

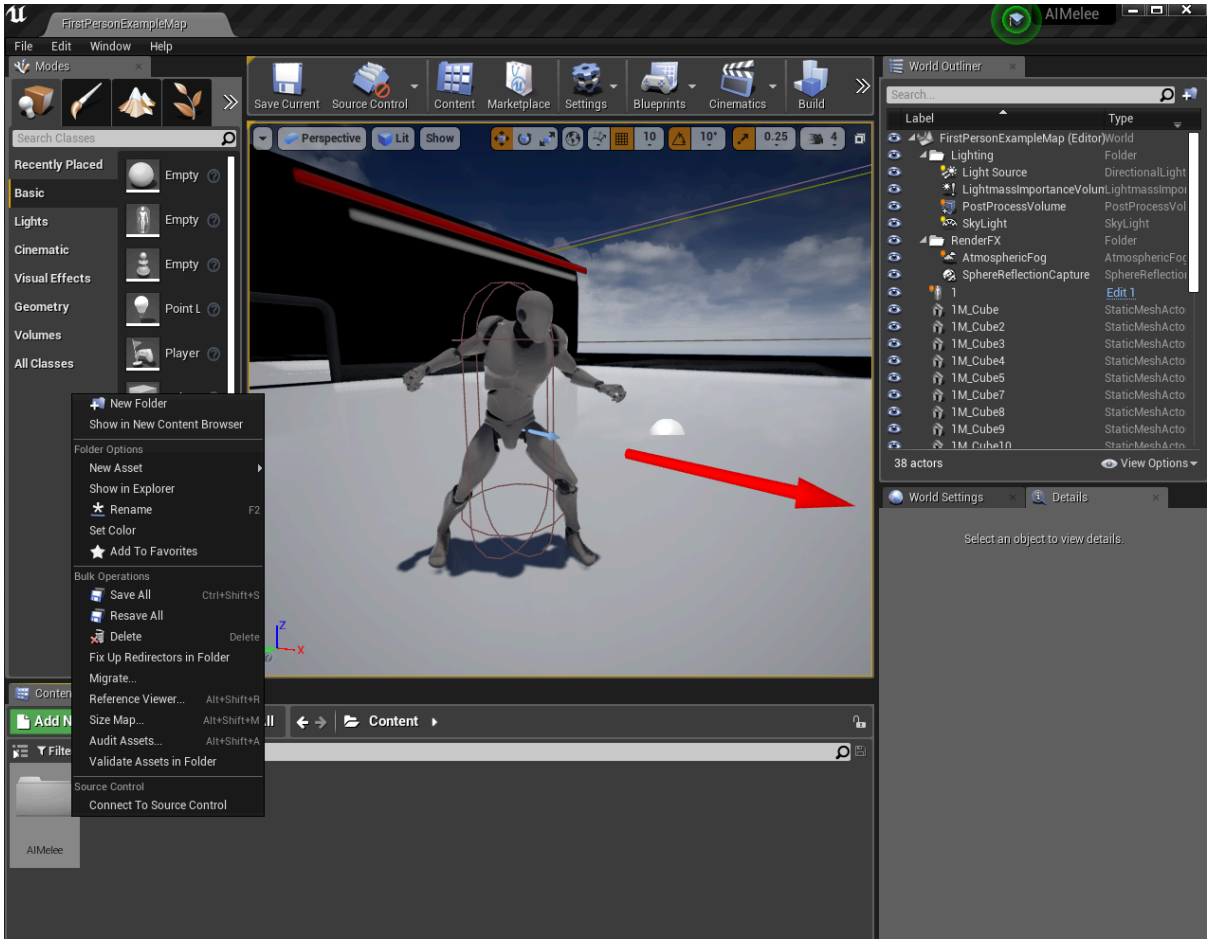
AI MELEE



