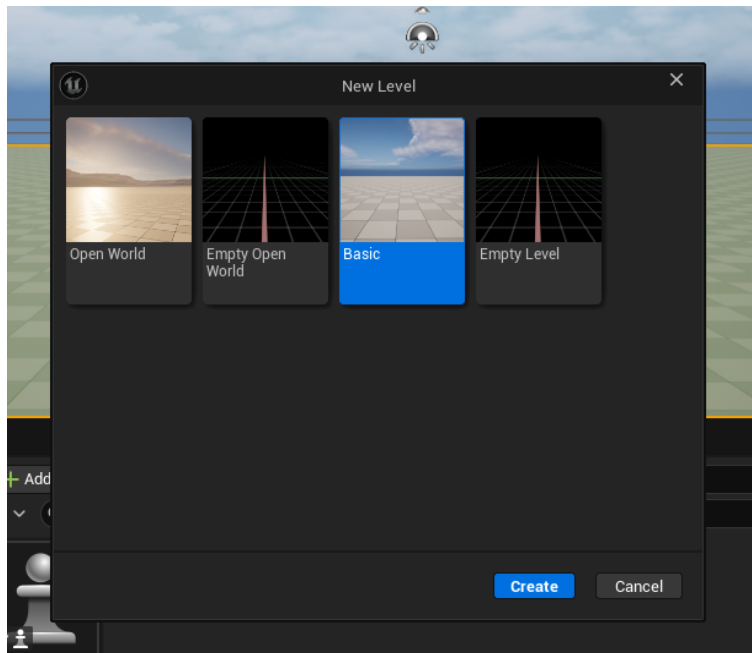
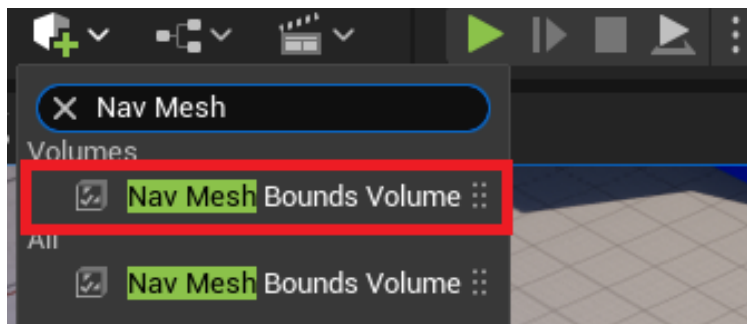


