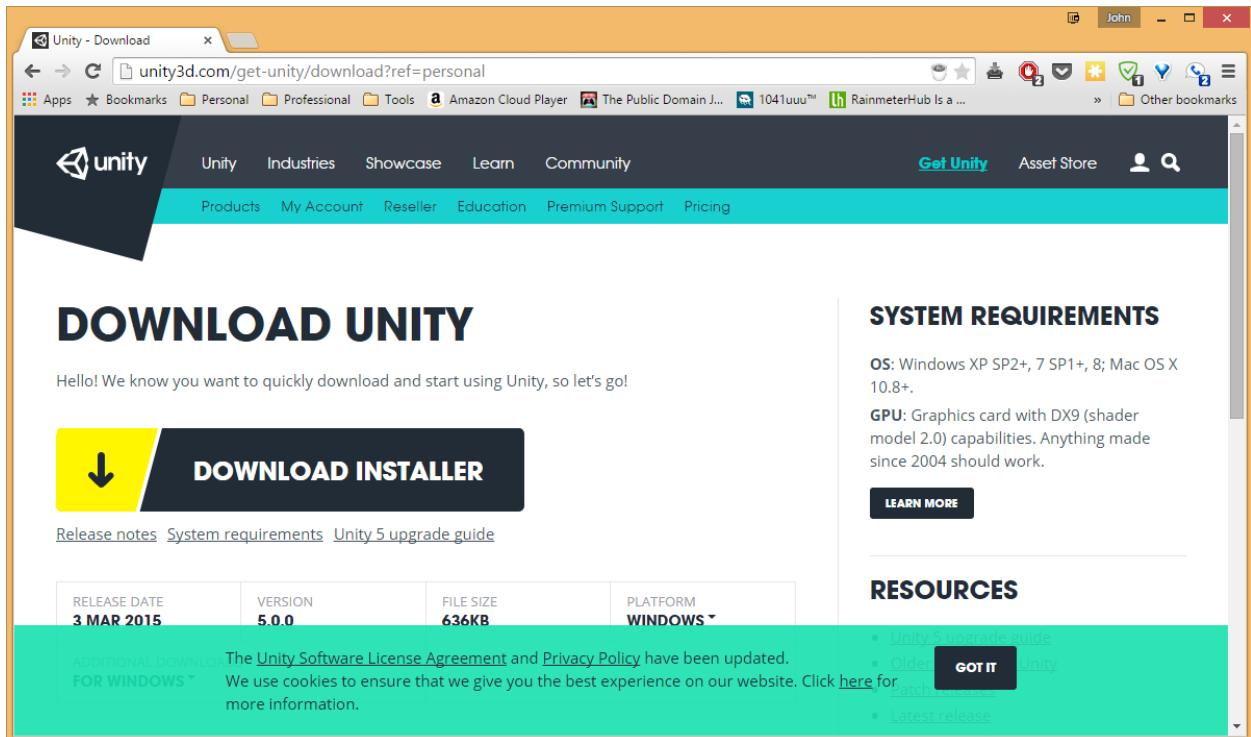
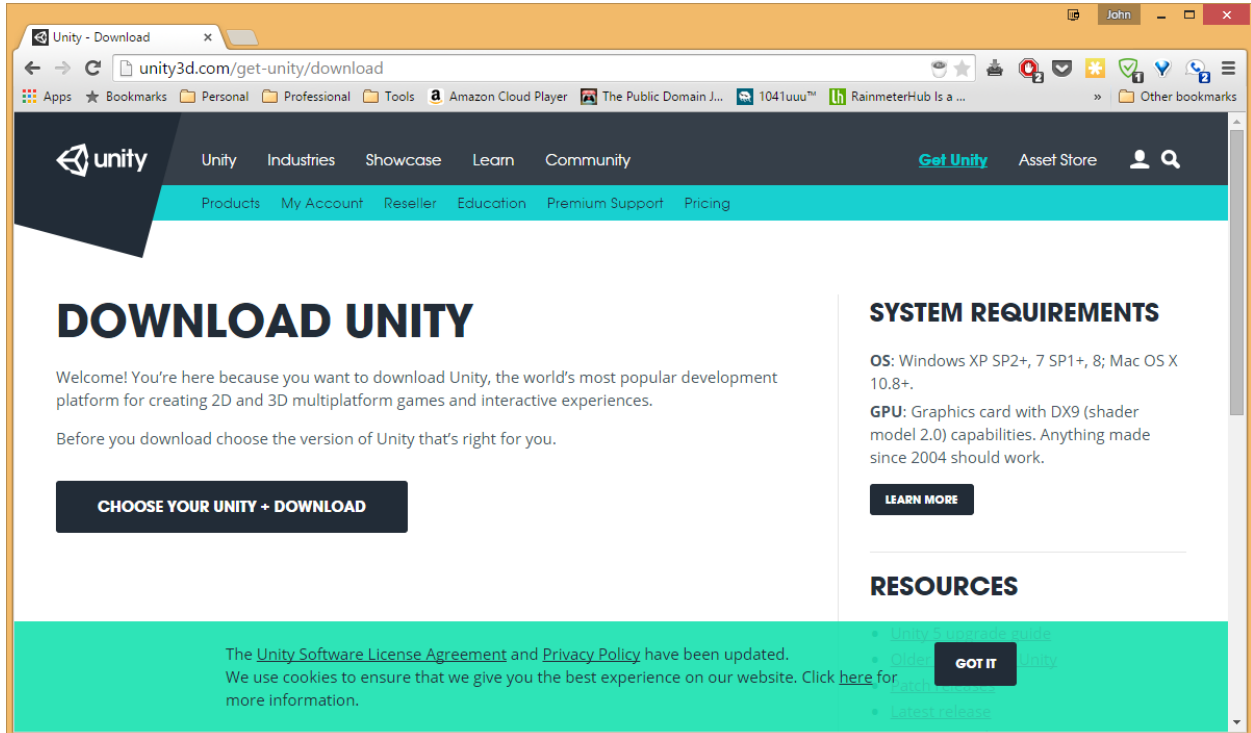
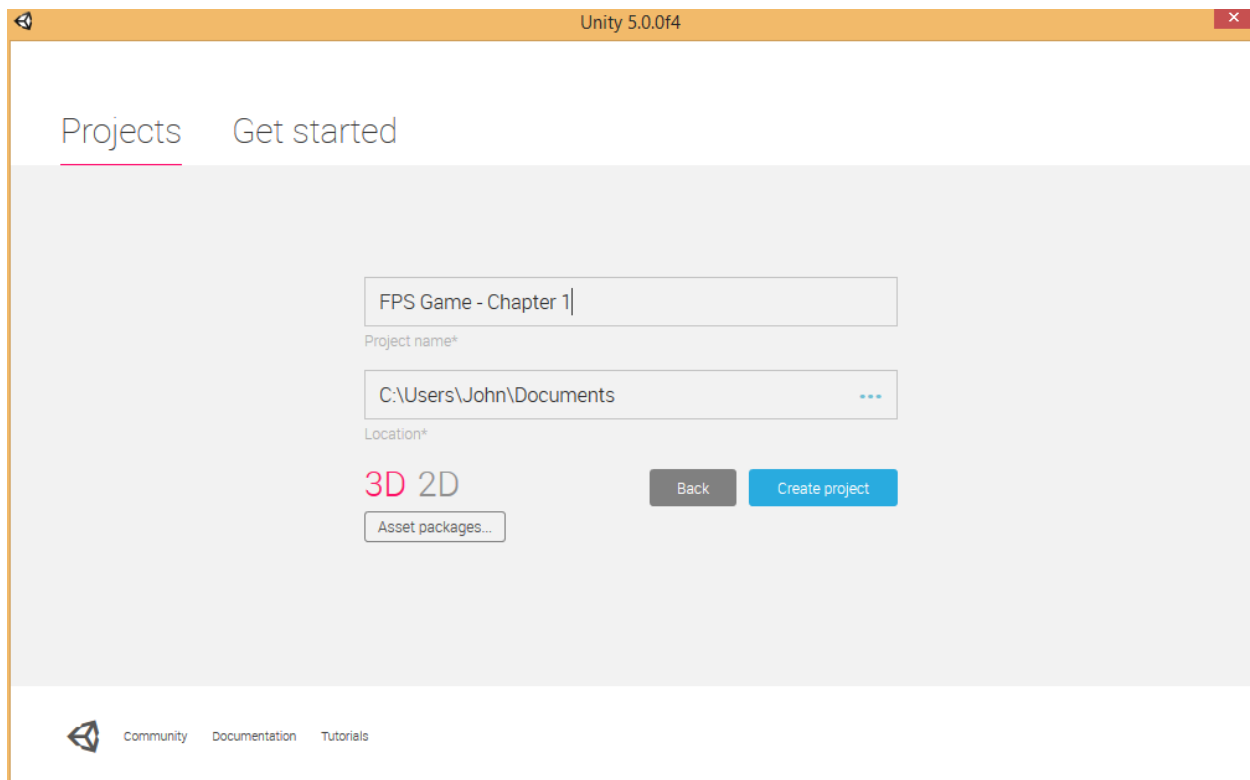
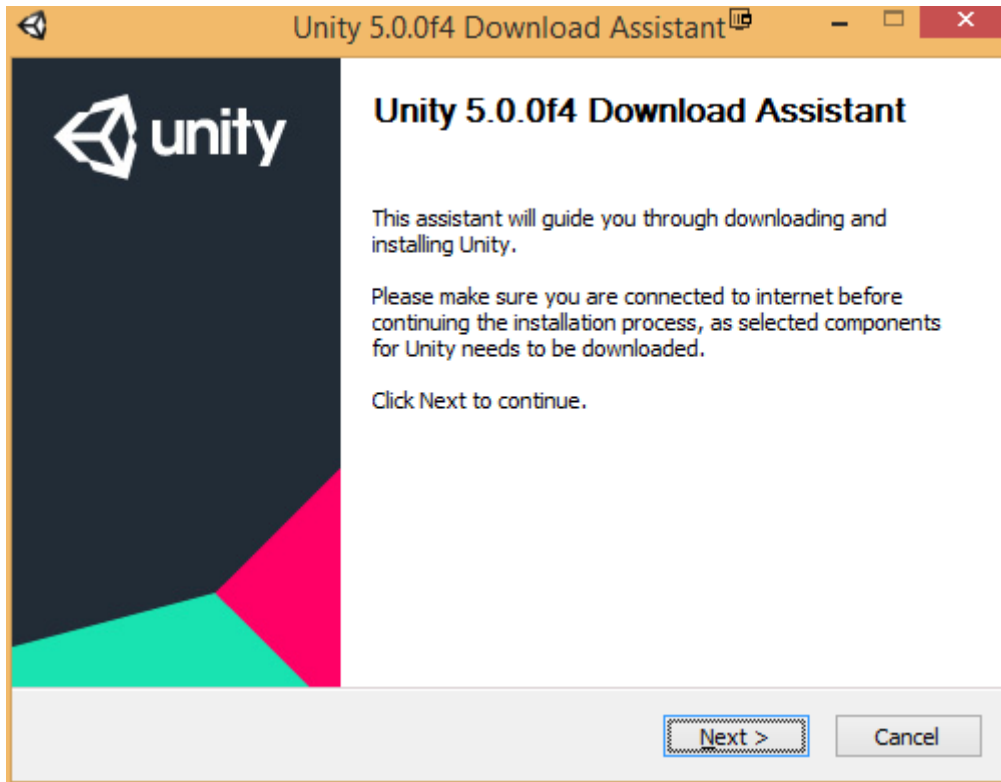
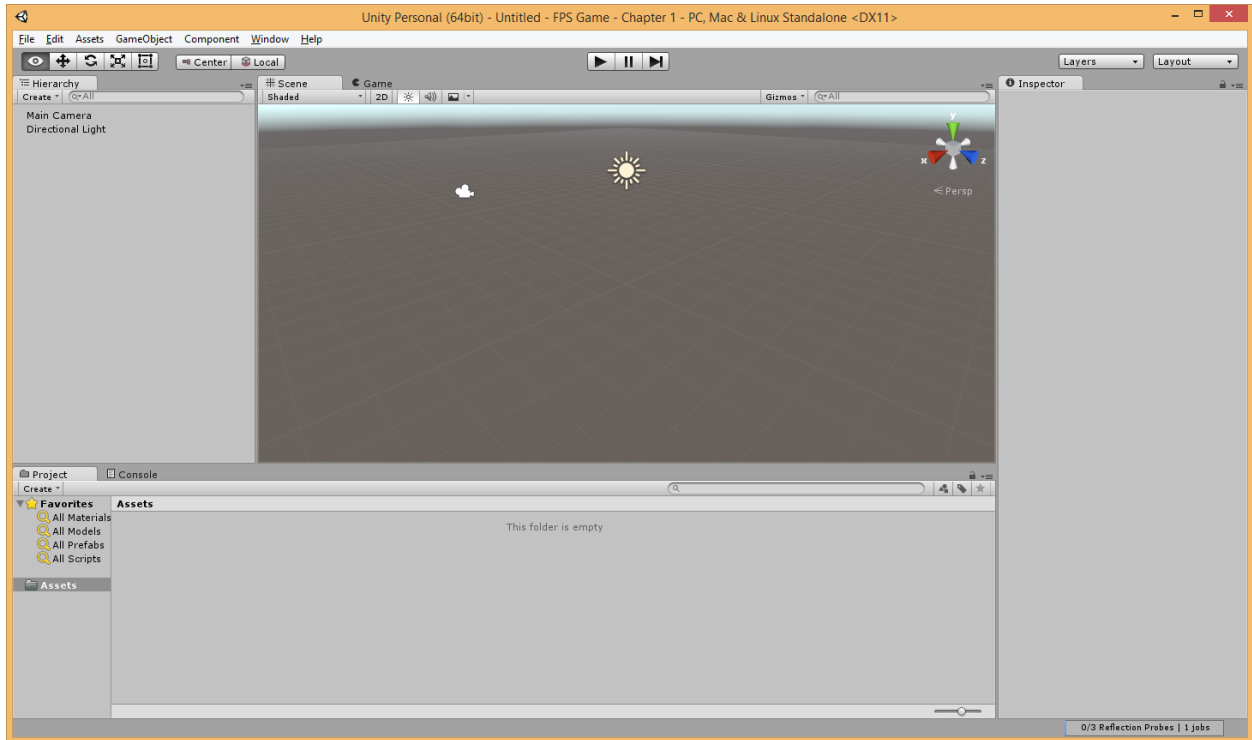


Chapter 1







Asset Store
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60+ Painterly Terrain Textures

Textures & Materials/Ground
Whimsy Lab
★★★★★ (156)
\$5 \$2.50

Create gorgeous terrains! Whimsy Lab proudly brings you this masterfully hand-painted collection of **over 60 perfectly-seamless terrain textures, ideal for bringing your games beautiful and rich terrain environments:**


- Over 60 stunning terrain textures/splat maps
- Rich terrain soils and earth in various hues
- Forest floor terrains with leaves, twigs and roots
- Clover and grass terrains
- Wildflowers, jasmine and forget-me-nots
- Beautifully painted terrain cliff faces
- Stones and terrain mosses

More than sixty hand-painted seamless terrain textures!


24 HOUR DEALS

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- Unity Essentials




Mixamo Fuse
Applications
Mixamo
★★★★★
\$100



Alloy Physical Shad...
Shaders
RUST LTD.
★★★★★ (152)
\$125




Light2D - GPU Ligh...
Scripting/Effects
Alexander Penkin
Not enough ratings
\$50




PolyWorld: Ancient ...
3D Models/Environments/His...
Quantum Theory
★★★★★ (110)
\$50


Most Popular



Playmaker
Editor Extensions/Visua...
Hutong Games LLC
★★★★★ (1849)
\$95



White Oak Package
3D Models/Vegetation/...
SpeedTree®
★★★★★ (114)
\$39



Tyra
3D Models/Characters
Will B.
★★★★★ (15)
\$20

level eleven


apm MUSIC

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07 : 03 : 40

60+ Painterly Terrain Tex...
\$2.50 \$5

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Asset Store
Language: English | John Doran

60+ Painterly Terrain Textures

Textures & Materials/Ground
Whimsy Lab
★★★★★ (156)
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Create gorgeous terrains! Whimsy Lab proudly brings you this masterfully hand-painted collection of **over 60 perfectly-seamless terrain textures, ideal for bringing your games beautiful and rich terrain environments:**

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More than sixty hand-painted seamless terrain textures!

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Mixamo Fuse
Applications
Mixamo
★★★★★
\$100



Alloy Physical Shad...
Shaders
RUST LTD.
★★★★★ (152)
\$125



Light2D - GPU Ligh...
Scripting/Effects
Alexander Penkin
Not enough ratings
\$50




PolyWorld: Ancient ...
3D Models/Environments/His...
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★★★★★ (110)
\$50

level eleven


apm MUSIC

24 HOUR DEALS
05 : 48 : 55
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\$2.50 \$5

Most Popular




Playmaker
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Hutong Games LLC
★★★★★ (1849)
\$95 Free



White Oak Package
3D Models/Vegetation/...
SpeedTree®
★★★★★ (114)
\$39 Free

Top Paid



Tyra
3D Models/Characters
Will B
★★★★★ (15)
\$20 Free

Asset Store
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UFPS : Ultimate FPS

Category: Complete Projects/Templates
 Publisher: VisionPunk
 Rating: ★★★★★ (1233)
 Price: \$45

Buy \$45


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Featuring the **SMOOTHEST CONTROLS** and the most **POWERFUL FPS CAMERA** available for Unity, Ultimate FPS is an awesome script pack for achieving that special **AAA FPS** feeling. A fantastic way to enhance your FPS – or get you started on a new one!

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UFPS™

1.5

ALSO CHECK OUT THE NEW MULTIPLAYER ADD-ON!







5

UNITY

CREATED WITH PROBUILDER 2.0

Version: 1.5.0 (Aug 11, 2015) Size: 488.9 MB [Support Website](#) [Visit Publisher's Website](#)

Package has been submitted using Unity 4.6.2, and 5.0.0 to improve compatibility within the range of these versions of Unity.

08 : 56 : 47


Lightning, Electric Effect...



\$5 \$40

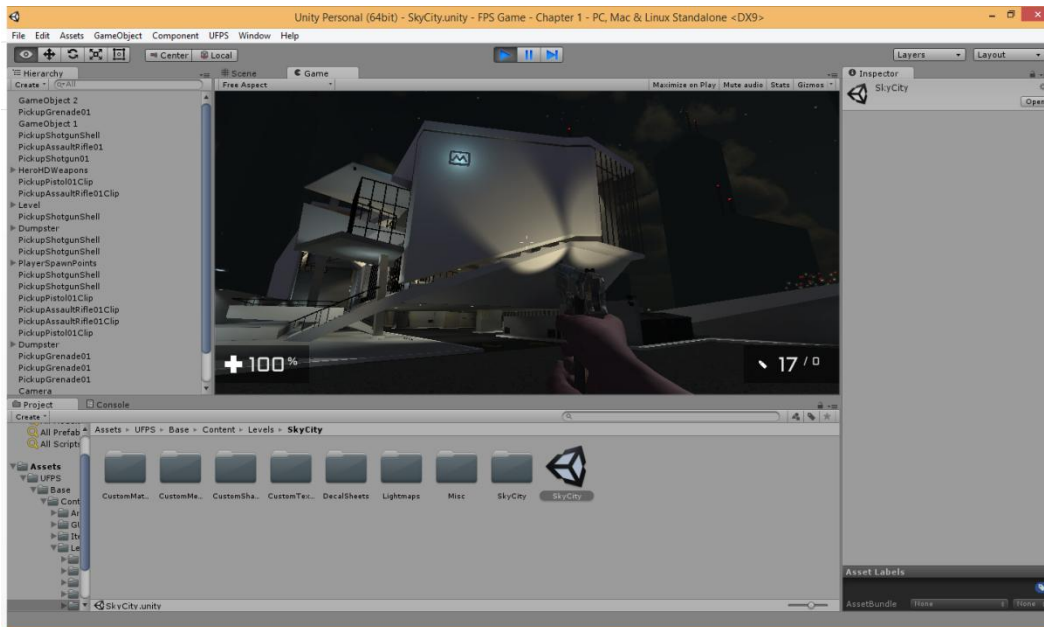
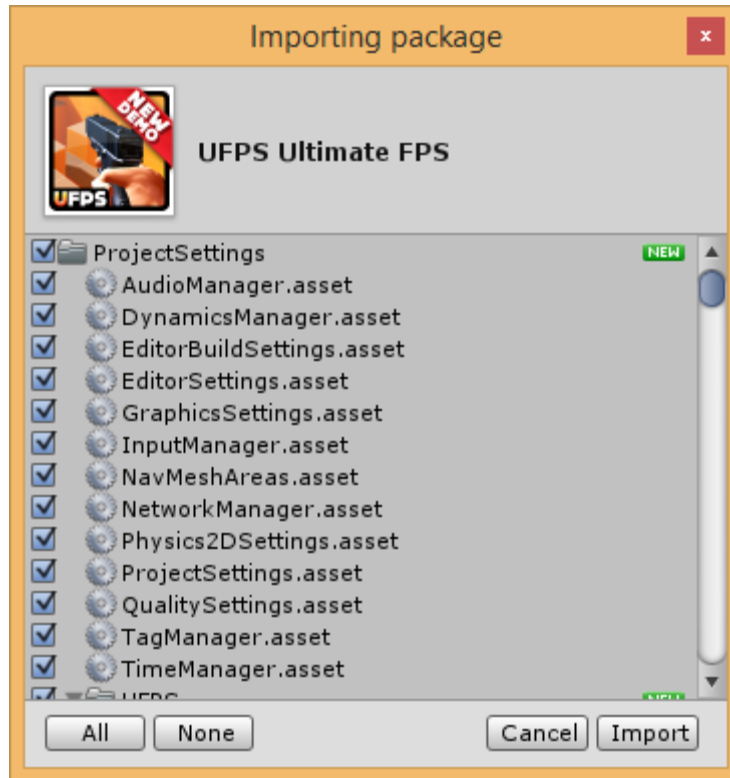
Package Contents

- UFPS
 - Base
 - Content
 - Art
 - Body
 - Animations

Expand





Asset Store
Language: English | John Doran

Prototype

Category: Editor Extensions/Modeling
 Publisher: ProCore
 Rating: ★★★★★ (5429)
 Price: Free

Download

UPDATE: Prototype is now FREE, AND gets new functionality! Thanks for the awesome response, everyone- we can't wait to see what you create!


