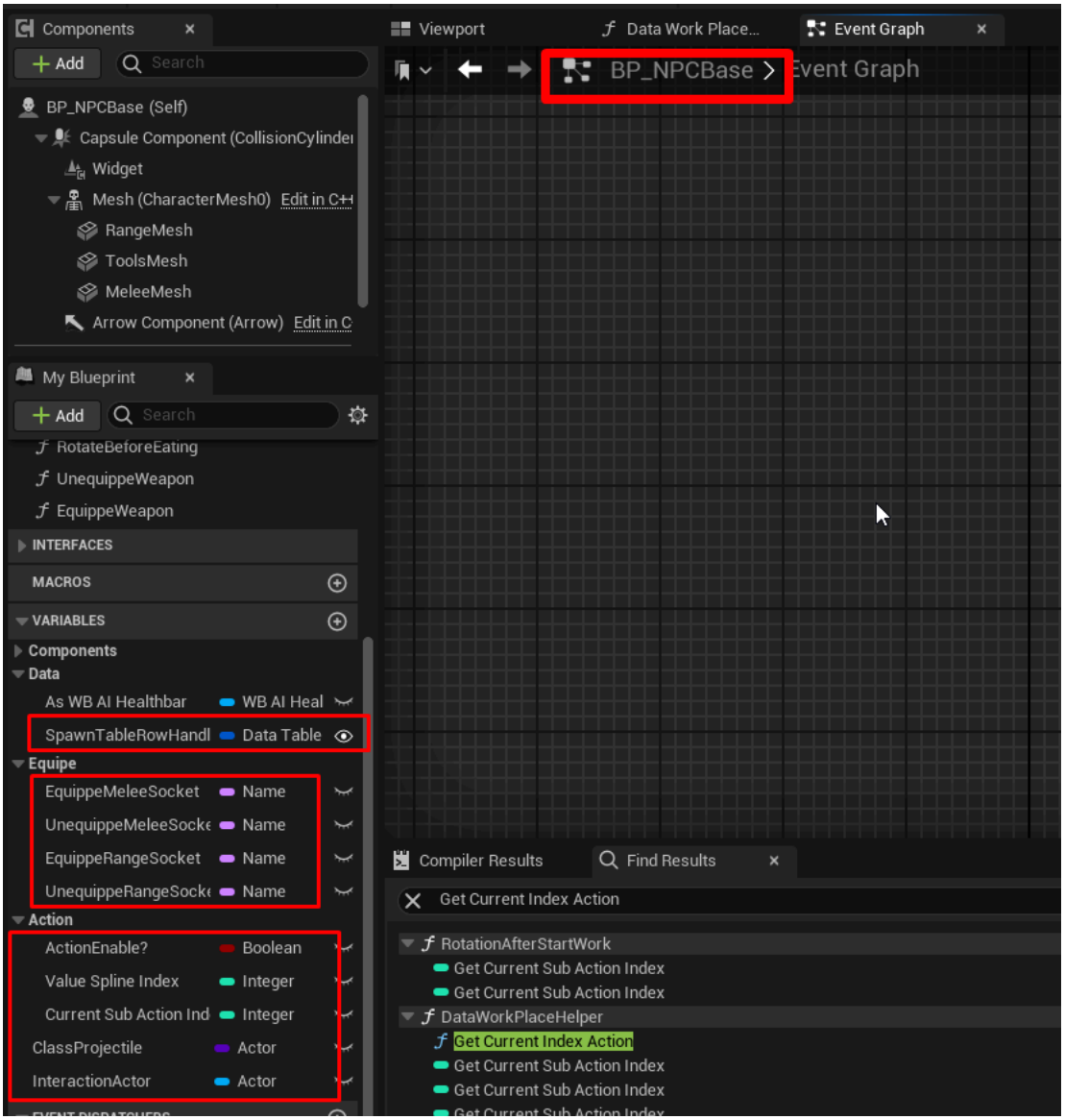
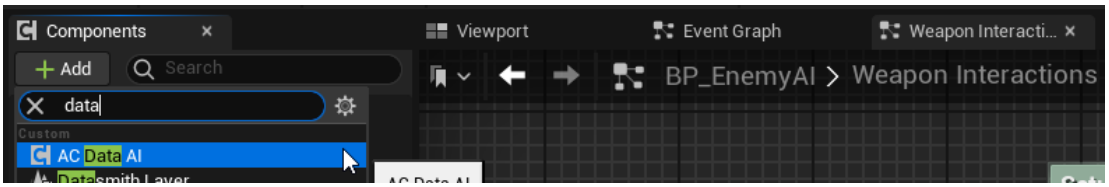
Progressive Behavior AI & FCS Basic Integration (Only Single Player!)

