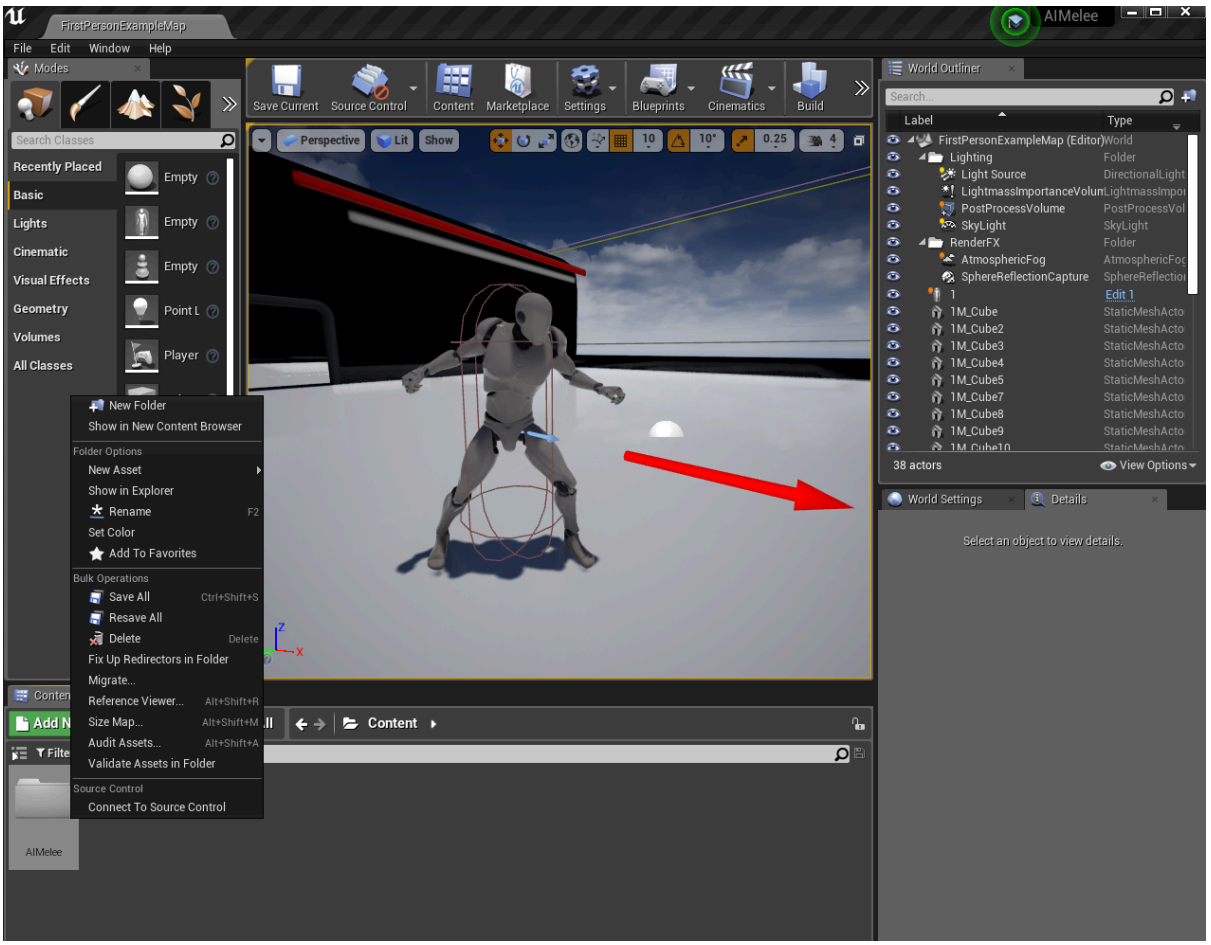


1- Quick start after downloading the project