Overview Video: youtu.be/hmlkKrysUQY
 Full Info: www.procore3d.com/prototype

Prototype uses the powerful core of ProBuilder, enabling you to **build entire game levels** (or objects) with speed and simplicity, then **test instantly and tweak immediately**- there is zero lag in the creative process. You can always upgrade to ProBuilder later on, when you need the full 3D and UV toolset.

Using Prototype, you can quickly build and test

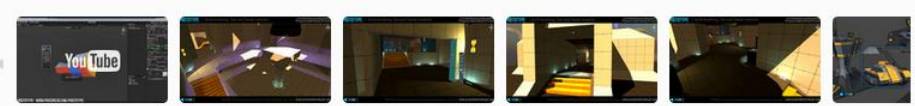
BUILD. EDIT. PLAY.

The ultimate level design and prototyping tool for Unity




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 - Game Toolkits
 - Language
 - Modeling**
 - Painting
 - System
 - Terrain
 - Utilities
 - Version Control
 - Visual Scripting
 - Other
- Particle Systems
- Scripting
- Services
- Shaders
- Textures & Materials
- Unity Essentials


Version: 2.4.3p0 (Mar 13, 2015) | Size: 1.1 MB
Support E-mail | Support Website | Visit Publisher's Website

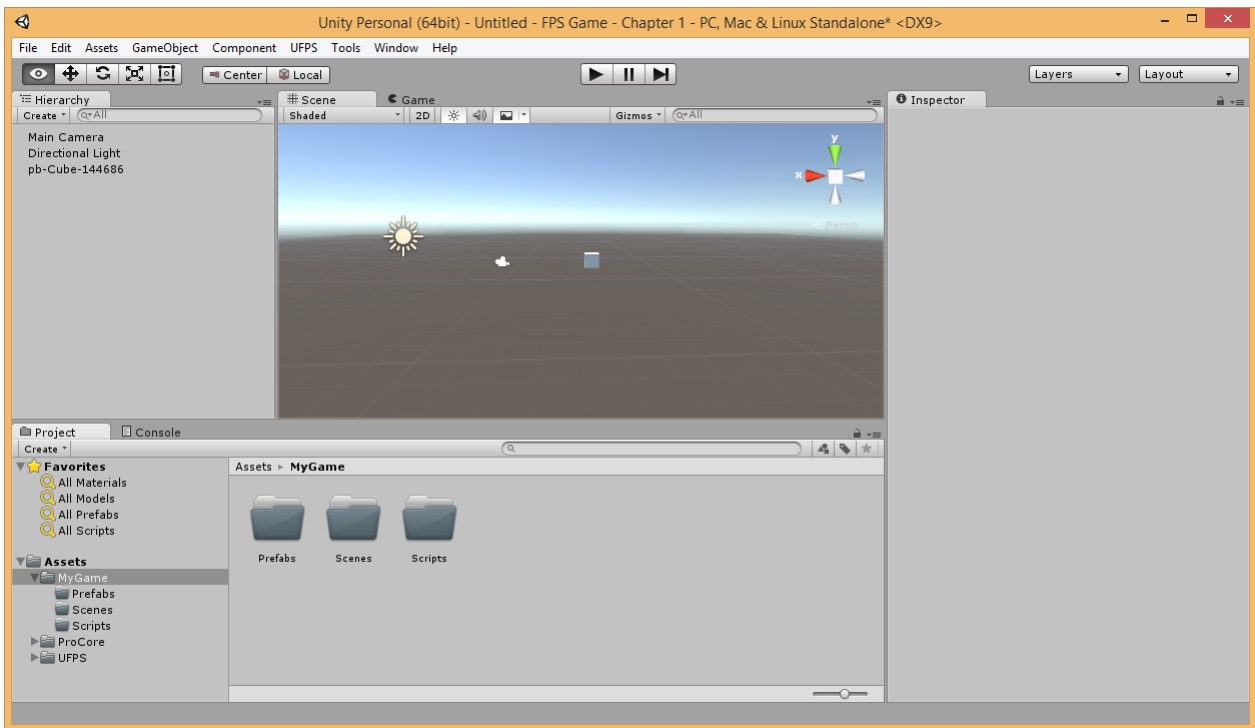
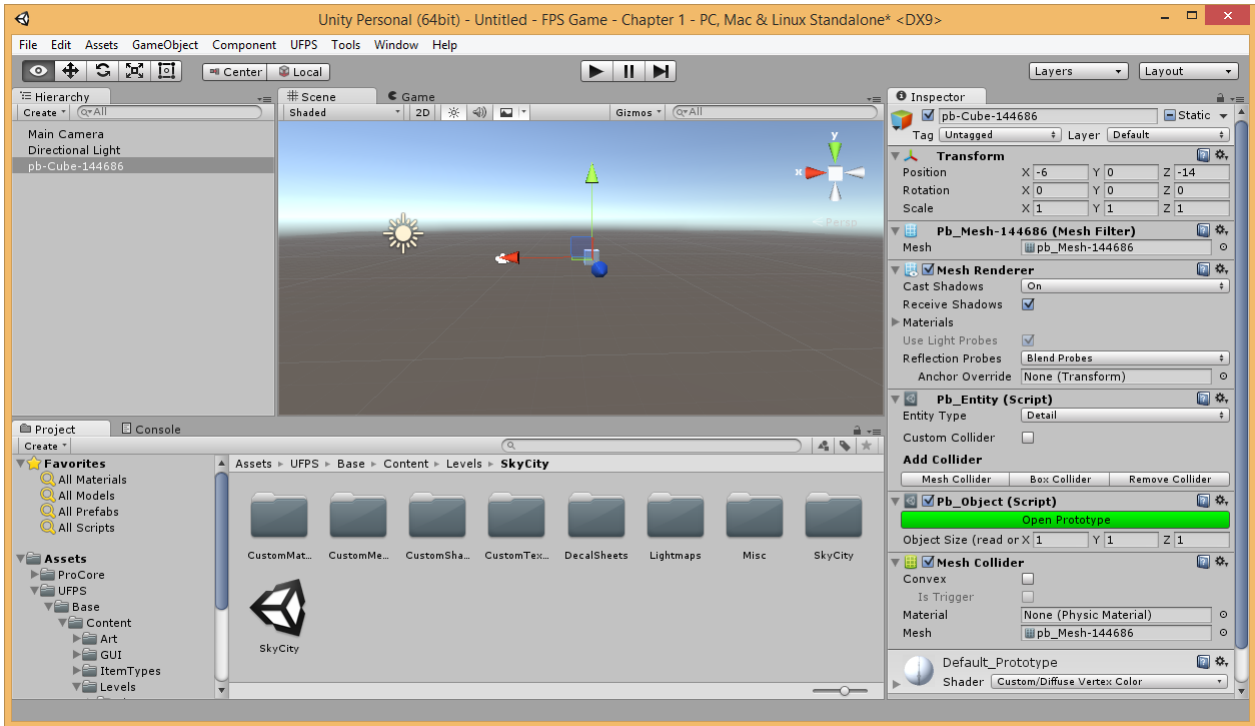



Package Contents

- ProCore
 - Prototype
 - About
 - changelog.txt
 - Credits.txt
 - pc_AboutEntry_ProBuilder.txt
 - Classes
 - ProBuilderCore-Unity5.dll









UFPS : Ultimate FPS

Complete Projects/Templ...

VisionPunk

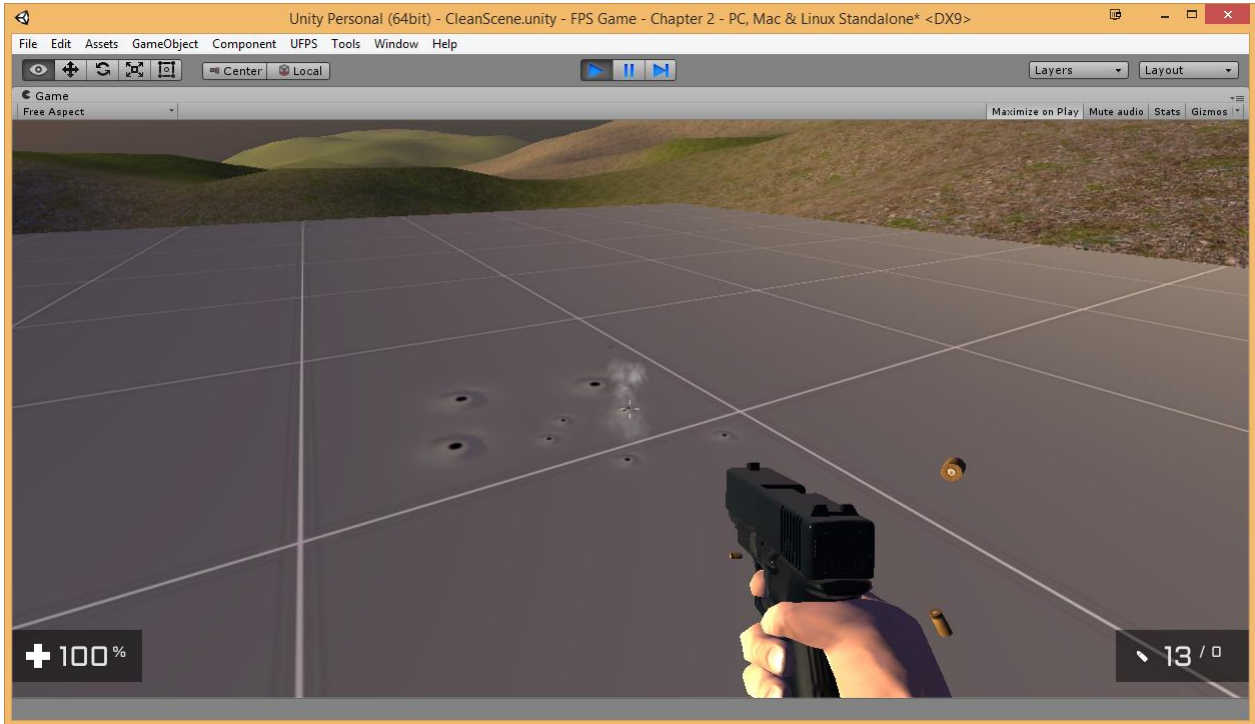
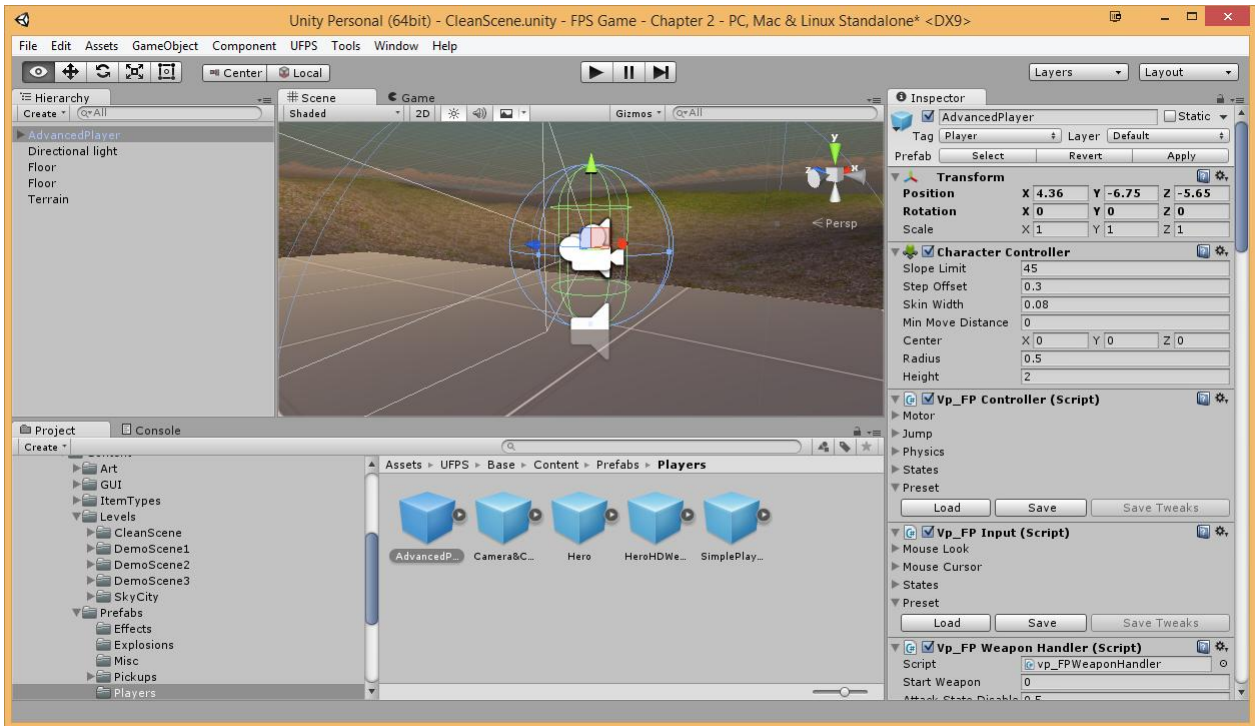
★★★★★ (1224)

\$95



Prototype
Editor Extensions/Modeli...
ProCore
★★★★★ (1560)
Free

Chapter 2



Asset Store

Language: English Create Account Log In


Close Quarters Assault Rifle

Category: 3D Models/Props/Weapons/Guns
Publisher: Blackham Content Creations
Rating: ★★★★★ (3.8)
Price: Free


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An assault rifle in FBX format, including magazine and ammunition.

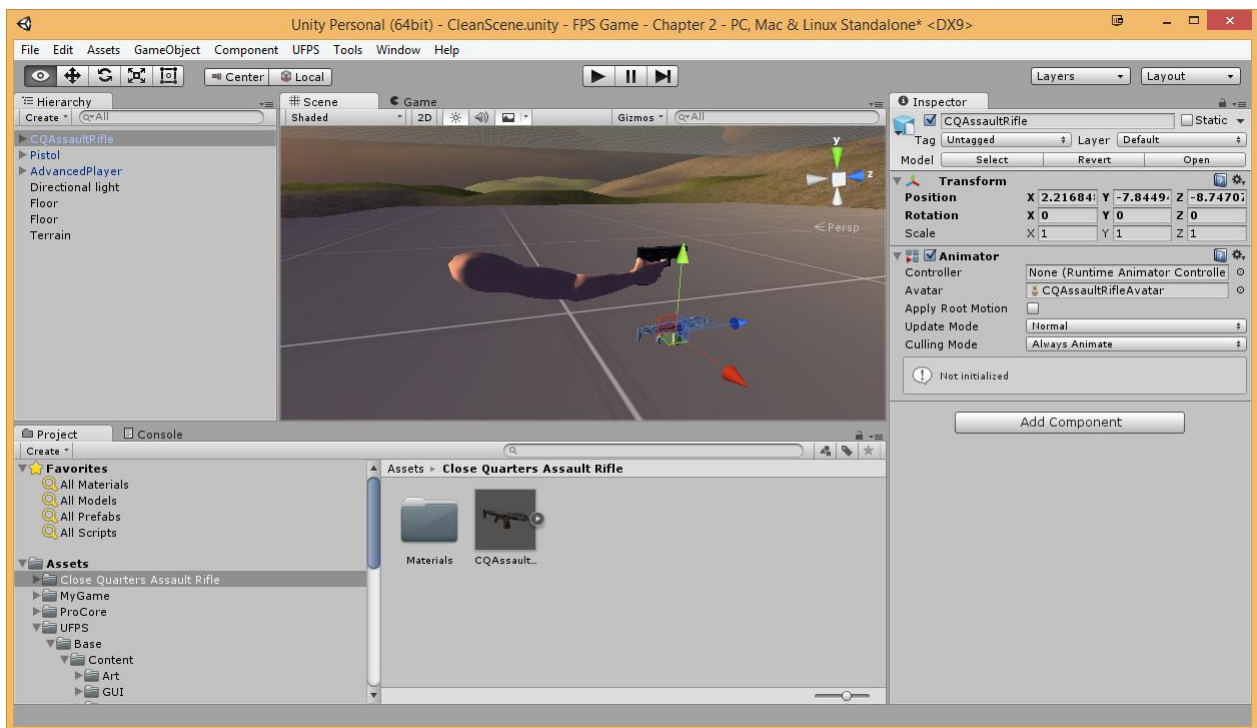
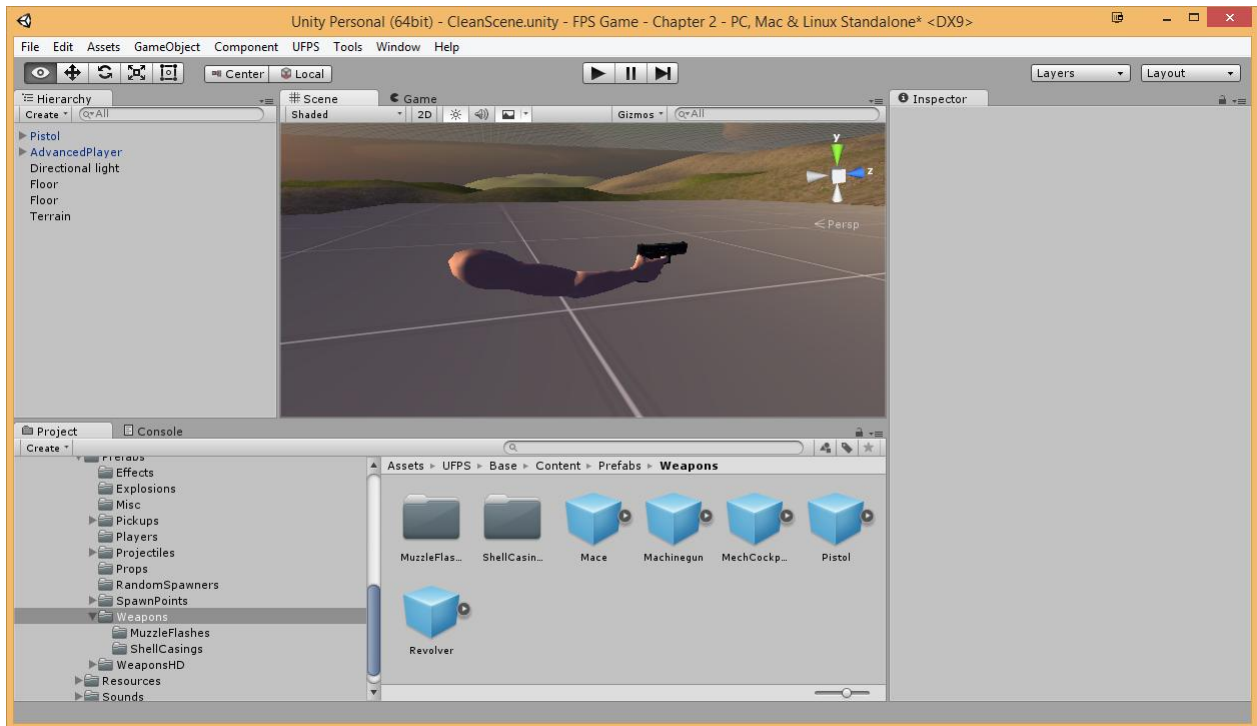
- Ideal for 3rd person shooters, but also suitable for first person gameplay (However no sights for ADS due to CQ design).
- Ammunition included (massive 15.13x31.82 Rimless straight rounds: fictional), as well as spent cartridge and box magazine.
- Uses bumped specular shader with normal, diffuse, and gloss map in the diffuse alpha channel.
- Model information and texture resolutions:-
 - Rifle Body (and all working parts) 5000 tris with 2048 textures