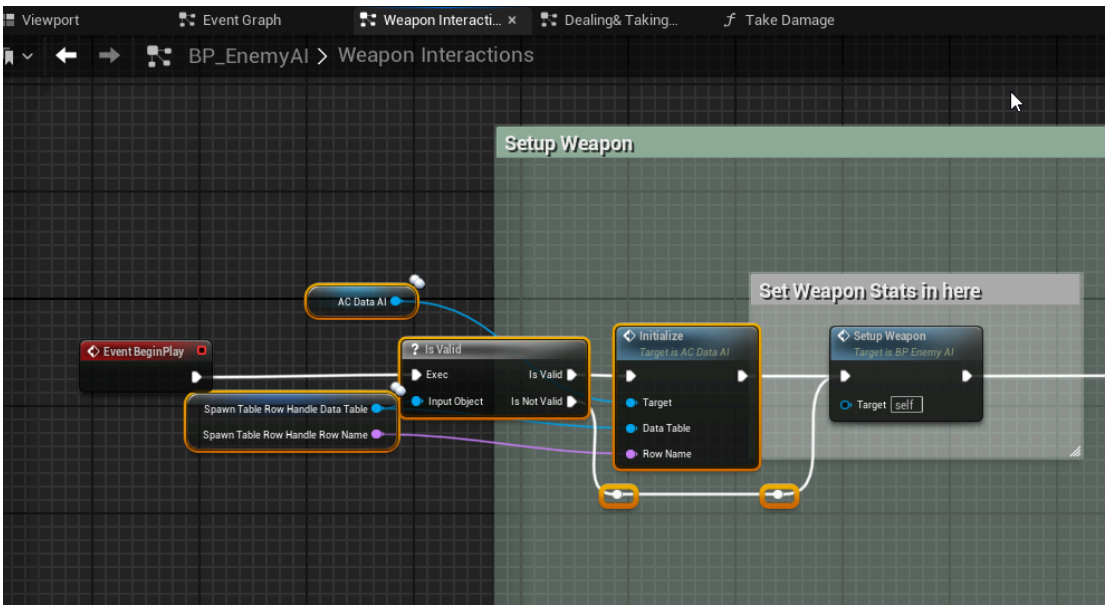
Add these variables from BP_NPCBase. You can just copy it.



