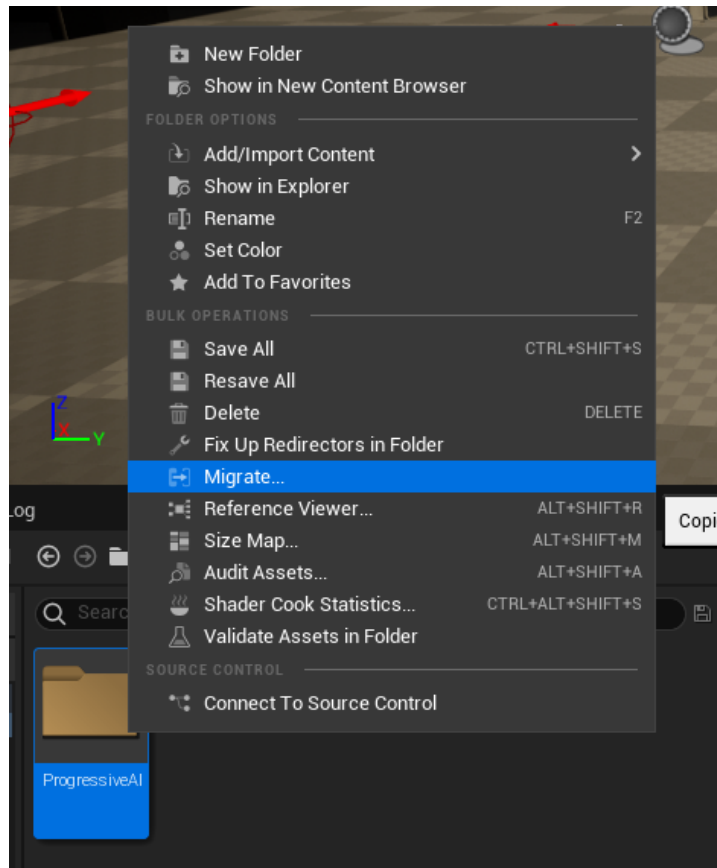
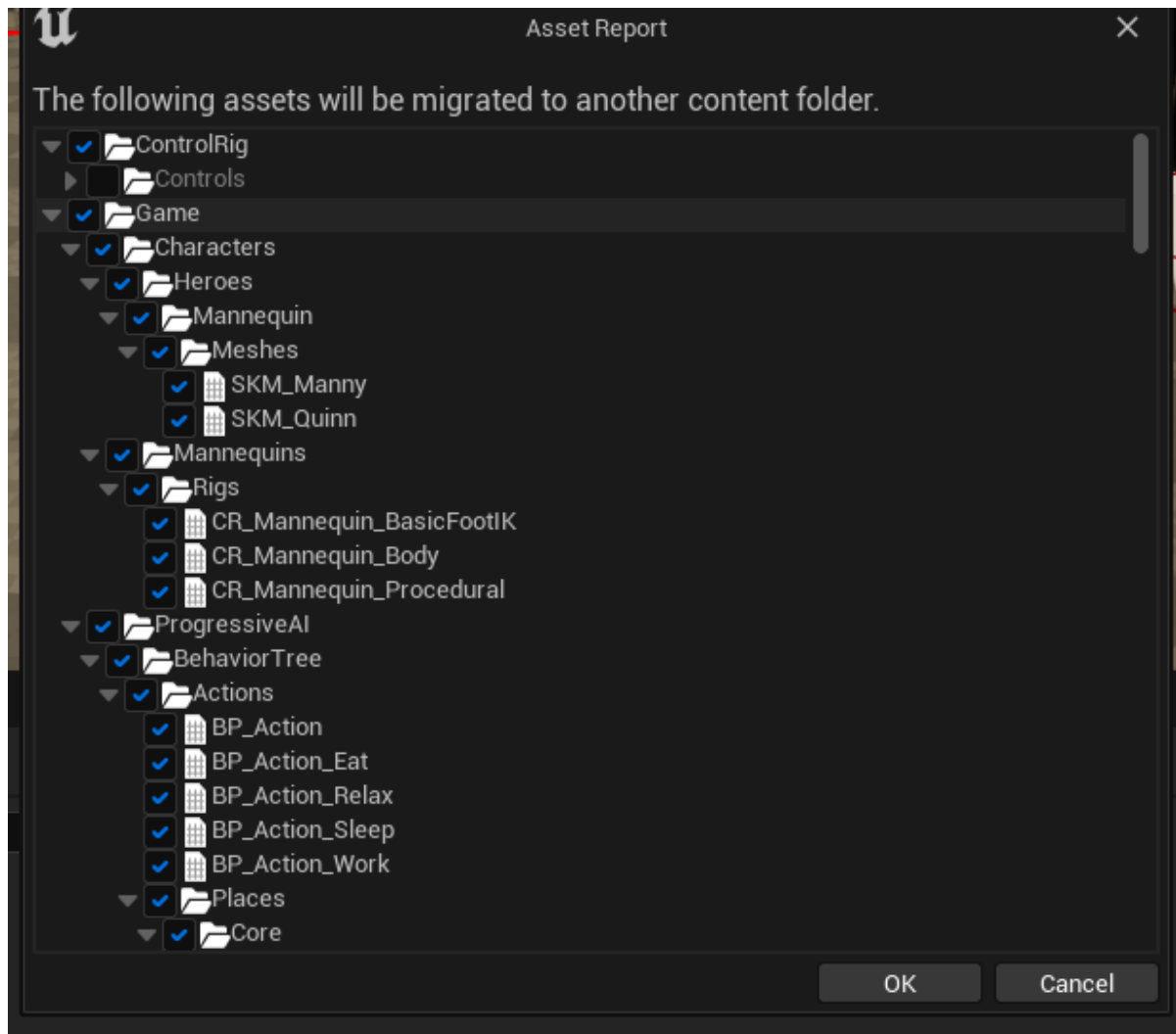


Progressive AI v1.1-1.3 & ESRPG Integration

Project migration.

You will need to go into your Progressive AI project and migrate the entire folder into your ESRP project into the Content folder with all content except the Controls folder (this is not migrated and you won't need it).

