

## AI\_Tools

# Package Content and Informations

Coding date: begining of year 2014  
stuff being tested for a while, I cannot speak about a clear hour or day  
English Chapter – Bad (I don't speak english native)

### Description related to package AI\_Tools.u

**Content for game Unreal Tournament '99 designed for mapping – A.I. (artificial intelligence)**

Package contains at this moment 2 classes: **Bot\_Jumper** and **PathSwitcher**.

For mappers with a reach experience related to A.I. Is known that we have these 2 classes called **Jumper** and **BlockedPath**, this time I expanded them a bit because:

- **Jumper** woks only for monsters (why Bot needs to be stupid then ???);
- **BlockedPath** has only a single feature: Unlock a path at certain moment to open a road for A.I. (what if we want to LOCK a path later ???).

### How can be used ?

These, coming with Source-Code can be implemented in MyLevel to not mock with more packages loaded for ... nothing really cool for the most of "experts", but is not so tragic if gets called this external package.

**Bot\_Jumper** is placeable and configurable through Editor as follows:

- Frequency – default 0.1 – timer frequency as response when is touched by BOT;
- bOnceOnly – I could remove this, but ... I think is self explanatory (usable once or forever);
- JumpZ – value how high need to jump our BOT. Keep in mind, default value for this pawn is 325 as I recall (check editor – I put 324 for safe), he won't jump higher. But you can decrease value if is not a very need for a strong jump. Probably best results are if we leave this alone. This one will be used with **bDirectional=True**, you have to see direction using TopView in editor.

Other value like LimitedToClass aren't available so don't mess, I modified only BOT part inside – see source-code.

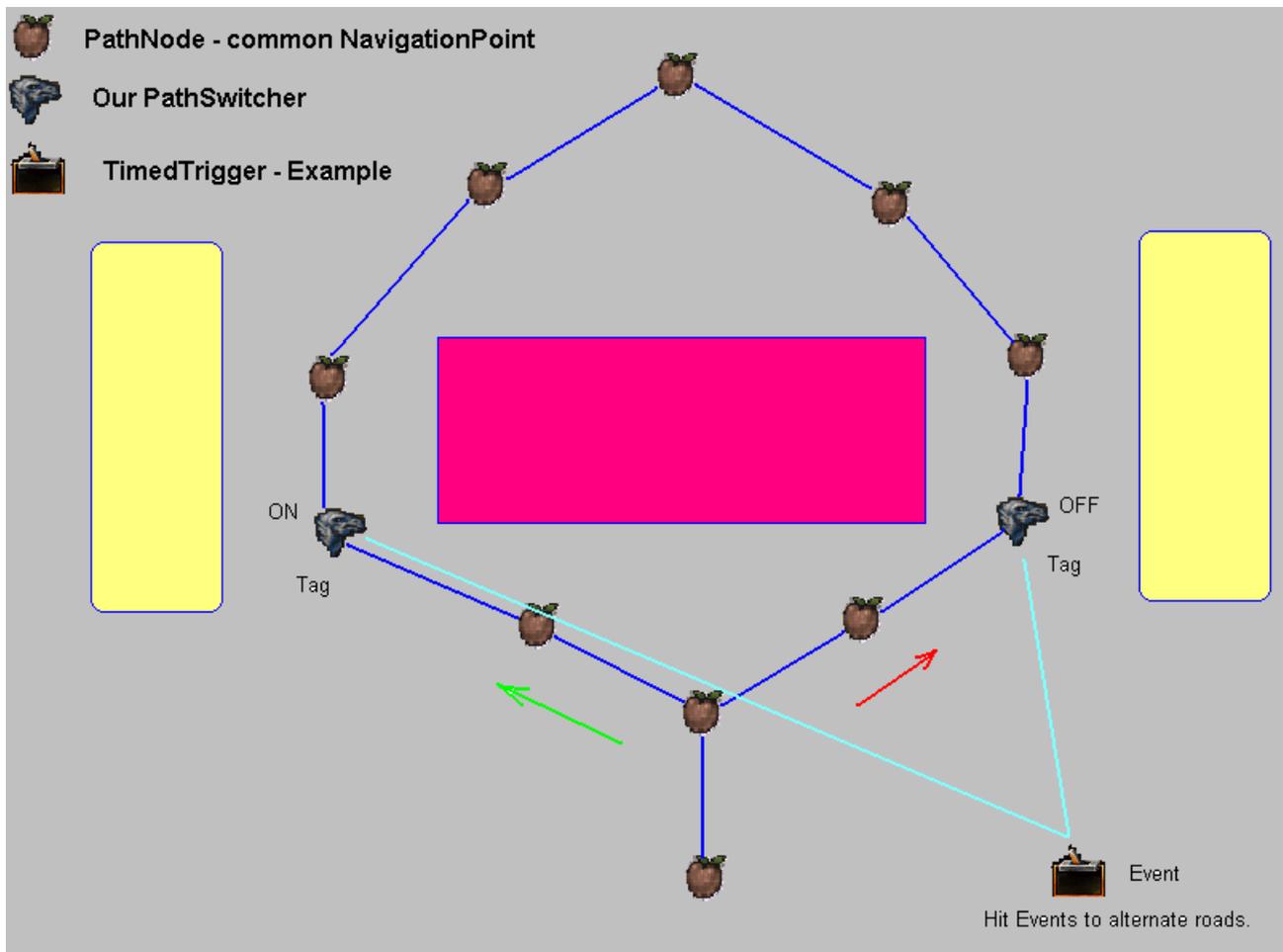
**PathSwitcher** is a dynamic NavigationPoint that can be turned ON and OFF triggered by an Event coming from map. Value configurable is:

- bInitialEnabled – Self explanatory (if this is active or not by default).

If is active, path is blocked, Bot (even other Pawn) won't pass through this path, will use other path IF EXIST another. Placing a TAG (string – word) and launching an Event having this TAG path will be unlocked and Pawn can follow this way. Can be combined with a TimedTrigger or such (use imagination).

I think I need to draw a small picture to complete understanding

I hope my drawing skill won't bug your understanding of method used.



### Credits ?

Hm, I think I won't mention anything here because original authors seems to not be interested anymore about this game, their MasterServer is 0, technical support seems 0, bugs – a bunch. And ... I wasted some time to understand how works A.I. in this game.

Best Regards from Nelsona to all mappers who mind pathing.

A Living-Room production during a Week-End