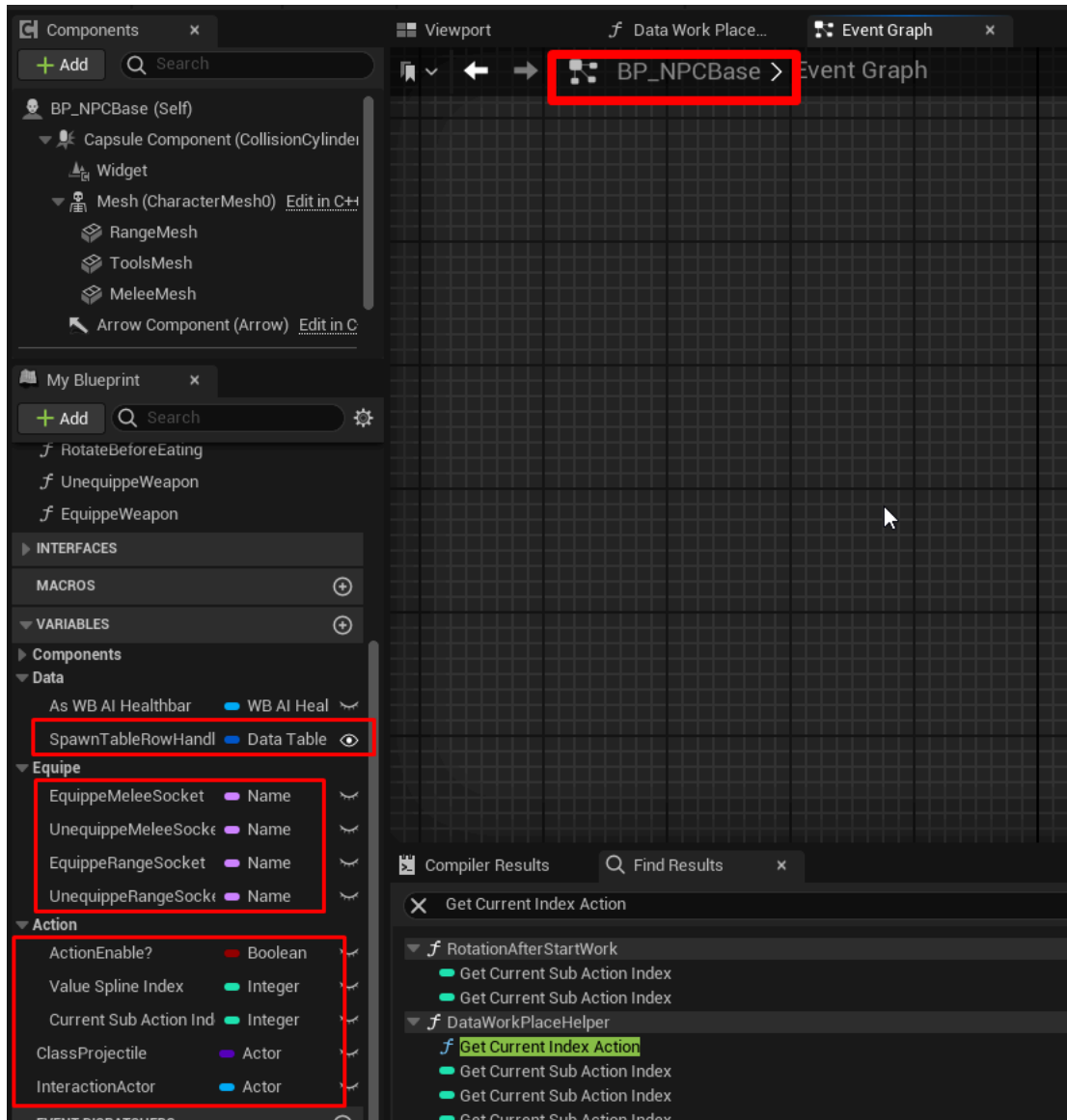
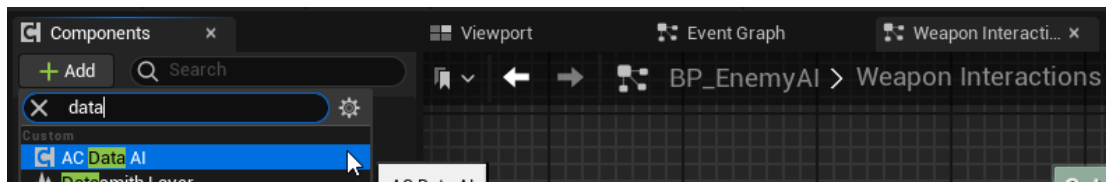