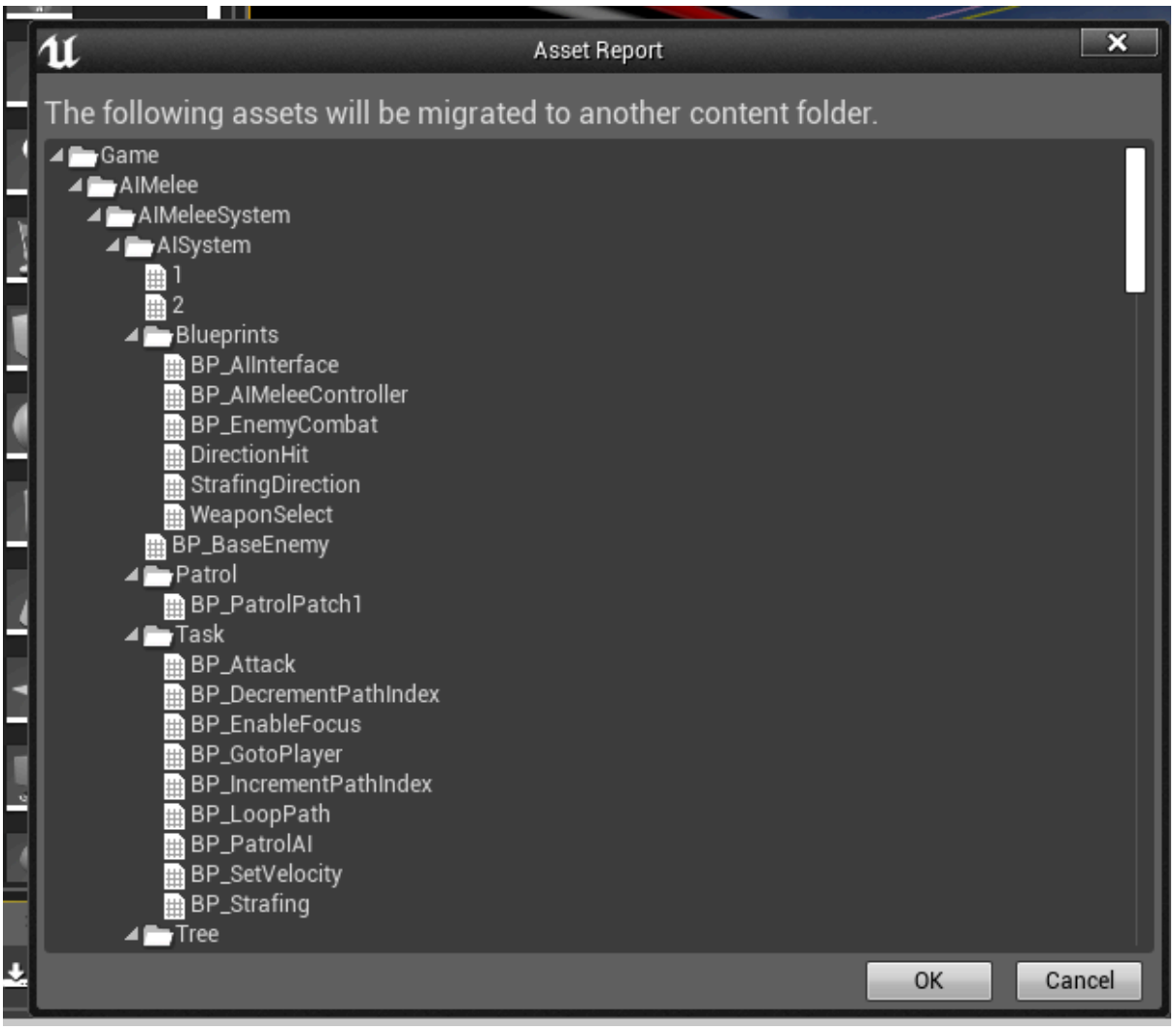
To migrate AI Melee to your project just follow these steps

