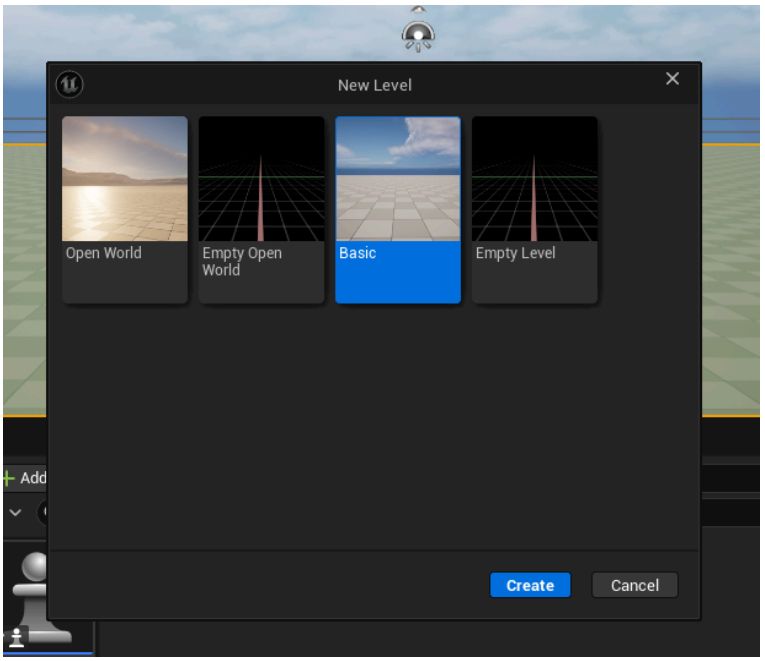
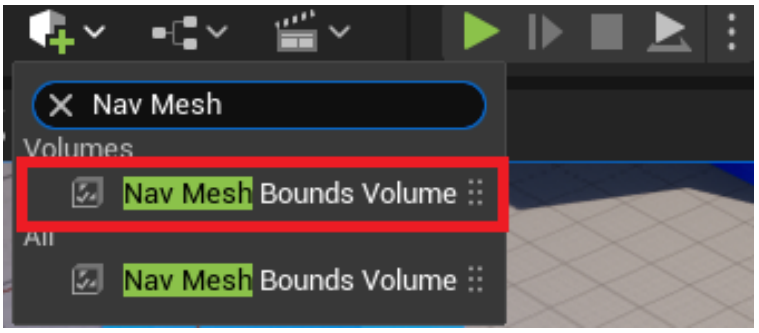
AFS Quick Start Guide

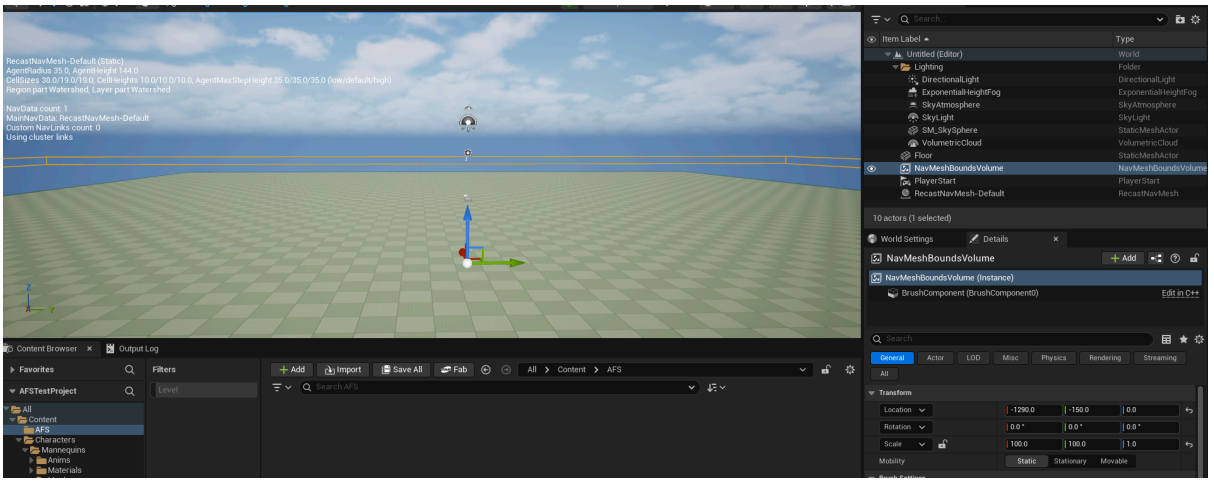
1. Start a New Level



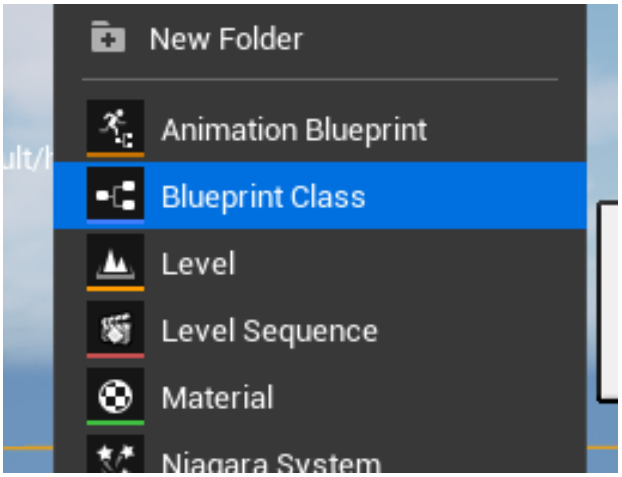
2. Create a Nav Mesh Bounds Volume.