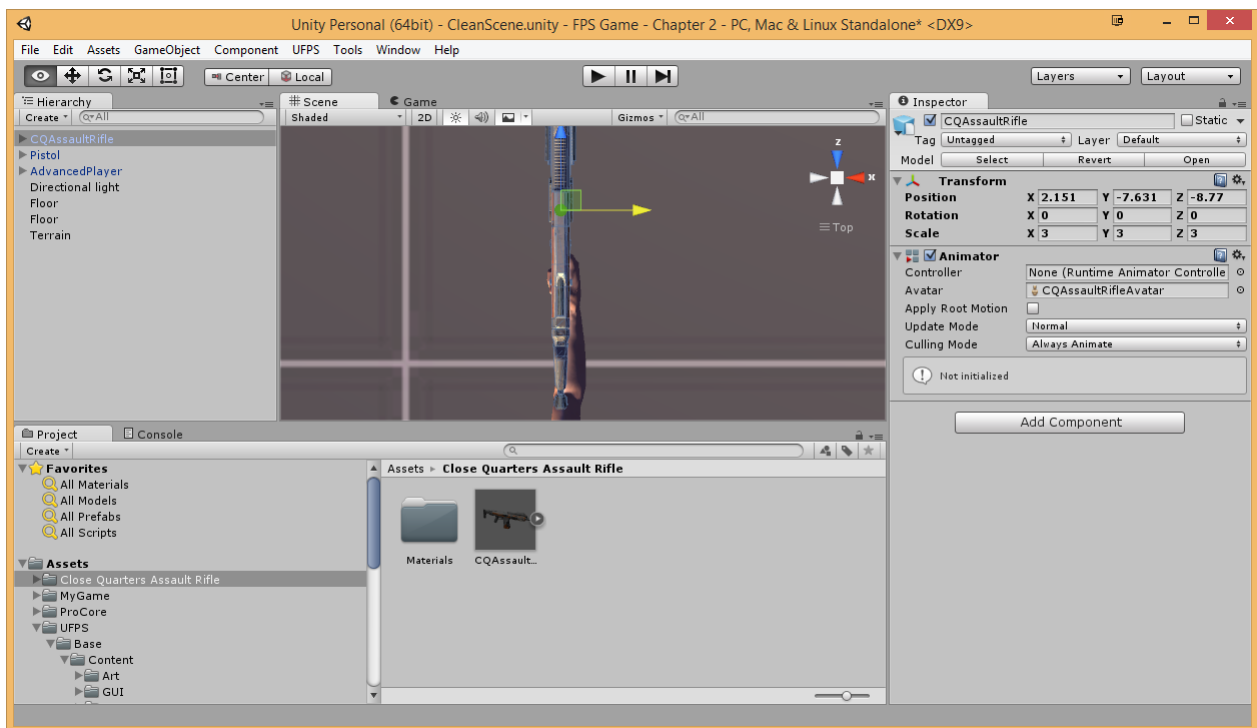
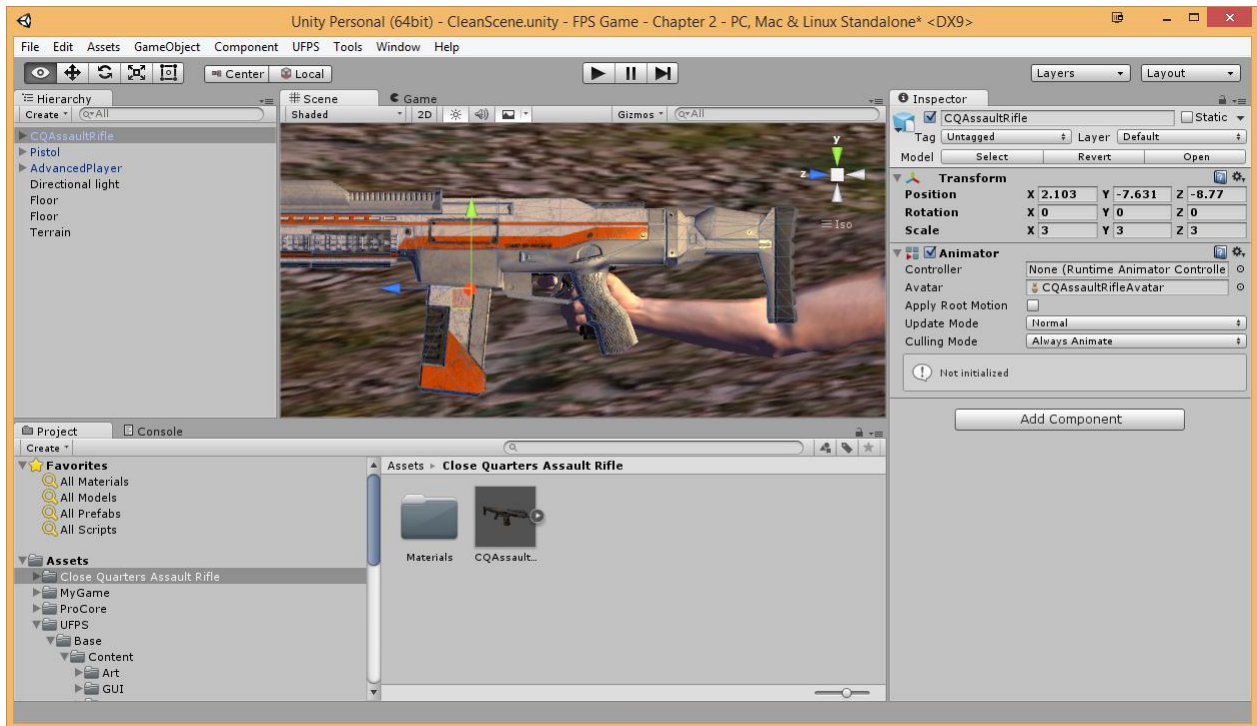


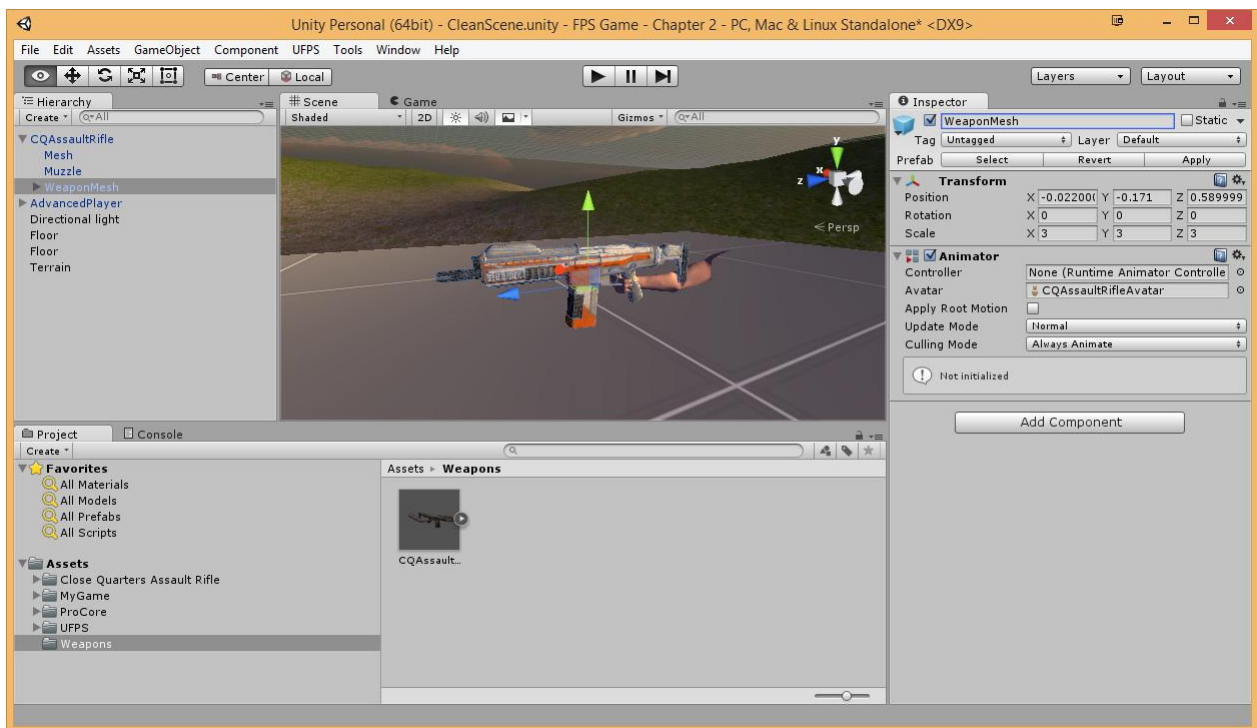
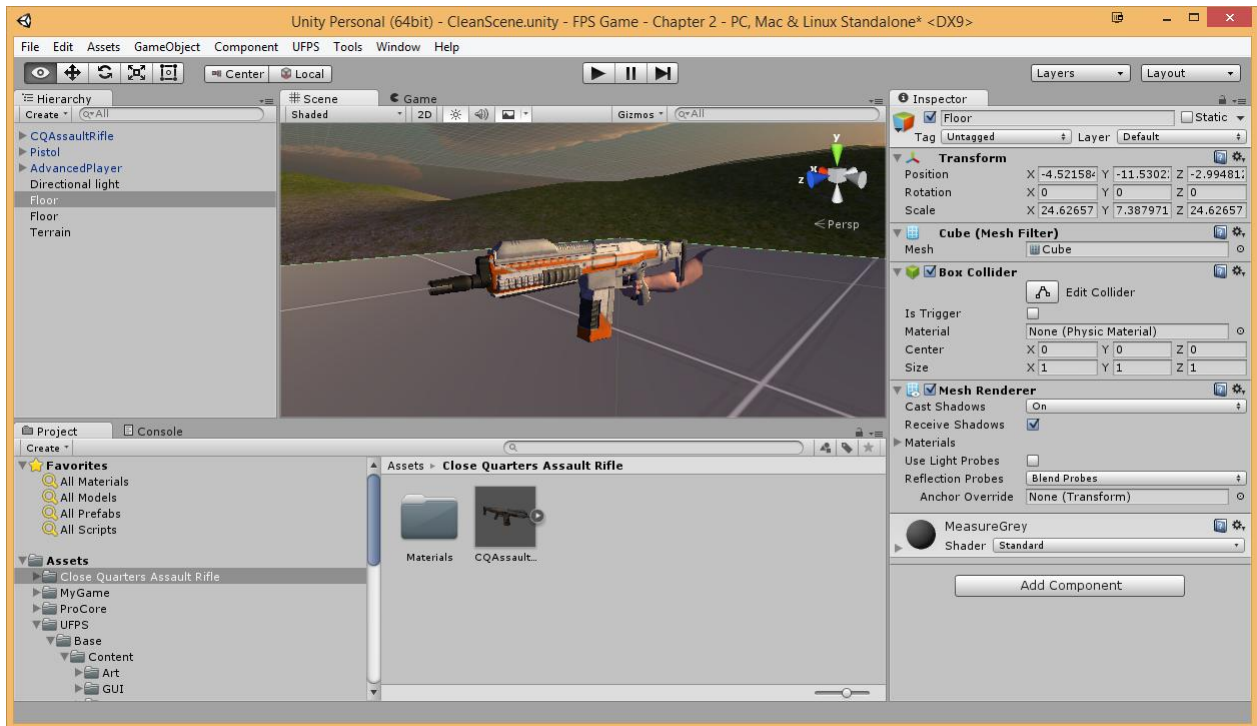
Version: 1.0 (Aug 26, 2014) Size: 20.8 MB [Visit Publisher's Website](#)

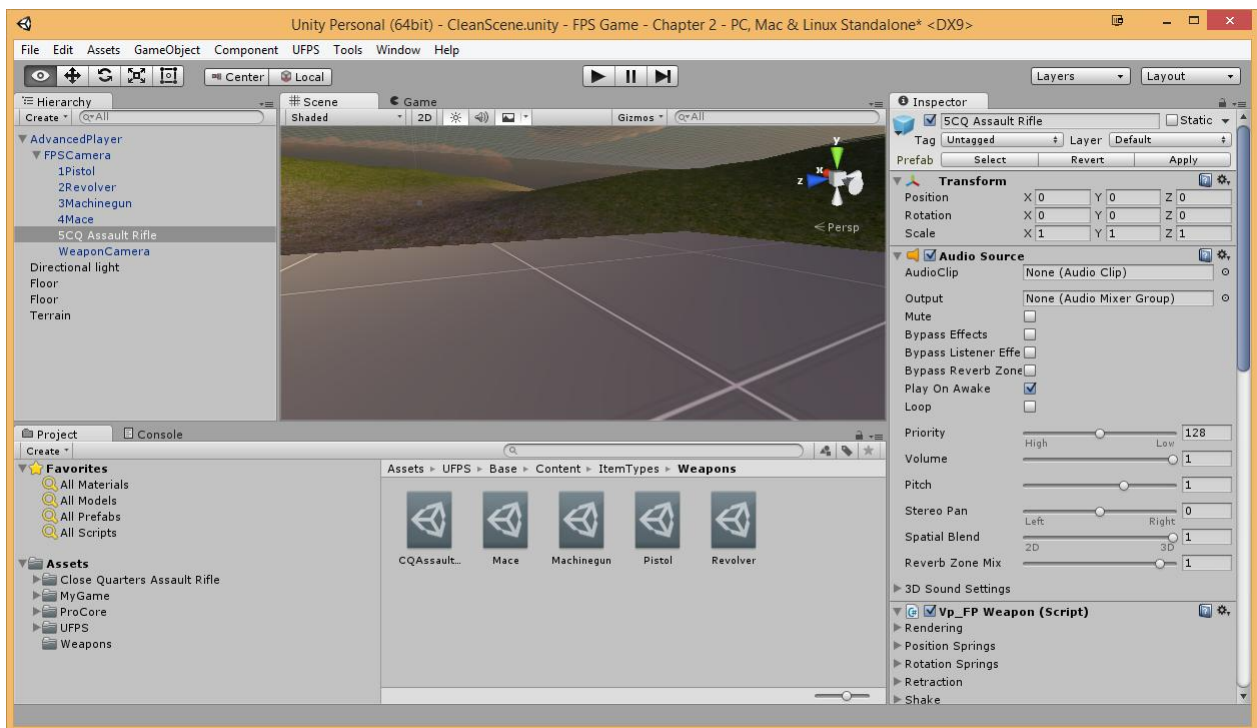
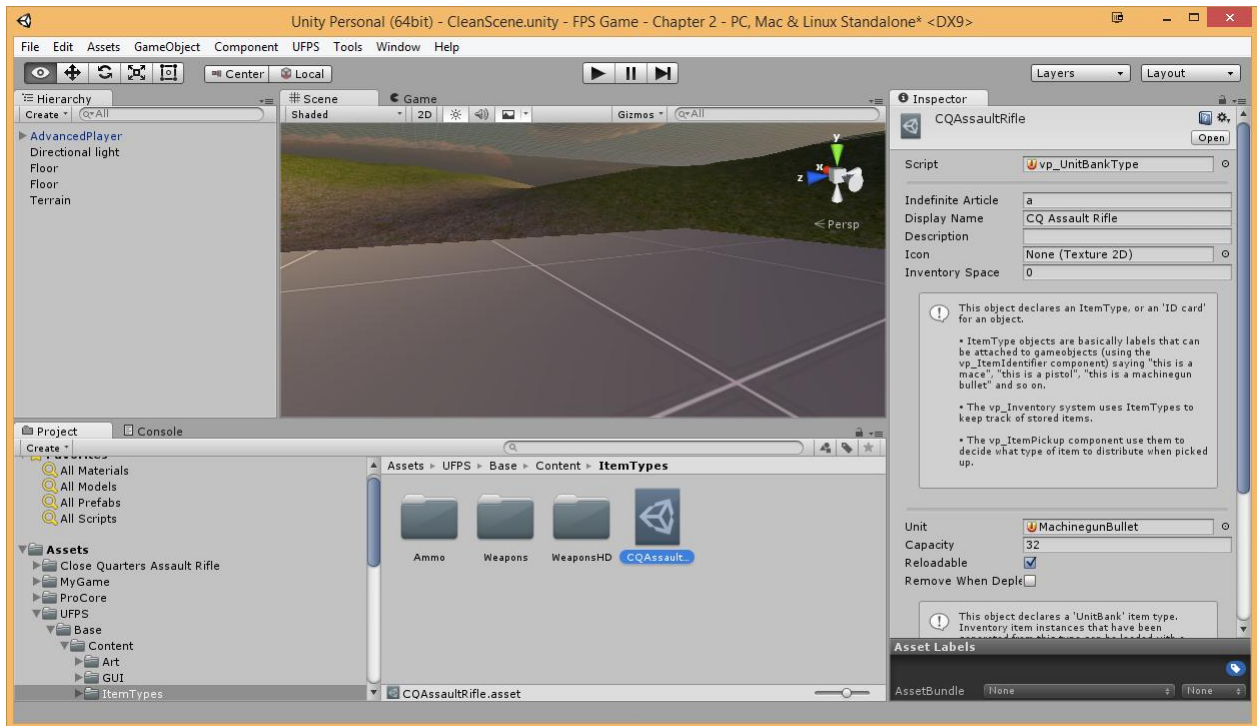