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

migrate

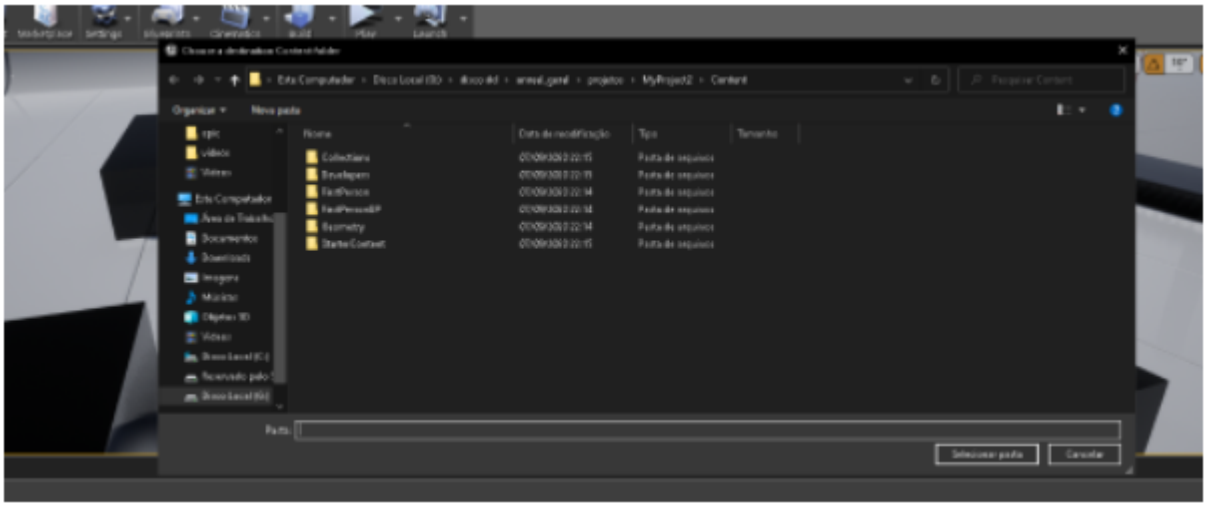

FirstPersonExampleMap
AIMelee
File
Edit
Window
Help
Modes
Save Current
Source Control
Content
Marketplace
Settings
Blueprints
Cinematics
Build
Perspective
Lit
Show
Recently Placed
Basic
Lights
Cinematic
Visual Effects
Geometry
Volumes
All Classes
Empty
Empty
Empty
Point L
Player
New Folder
Show in New Content Browser
Folder Options
New Asset
Show in Explorer
Rename
Set Color
Add To Favorites
Bulk Operations
Save All
Resave All
Delete
Fix Up Redirectors in Folder
Migrate...
Reference Viewer...
Size Map...
Audit Assets...
Validate Assets in Folder
Source Control
Connect To Source Control
Content
AIMelee
World Outliner
Label
Type
FirstPersonExampleMap (Editor)
Lighting
Light Source
PostProcessVolume
SkyLight
RenderFX
AtmosphericFog
SphereReflectionCapture
1M_Cube
1M_Cube2
1M_Cube3
1M_Cube4
1M_Cube5
1M_Cube7
1M_Cube8
1M_Cube9
38 actors
View Options
World Settings
Details
Select an object to view details.

click "OK"

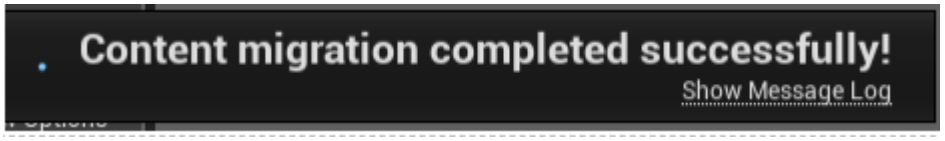


choose your project folder and choose the "content"