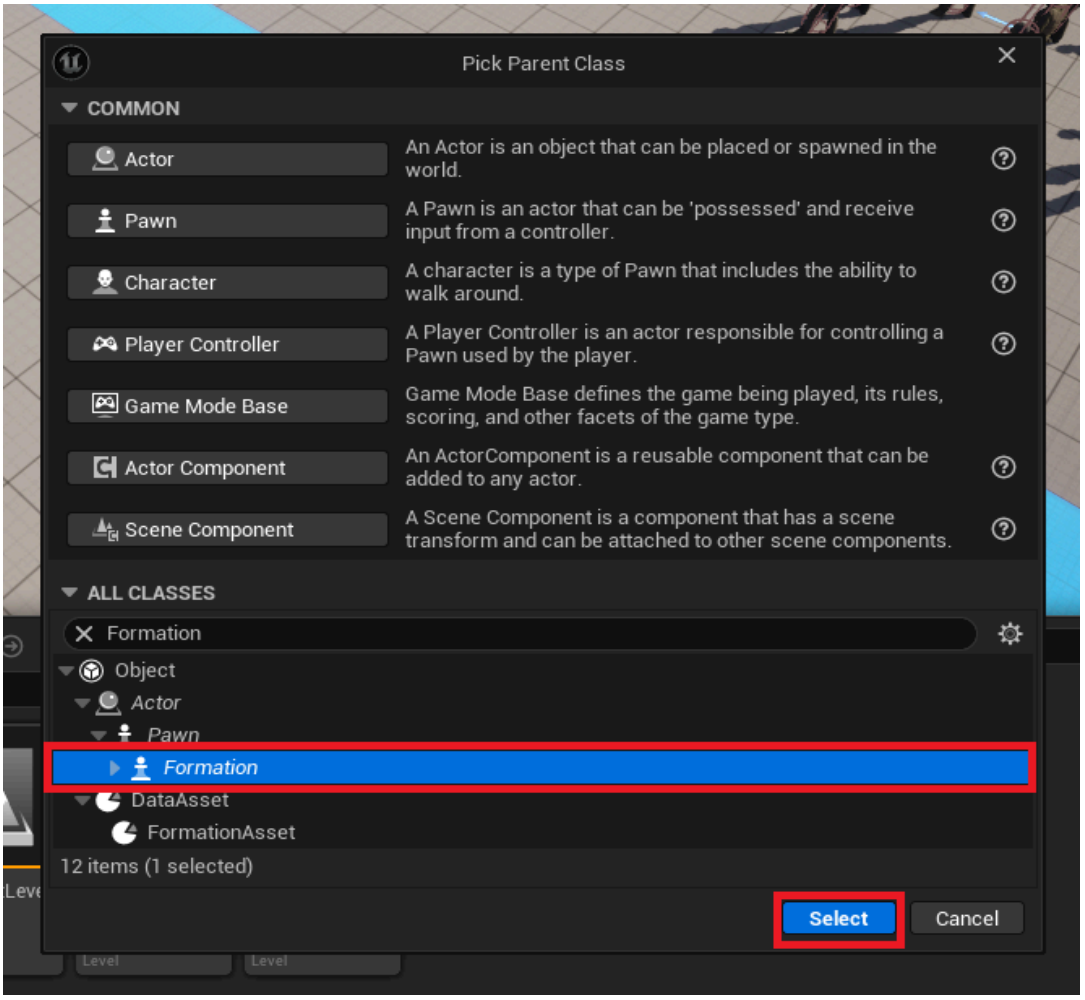


3. Place the Nav Mesh Bounds Volume appropriately in your world.

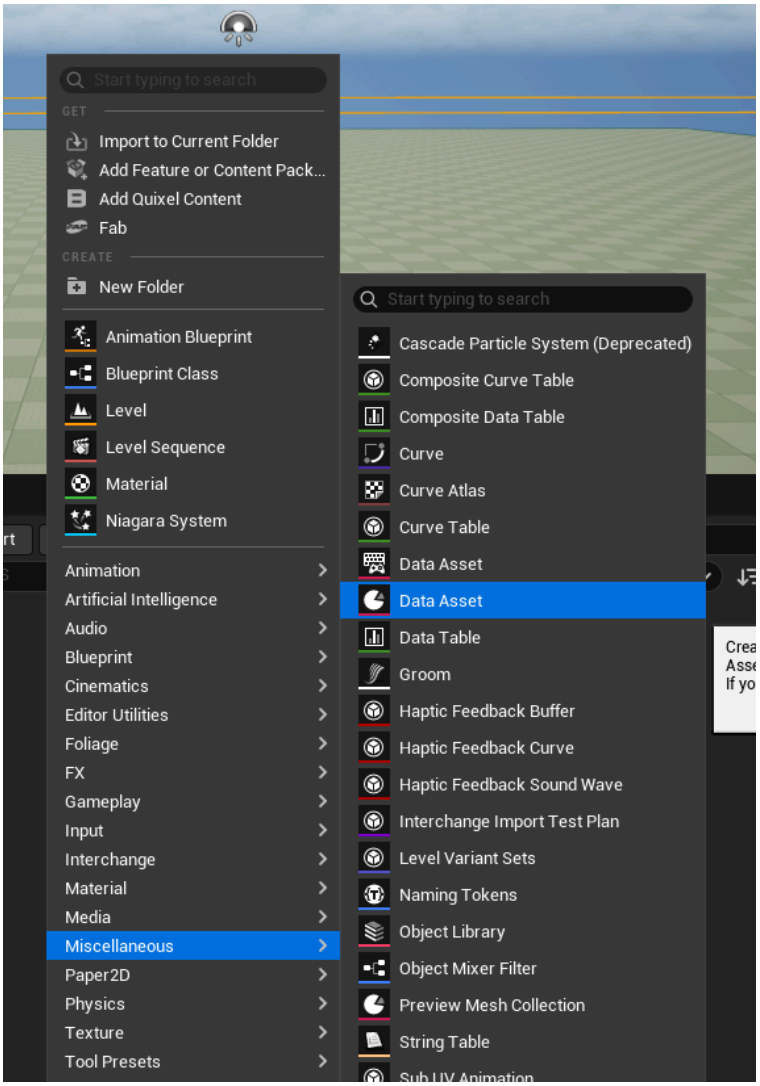


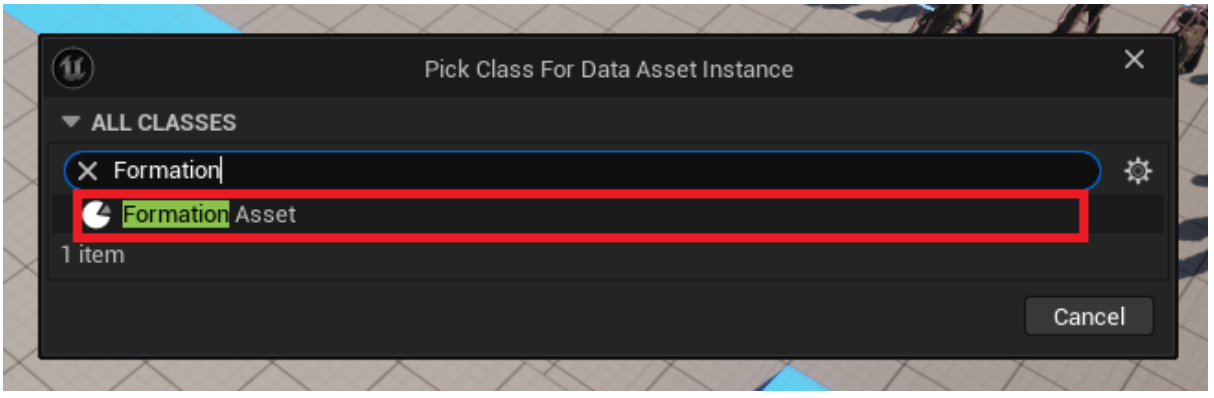
4. **Create a new Blueprint class derived from Formation.**