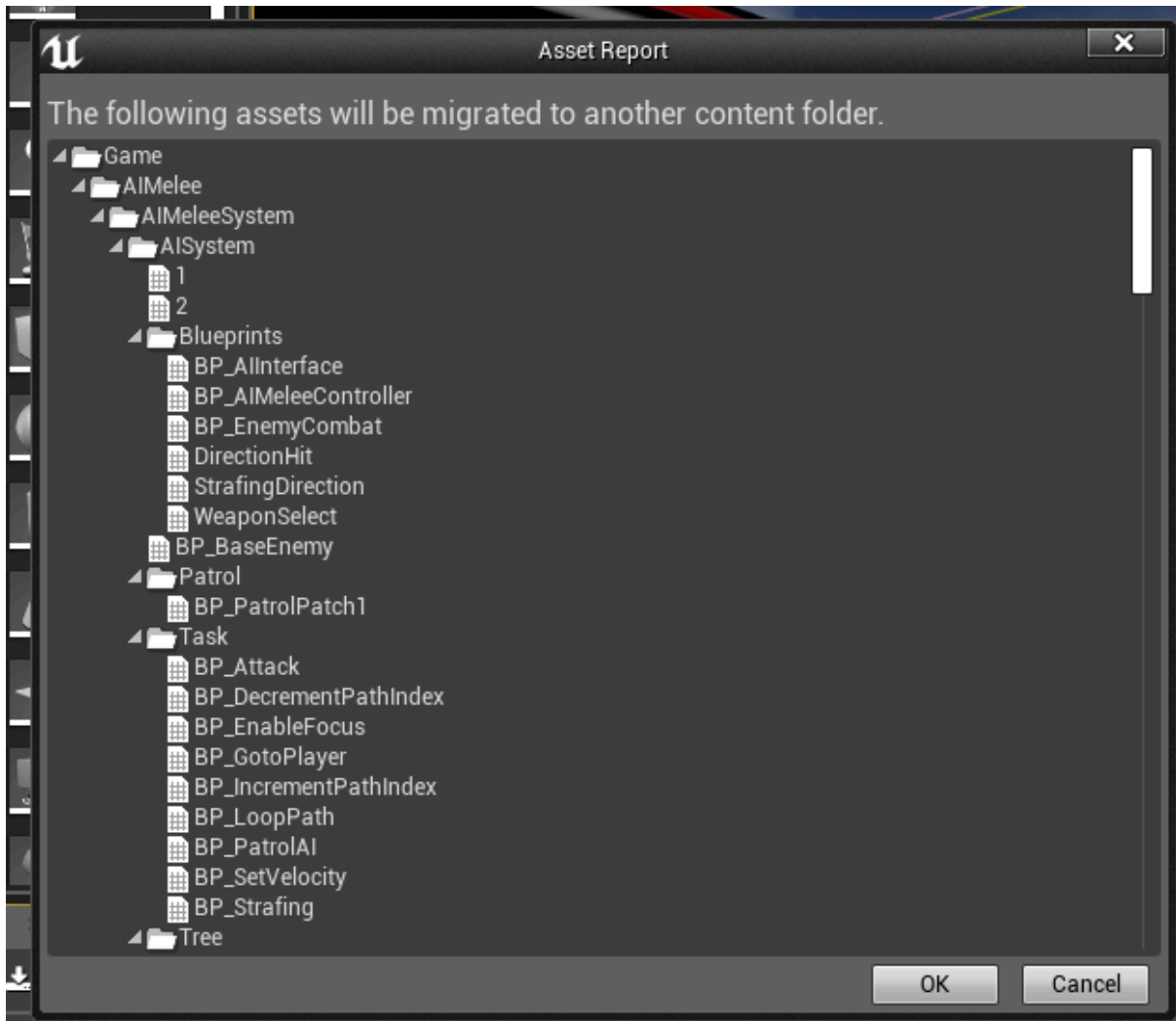
1- Quick start after downloading the project