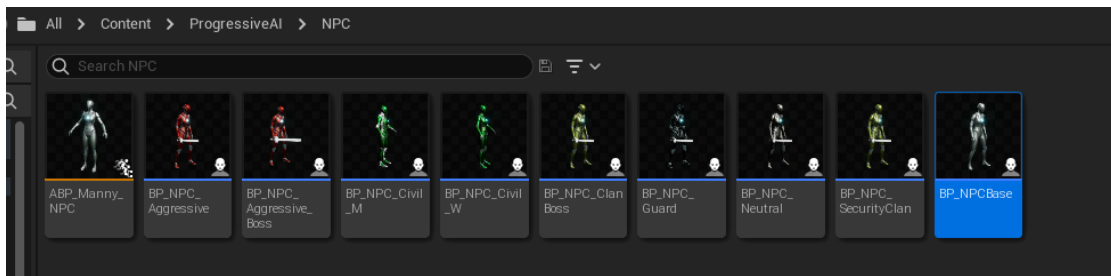
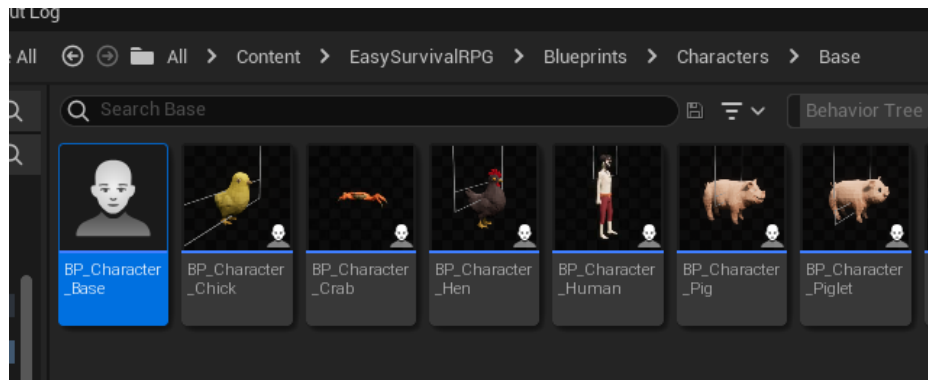




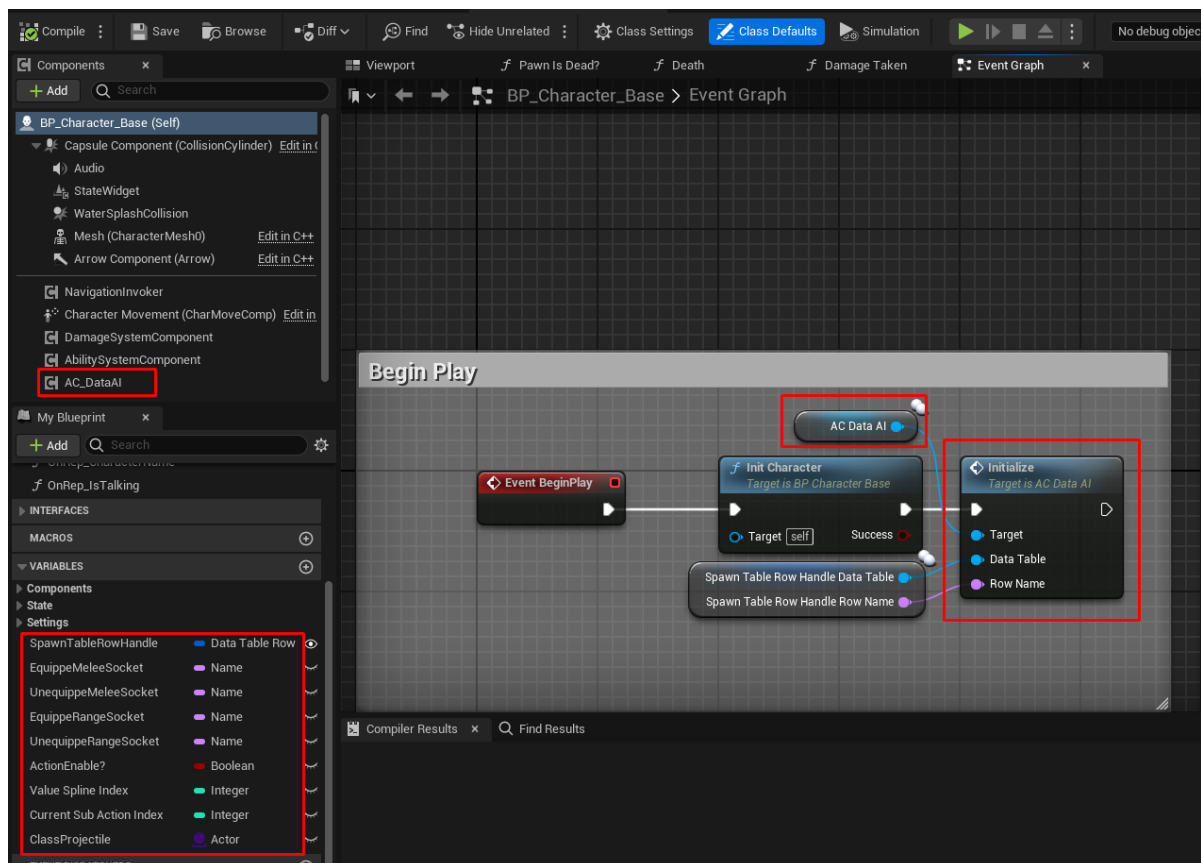
The Progressive AI project can be closed. Open the ESRPG project.

Characters.

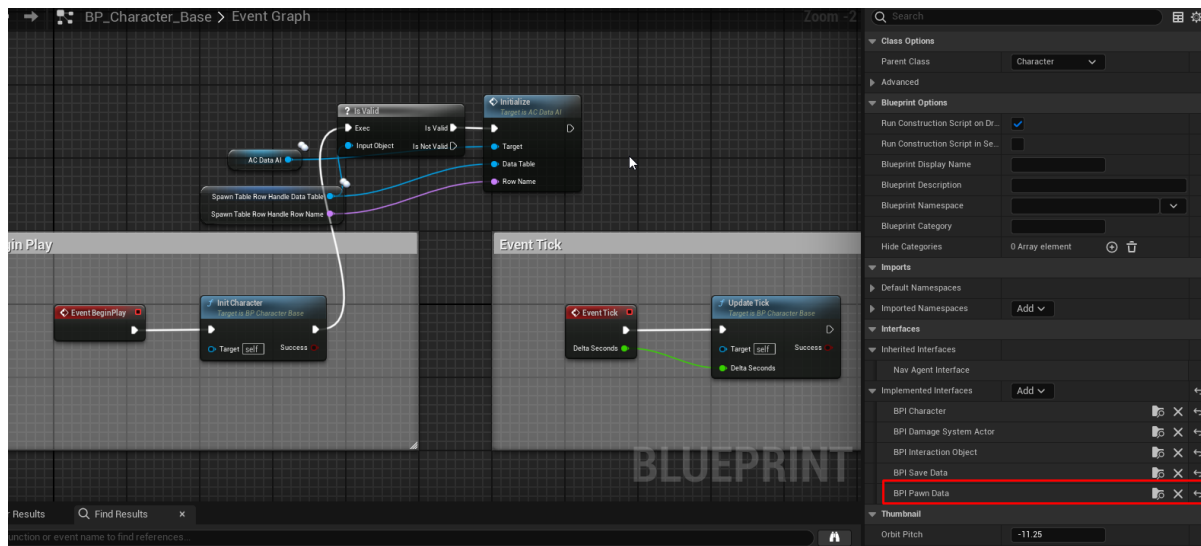
You need to find and open the character class BP_Character_Base, and also open BP_NPCBase