folder and click on select folder



AI Shooter is successfully migrated



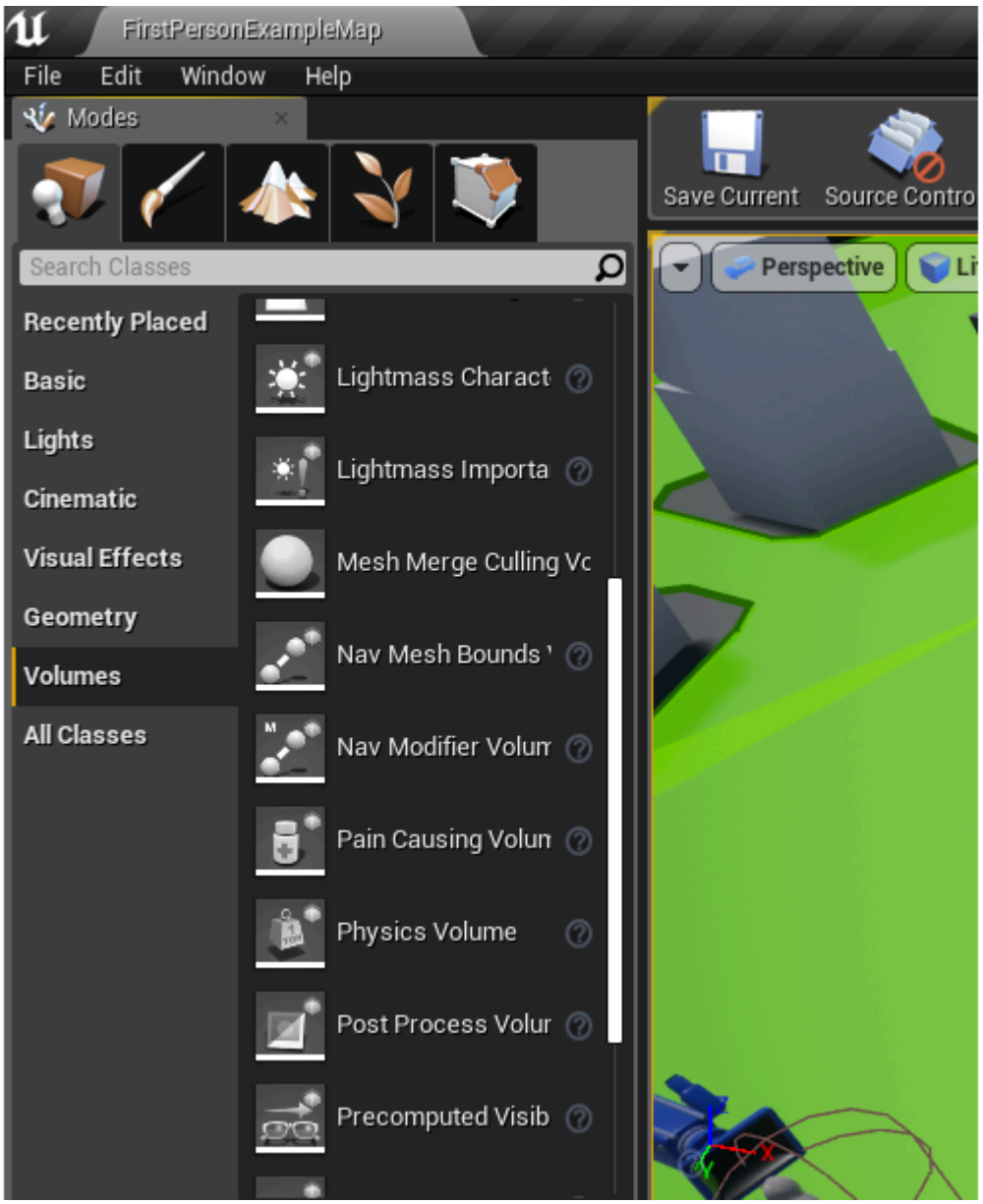
now in your project you need to make some settings

You should add NavMesh Bounds Volume to your level.

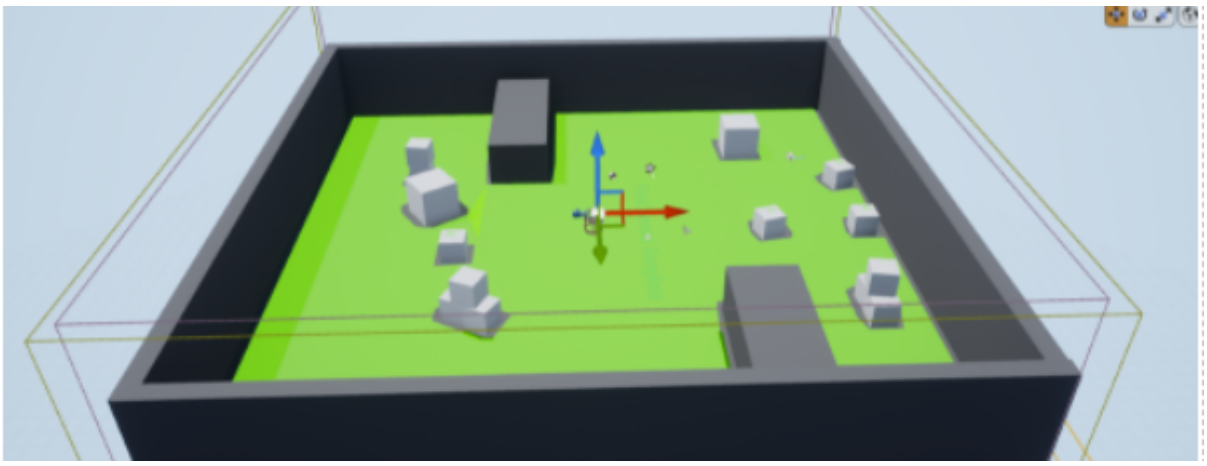
Just go to the "mods" menu in the upper left corner