AFS Quick Start Guide

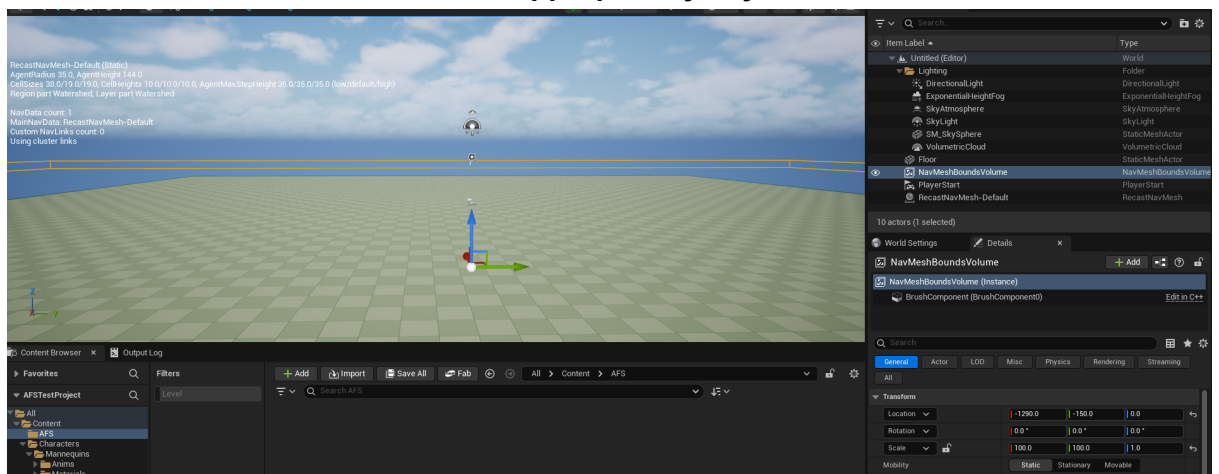
1. Start a New Level



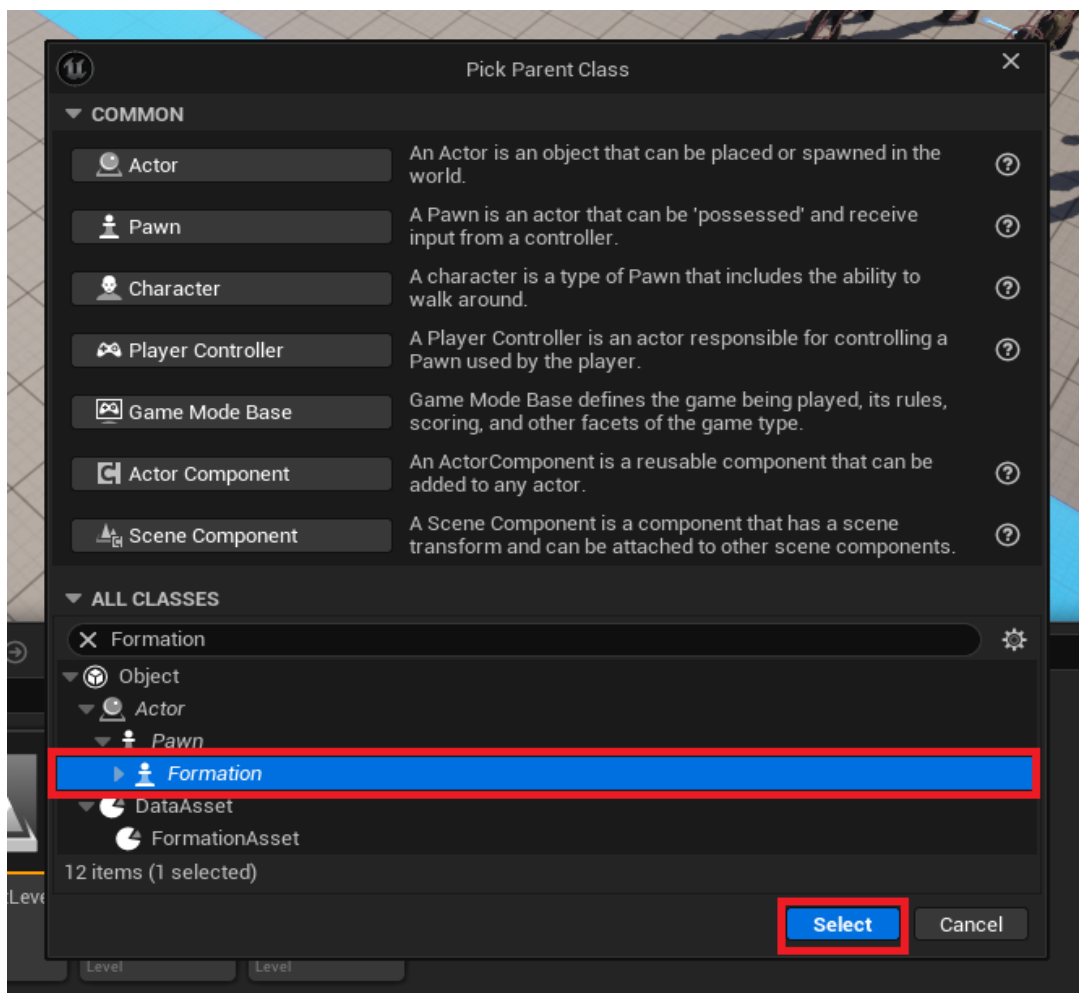
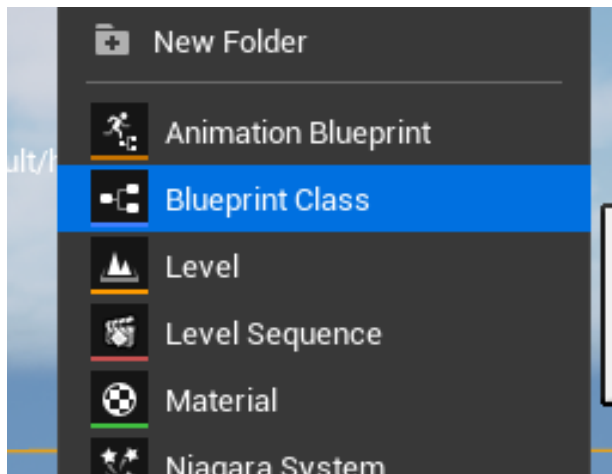
2. Create a Nav Mesh Bounds Volume.