To migrate AI Melee to your project just follow these steps

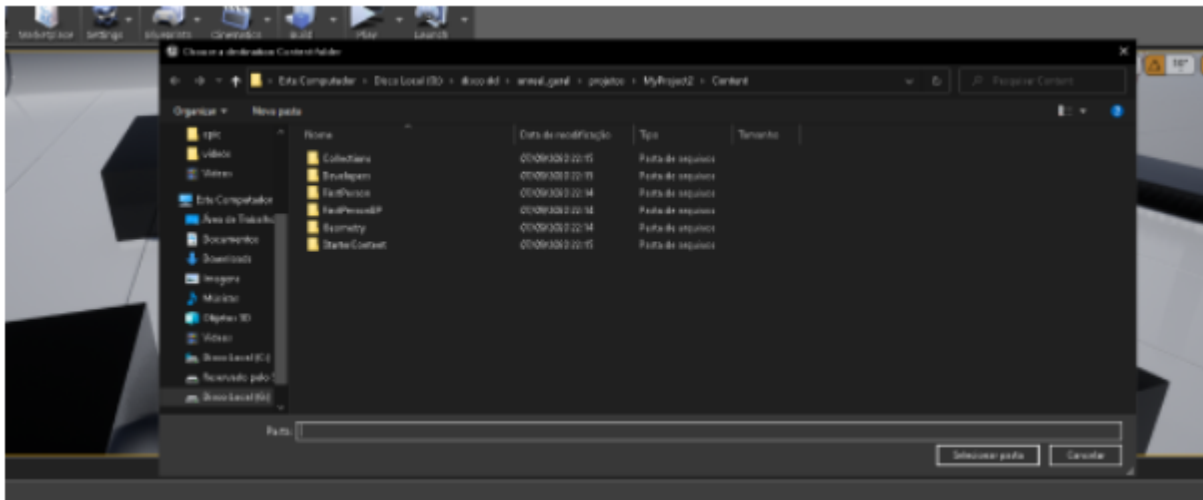
in the AI Melee folder right click on it and go to migrate



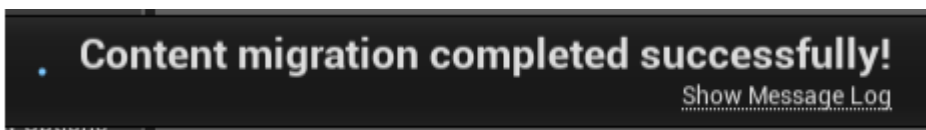
click "OK"



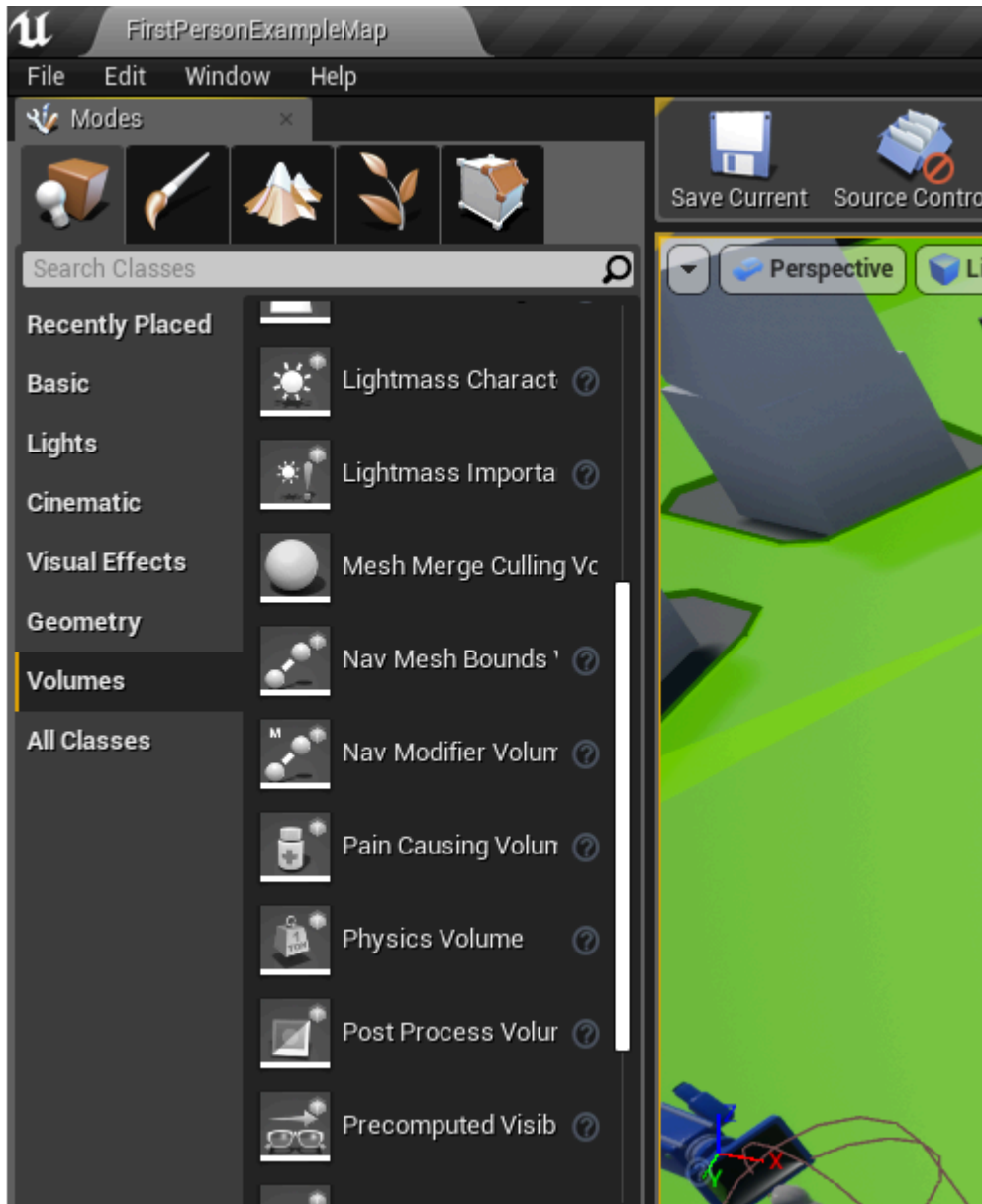
choose your project folder and choose the "content"
folder and click on select folder