Progressive Behavior AI & FCS Basic Integration (Only Single Player!)

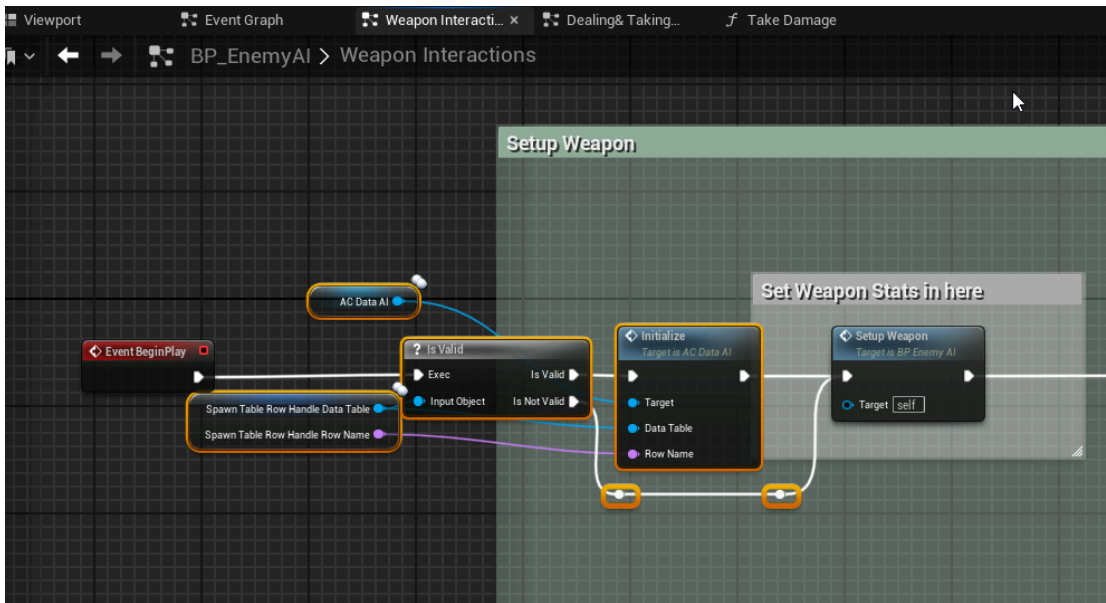
Add these variables from BP_NPCBase. You can just copy it.