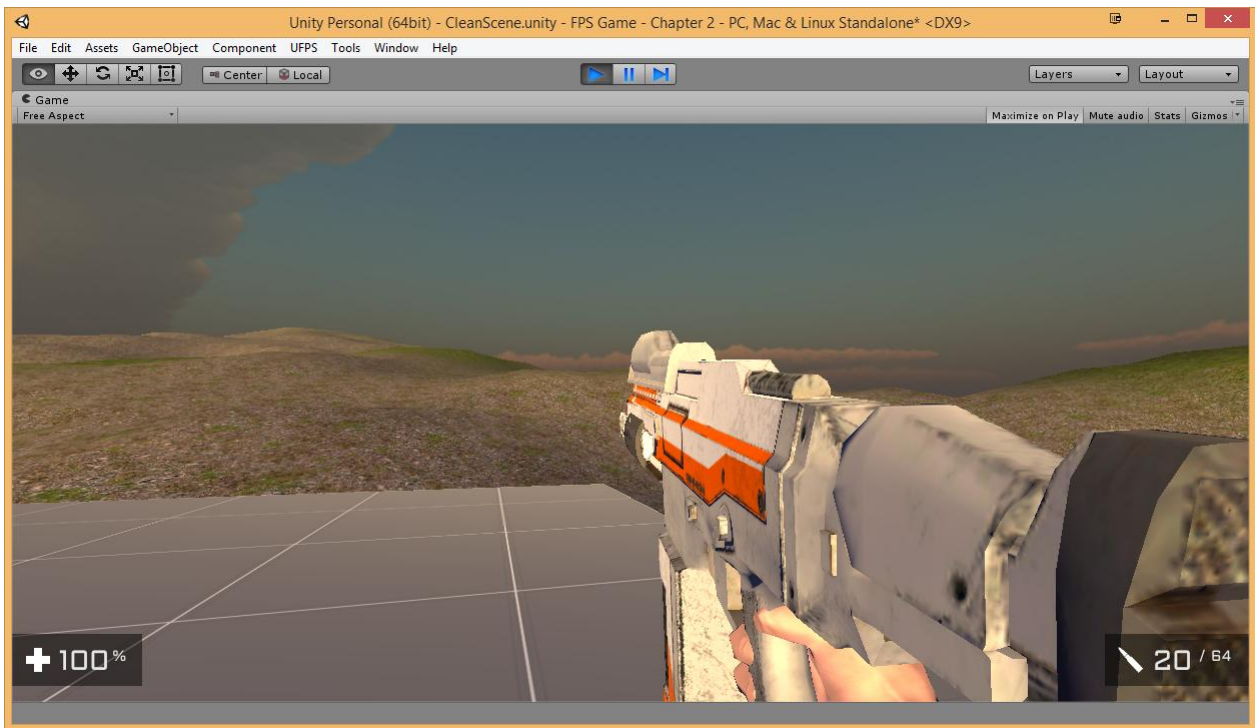
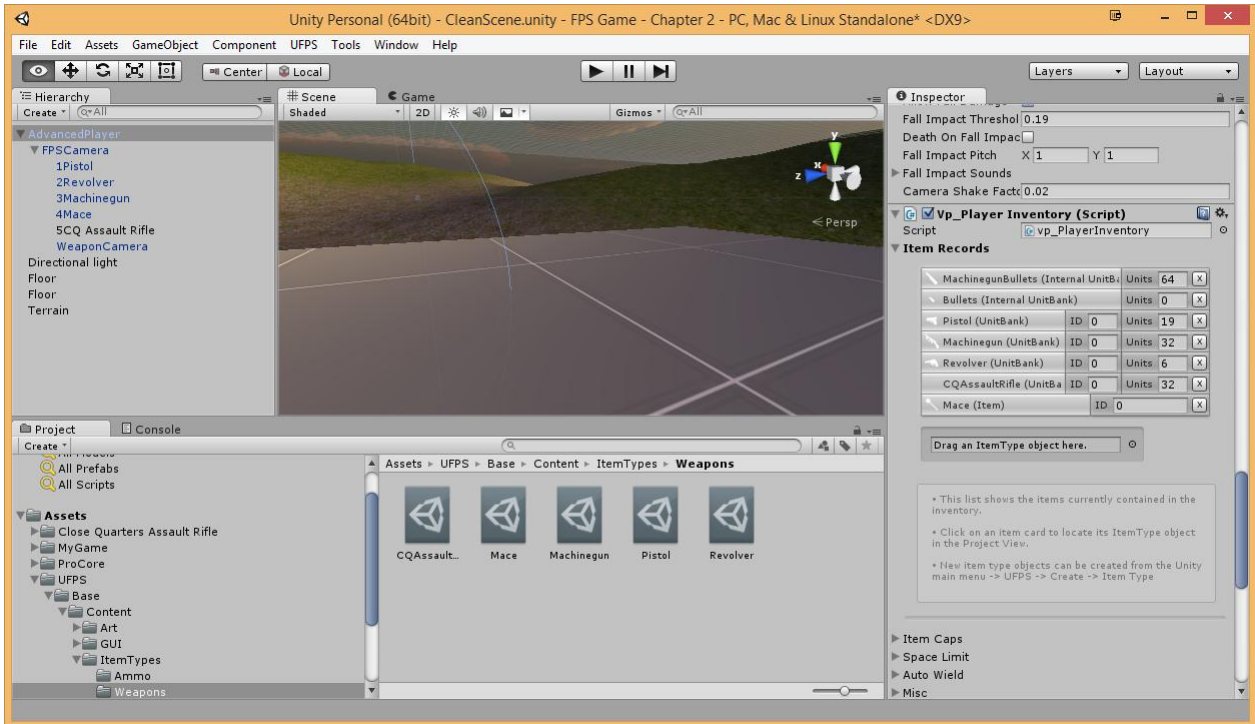
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 - Electronics
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 - Food
 - Furniture
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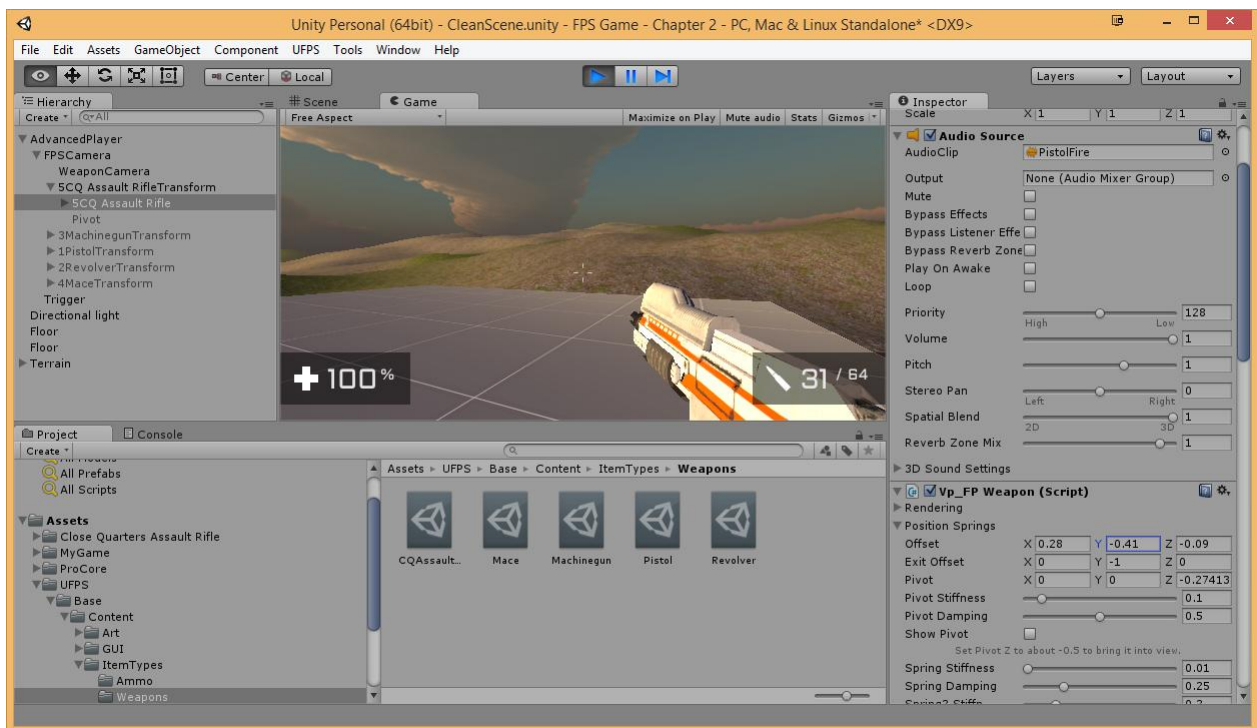
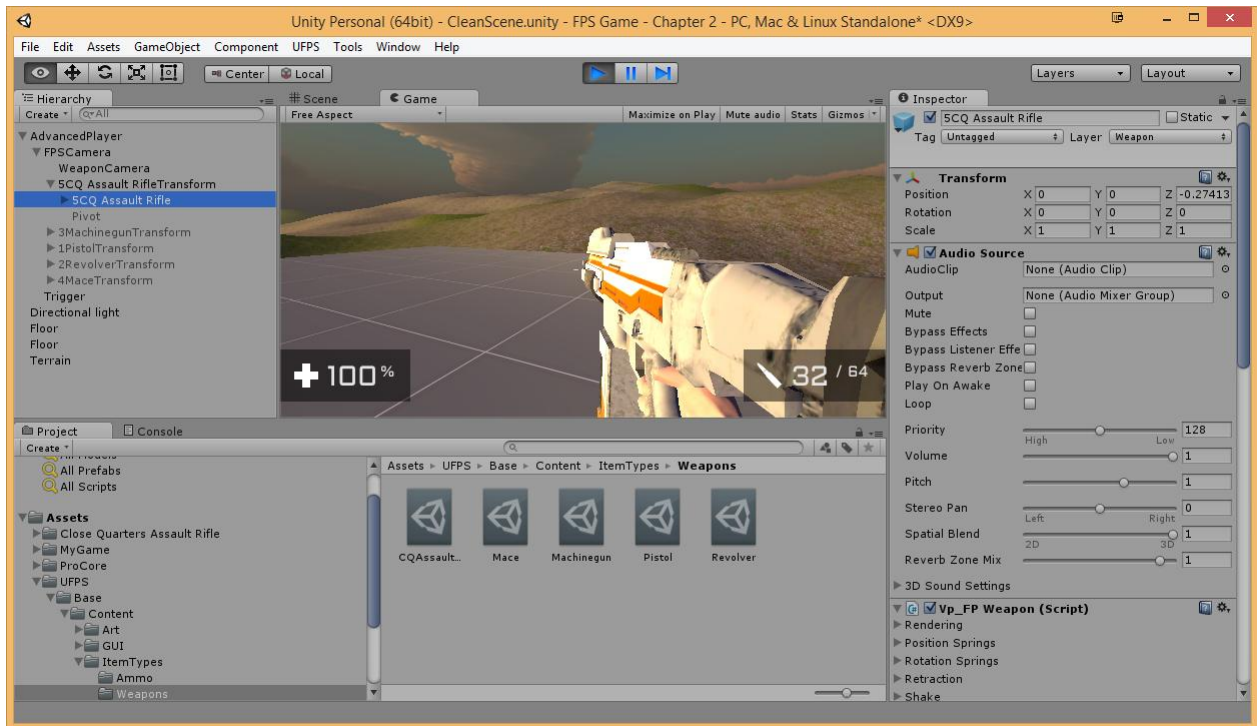


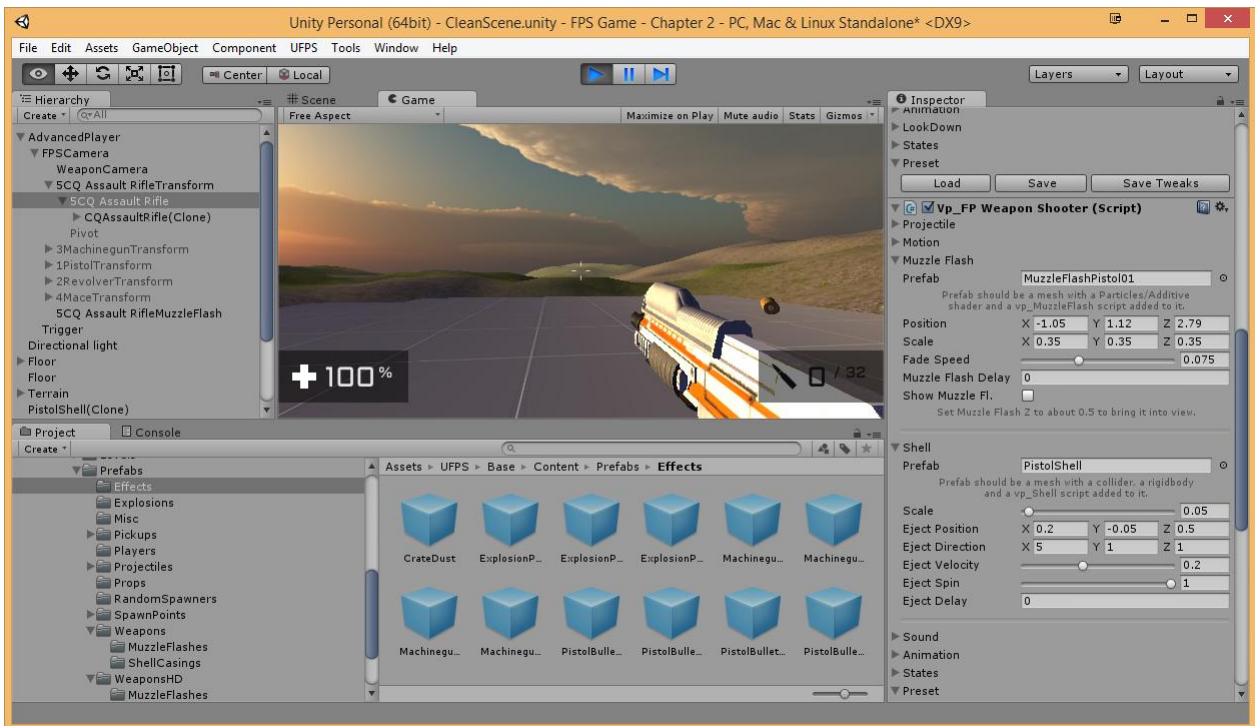
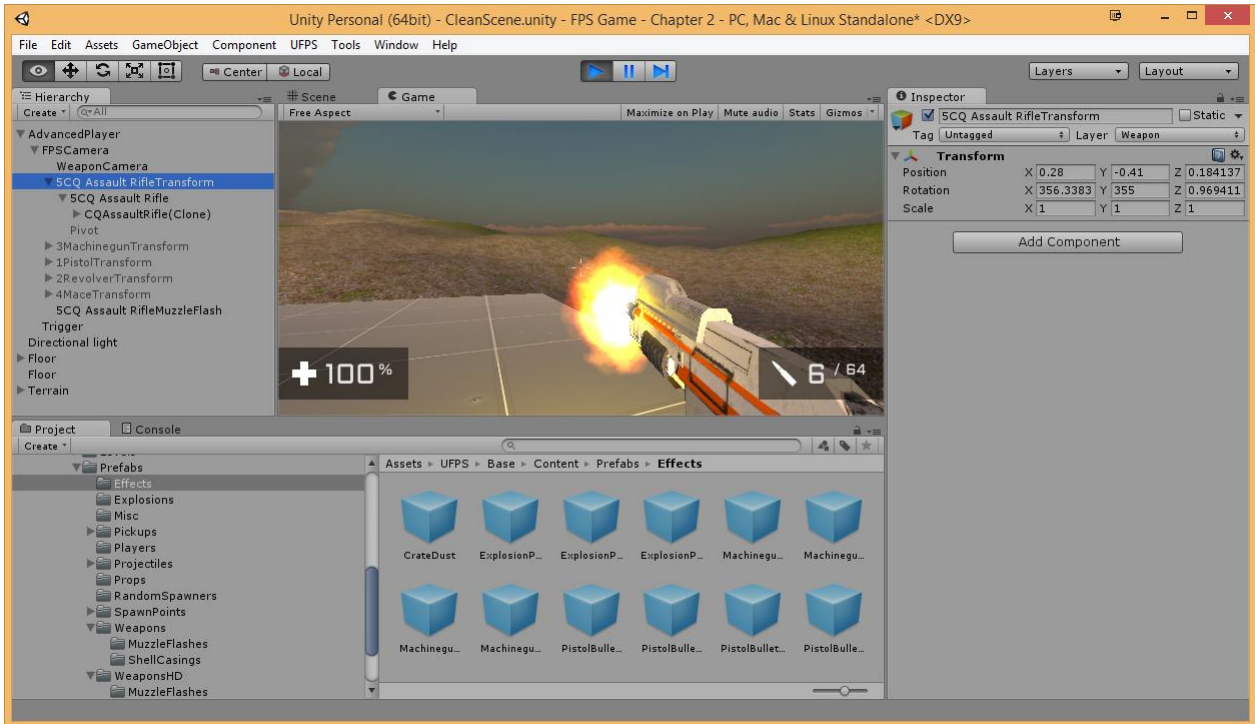


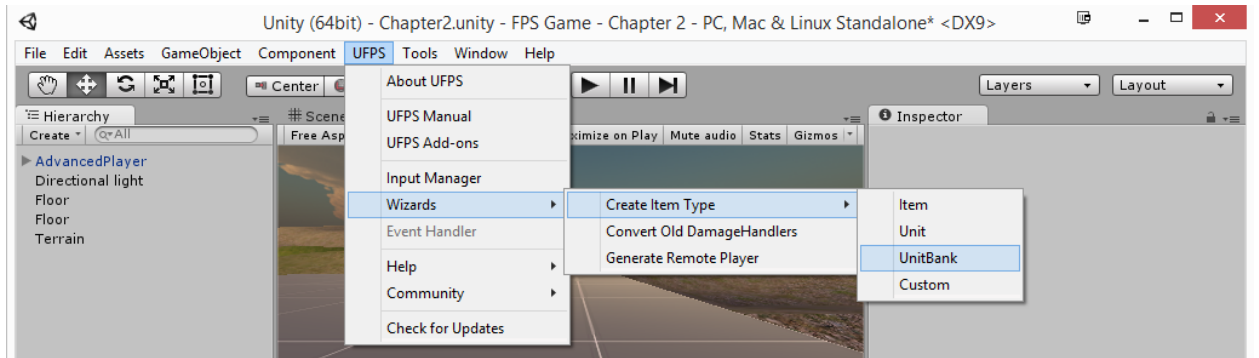
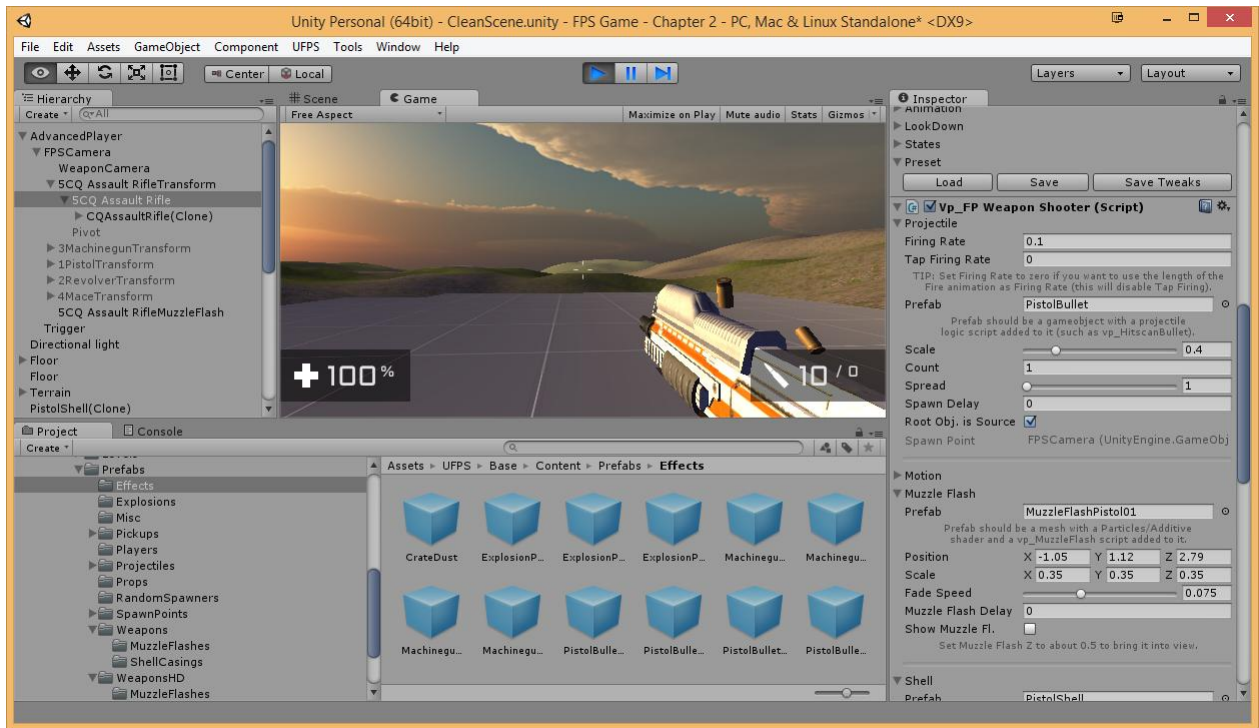