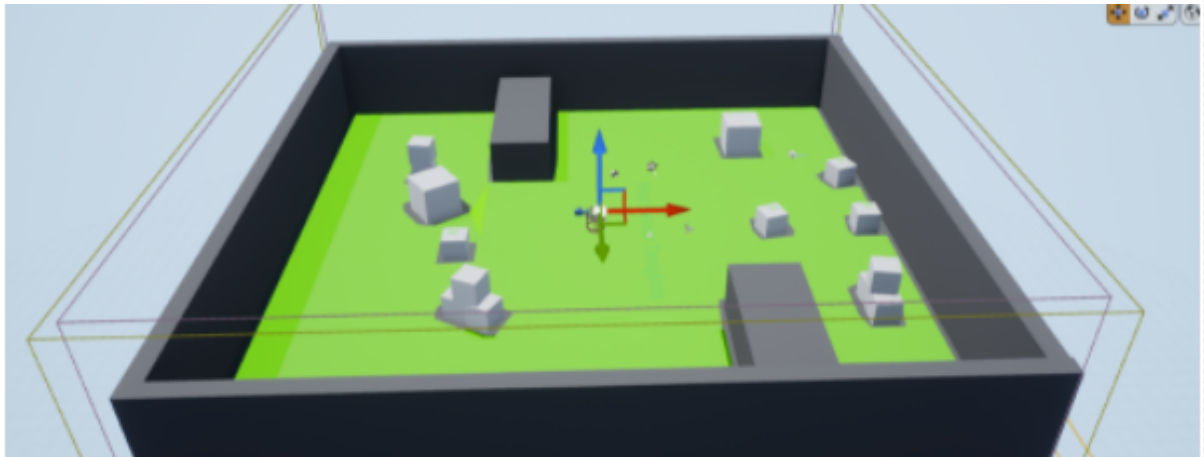
AI Shooter is successfully migrated



now in your project you need to make some settings
You should add **NavMesh Bounds Volume** to your level.
Just go to the "mods" menu in the upper left corner
and search for **NavMesh Bounds Volume** and drag it to
your level