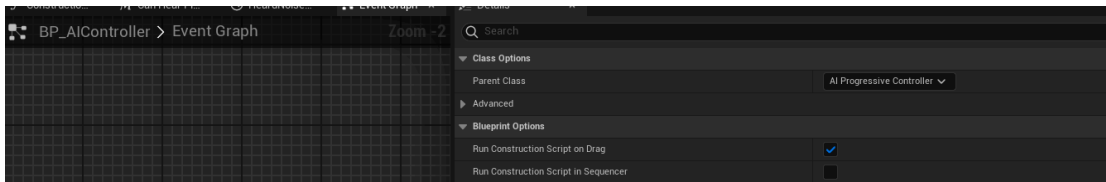
Add the AC_Data_AI component



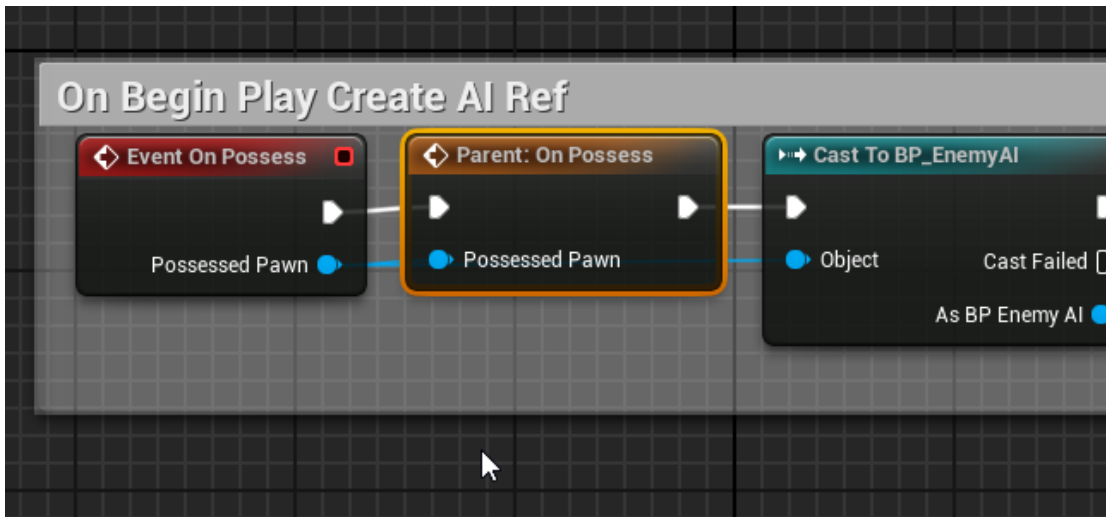
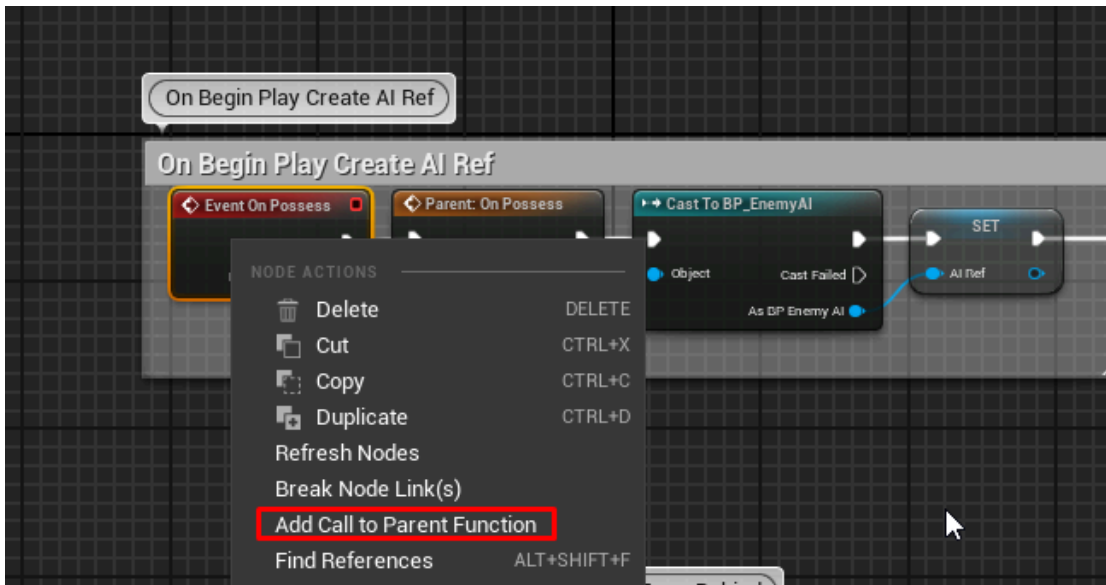
Initializing the component on BeginPlay