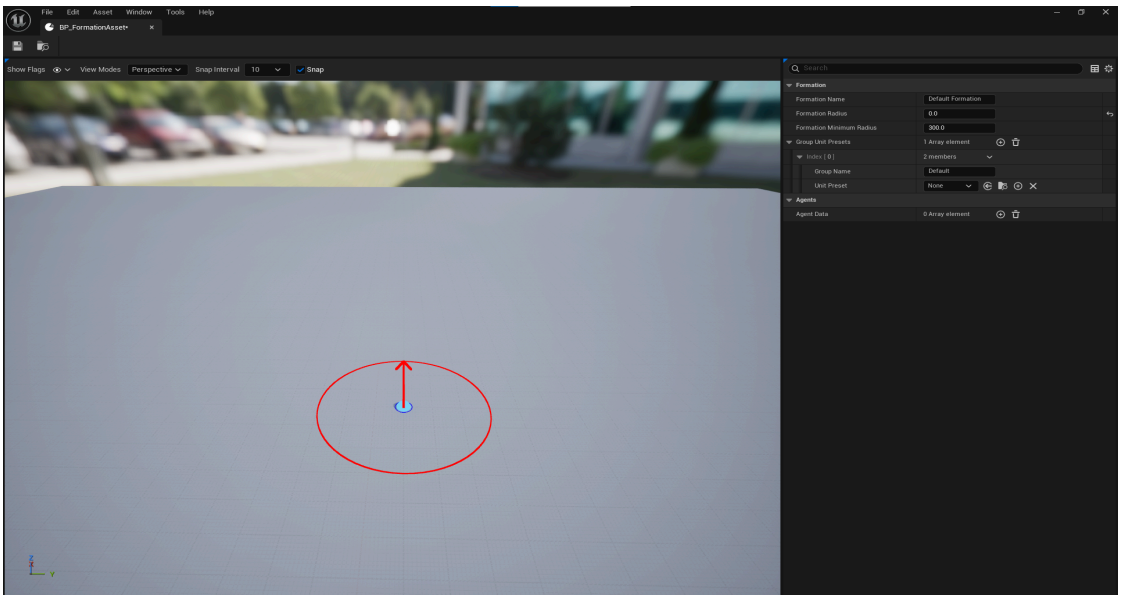


5. **Create a new Data Asset derived from FormationAsset.**

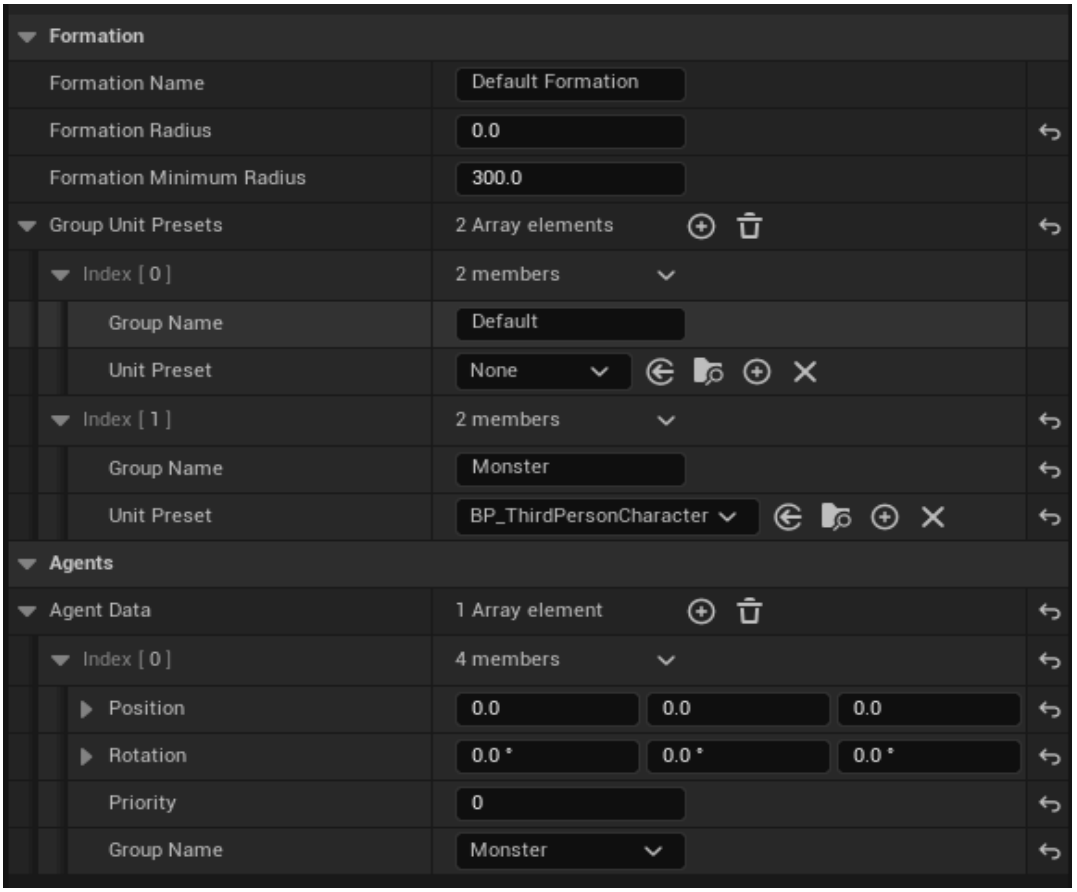




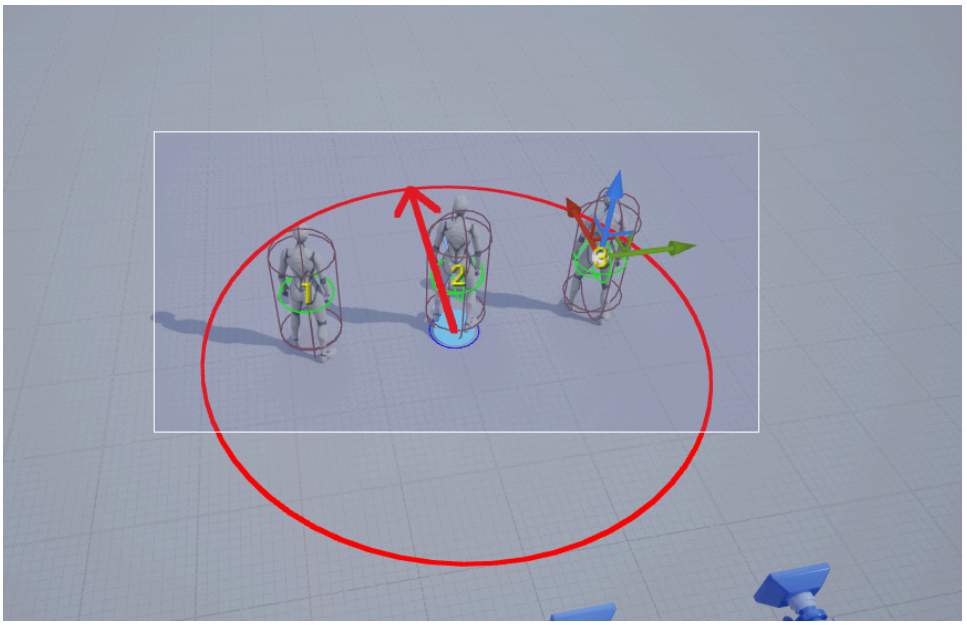
6. **Open the FormationAsset Editor.**
    - [Formation Editor Guide]