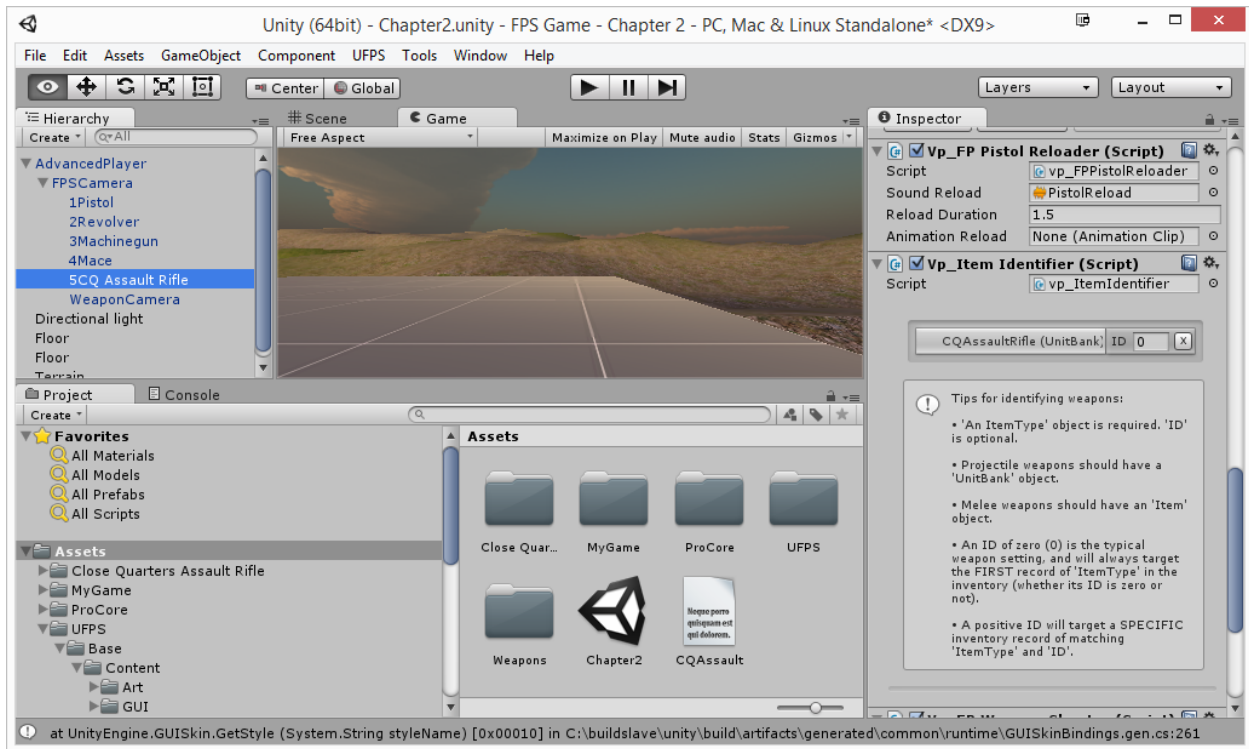




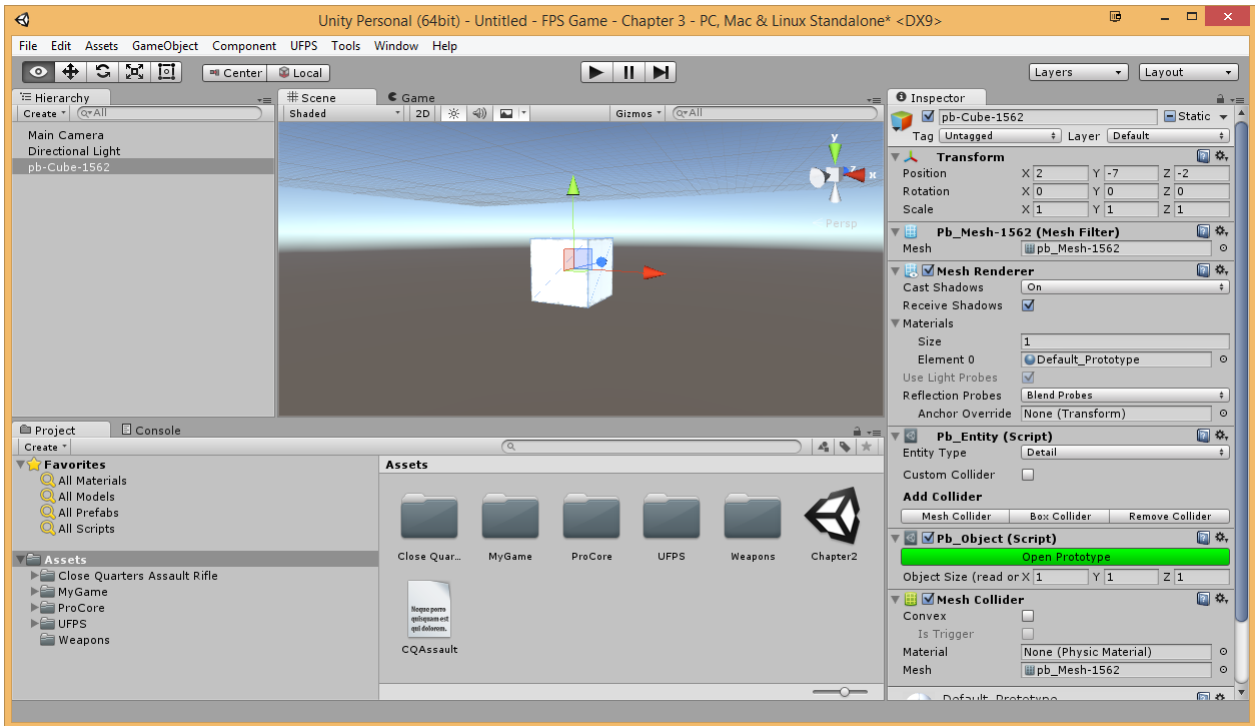
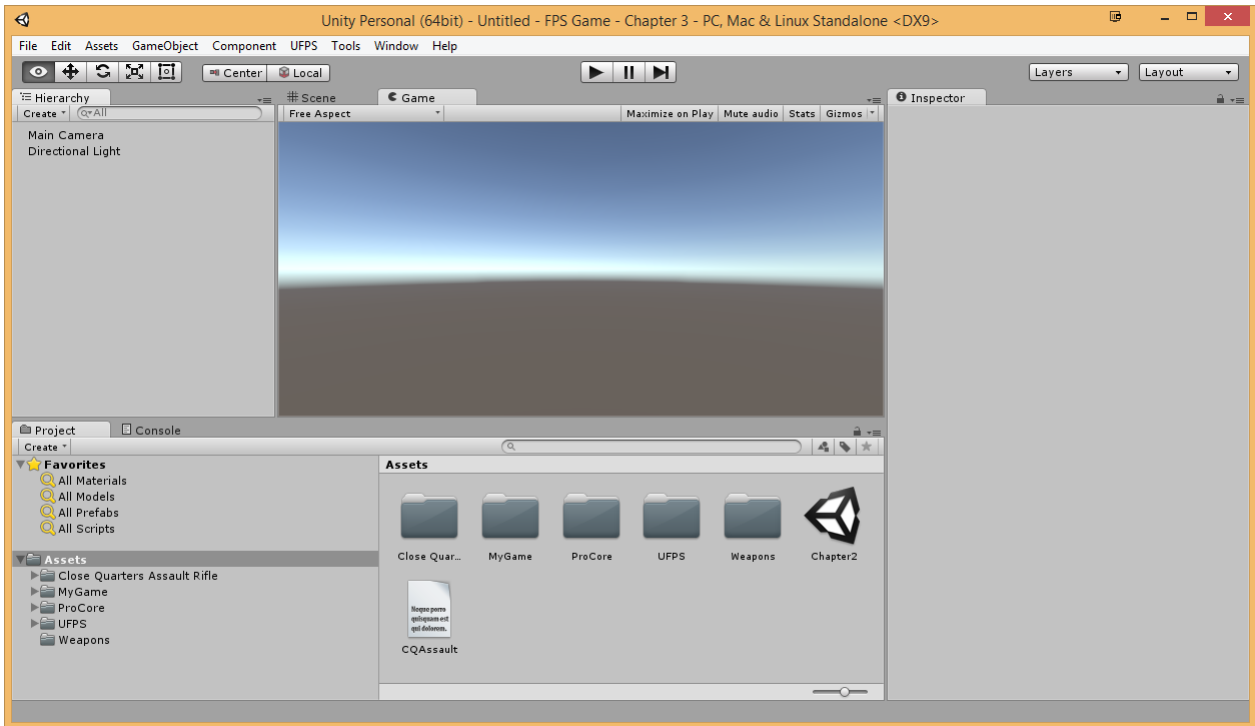


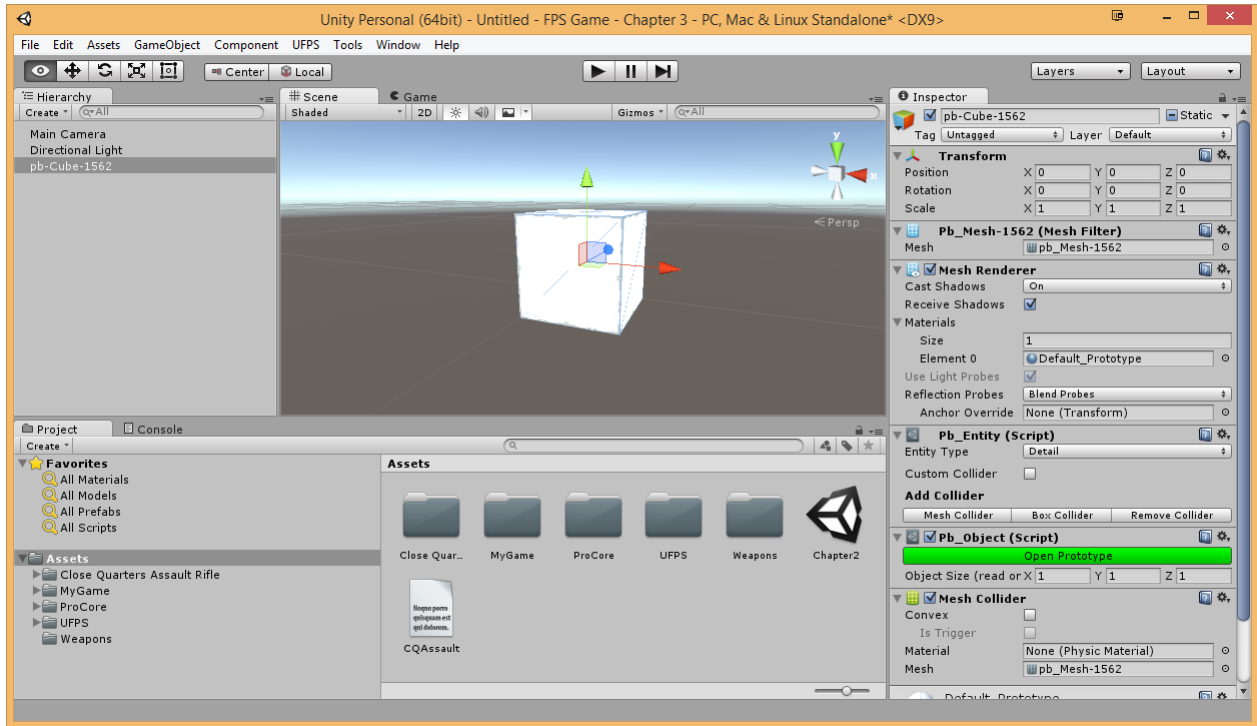


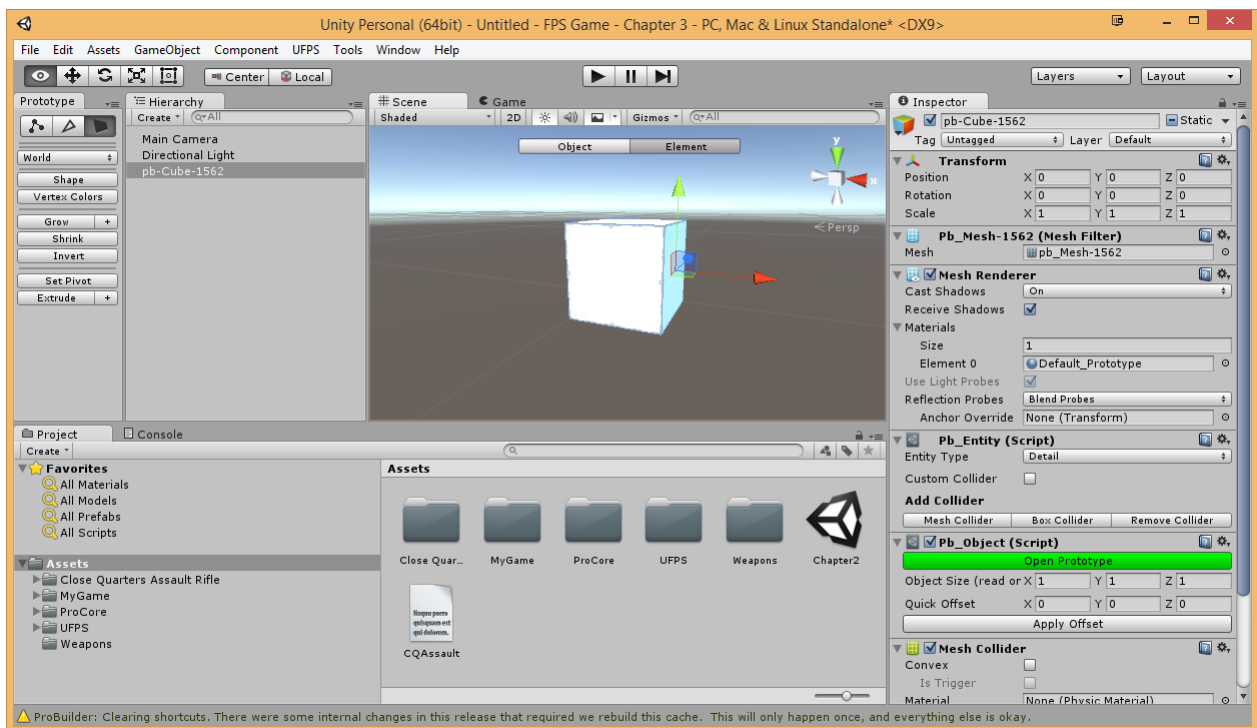
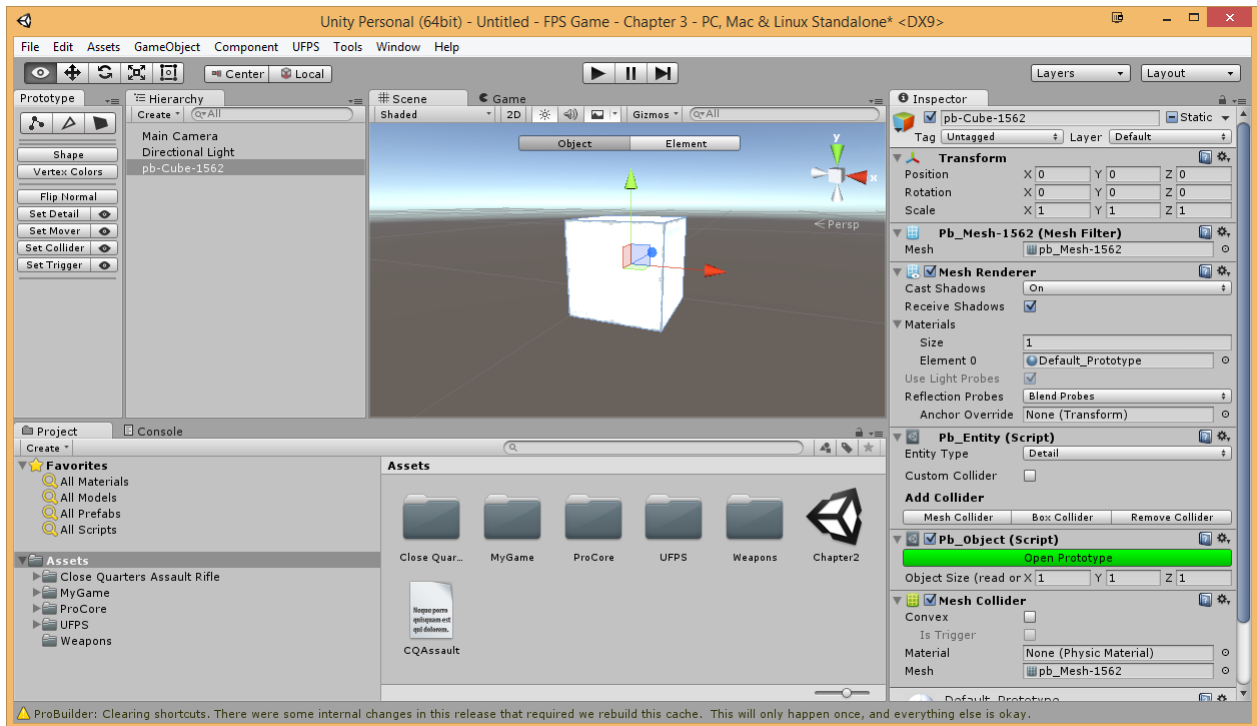


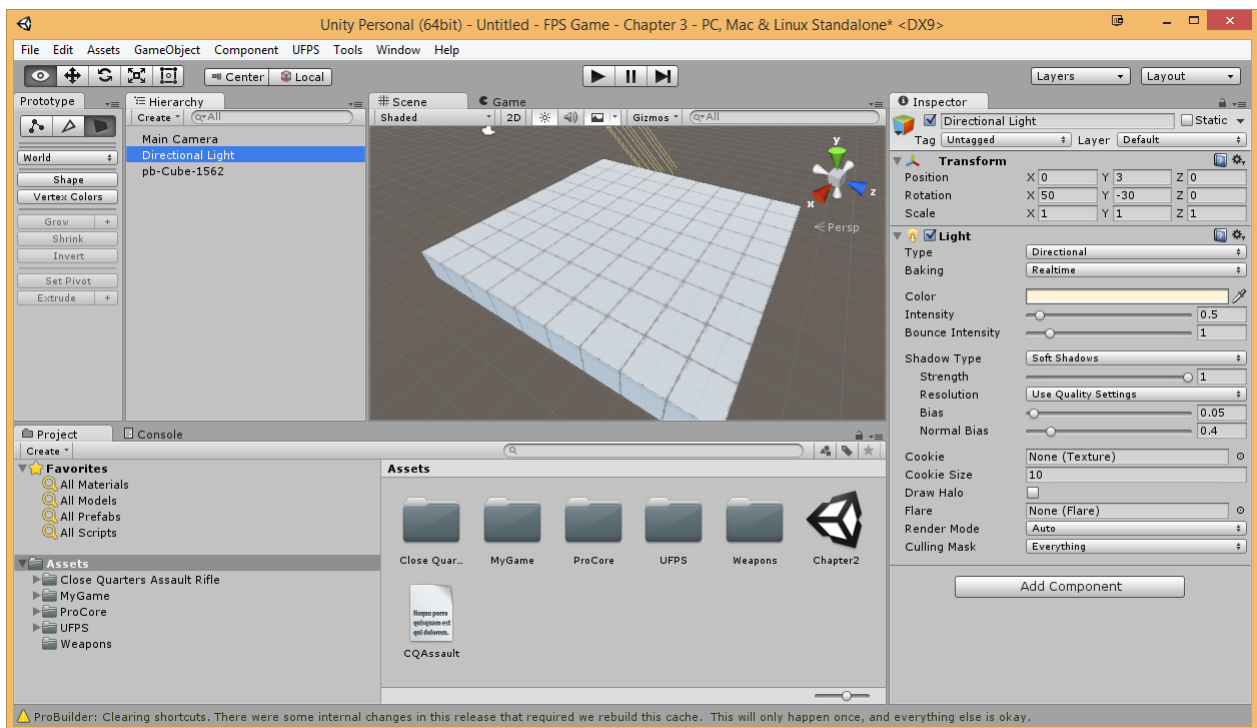
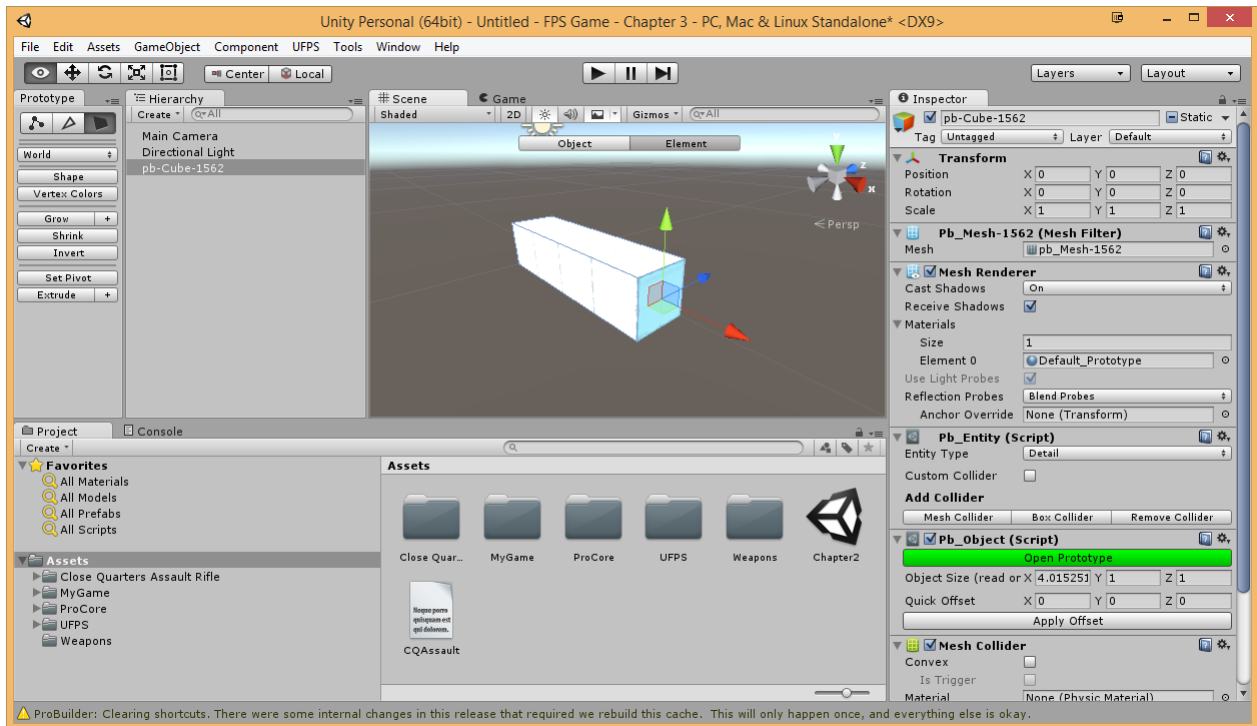


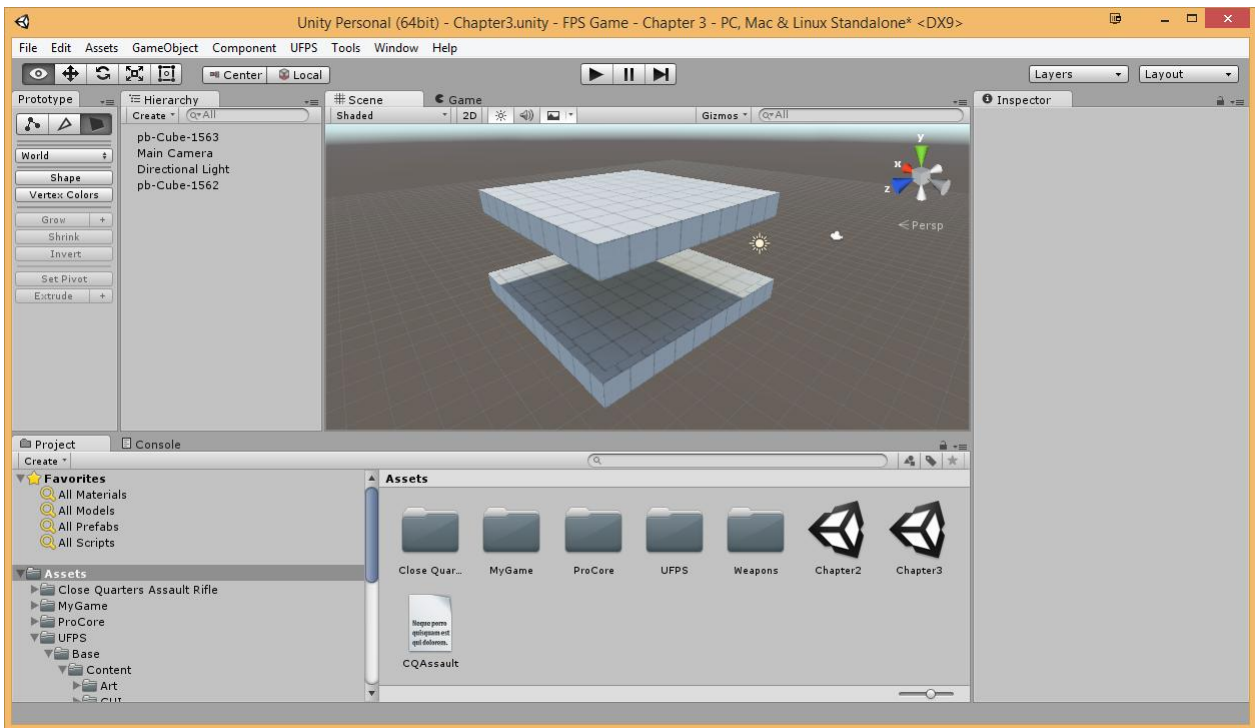
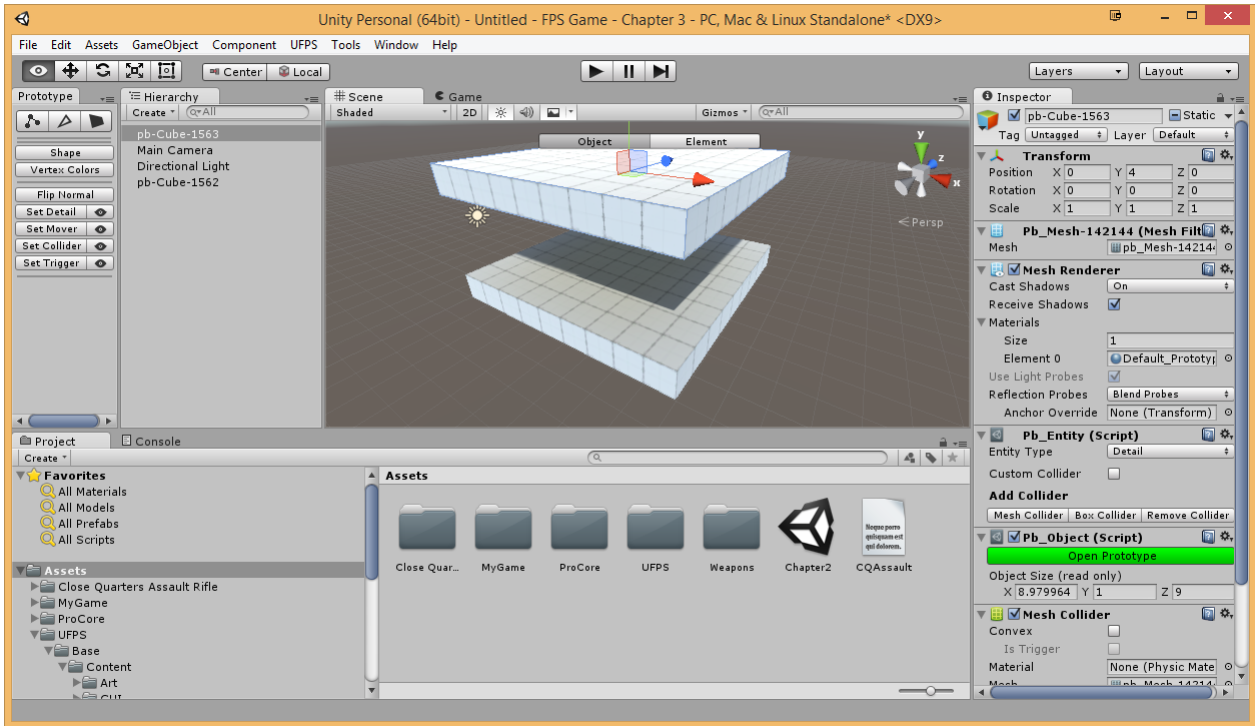
Chapter 3