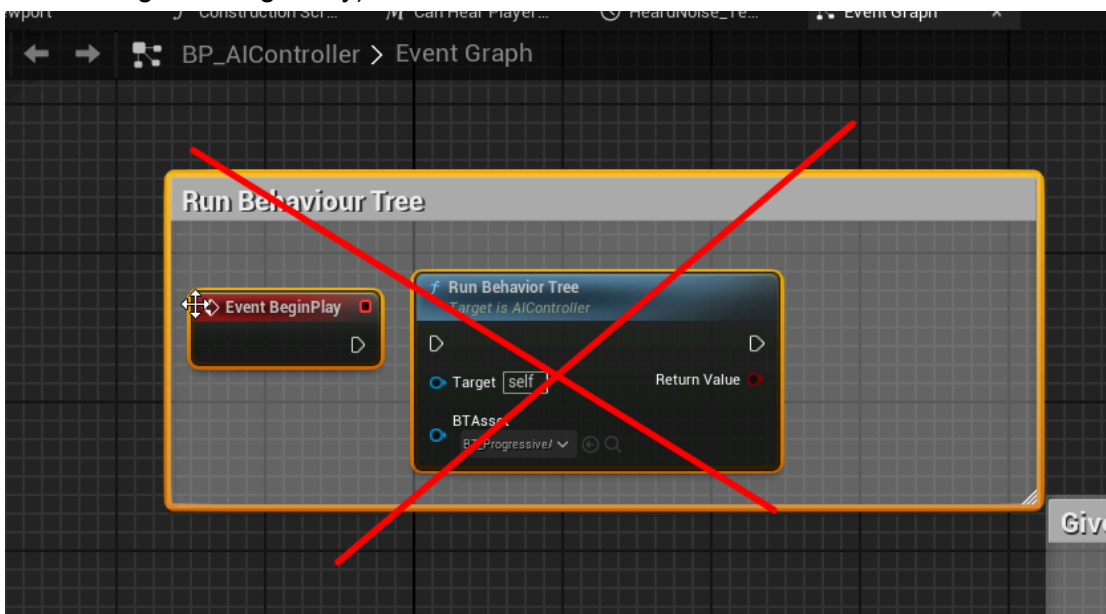
Change the controller parent to Progressive



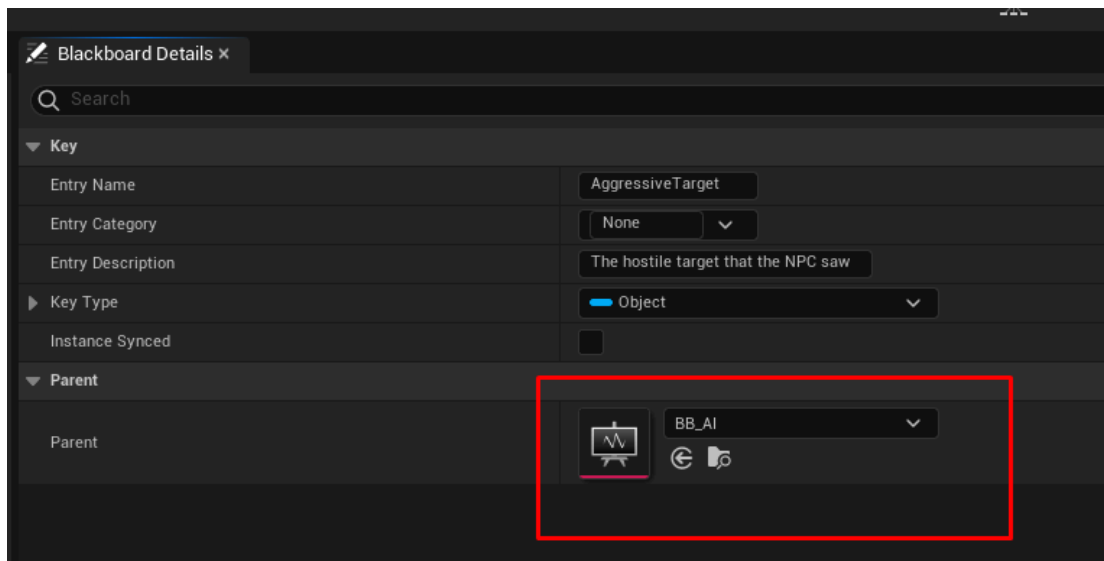
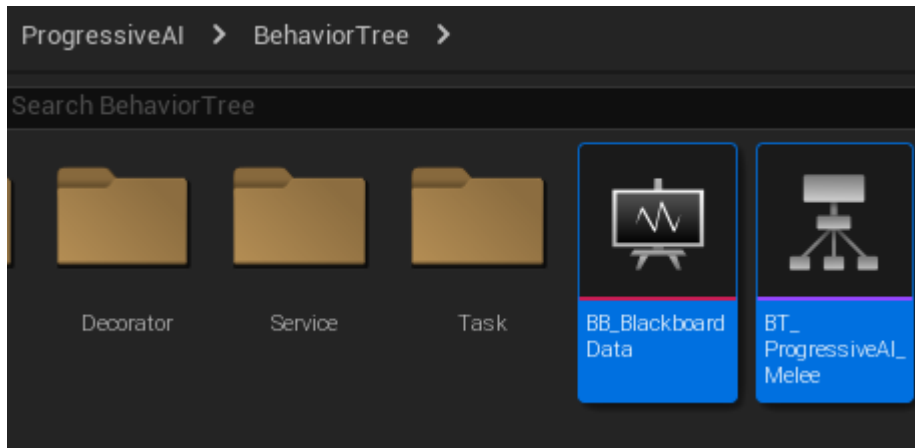
Trigger parent Possession events.