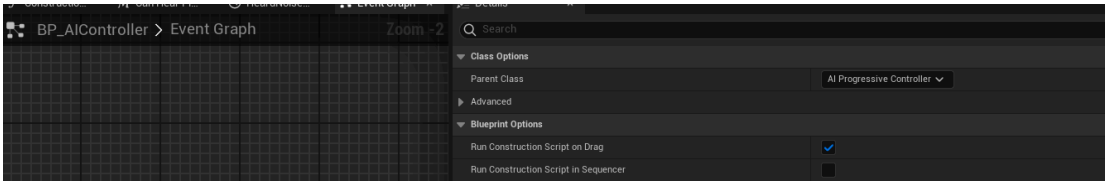
Add the AC_Data_AI component



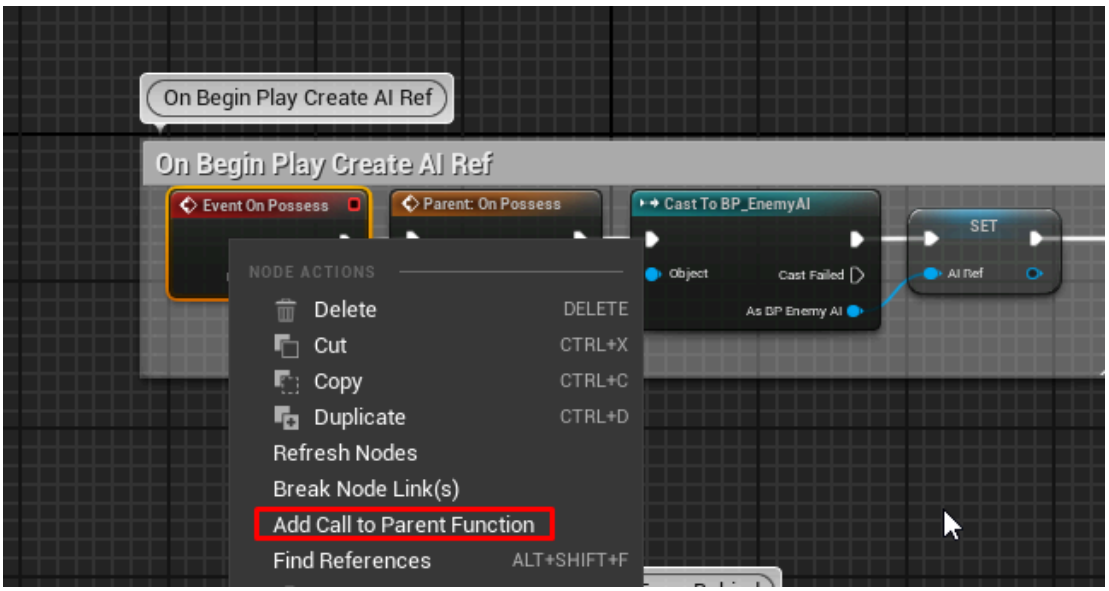
Initializing the component on BeginPlay

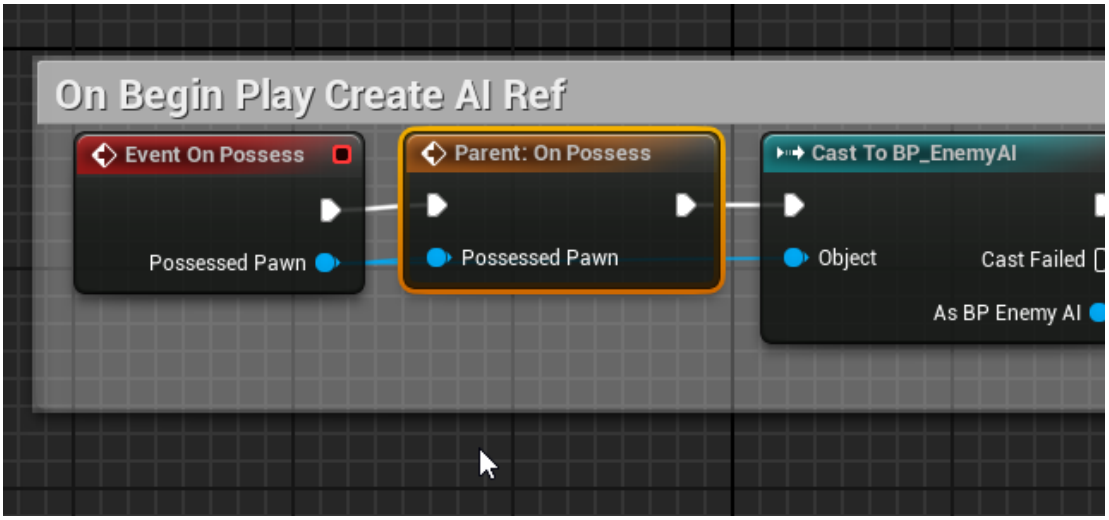


Change the controller parent to Progressive

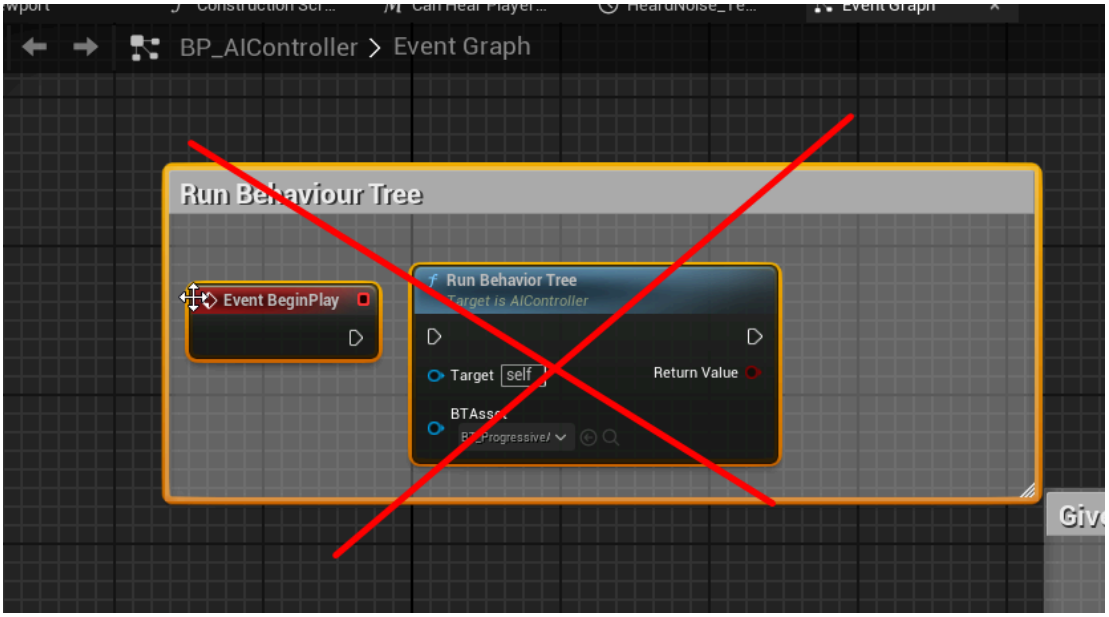


Trigger parent Possession events.