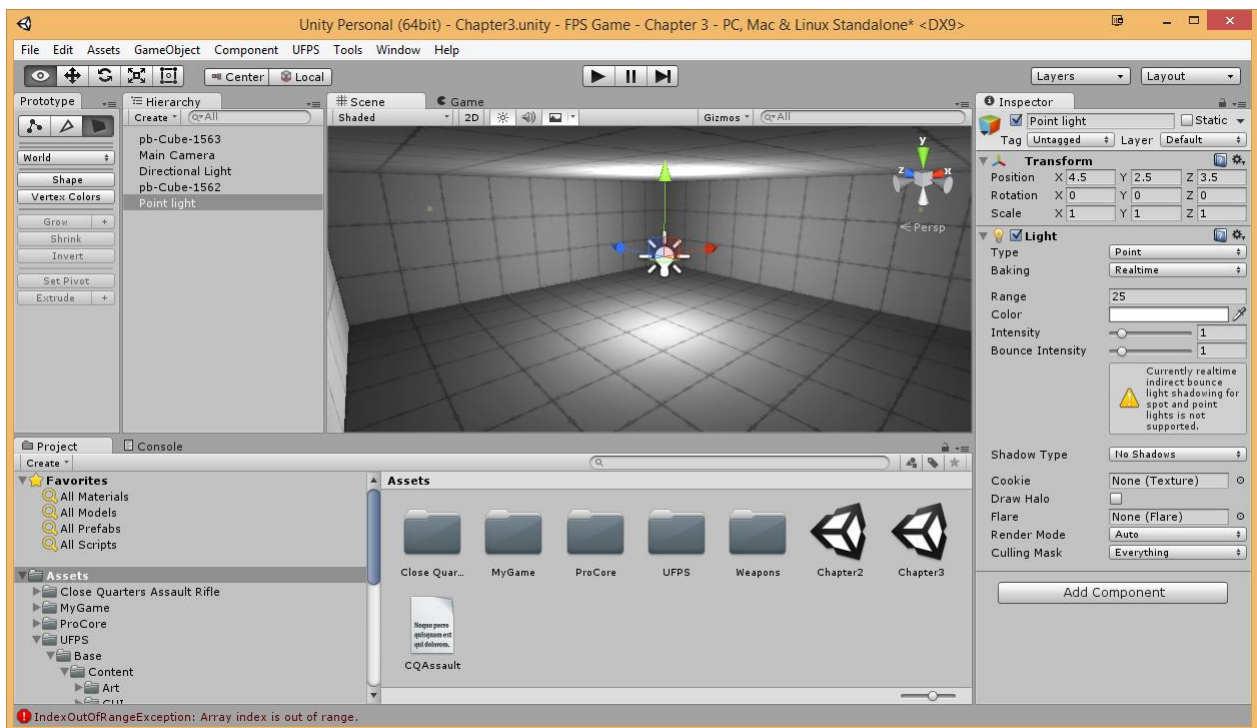
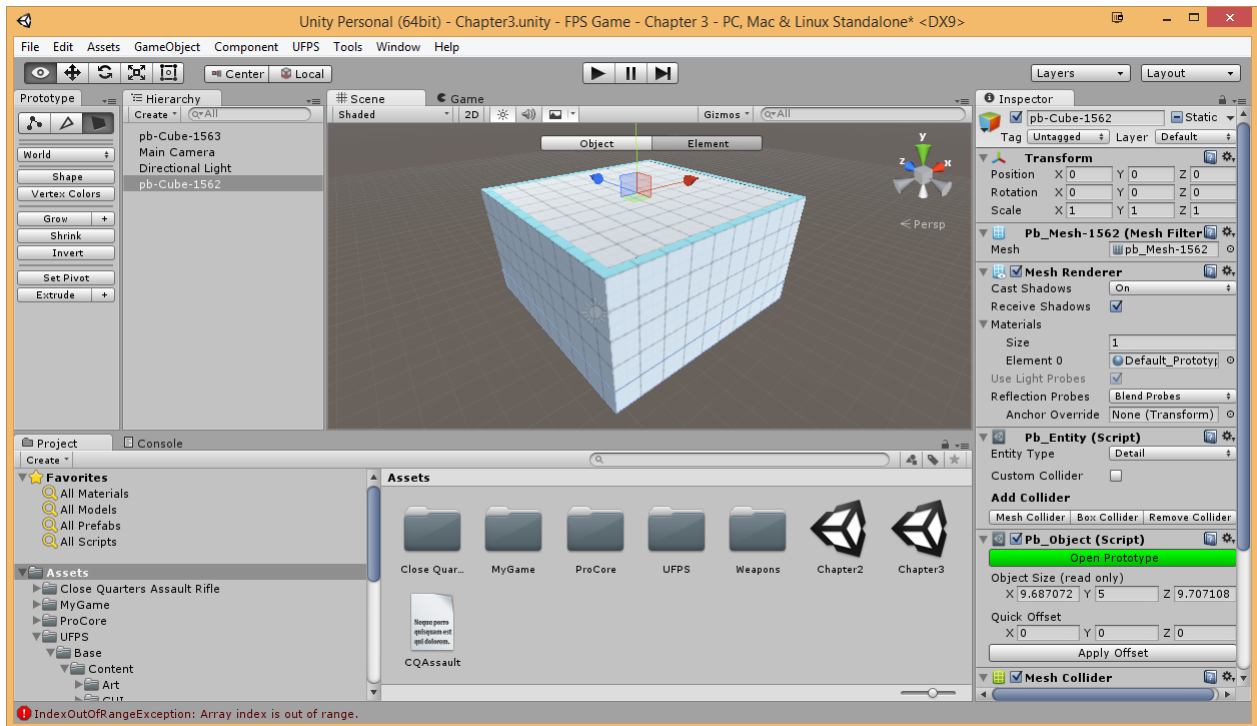


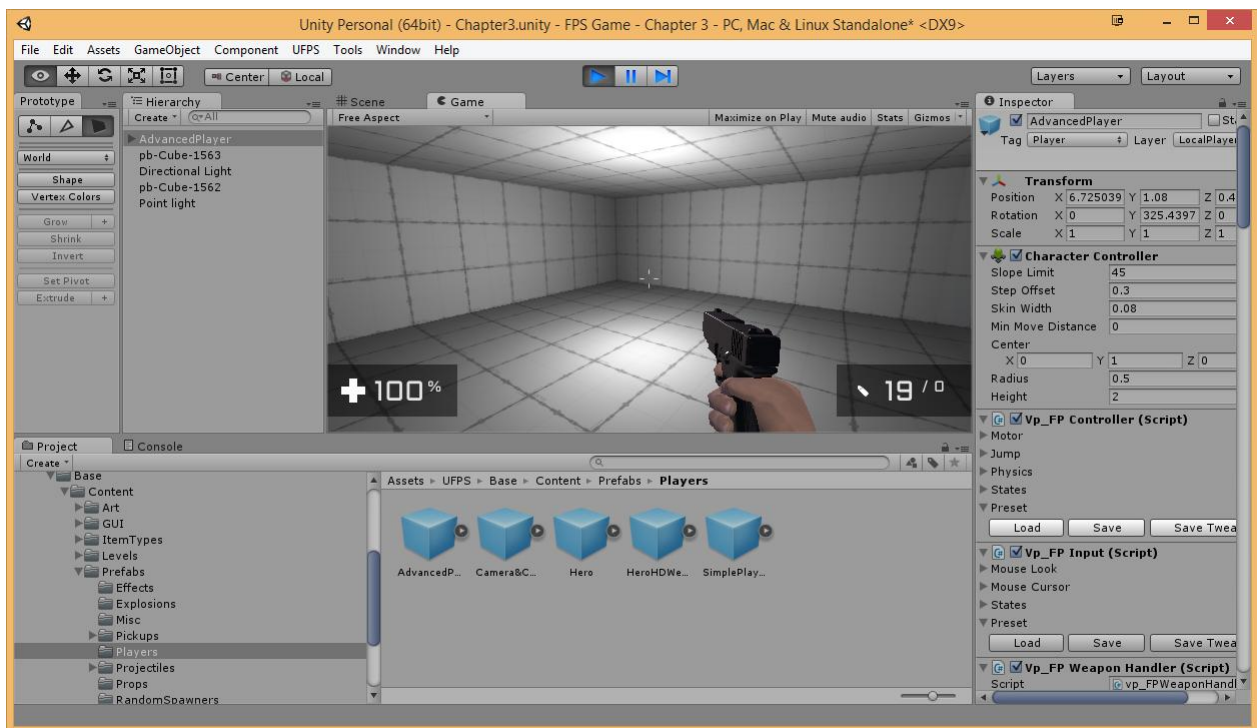
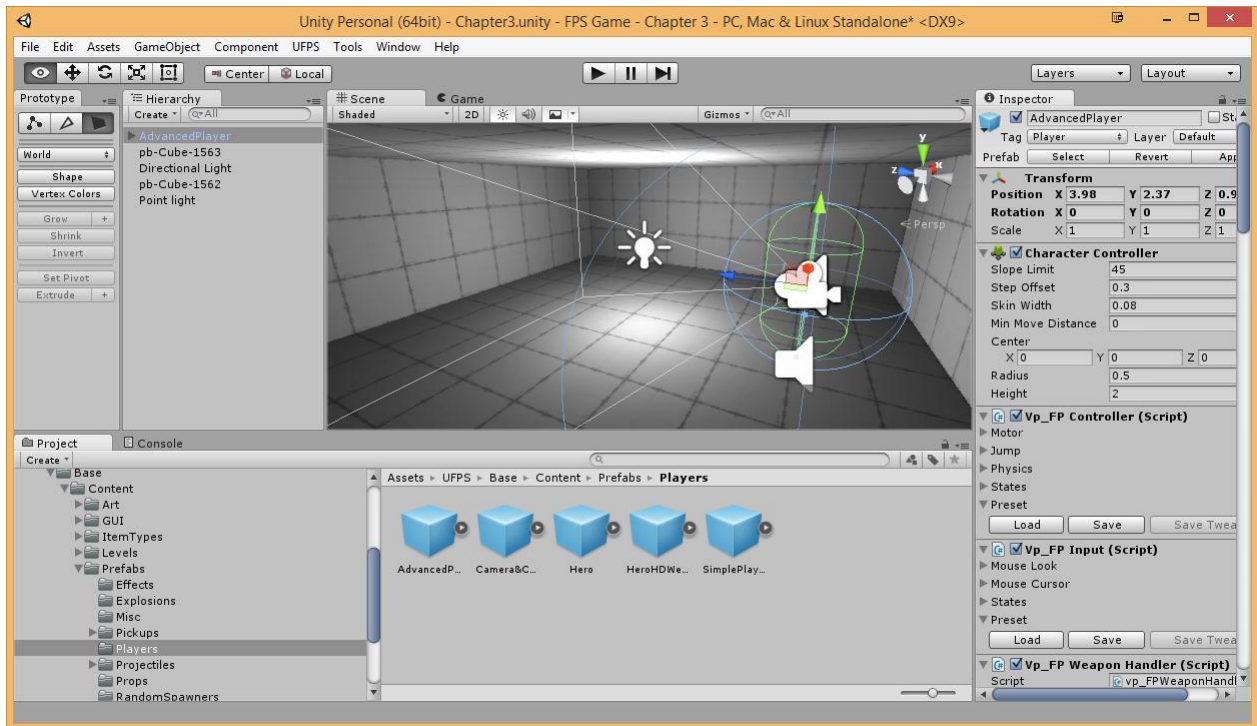


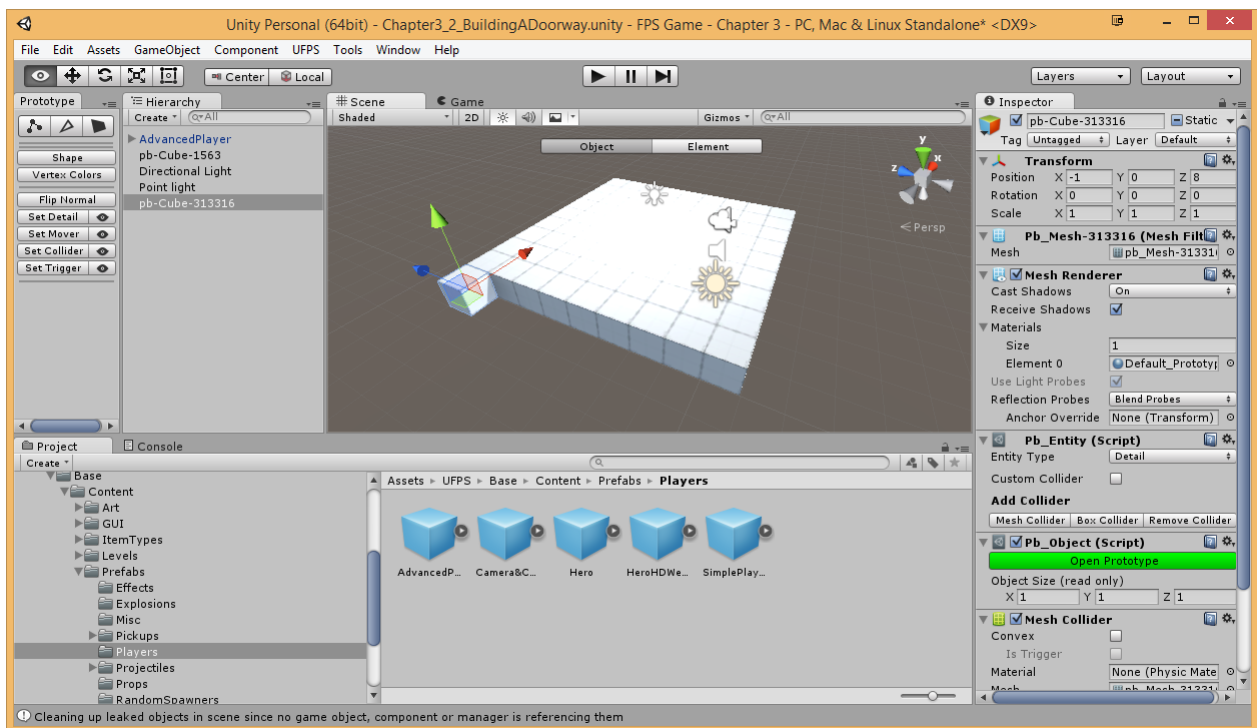
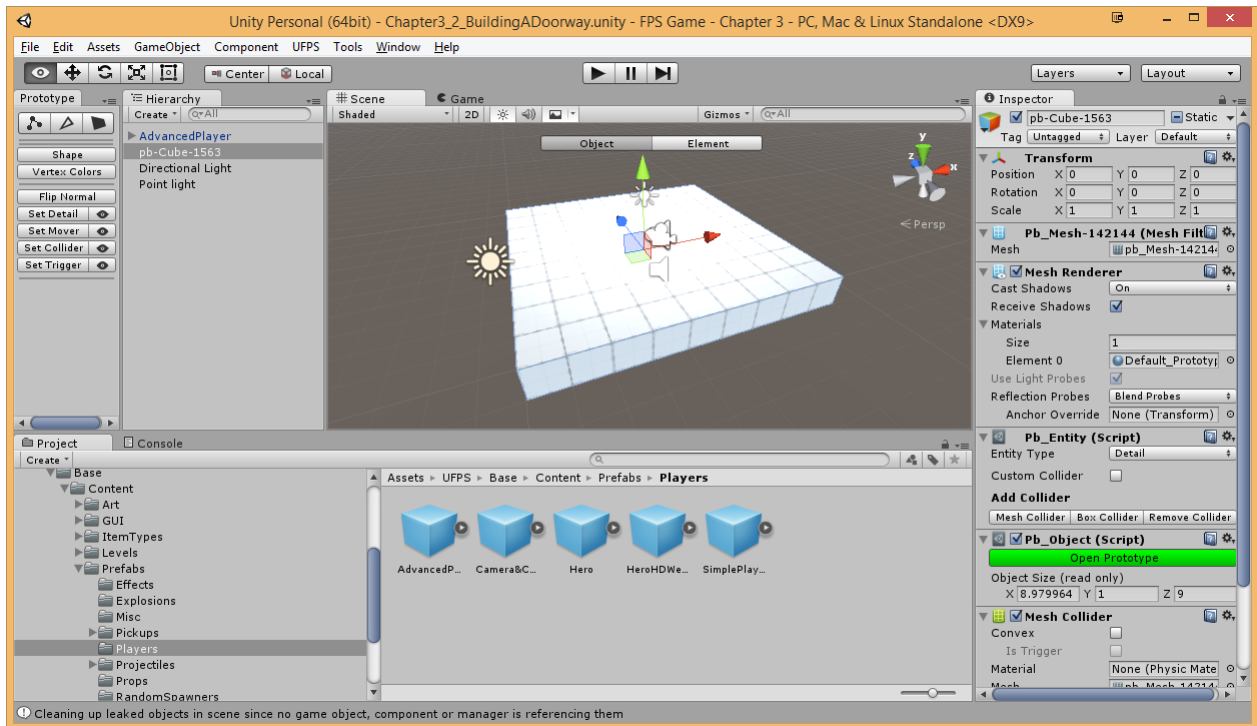