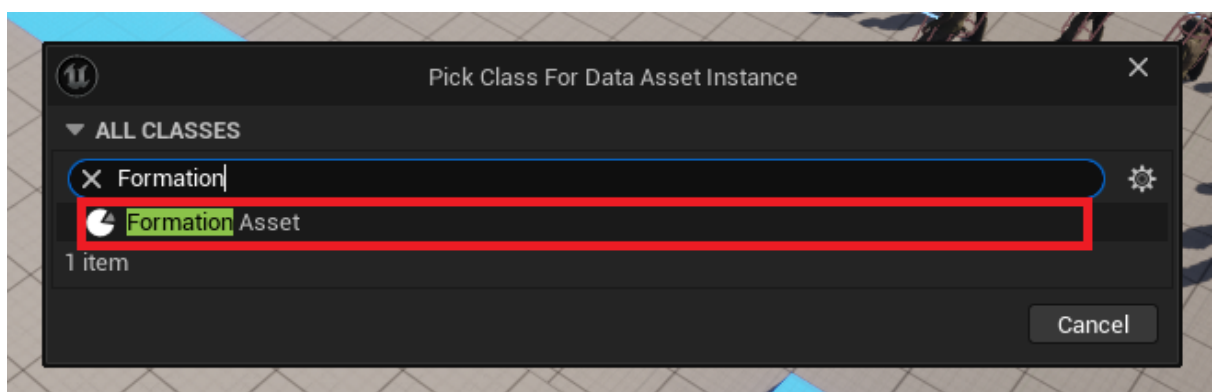
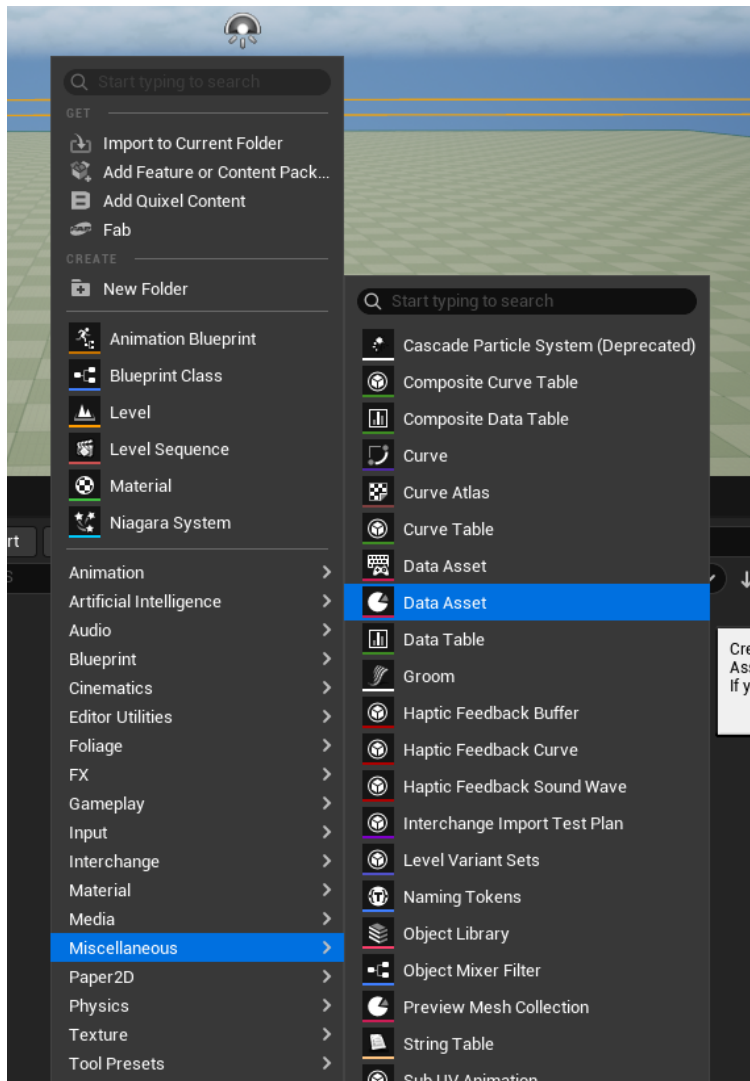
3. Place the Nav Mesh Bounds Volume appropriately in your world.



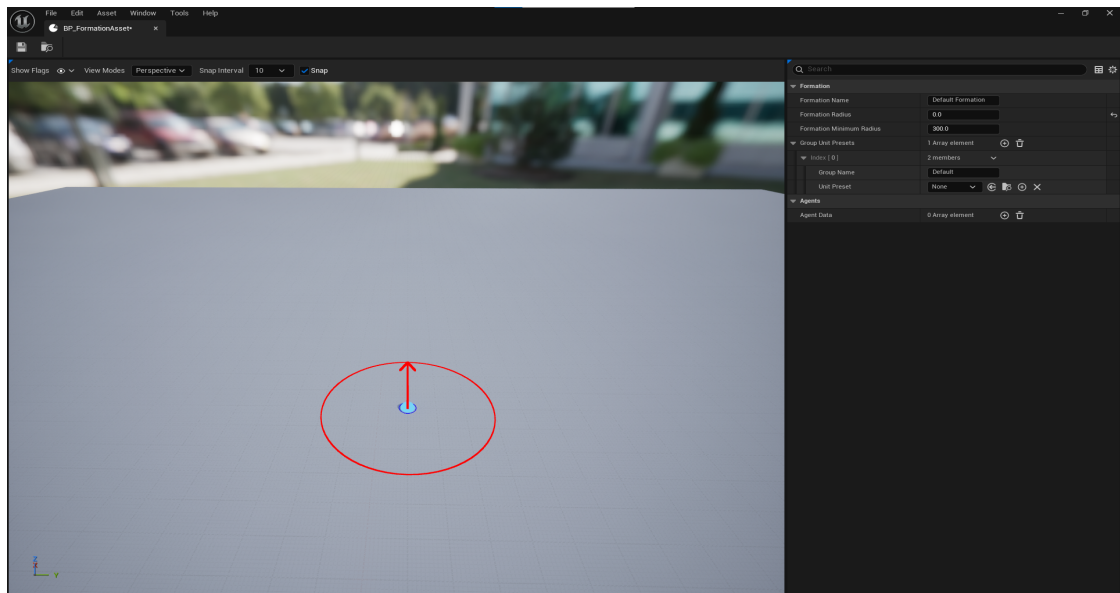
4. Create a new Blueprint class derived from Formation.