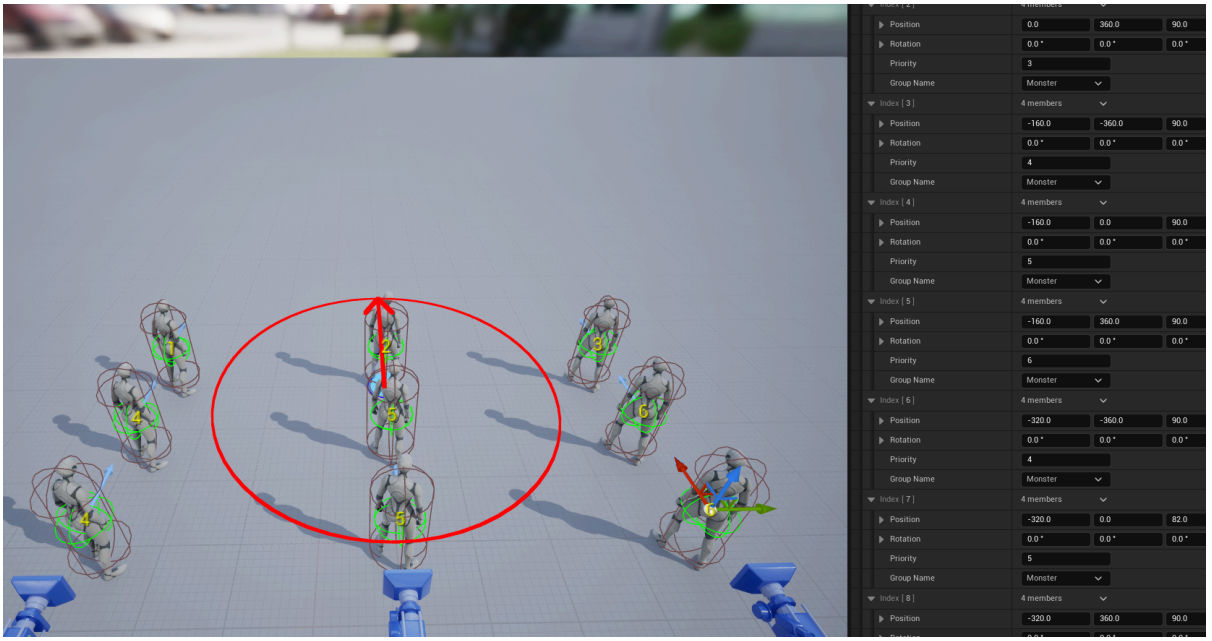


7. **Configure the Formation group settings and Unit Preset to suit your needs.**
    - [Formation Editor Guide]

