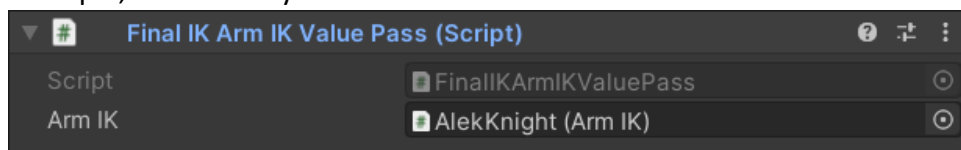


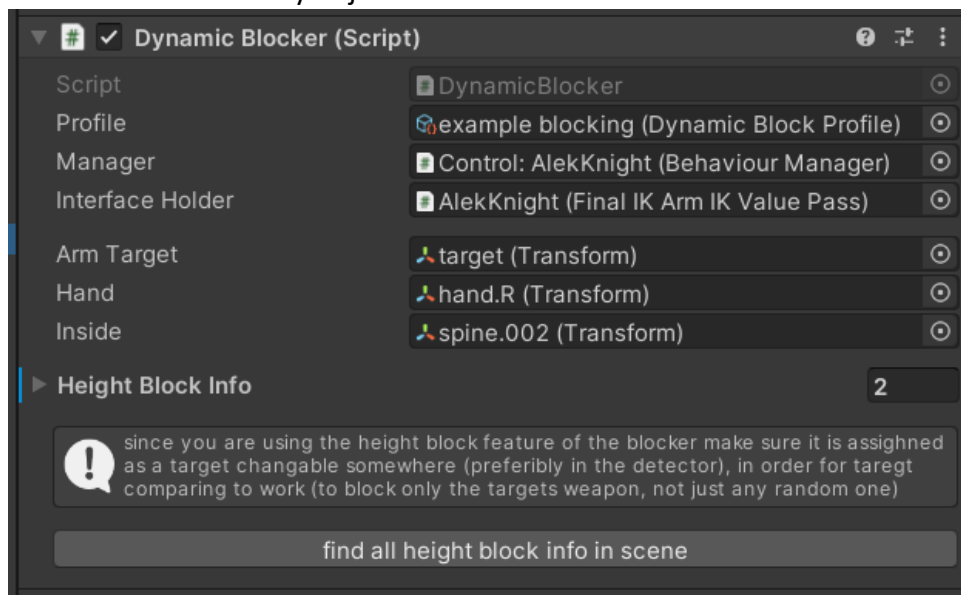
this module supports 2 IK system by default (Animation Rigging and Final IK) is very simple to use except for the dynamic blocking, so let's split this description into 2 points.

- a. Dynamic blocking – this system allows the AI to place a weapon in the way of a strike. to set it up you need an arm IK system (go to any YouTube tutorial on how to set that up). Once you have that you will need to add the Dynamic Blocker component as well as an IK value pass (InverseKinematics interface (for example, for Final IK you use:



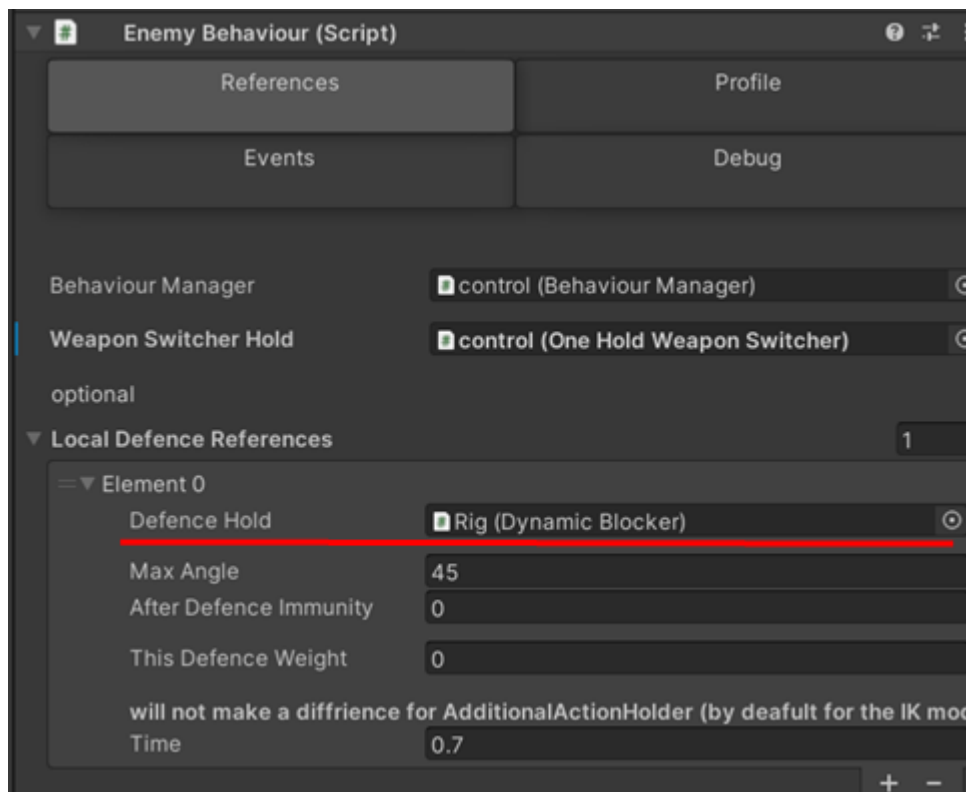
)) you

can add them onto any object.