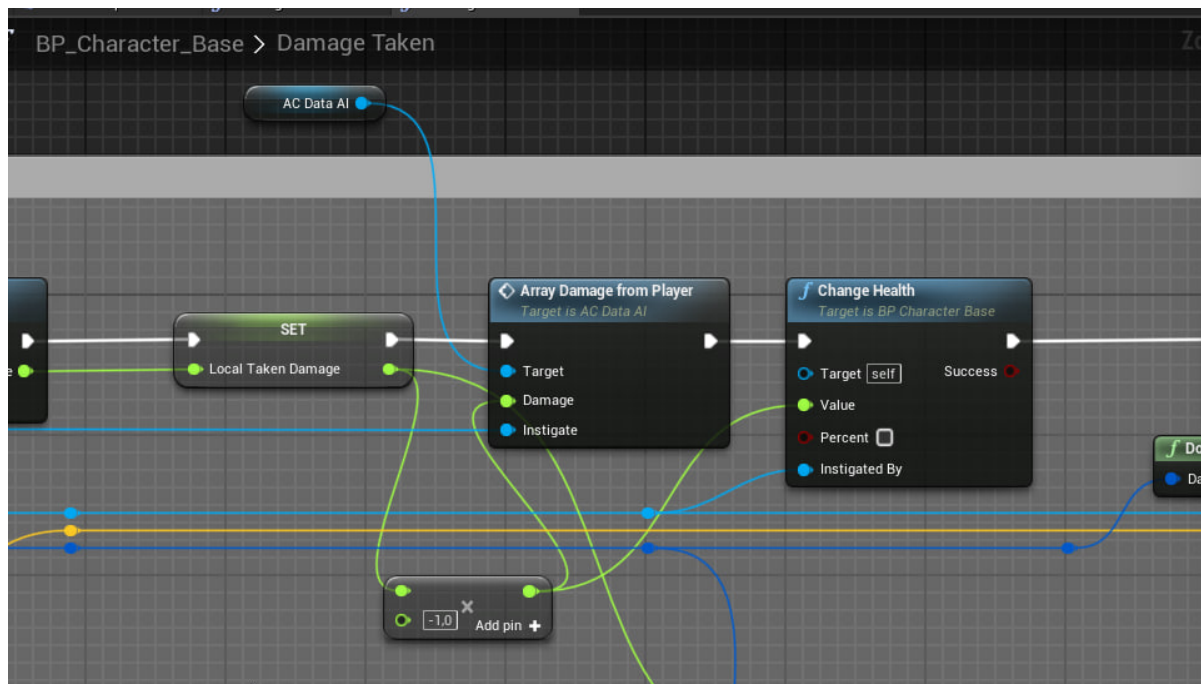
Copy the logic from Begin Play from BP_NPCBase to BP_Character_Base and create new variables. And also add the AC_DataAI component



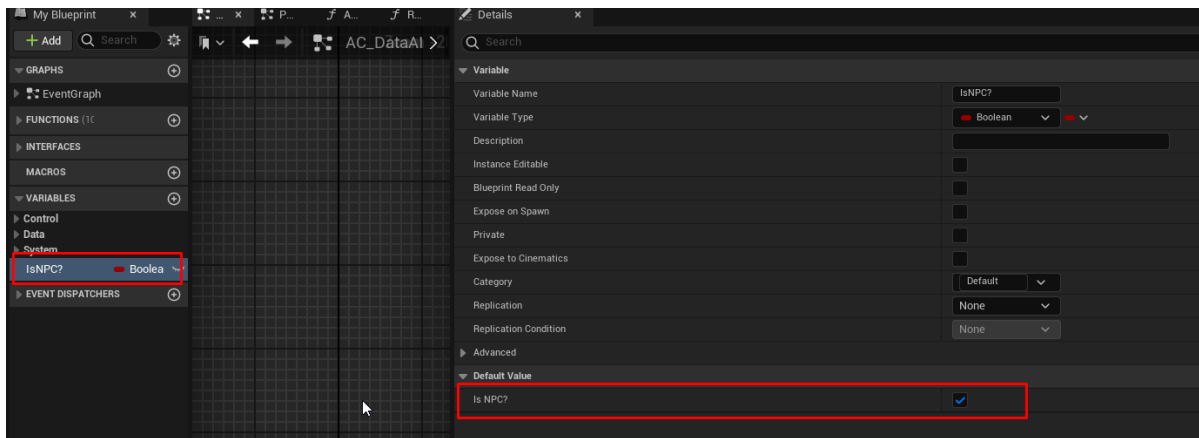
And Interface BPI Pawn Data



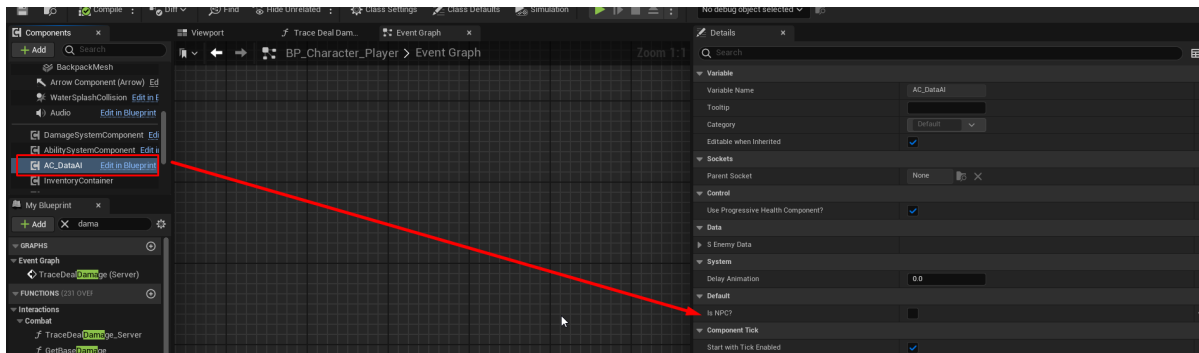
In the Damage Taken function, add the ArrayDamageFromPlayer collection as shown in the screenshot