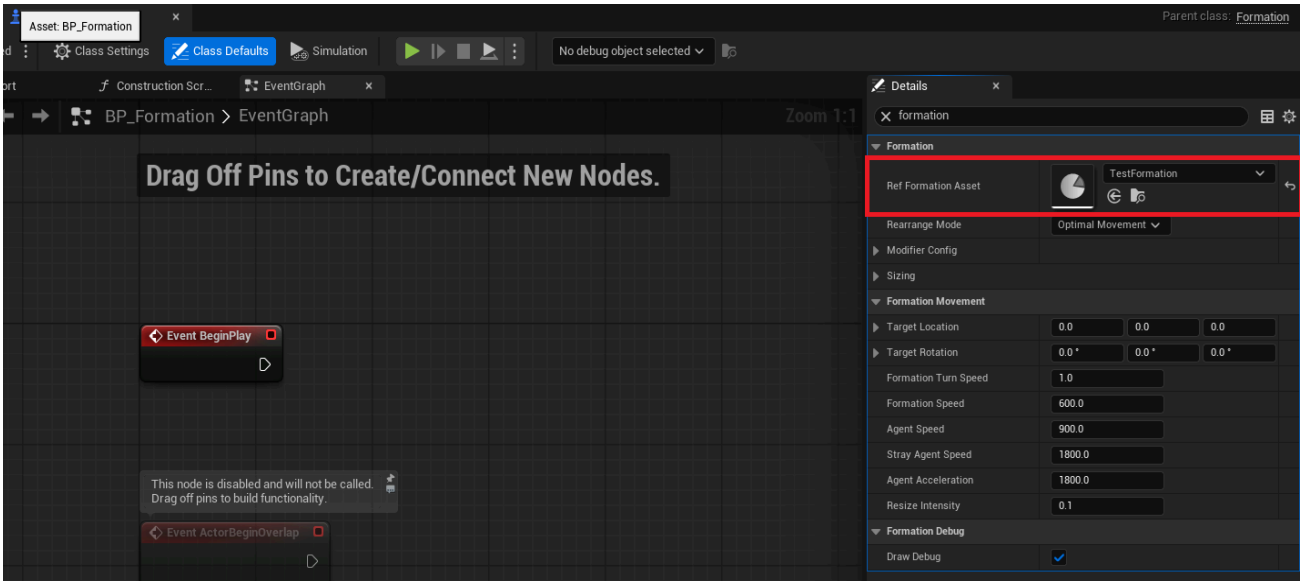


8. **Arrange your Units to match the desired Formation layout.**

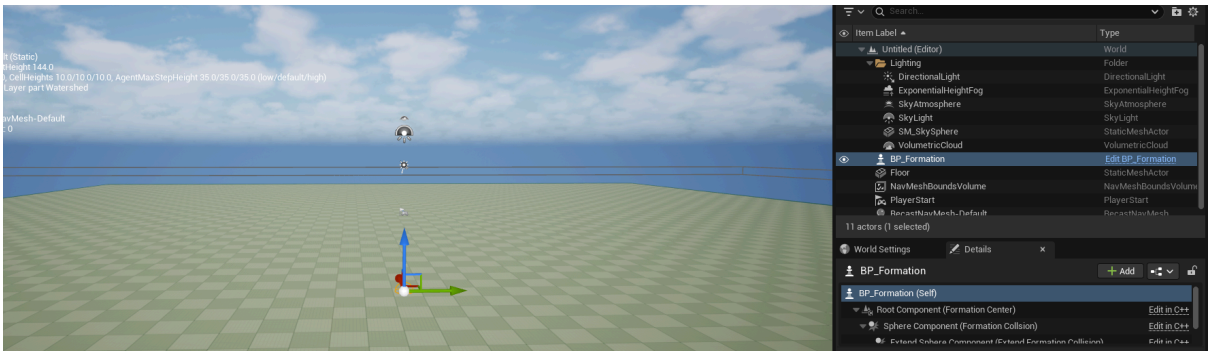




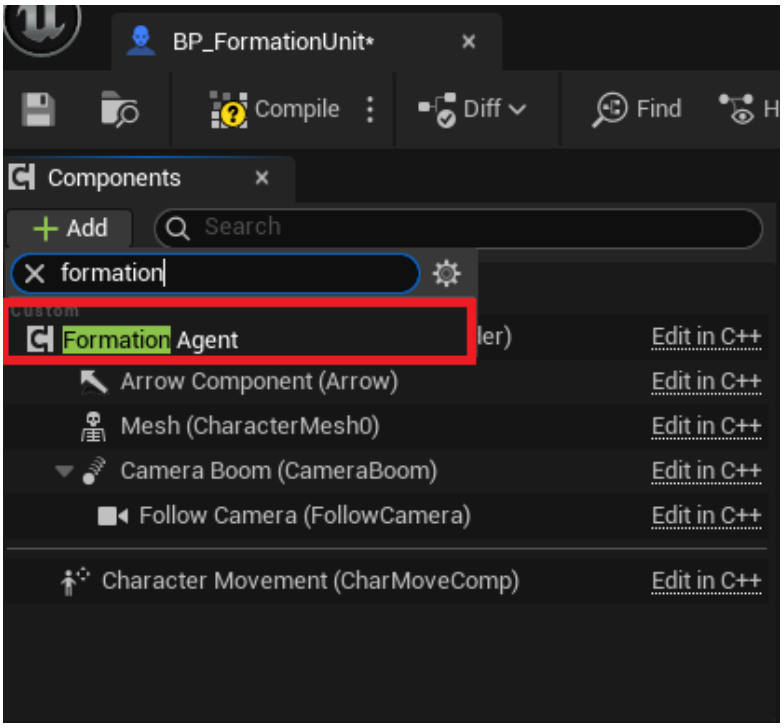
9. In BP_Formation, assign the newly created Formation Asset to the Ref Formation Asset field.