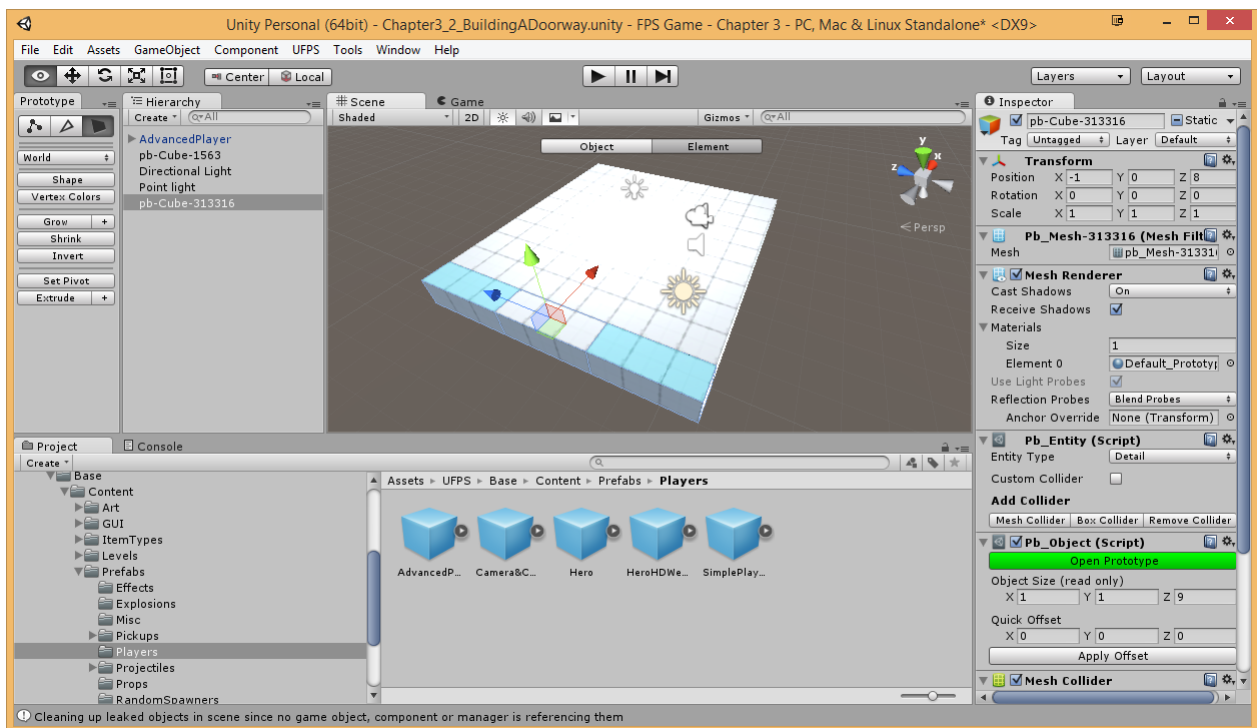
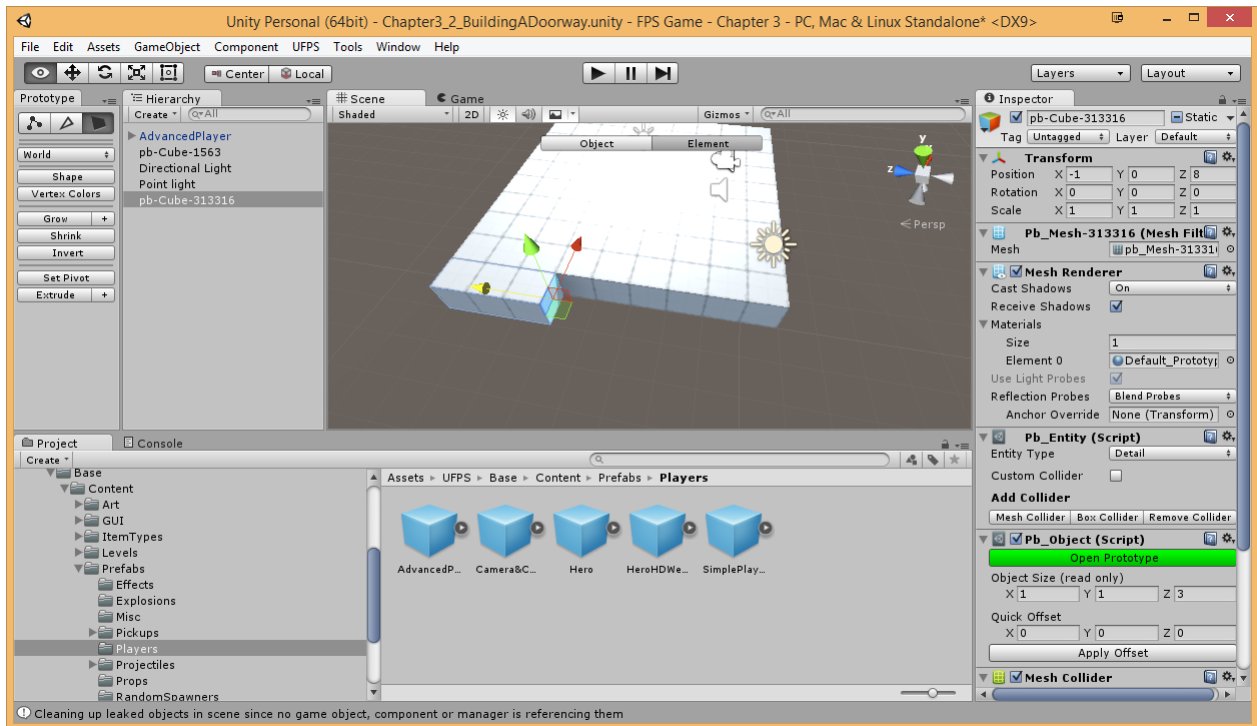


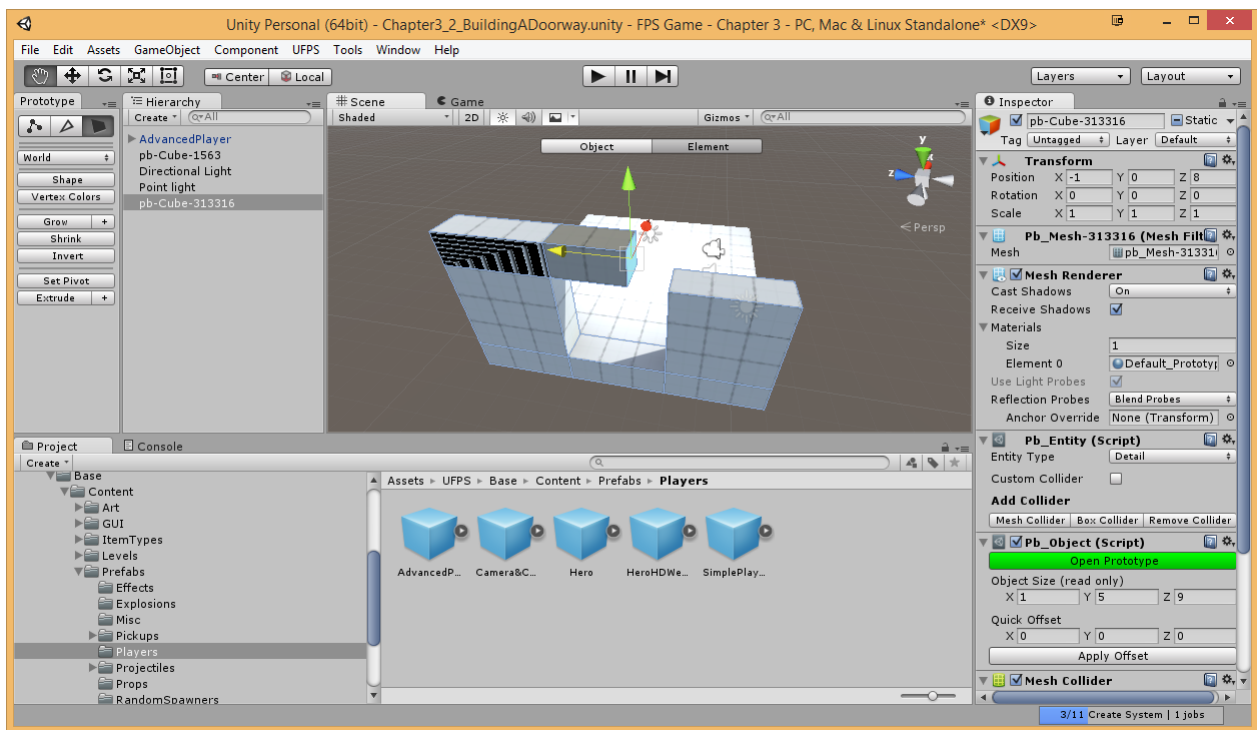
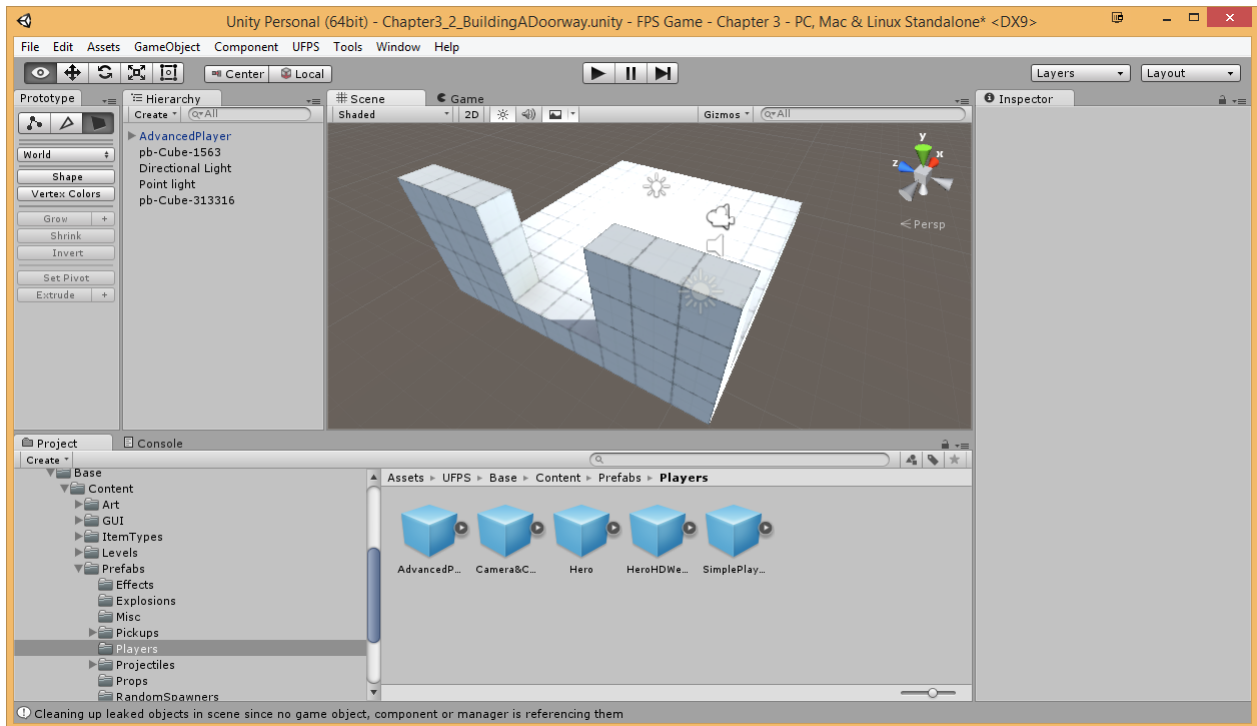


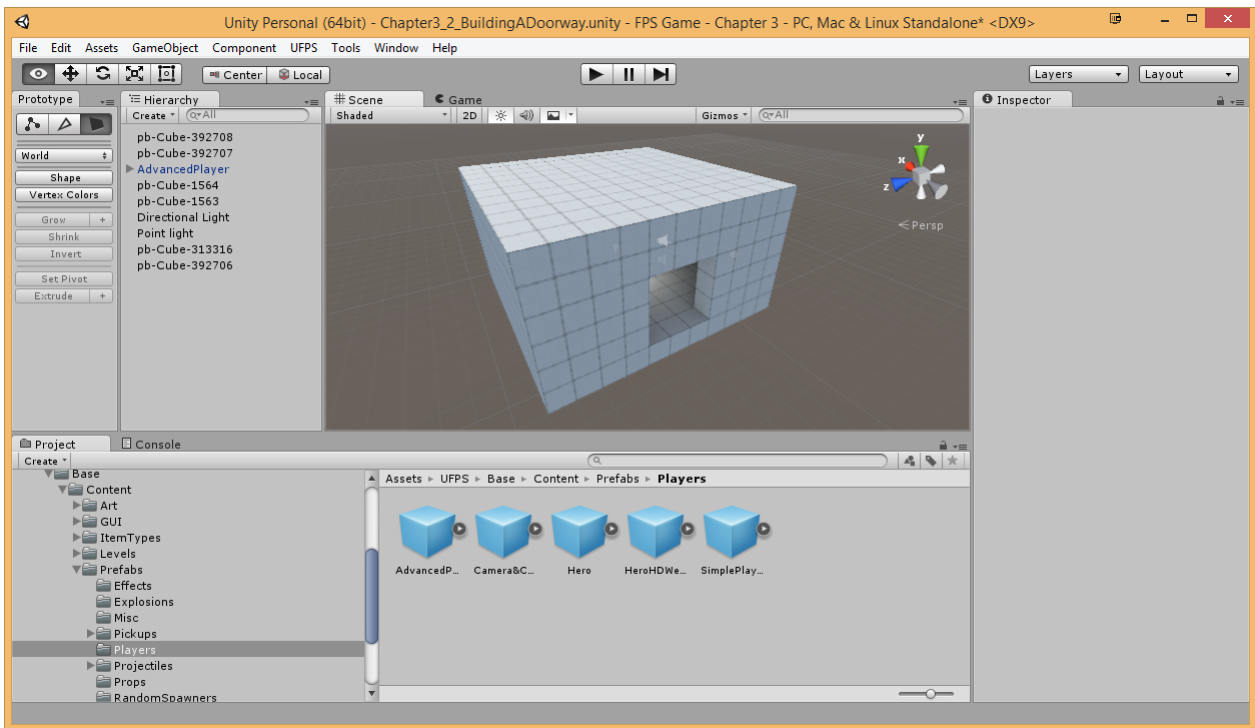
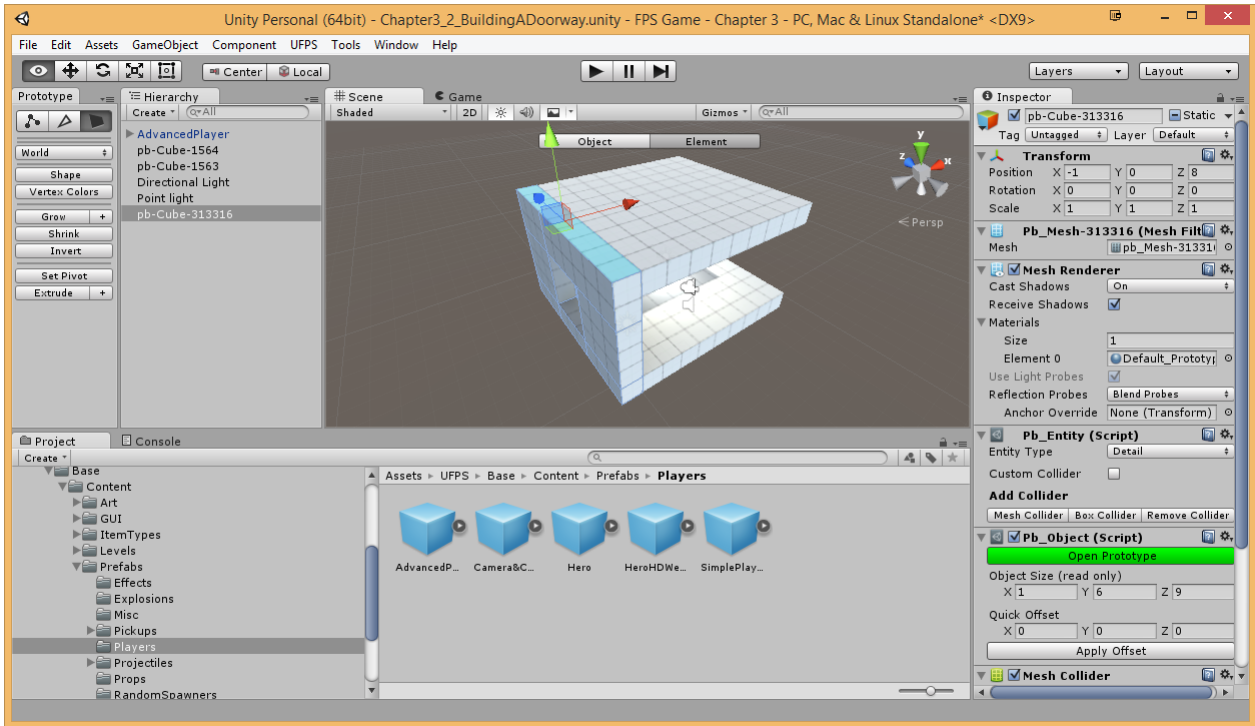


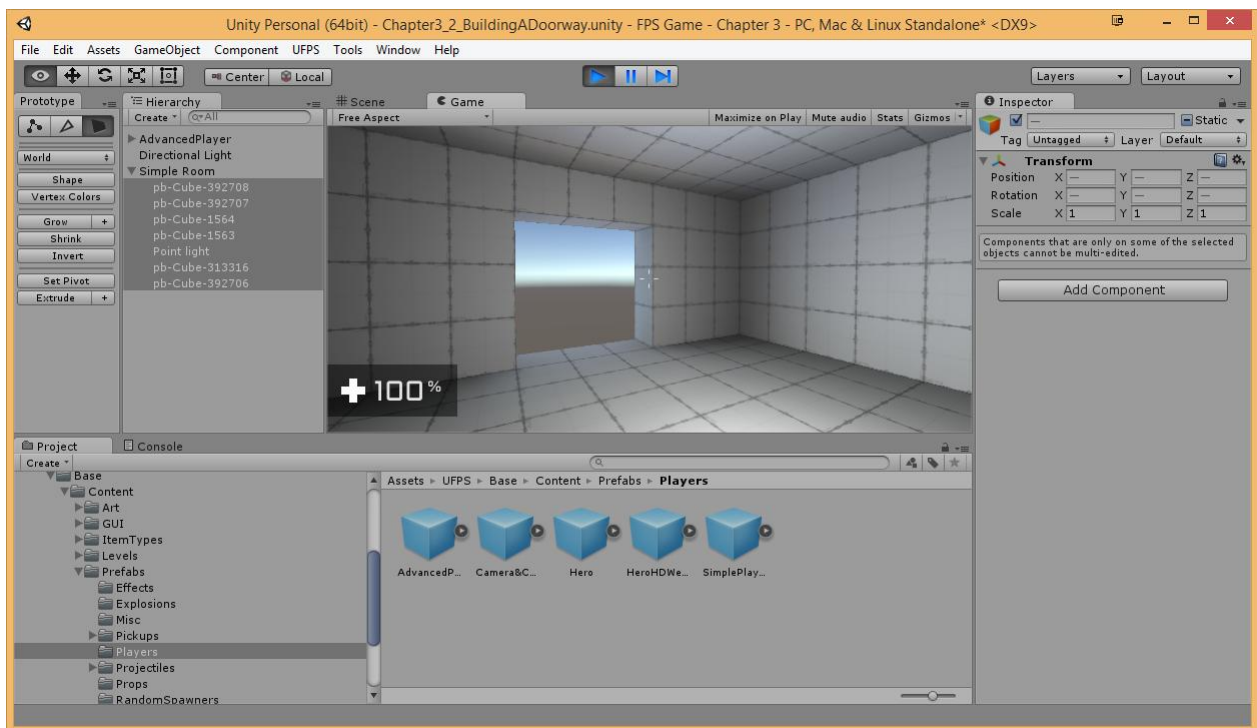
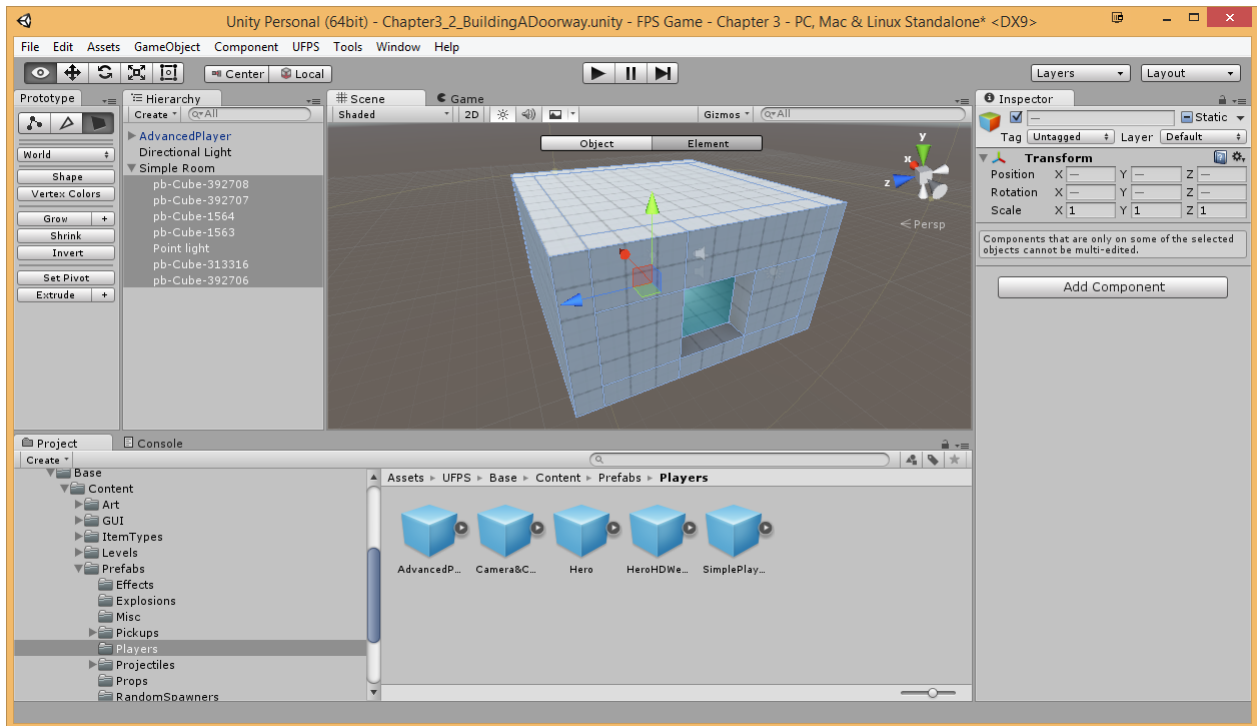