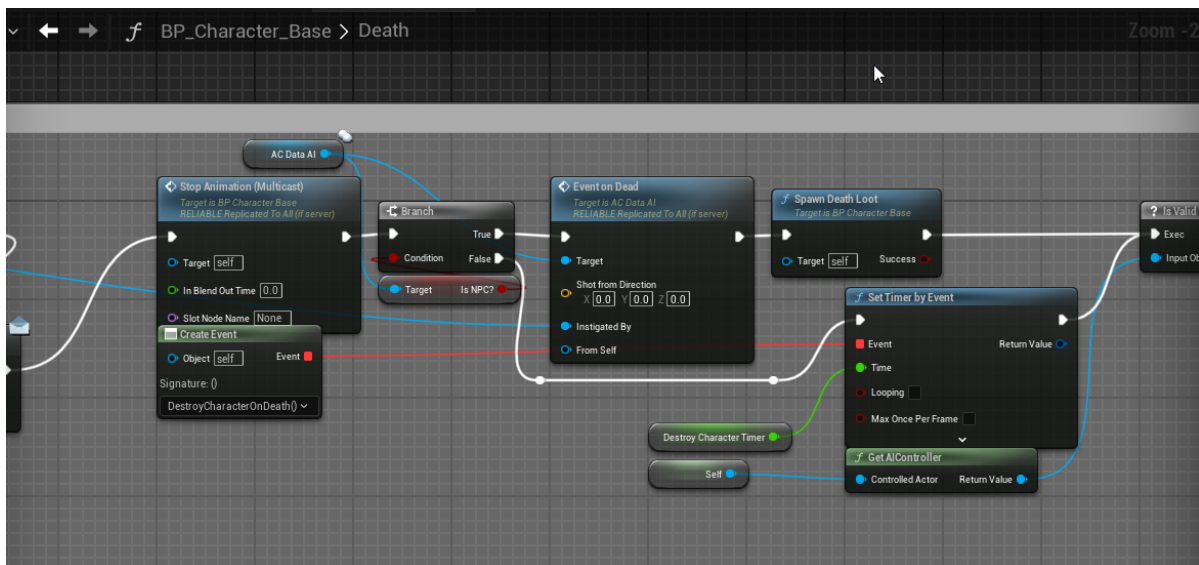
Create a Bool variable in the AC_Data AI component and name it as you like for convenience.



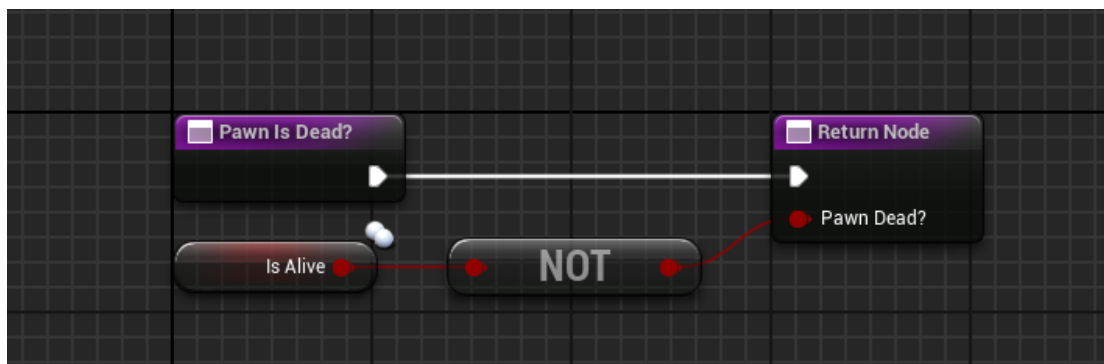
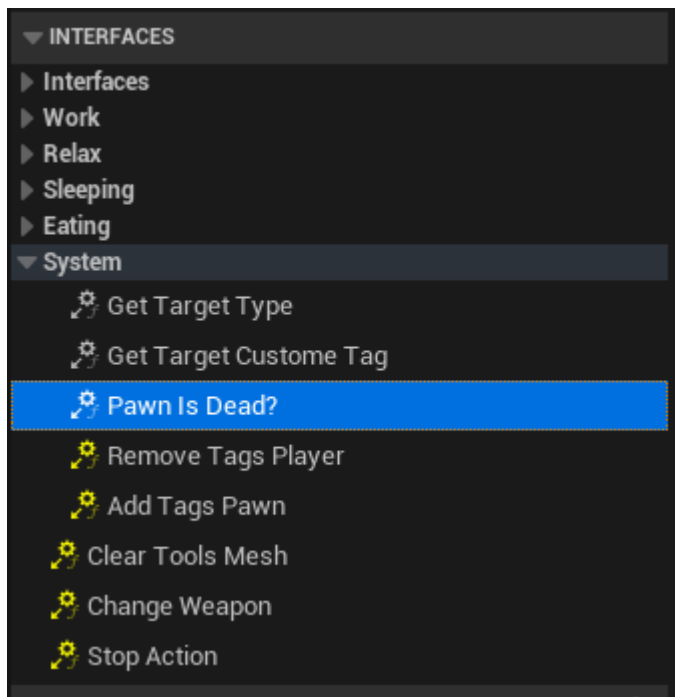
Make it active by default. But enabled for the player.



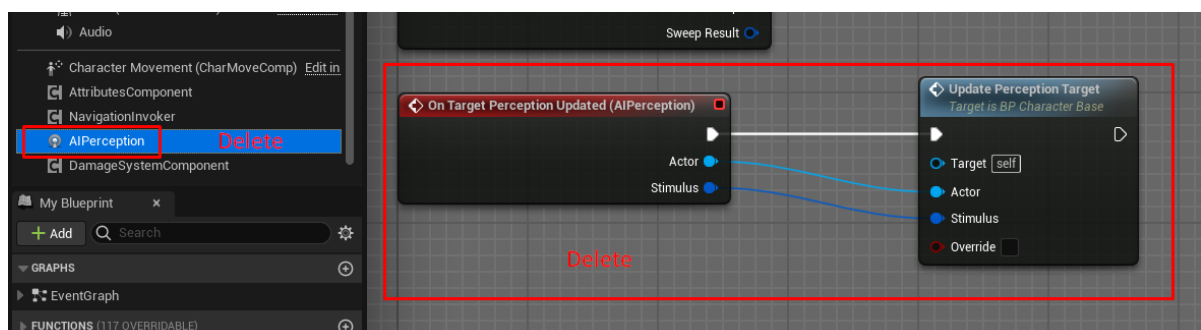
Next, call these events in the Death function and your created variable as in the screenshot. This will separate the logic for the AI and the player and avoid some problems.