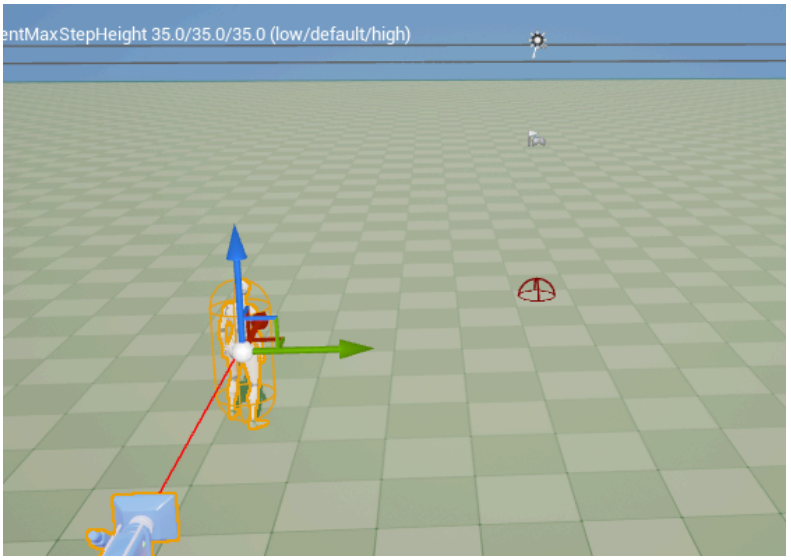
10. Place the BP_Formation actor in your world at the desired location.



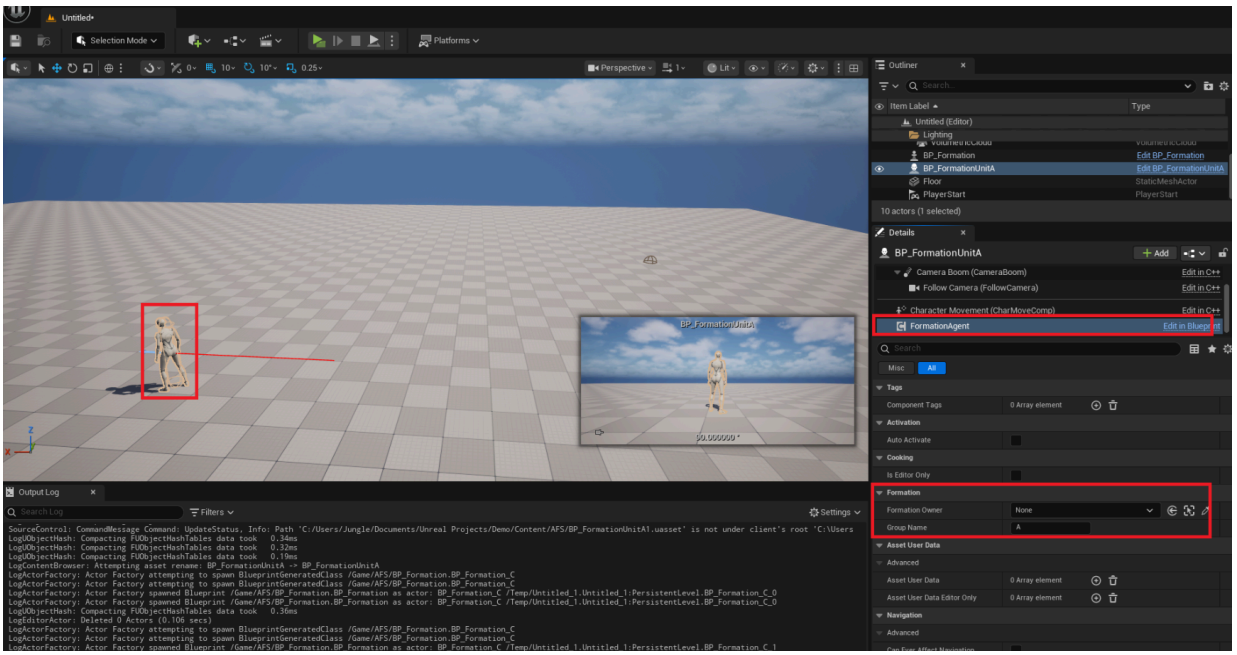
11. **Add a Formation Agent Component to your Character Blueprint.**