5. Create a new Data Asset derived from FormationAsset.



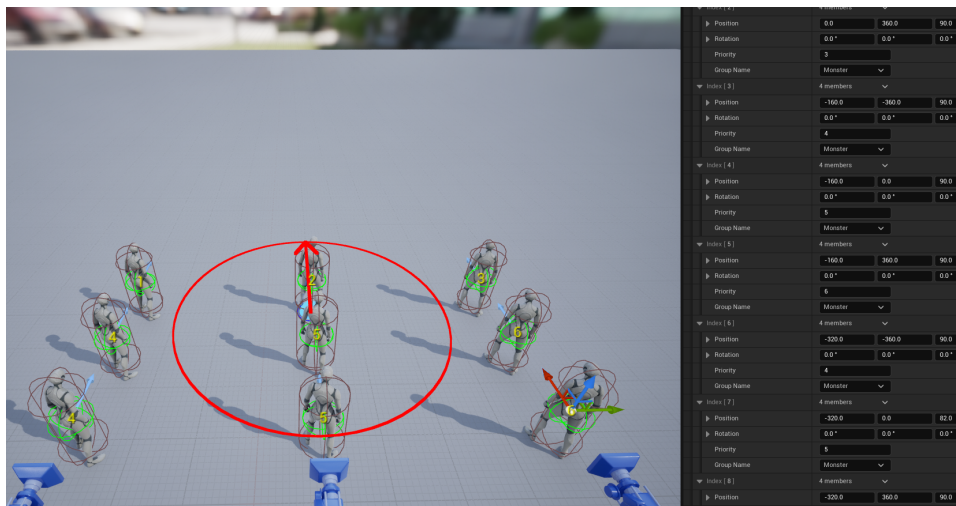
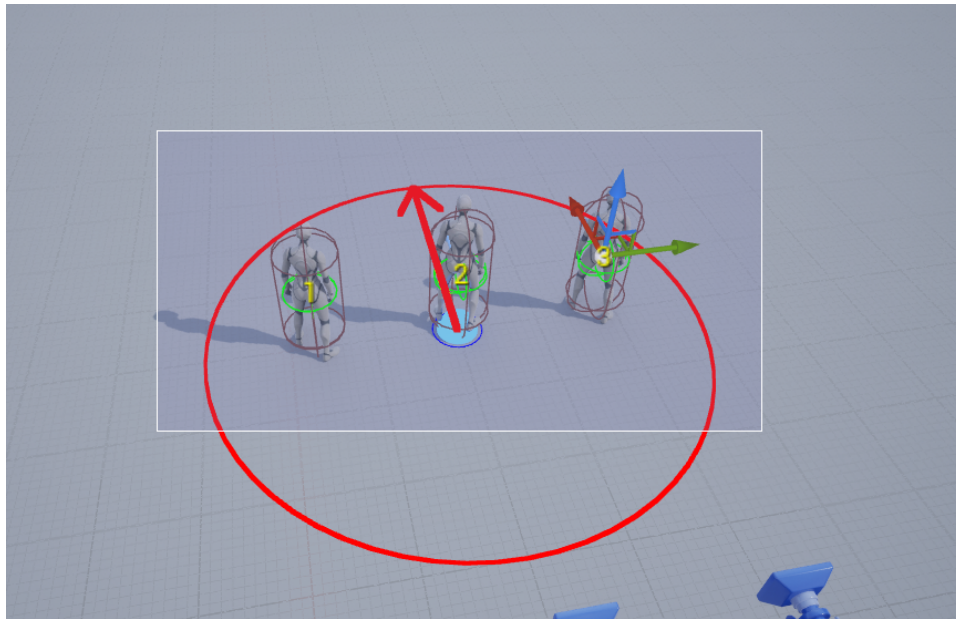
6. Open the FormationAsset Editor.
- [Formation Editor Guide](#)