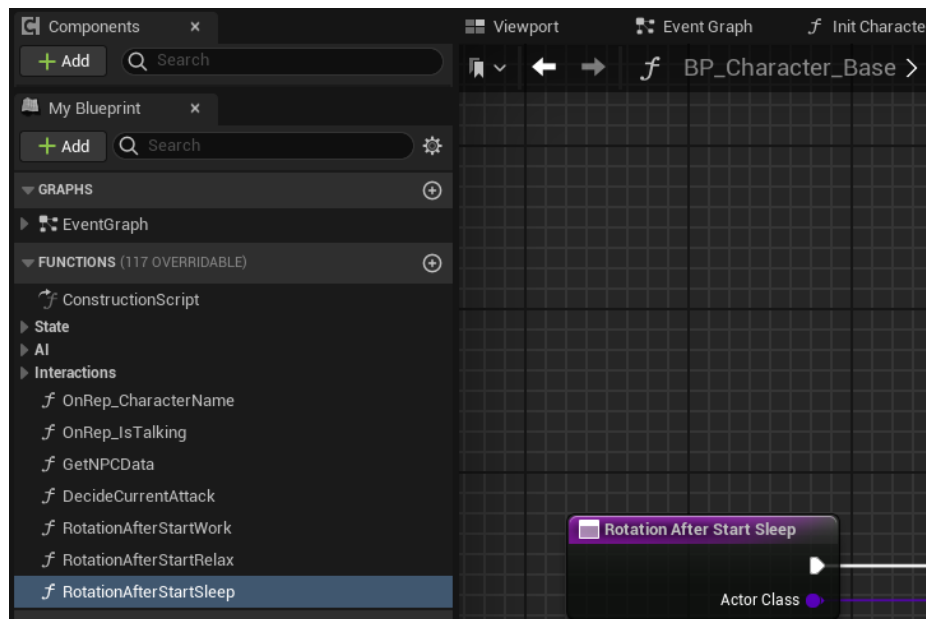
Open the PawnIsDead function from the interface and add the Is Alive variable with the NotBoolean operator



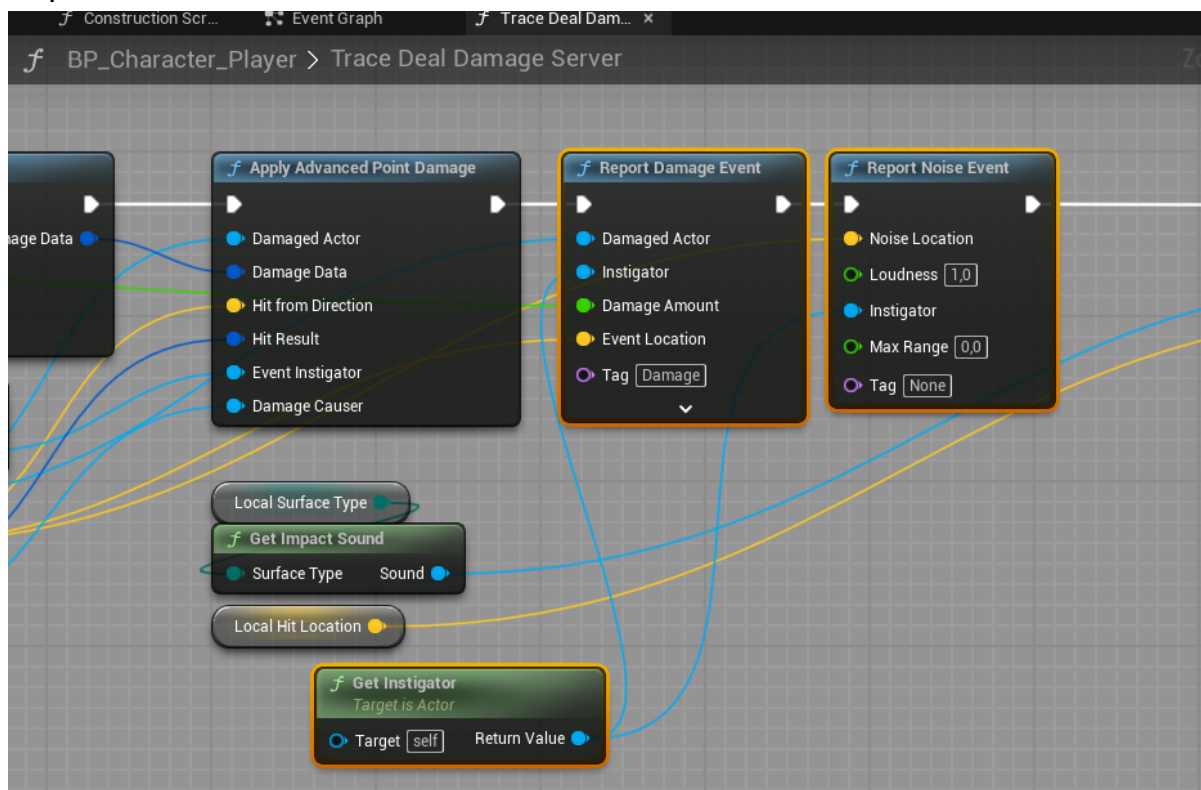
ONLY ESRPG v4.! For version 5, you need to skip this step. Remove AI Perception (it is regulated by AIController);



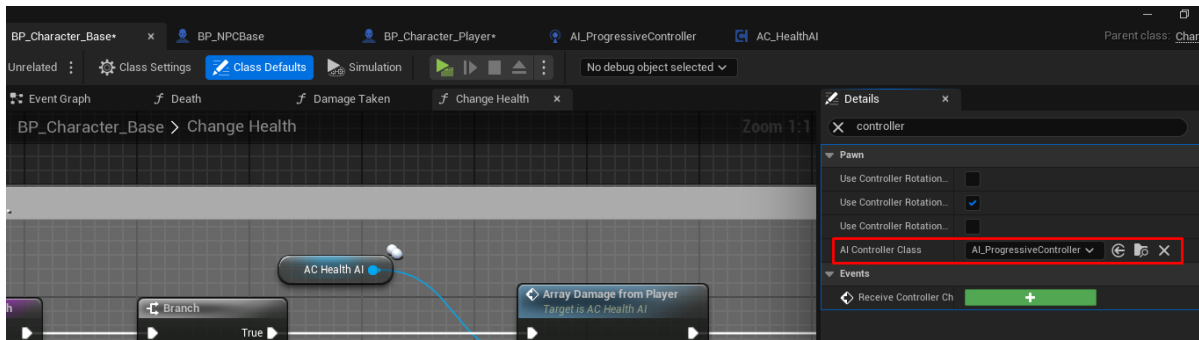
(optional, so that the NPC turns to his task completion point) add the functions RotationAfterStartWork, RotationAfterStartRelax, RotationAfterStartSleep;



