

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

Opening the demo files:

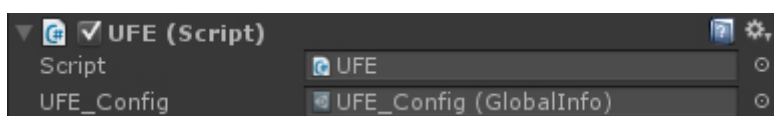
- Open `.\UFE\Scenes\TrainingRoom.unity`
- Click on `.\UFE\UFE_Config.asset`
- Click on Window → U.F.E. and open all 3 options.
- From here you can navigate through the 3 editors: [Global](#), [Character](#) and [Move](#)
- Arrange the tools as you please. Here is an example of how you can organize your 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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From:

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

Permanent link:

<http://ufe3d.com/doku.php/ai:installation?rev=1414355879>

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