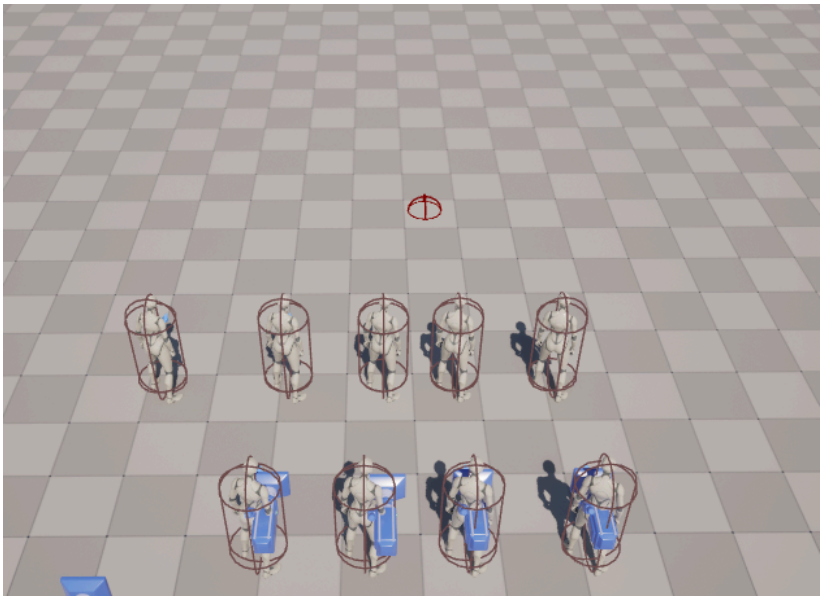
12. **Place your Character(s) in the world.**



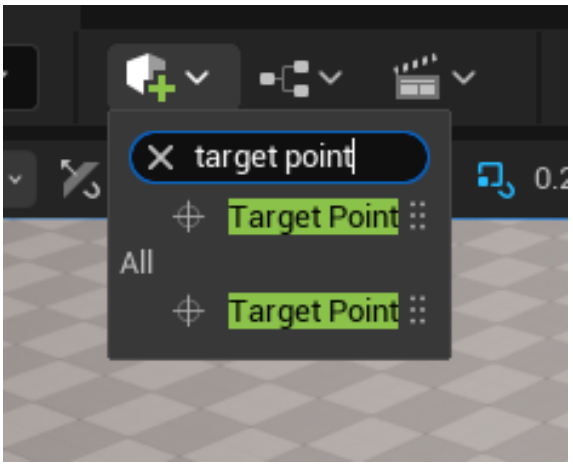
13. **On each Character instance, set the Owner and Group Name properties at the detail panel for the Formation. (or Use 'Set Formation Owner' function)**

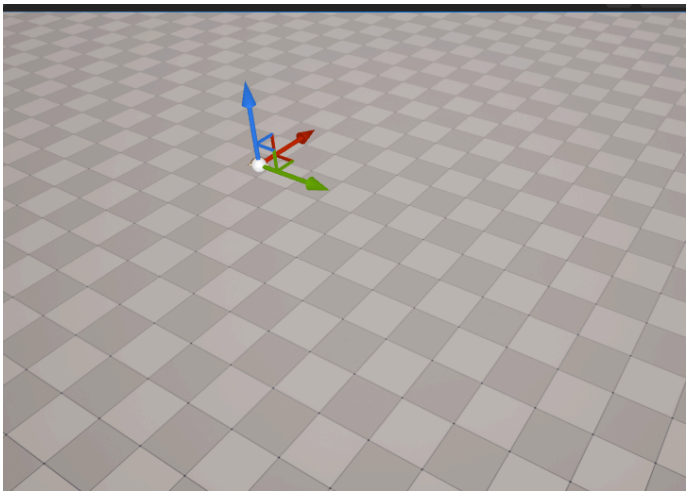


14. **Spawn as many Character instances as there are Units defined in your Formation.**