and search for NavMesh Bounds Volume and drag it to

your level



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

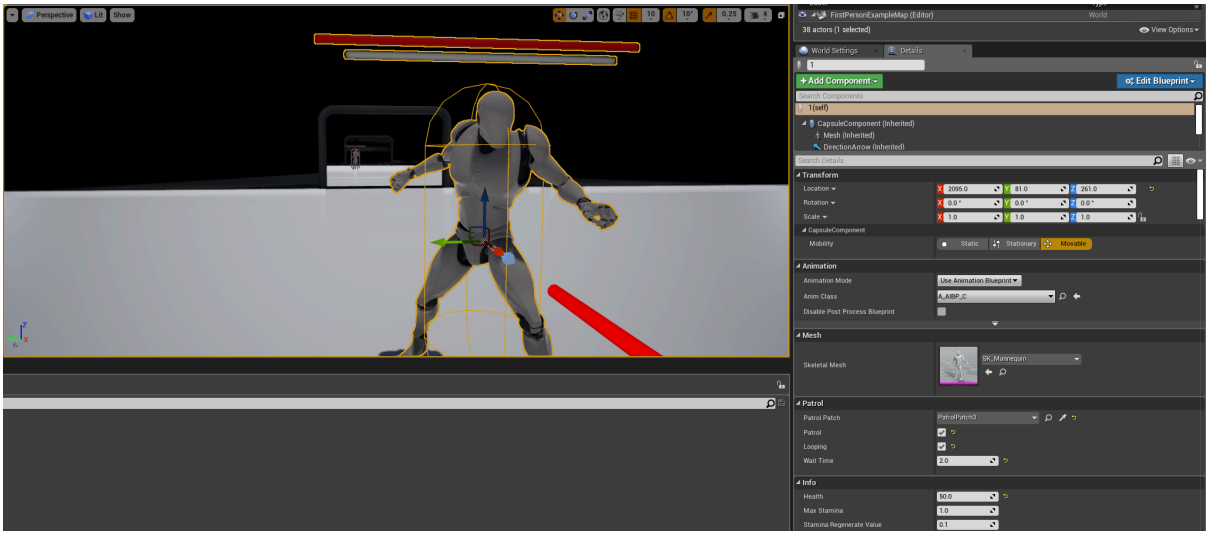


your project is already configured, now let's talk about the AI

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

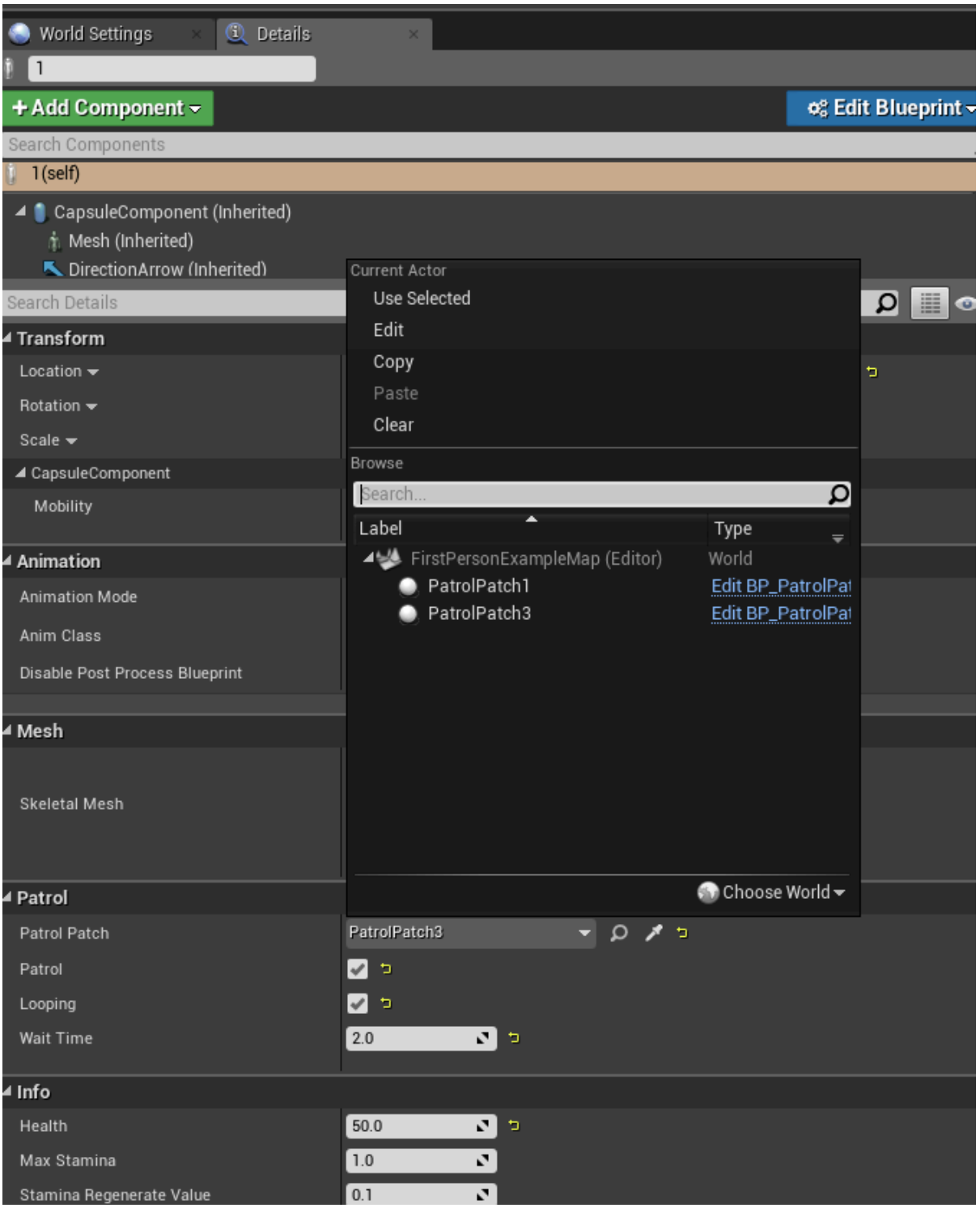