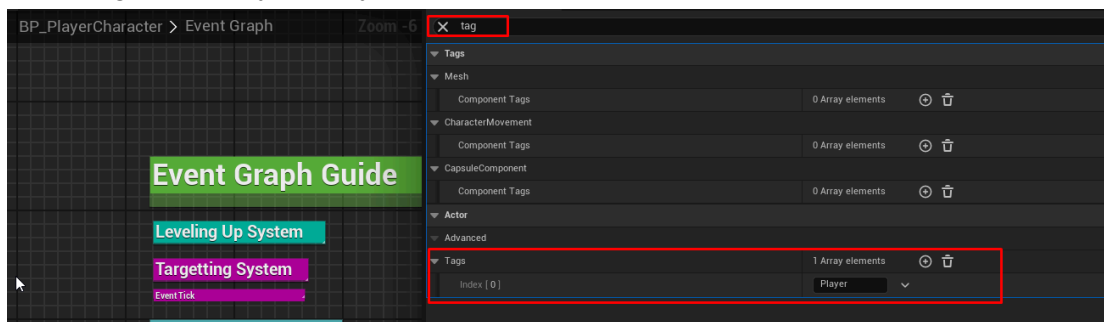
Delete BeginPlay in the FCS controller (or just RunBehaviorTree if you have a different logic on BeginPlay)



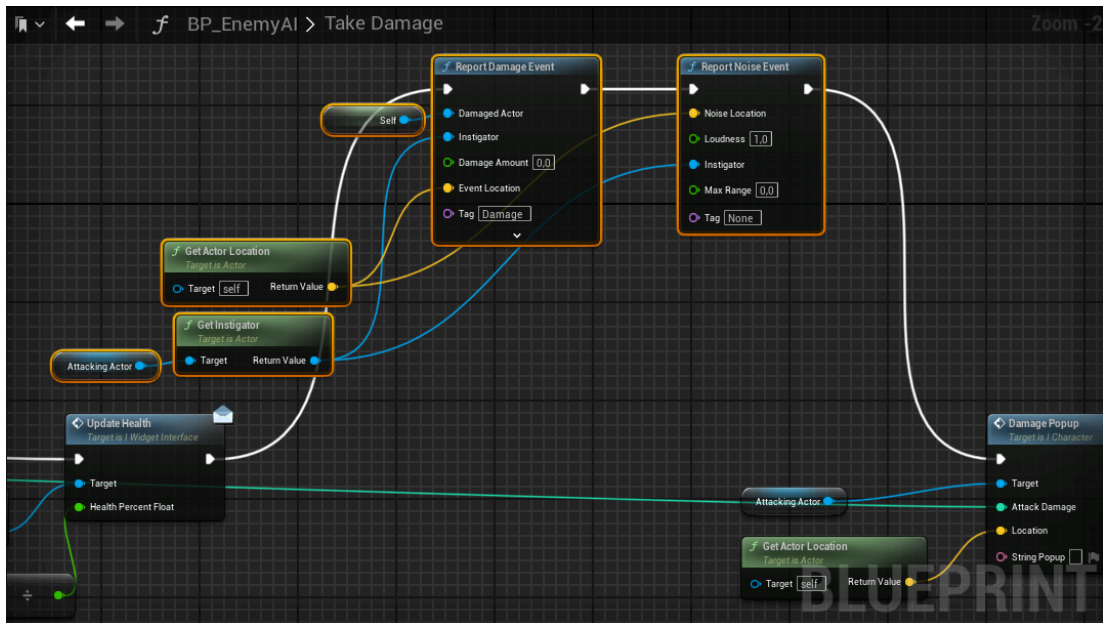
Change the parent of BB_BlackboardData to BB_AI