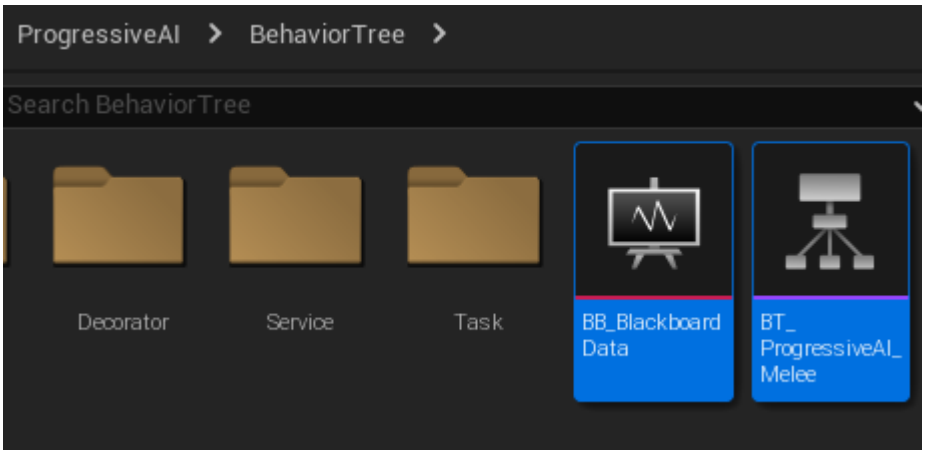


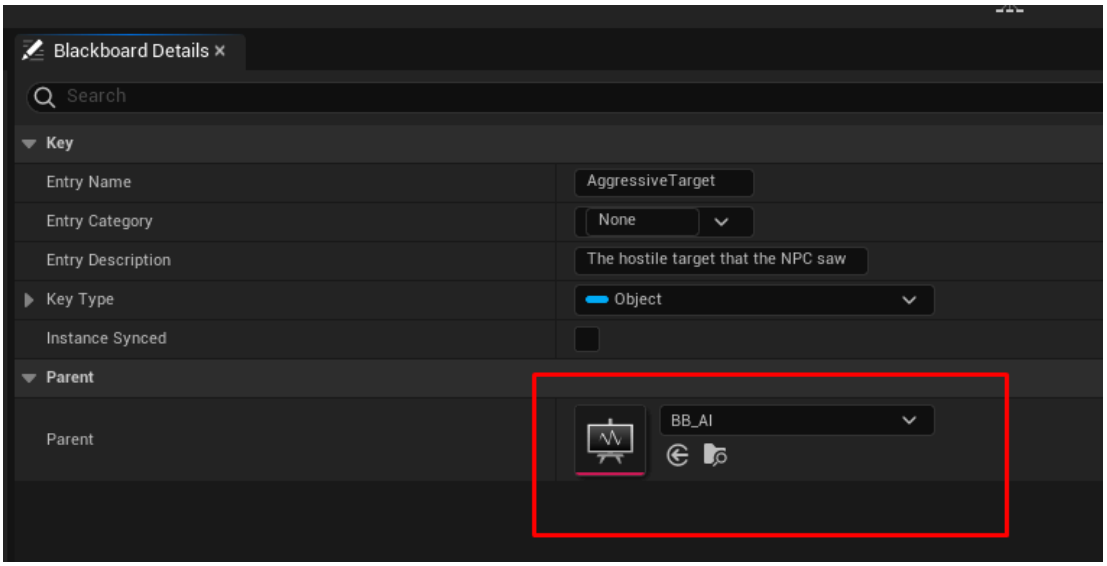


Delete BeginPlay in the FCS controller (or just RunBehaviorTree if you have a different logic on BeginPlay)