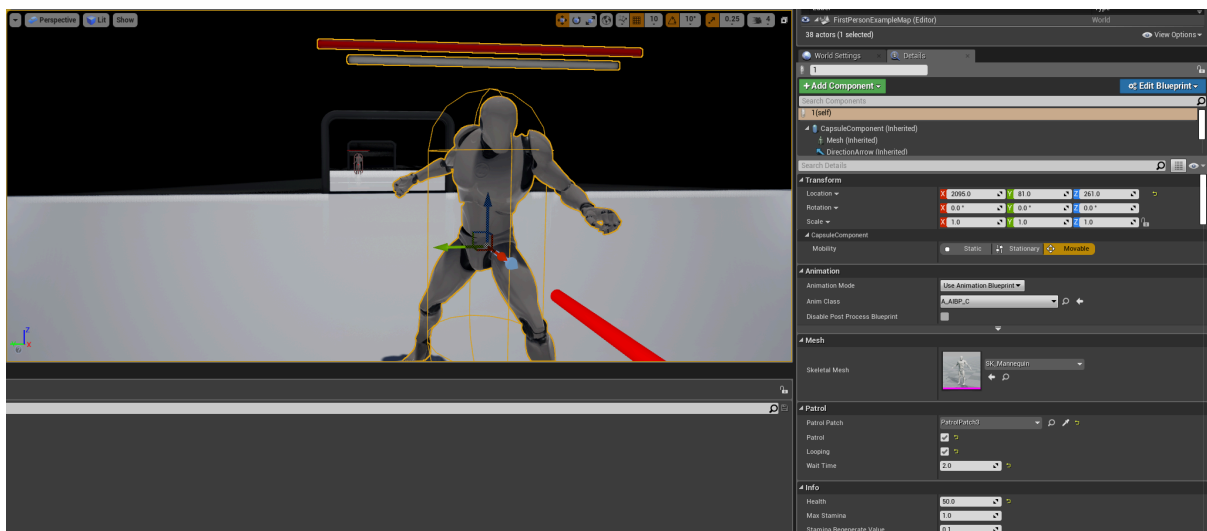


press the "P" key you will see the marked area



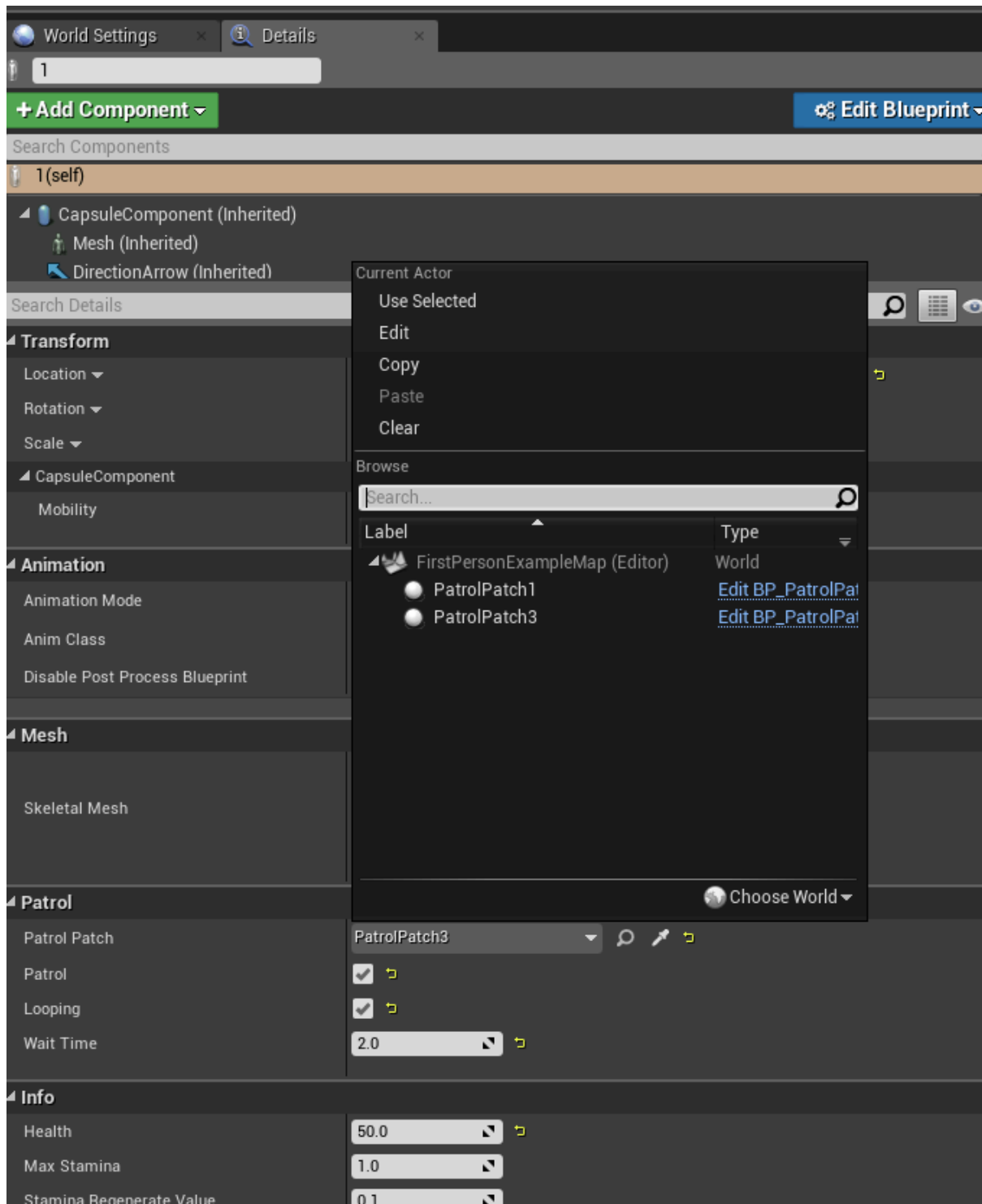
your project is already configured, now let's talk about the AI settings and weapons