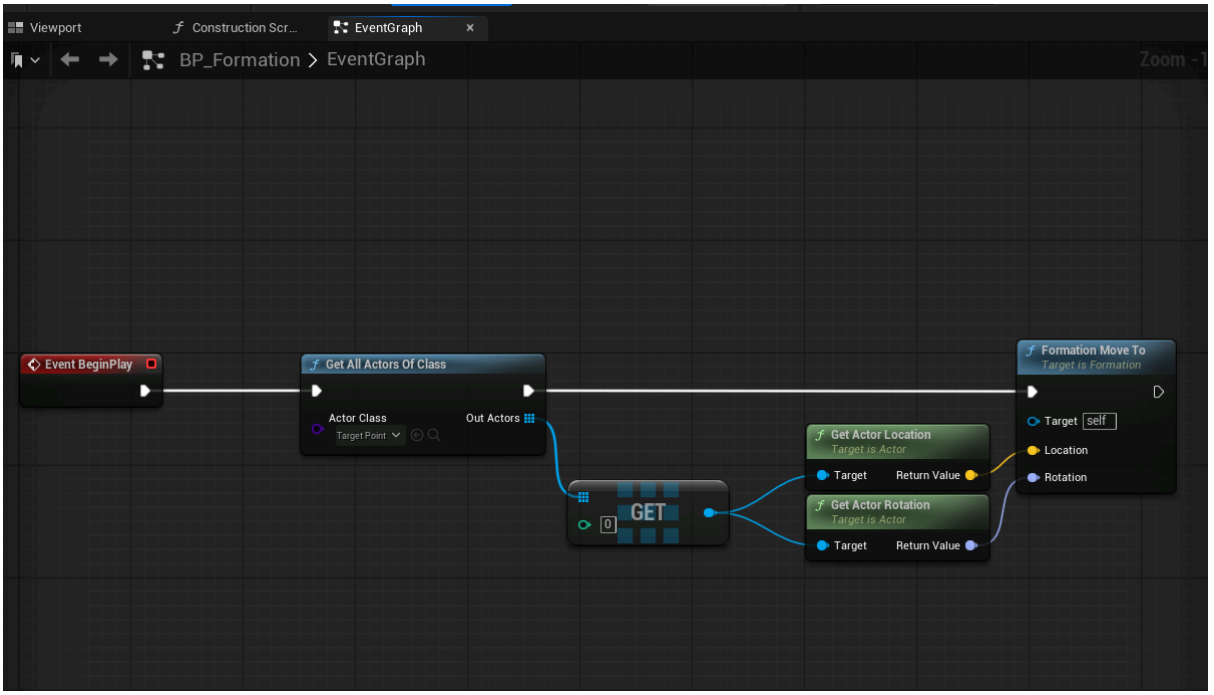


15. **Create a Target Point and place it where you want the Formation to move.**

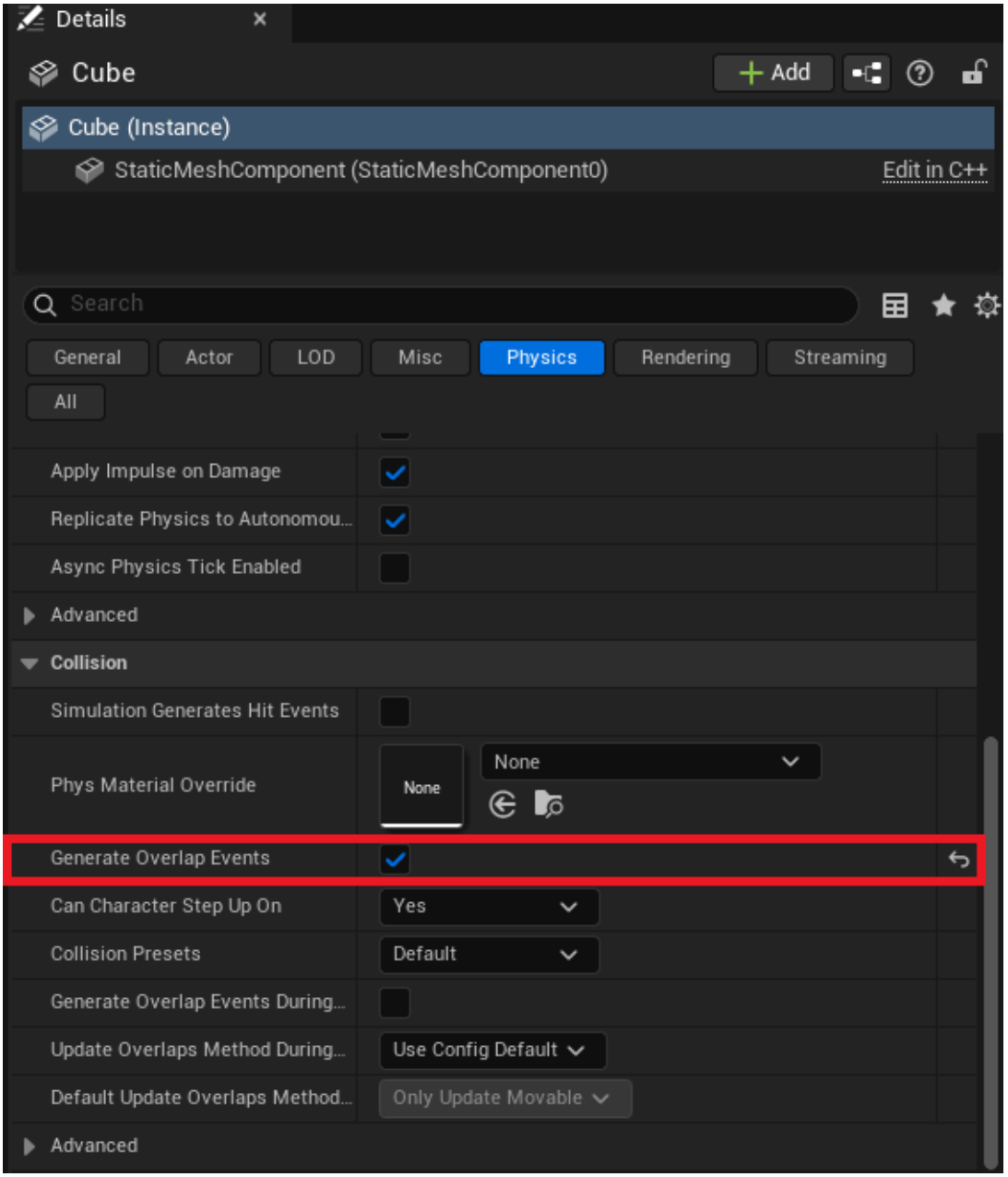




16. **In BP_Formation, implement the Blueprint logic to call MoveToLocation (or equivalent) so the Formation moves toward your Target Point.**



17. **(Options) If you want your formation to navigate around obstacles smoothly, enable the "Generate Overlap Events" option in the object's Collision settings.**



18.

19.

20.

21.