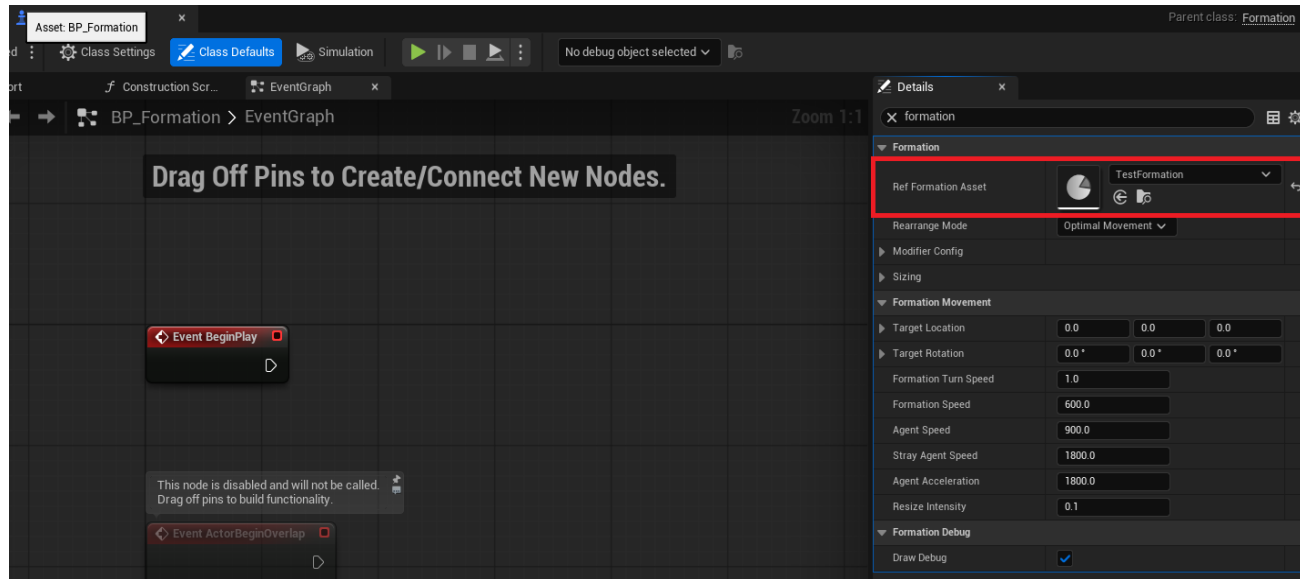
7. Configure the Formation group settings and Unit Preset to suit your needs.
- [Formation Editor Guide](#)

Formation			
Formation Name	Default Formation		
Formation Radius	0.0		
Formation Minimum Radius	300.0		
Group Unit Presets	2 Array elements		
Index [0]	2 members		
Group Name	Default		
Unit Preset	None		
Index [1]	2 members		
Group Name	Monster		
Unit Preset	BP_ThirdPersonCharacter		
Agents			
Agent Data	1 Array element		
Index [0]	4 members		
Position	0.0	0.0	0.0
Rotation	0.0 °	0.0 °	0.0 °
Priority	0		
Group Name	Monster		

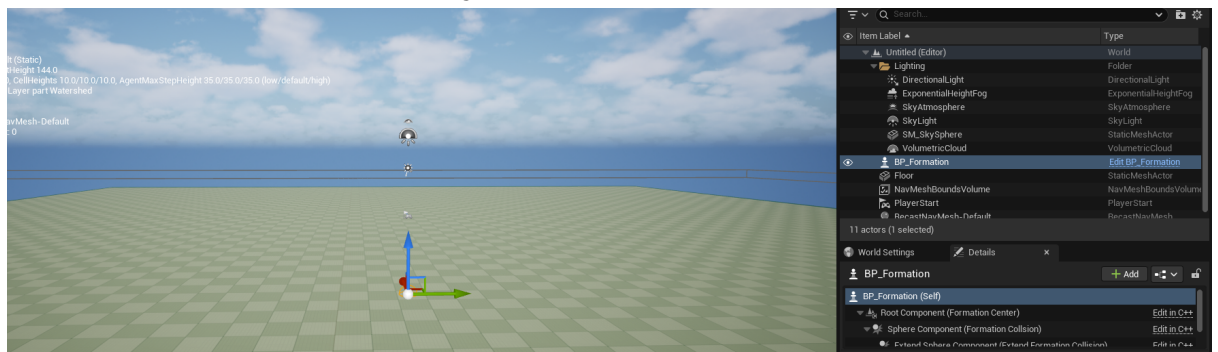
8. Arrange your Units to match the desired Formation layout.



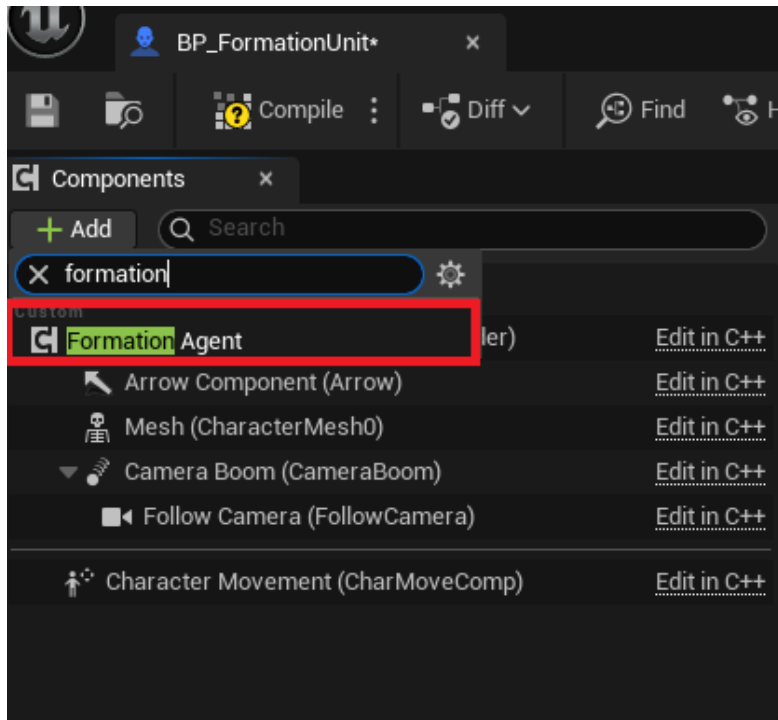
9. In BP_Formation, assign the newly created Formation Asset to the Ref Formation Asset field.