to configure the AI just drag it to the map and with it selected go in detail in the right corner of the engine



to configure and very simple, just select the settings that you like best

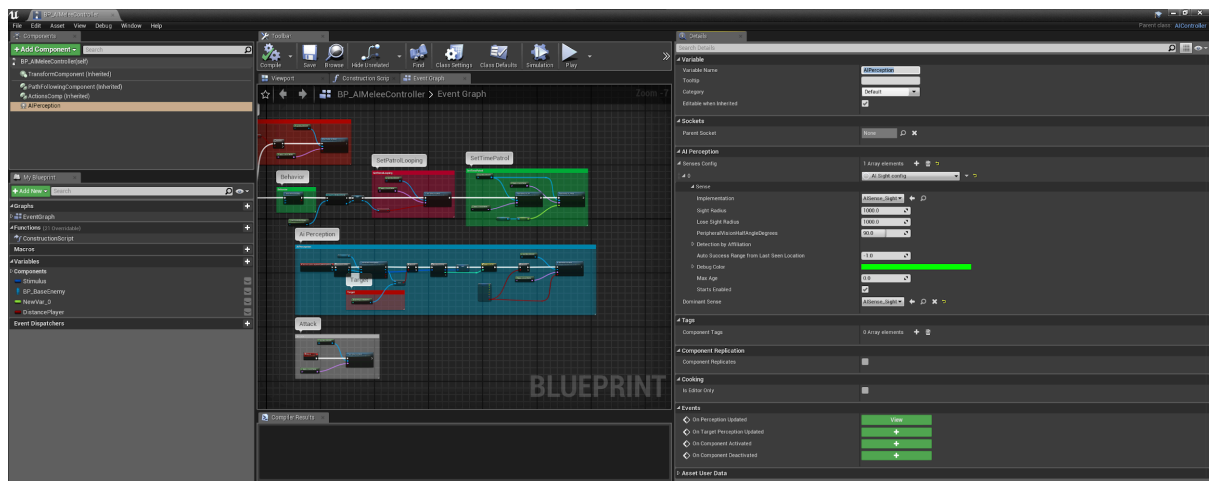
in the case of patrol, for each AI you want her to patrol you must drag the blueprint "PatrolPatch" to the map and select from the list



to change the distance and angle of view of the character go to

BP_AI Melee Controller and select

AI Perception



Support

In the event you are unable to find the information you seek, feel free to contact lucasoliveirabastos1@gmail.com