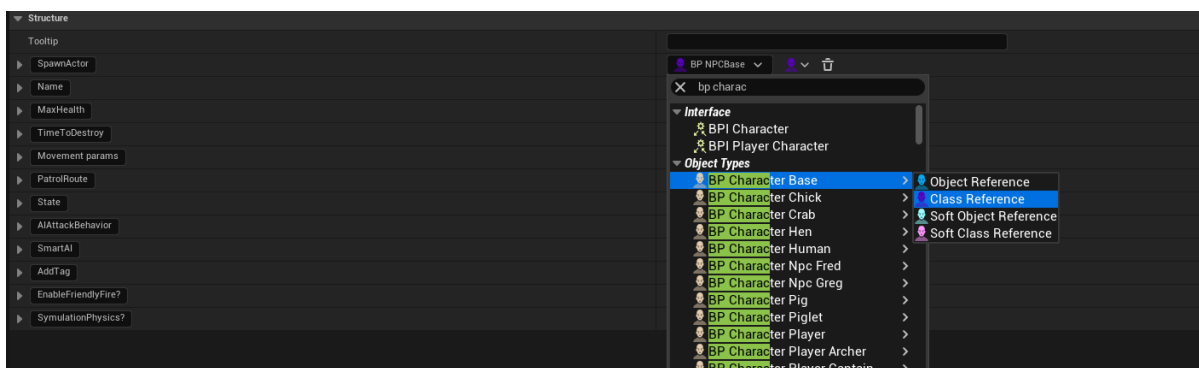
In the TraceDealDamageServer function add ReportDamageEvent and ReportNoiseEvent



Replace AI Controller with AI_ProgressiveController

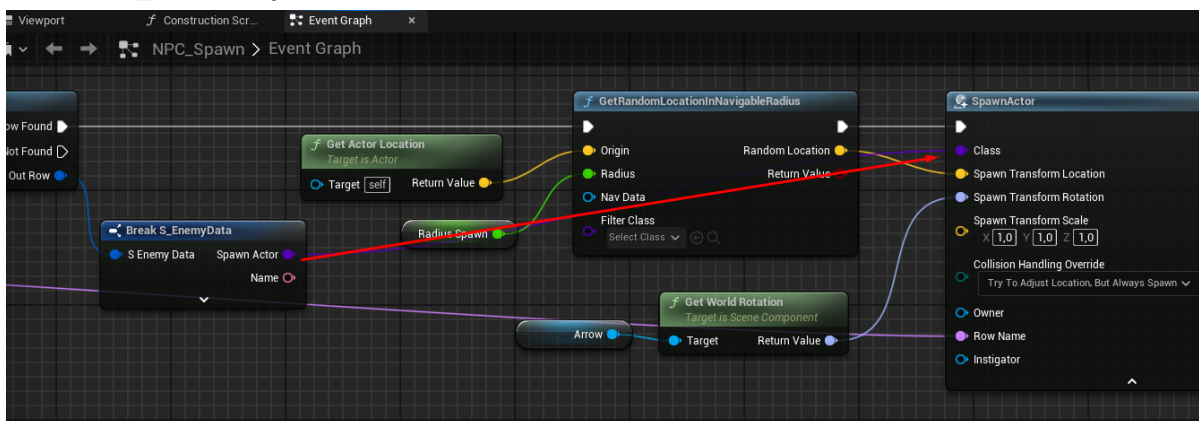


In the S_EnergyData structure it is necessary to replace SpawnActor with the BP Character Base class.

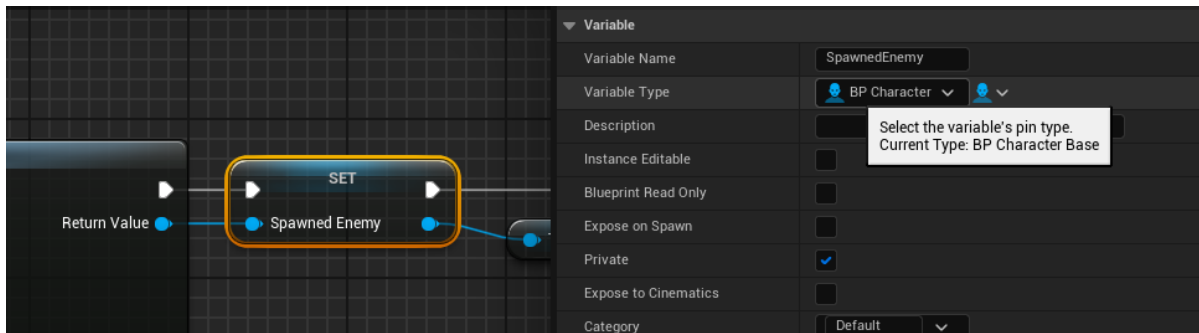


Important! After changing structures, be sure to save the entire project!

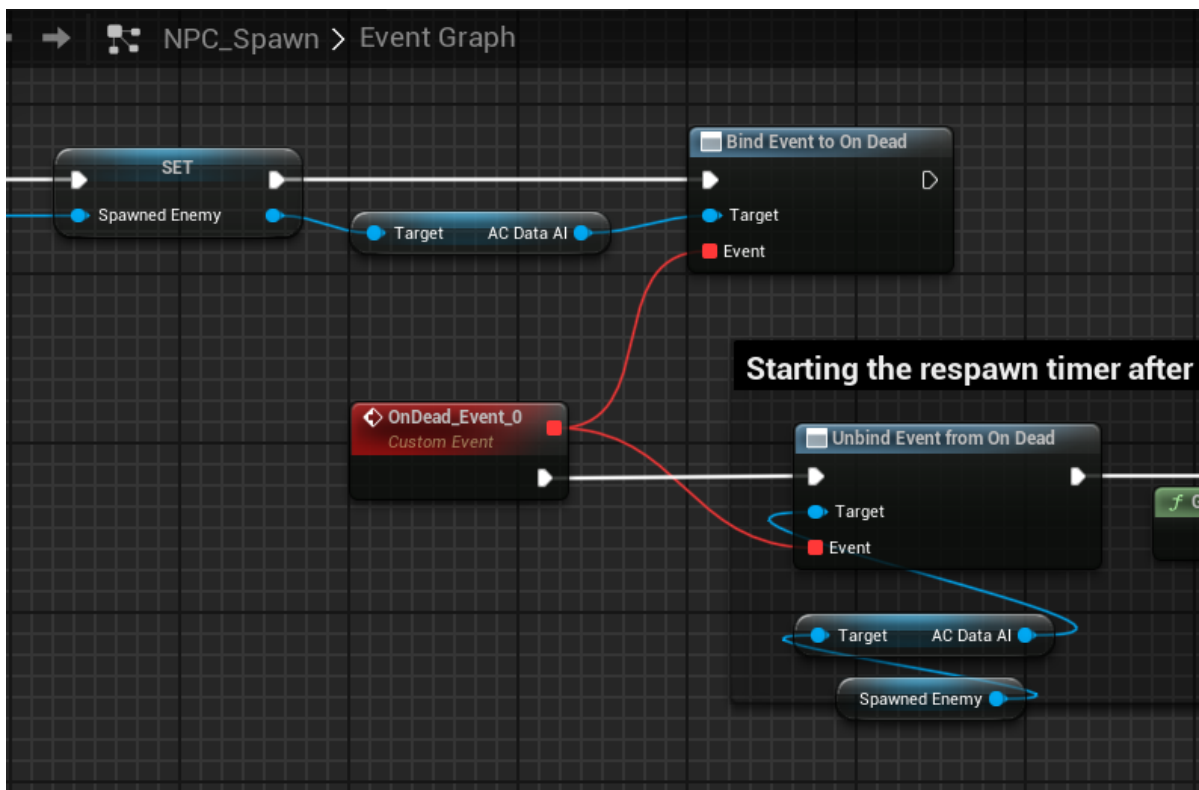
- In NPC_Spawn you need to re-attach the Spawn Actor.