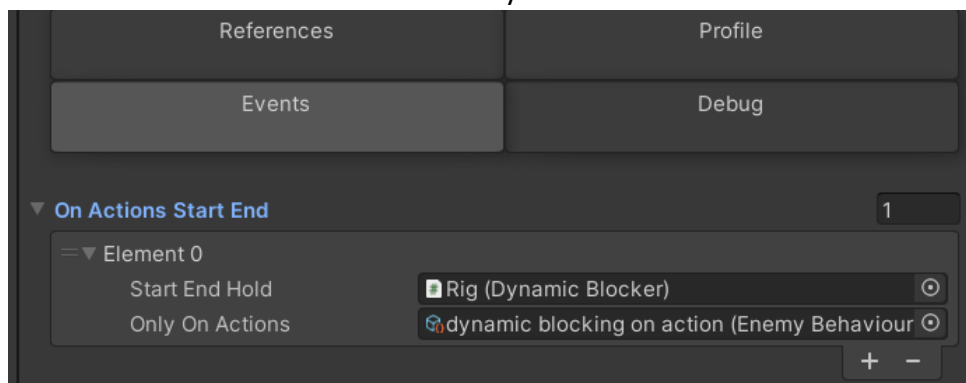


the

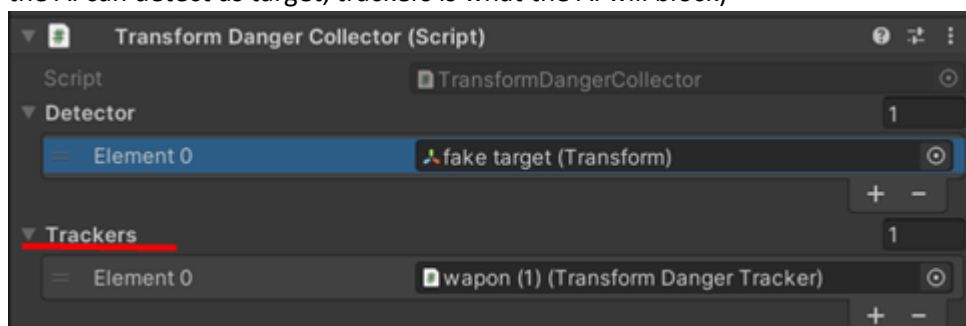
main thing you must set up is the dynamic blocking profile. to make the setup easier please be patient and preferably make your AI stand in place (set speed to 0), to be able to test quite a few times in play mode without interruption. For incoming blocking the next thing to do is assign it to the enemy behaviour. if you what to use the incoming blocking do so as a defence system, so reference it in the local defence referenc



if you want to use the height block system, you have to do 3 things. Firstly, reference It in the on Action Start end in the enemy behaviour

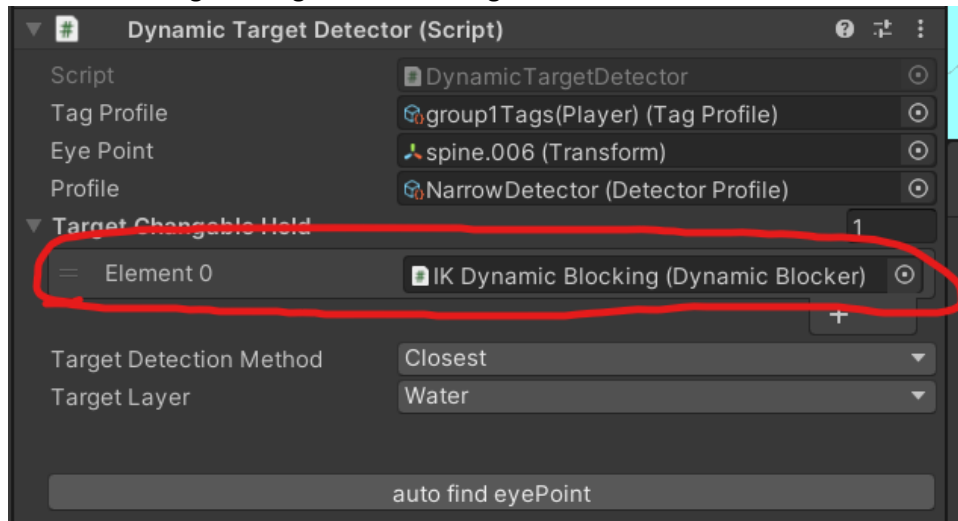


and then you will have to add a transform danger collector. Place it on the target and reference all the transforms that may be detected as target by the AI. (detector is what the AI can detect as target, trackers is what the AI will block)



then just add a transform danger tracker (to the targets weapon, assign the centre as the weapon centre), and reference the tracker in the collector. Then assign the dynamic

blocker as a target changeable in the target detector



- b. Other – other AI systems just require an IK value pass (InverseKinematics interface) and a way to start them. You should probably use the Events tab of the enemy behaviour. There you can assign something to start and end on a certain behaviour action.