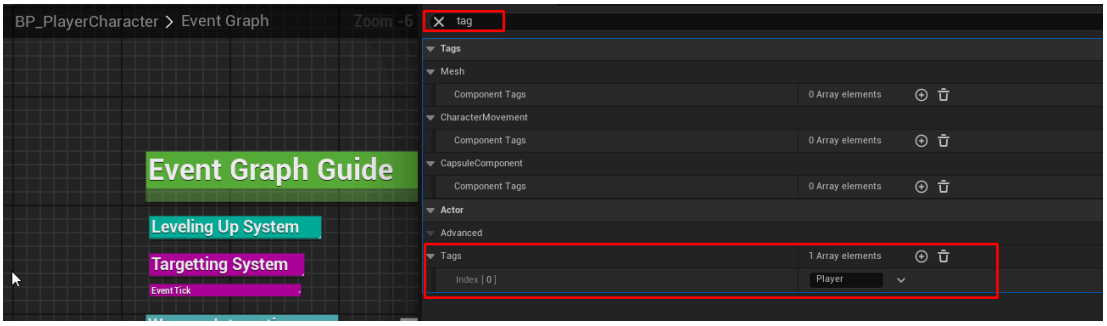


Change the parent of BB_BlackboardData to BB_AI

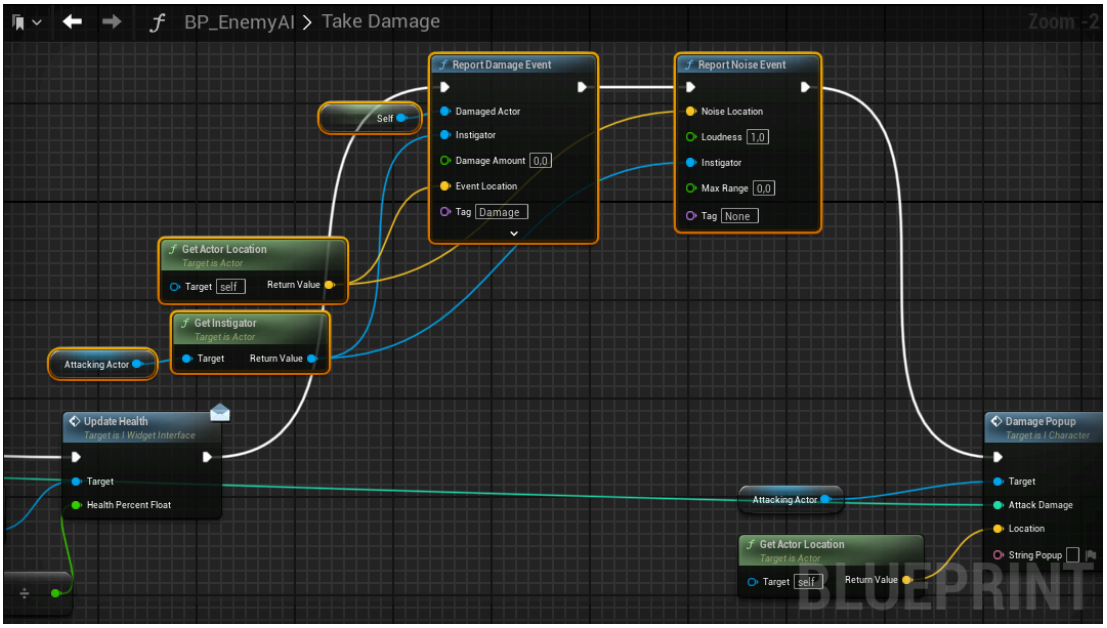




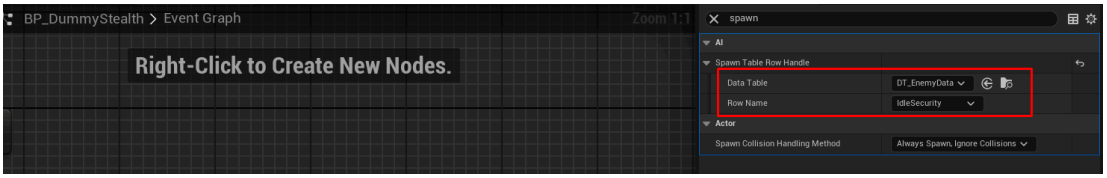