to configure and very simple, just select the settings that you like

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

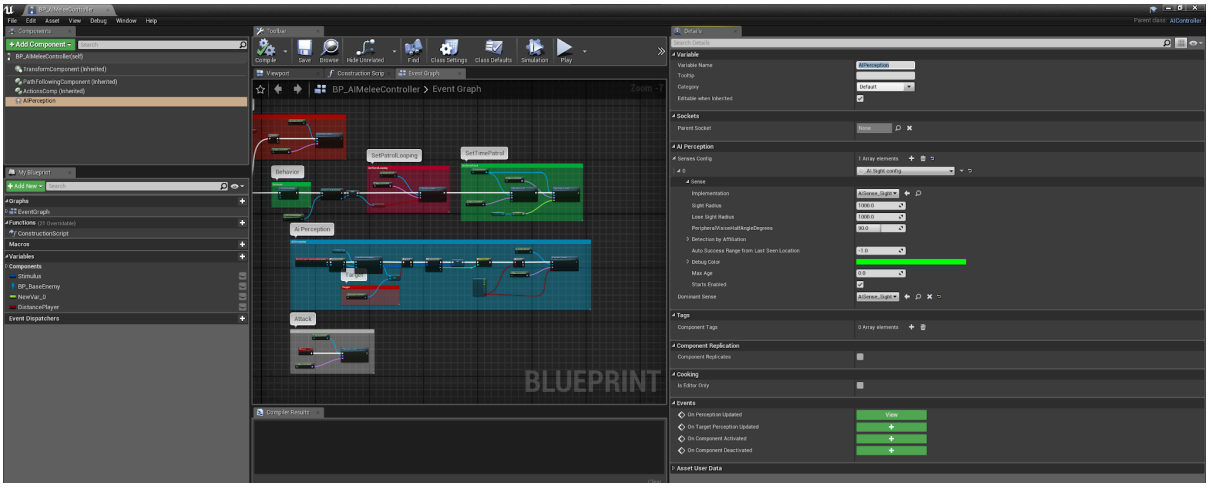


to change the distance and angle of

view of the character go to

BP_AIMeleeController and select

AIPerception



Support

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