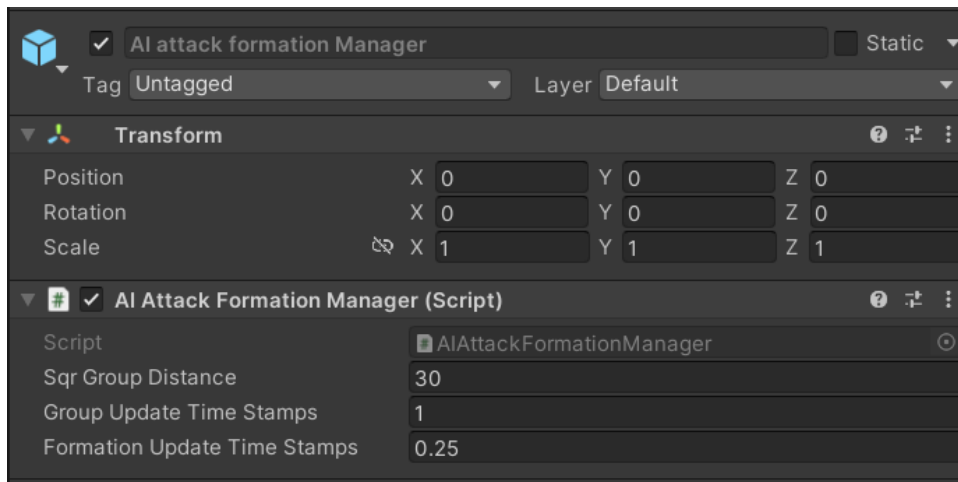
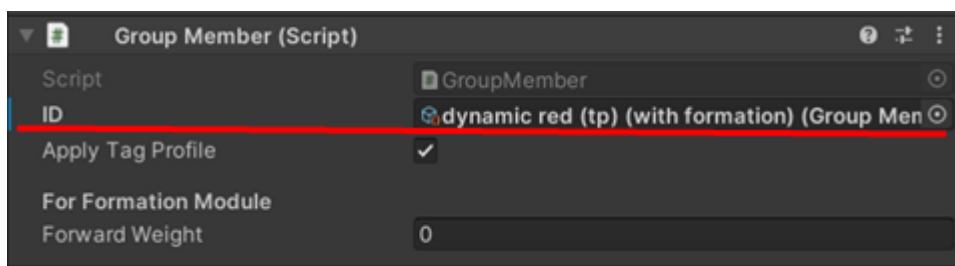


## Alek AI Formations docs

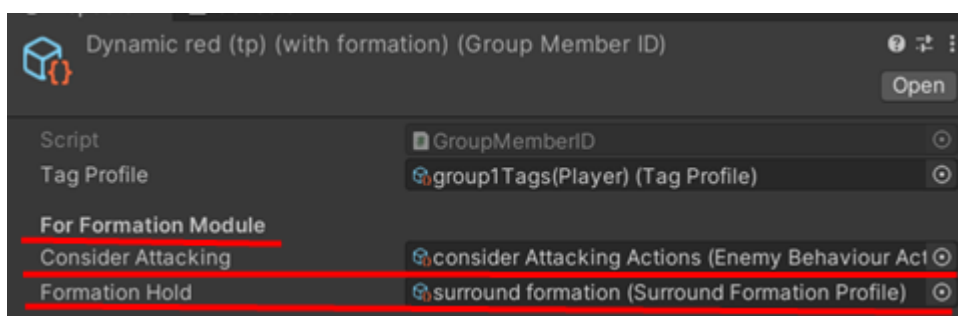
the formation module depends on another scene manager apart from the Alek AI Global Manager. The AIAttackFormationManager (you can find it at Formation/Important Prefabs/)



is responsible for grouping of the AI. It creates groups based on the distances of the AI from each other and the member Info of each AI

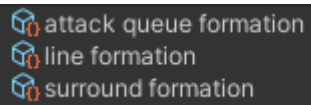


remember to assign the Group Member ID for each AI member Info with all of the "For Formation" values assigned



once you have that ready you should see the formation effects.

You can easily create your own formation effects by using the IFormation interface. Ny default you have these formations:



- 0 attack queue formation
- 0 line formation
- 0 surround formation

Regarding the included formations,

The queue one has one value, AI's that can attack a target at once

For line and surround, just fill in specifics for each row, so that AI rows know what to do, and that is it!

Have fun :)