Add a tag to the player "Player"



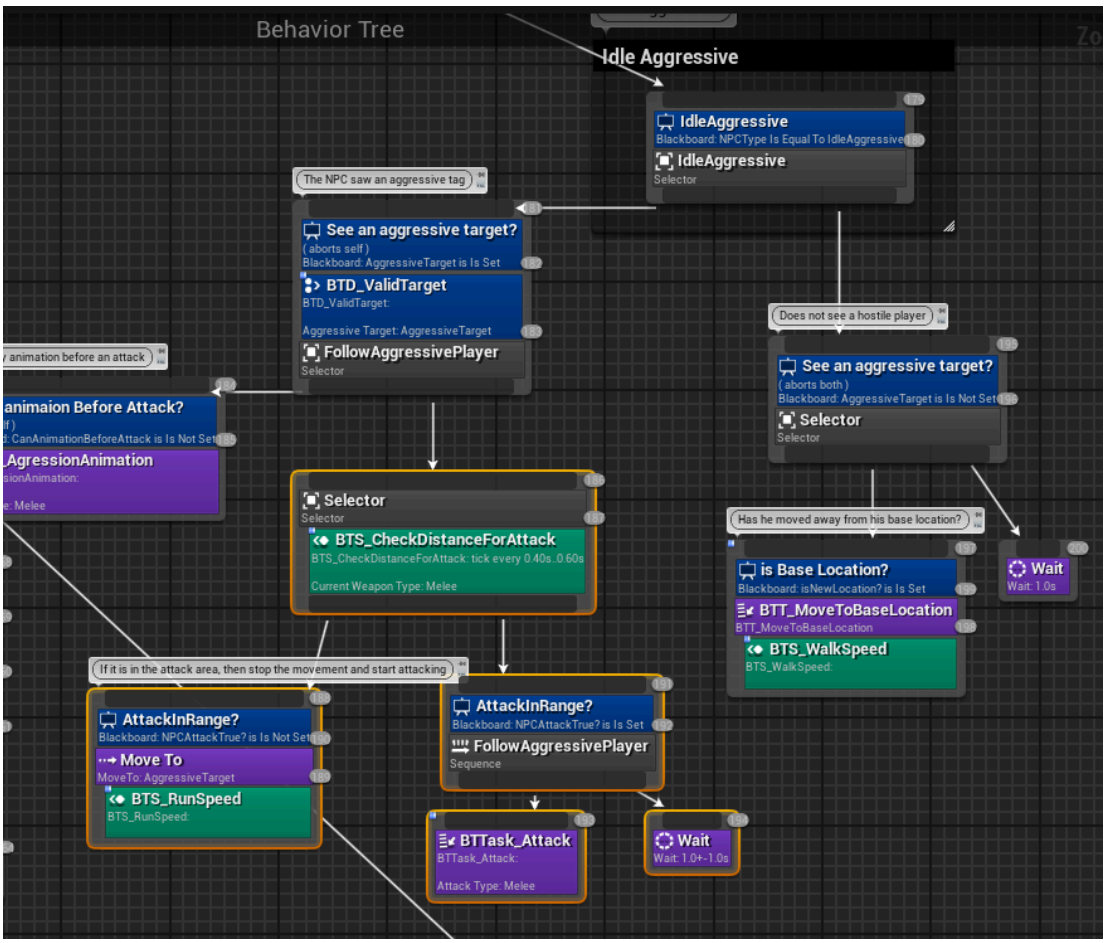
Add a damage notifier for Progressive Controller to TakeDamage



