace the files under `.\UFE\Scripts\` and `.\UFE\Editor\` with the files from the new version of UFE.
- (OTHER VERSIONS) Replace `.\UFE\Plugins\UFE.dll` with `.\UFE\Plugins\UFE.dll` from the new version of UFE.

If you are still using the demo characters, you might also need to replace their old files (`.\UFE\Characters\`).

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<http://ufe3d.com/> - **Universal Fighting Engine**

Permanent link:
**http://ufe3d.com/doku.php/ai:installation?rev=1414355814**

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