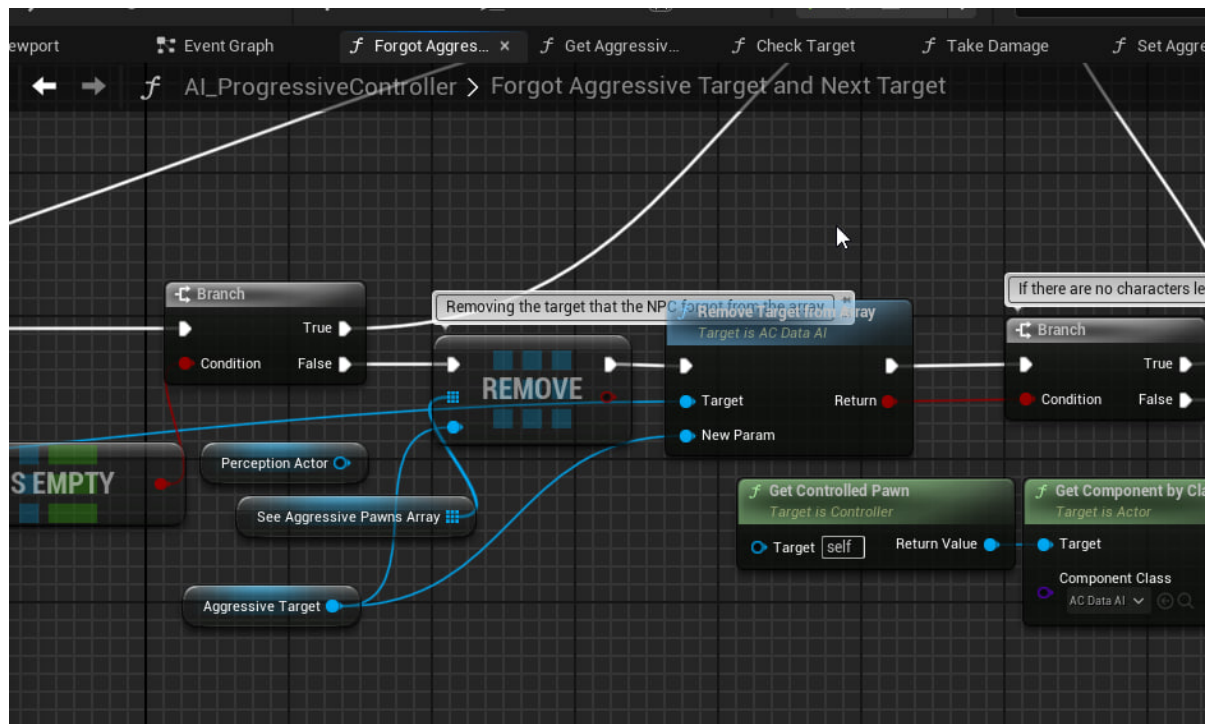
- And update the Spawned Enemy variable to contain BP_CharacterBase



It is also necessary to change the allocated Dispatchers instead of the previous ones.