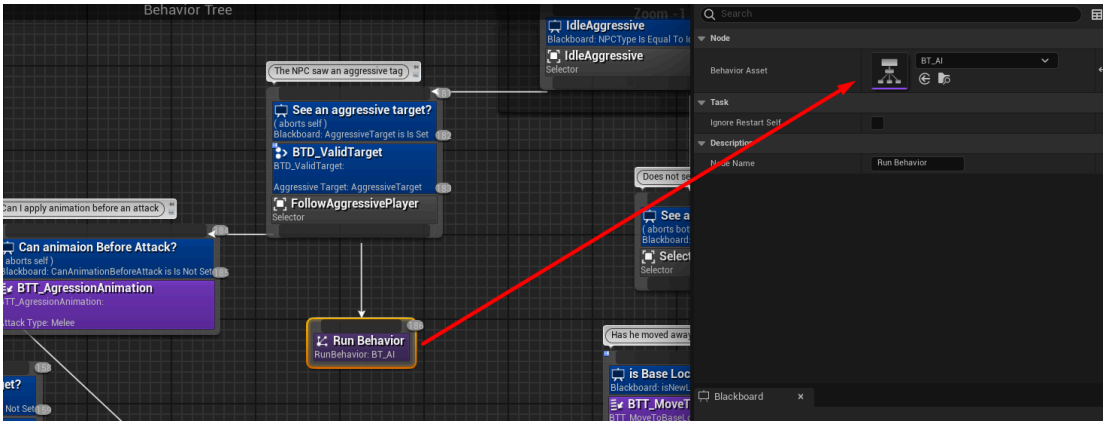
Add the necessary data for the AI in your character. Each of them will have its own logic, which is taken from the DT_EnemyData table.
If desired, you can delete or add new rows in the table.



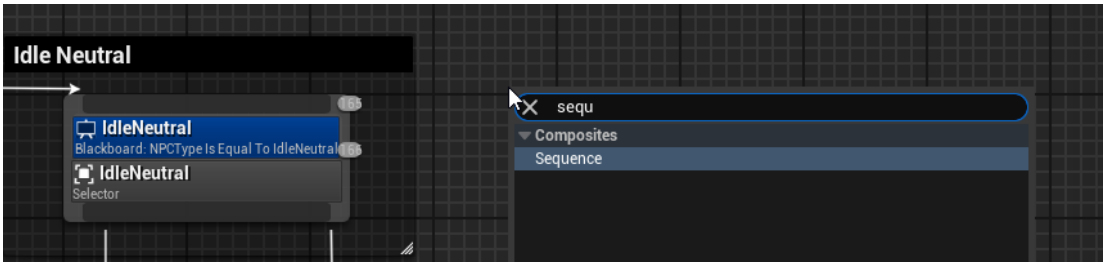
In BT_ProgressiveAI_Melee and BT_ProgressiveAI_Range (if a ranged attack is needed) it is necessary to replace this highlighted area with the launch of a different behavior tree.