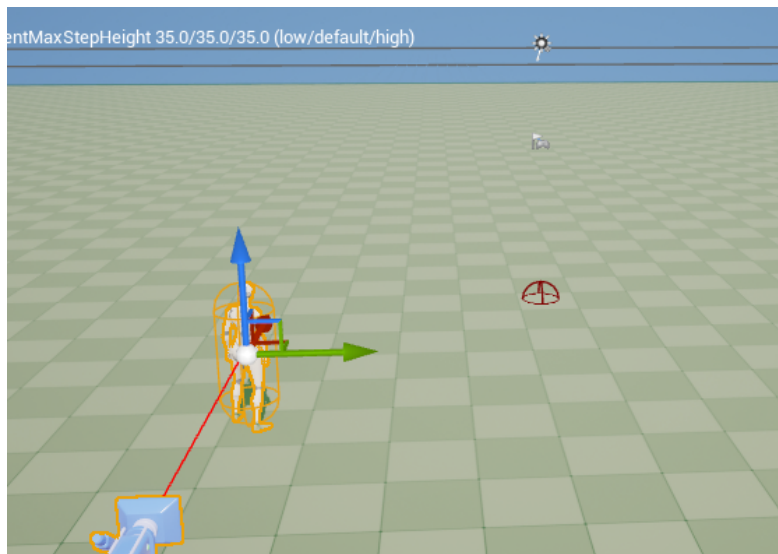
10. Place the BP_Formation actor in your world at the desired location.



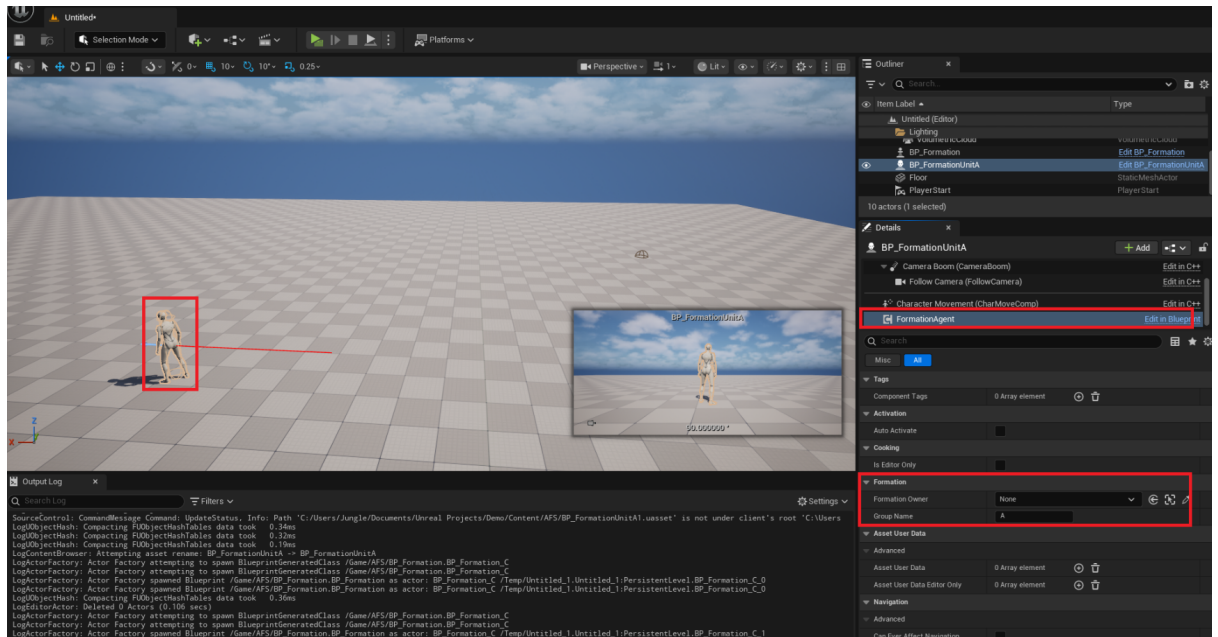
11. Add a Formation Agent Component to your Character Blueprint.