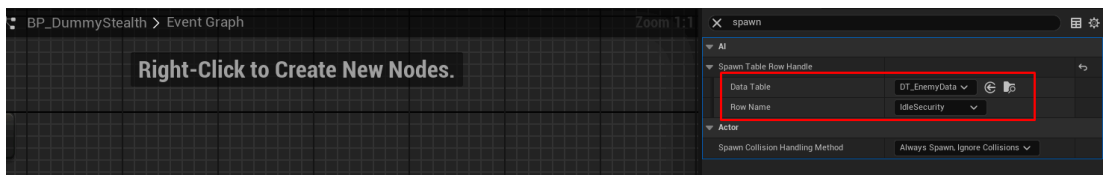
Add a tag to the player "Player"



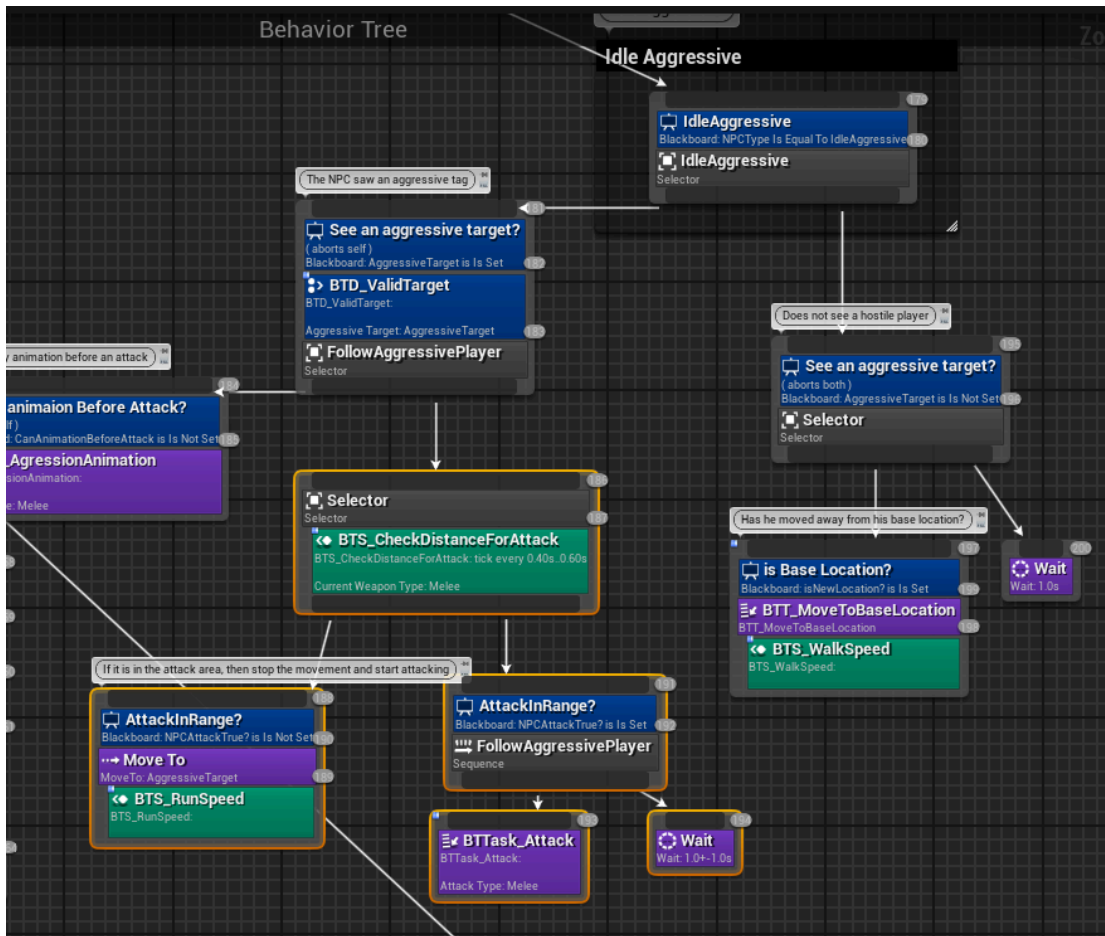
Add a damage notifier for Progressive Controller to TakeDamage