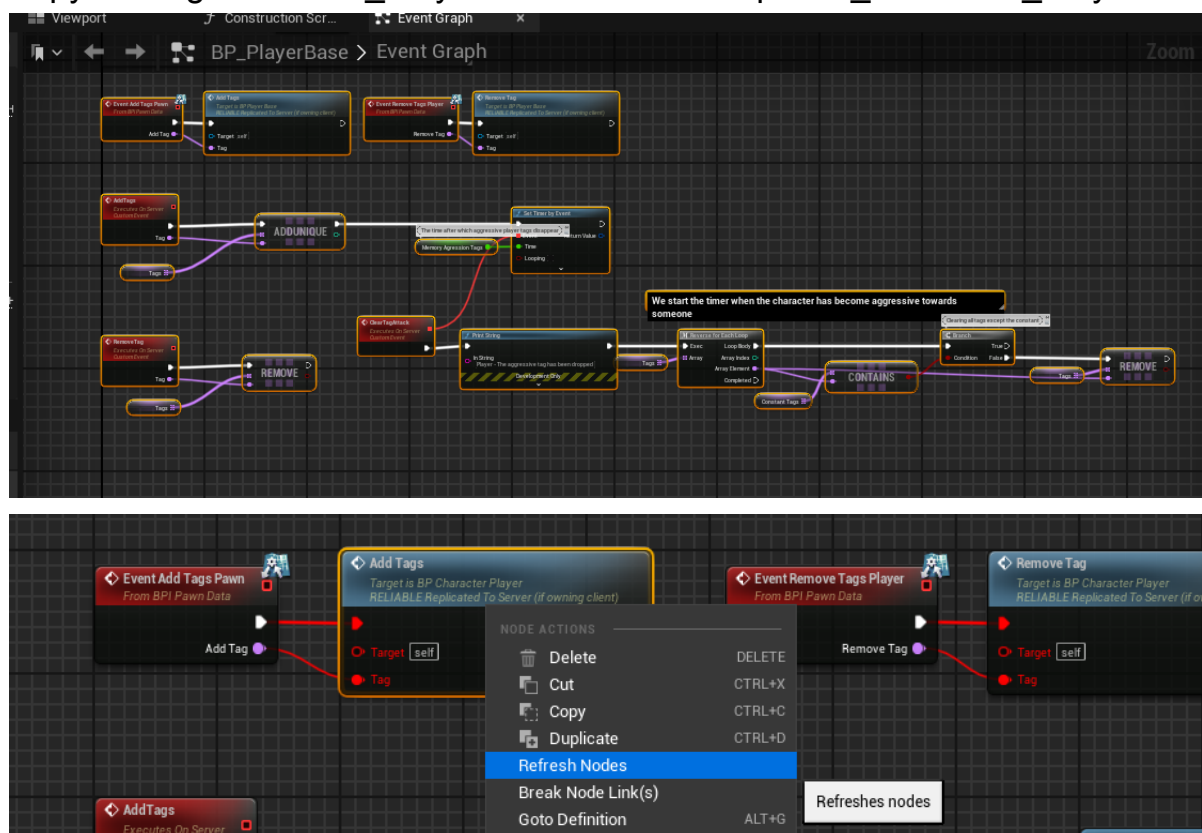


Replace the Perception Actor variable with AggressiveTarget

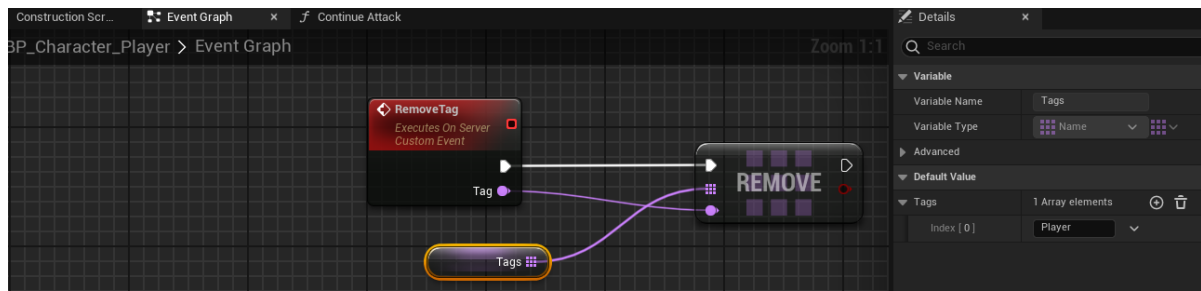


Game character

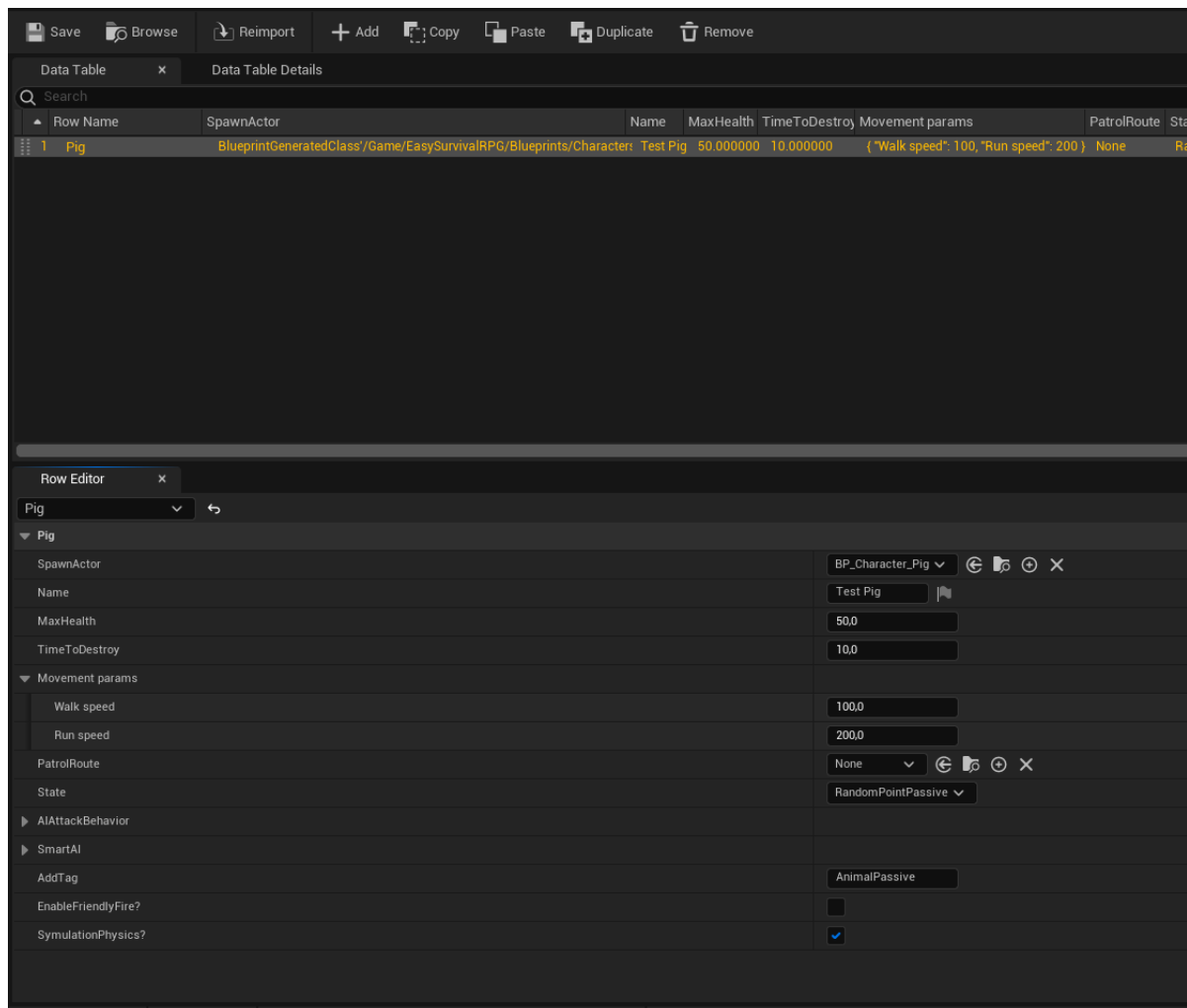
Copy this logic from BP_PlayerBase to EventGraph BP_Character_Player



In the Tags and ConstantTags variables, enter the value "Player"



At this point, the integration is complete and now let's check the result. Open the DT_EnergyData table, which will contain all your NPCs and add new ones. You will see that all previously created NPCs from ESRPG have appeared in the SpawnActor line.



Let's go to the ESRPG demo map and place spawners.



Great!