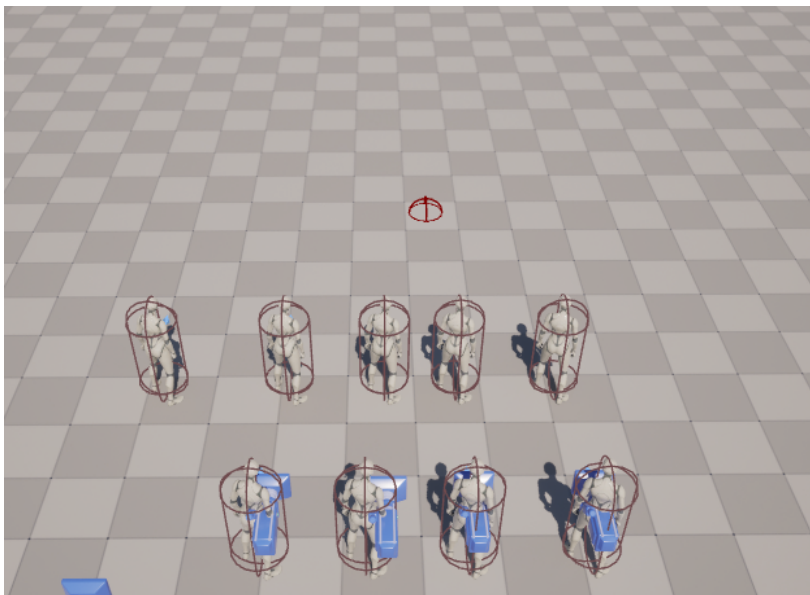
12. Place your Character(s) in the world.



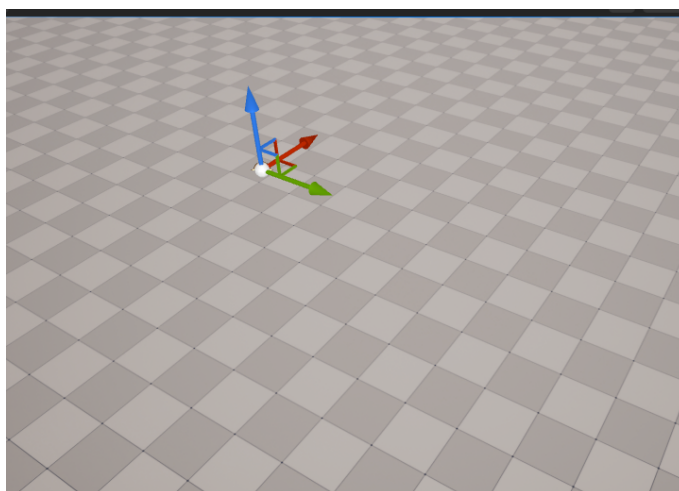
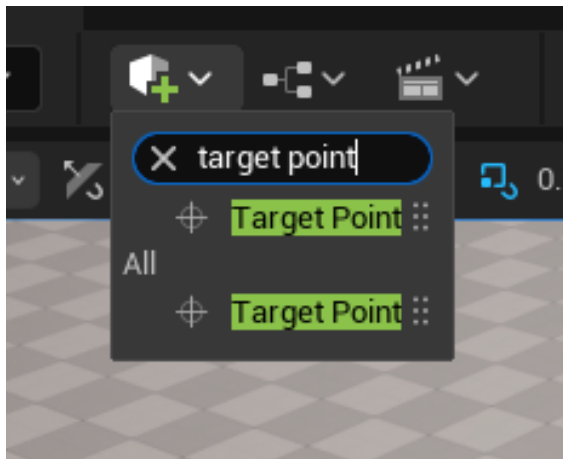
13. On each **Character instance**, set the Owner and Group Name properties at the detail panel for the Formation. (or Use 'Set Formation Owner' function)



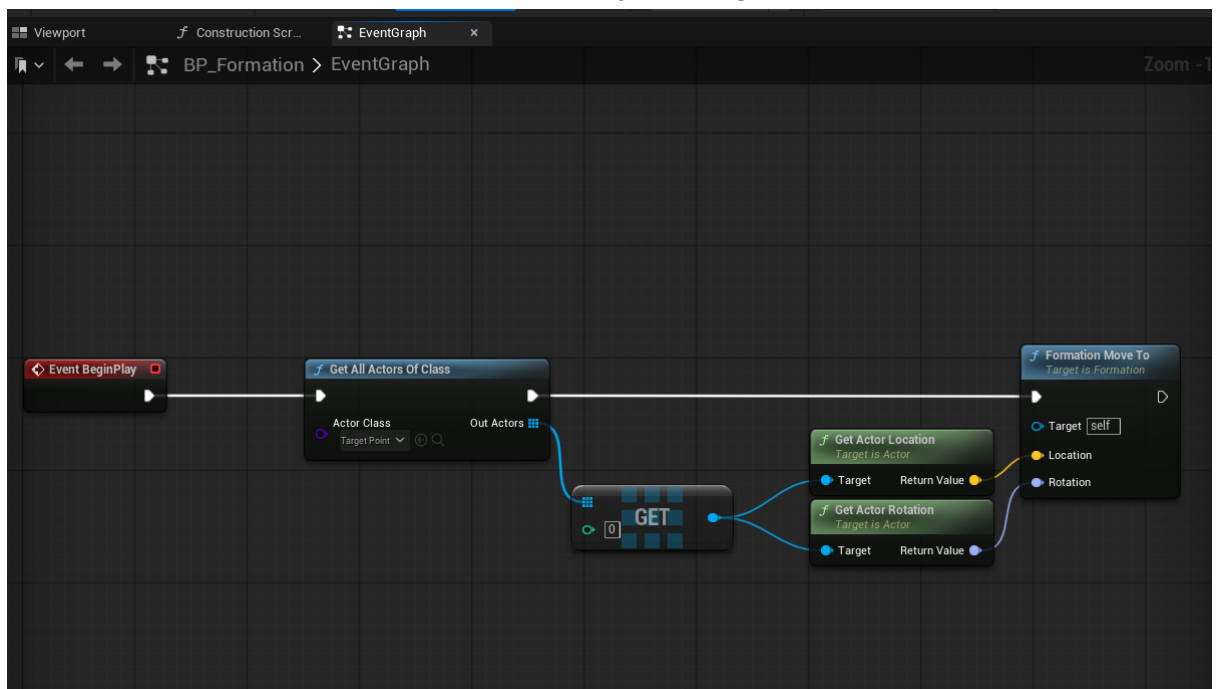
14. Spawn as many Character instances as there are Units defined in your Formation.