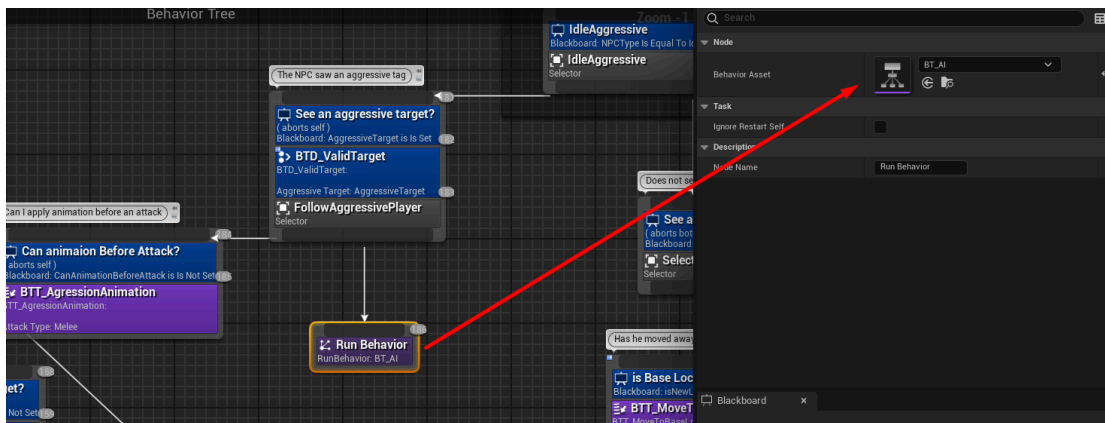
Add the necessary data for the AI in your character. Each of them will have its own logic, which is taken from the DT_EnemyData table. If desired, you can delete or add new rows in the table.



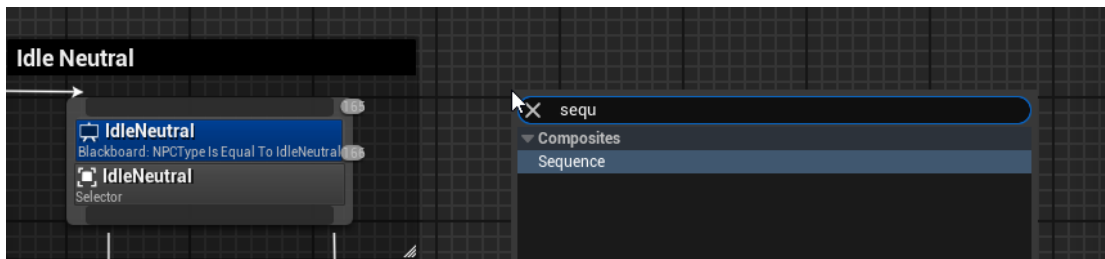
In BT_ProgressiveAI_Melee and BT_ProgressiveAI_Range (if a ranged attack is needed) it is necessary to replace this highlighted area with the launch of a different behavior tree.



It should look like this:



Next, in the right part of this tree, change the Selector to Sequence and copy the decorator (blue rectangle).



And add 2 tasks (t_sendsheatheapon and T_ClearFocus). It may be a little difficult at first, attention is needed.