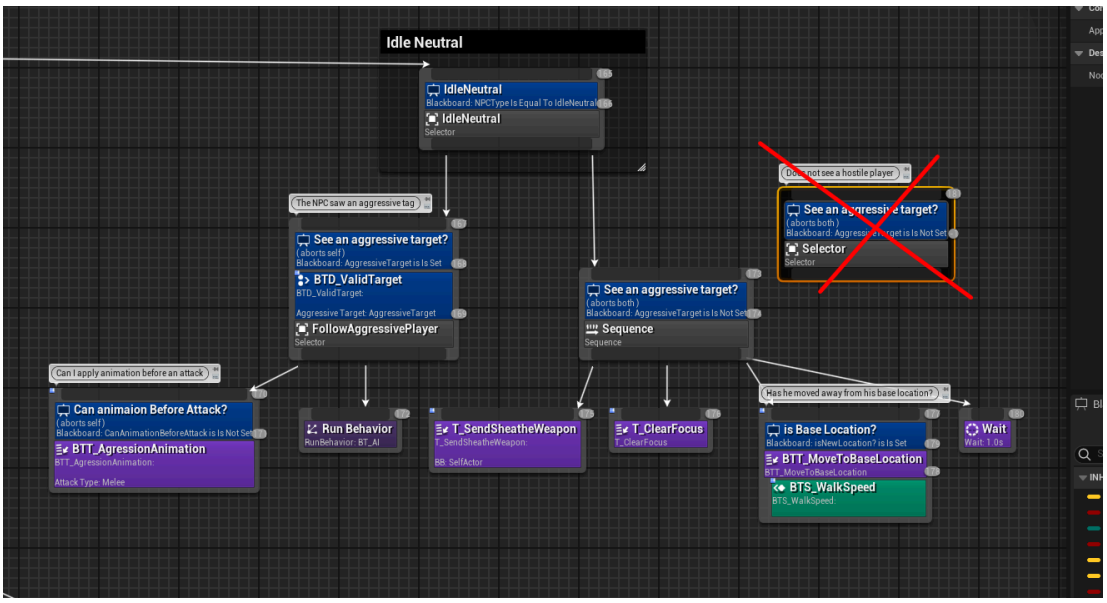
It should look like this:



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.


Idle Neutral
IdleNeutral
Blackboard: NPCType Is Equal To IdleNeutral
IdleNeutral
Selector
The NPC saw an aggressive tag
See an aggressive target?
(aborts self)
Blackboard: AggressiveTarget Is Set
BTD_ValidTarget
BTD_ValidTarget:
Aggressive Target: AggressiveTarget
FollowAggressivePlayer
Selector
Does not see a hostile player
See an aggressive target?
(aborts both)
Blackboard: AggressiveTarget Is Not Set
Selector
Selector
See an aggressive target?
(aborts both)
Blackboard: AggressiveTarget Is Not Set
Sequence
Sequence
Can I apply animation before an attack
Can animaion Before Attack?
(aborts self)
Blackboard: CanAnimationBeforeAttack is Is Not Set
BTT_AgressionAnimation
BTT_AgressionAnimation:
Attack Type: Melee
Run Behavior
RunBehavior: BT_AI
T_SendSheatheWeapon
T_SendSheatheWeapon:
BB: SelfActor
T_ClearFocus
T_ClearFocus
Has he moved away from his base location?
is Base Location?
Blackboard: isNewLocation? is Is Set
BTT_MoveToBaseLocation
BTT_MoveToBaseLocation
BTS_WalkSpeed
BTS_WalkSpeed:
Wait
Wait: 1.0s