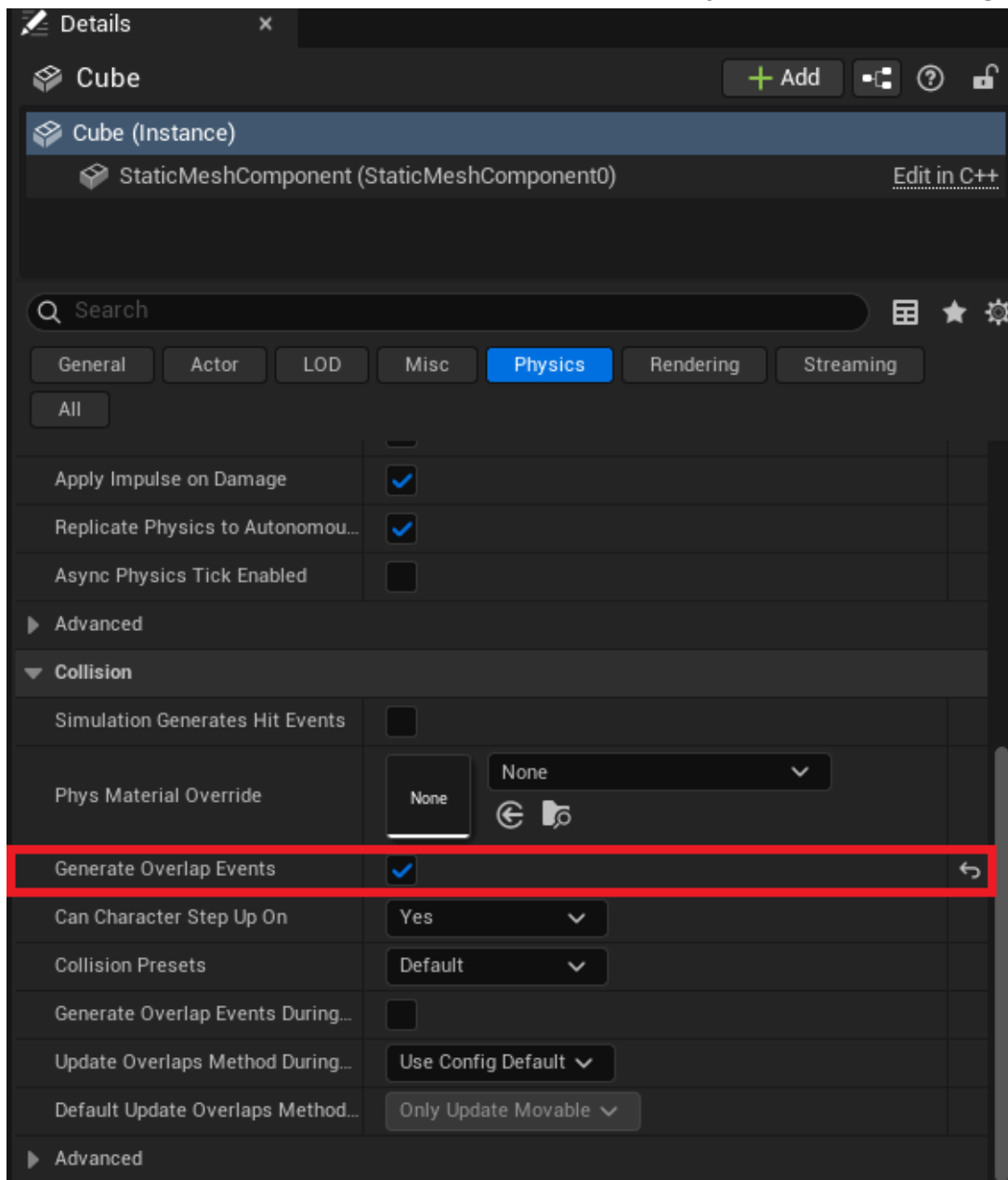
15. Create a Target Point and place it where you want the Formation to move.



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.