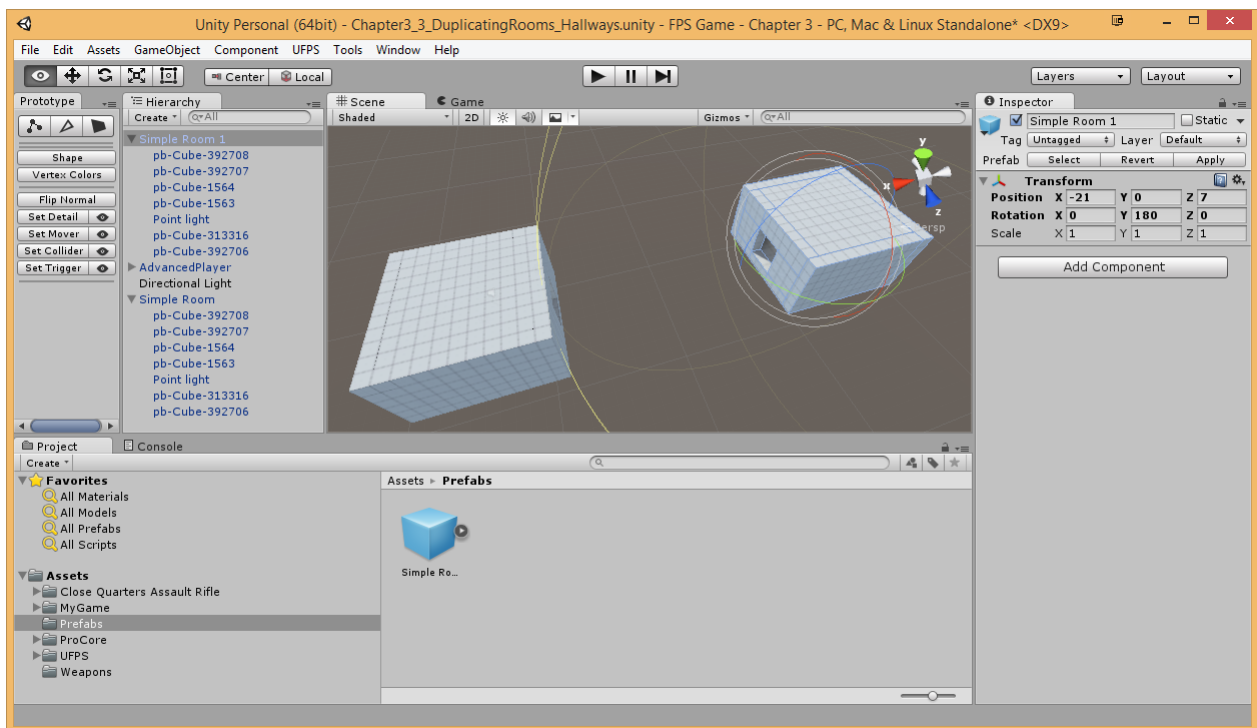
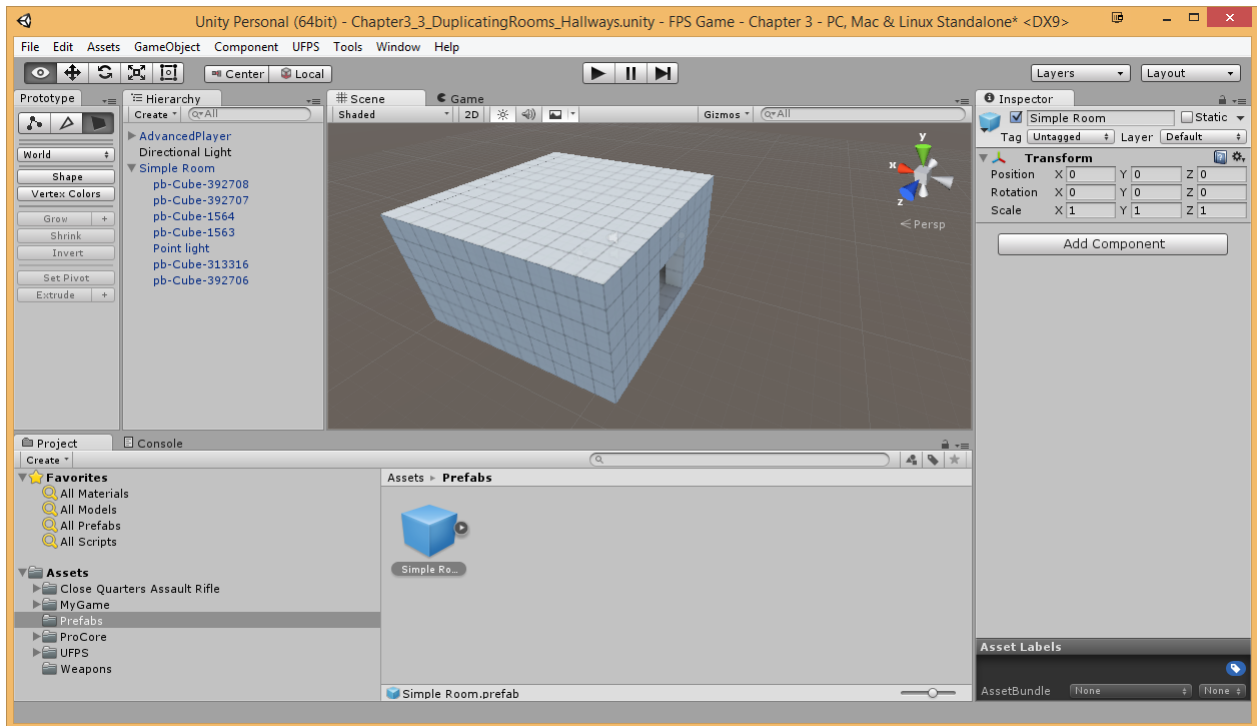


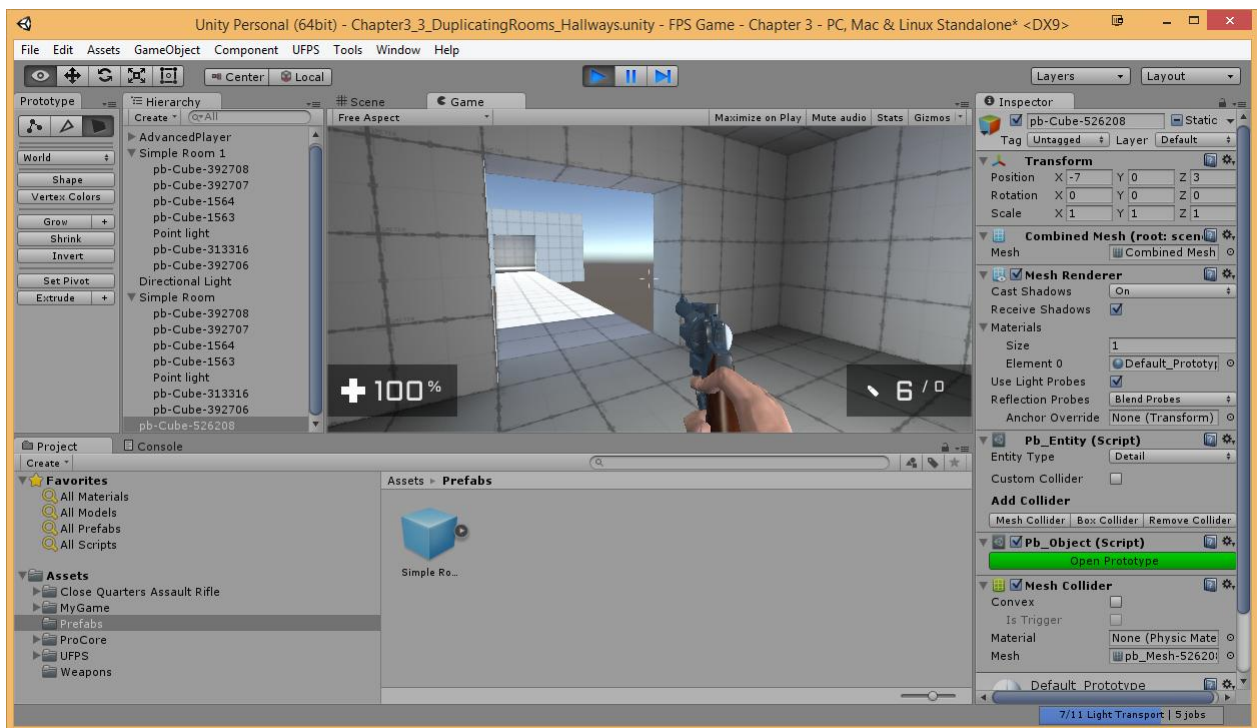
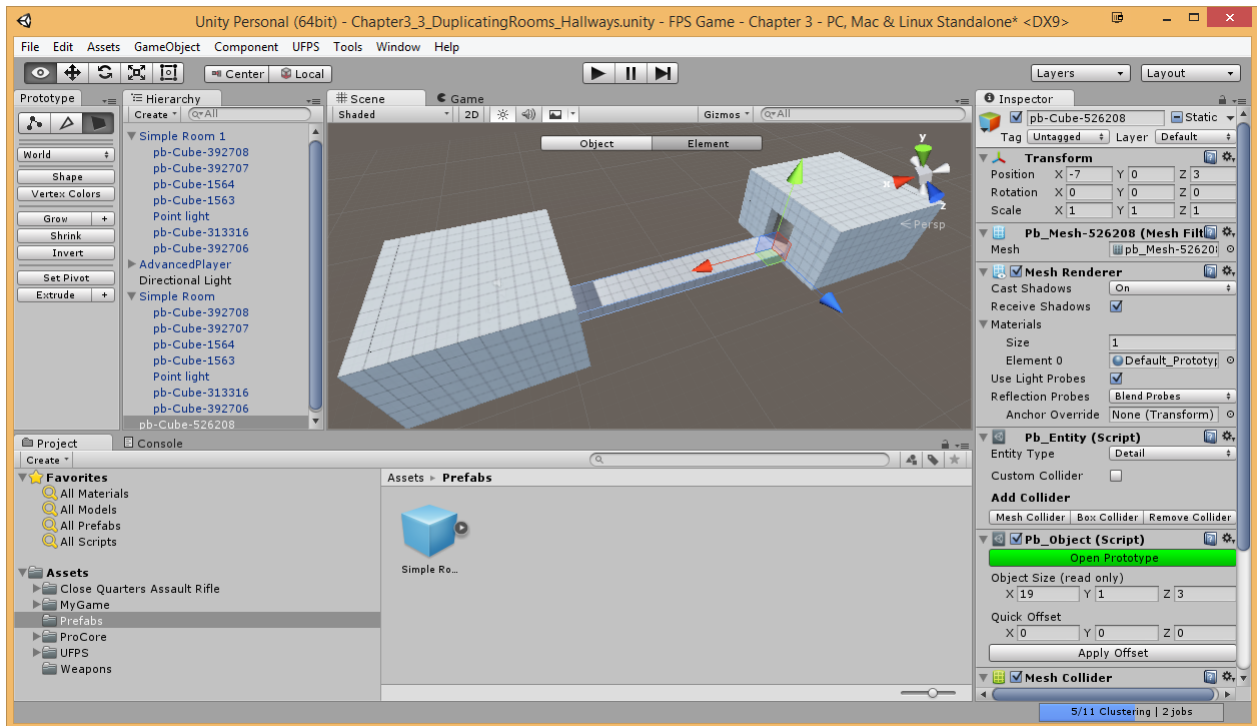


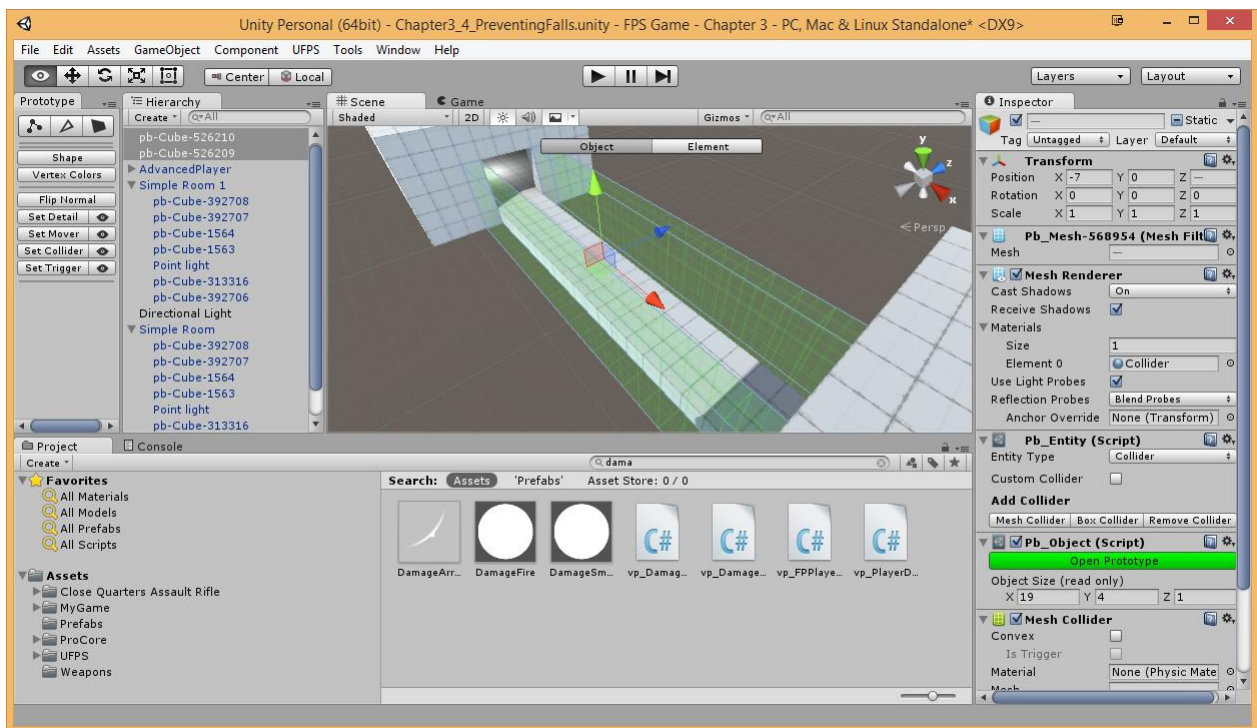
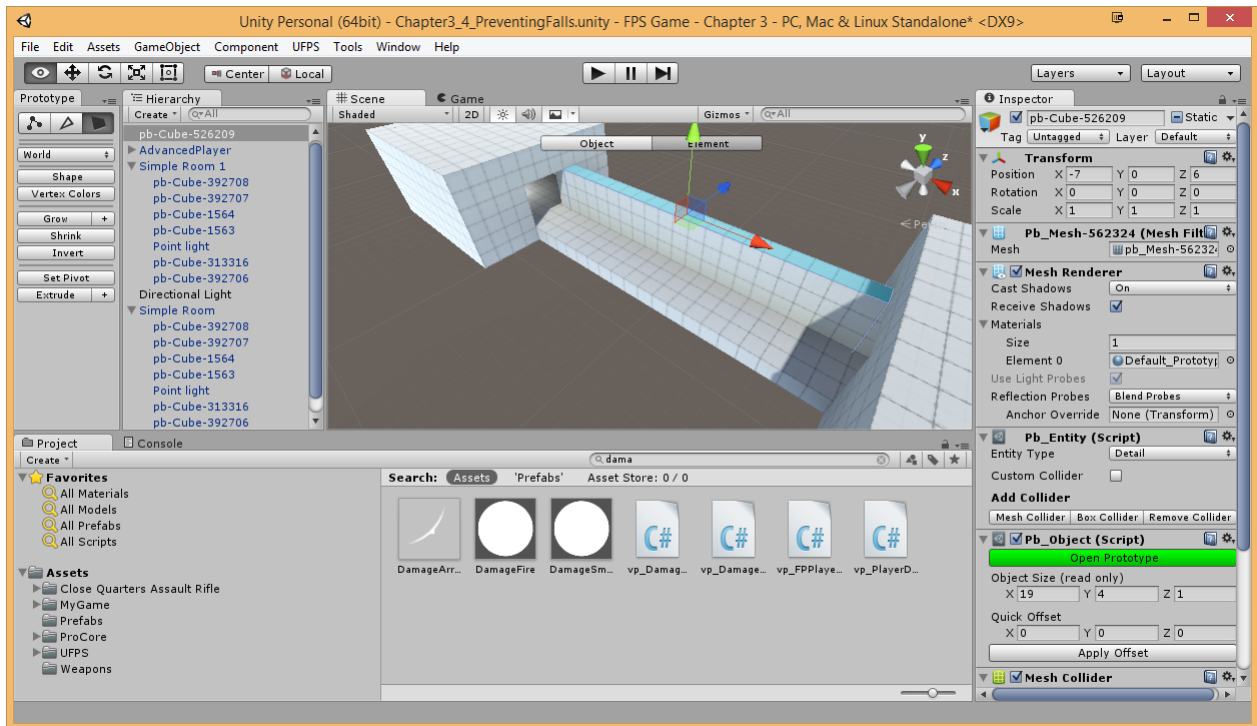


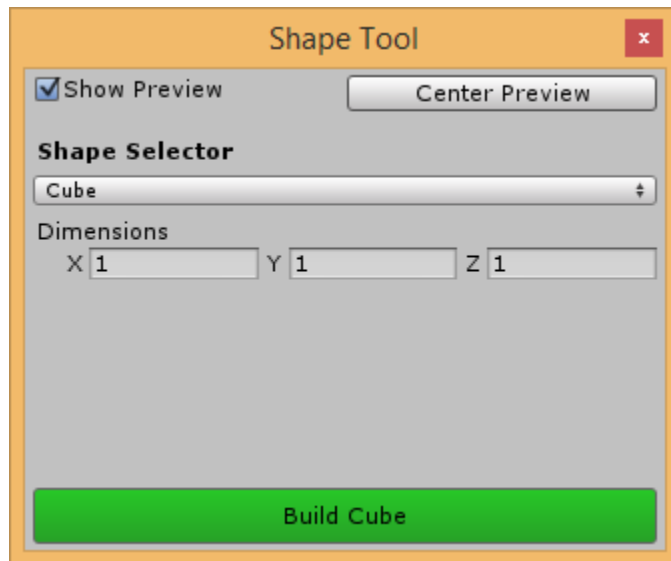
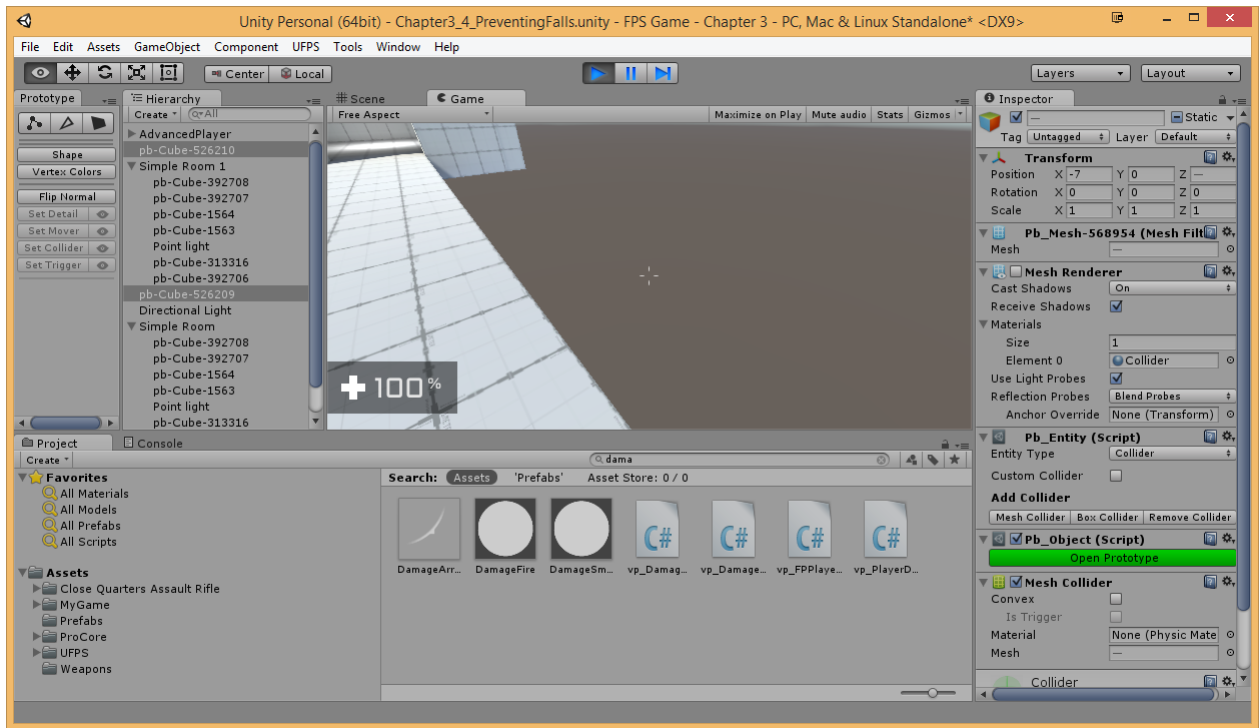












Shape Tool ✕

Show Preview Center Preview

Shape Selector

Stair

Number of Steps: 6

Width: 5

Height: 5

Depth: 8

Platforms Only:

Extend sides to floor:

Generate Back:

Build Stair

Unity Personal (64bit) - Chapter3_4_PreventingFalls.unity - FPS Game - Chapter 3 - PC, Mac & Linux Standalone* <DX9>

File Edit Assets GameObject Component UFPS Tools Window Help

Center Local

Layers Layout

Prototype

World

Shape

Vertex Colors

Grow

Shrink

Invert

Set Pivot

Extrude

Hierarchy

Create ▾

- pb-Cube-526210
- Simple Room 1
 - pb-Cube-392708
 - pb-Cube-392707
 - pb-Cube-1564
 - pb-Cube-1563
 - Point light
 - pb-Cube-313316
 - pb-Cube-392706
- pb-Cube-526209
- Directional Light
- Simple Room
 - pb-Cube-392708
 - pb-Cube-392707
 - pb-Cube-1564
 - pb-Cube-1563
 - Point light
 - pb-Cube-313316
 - pb-Cube-392706

Scene

Shaded

2D

Gizmos

<< Persp

Inspector

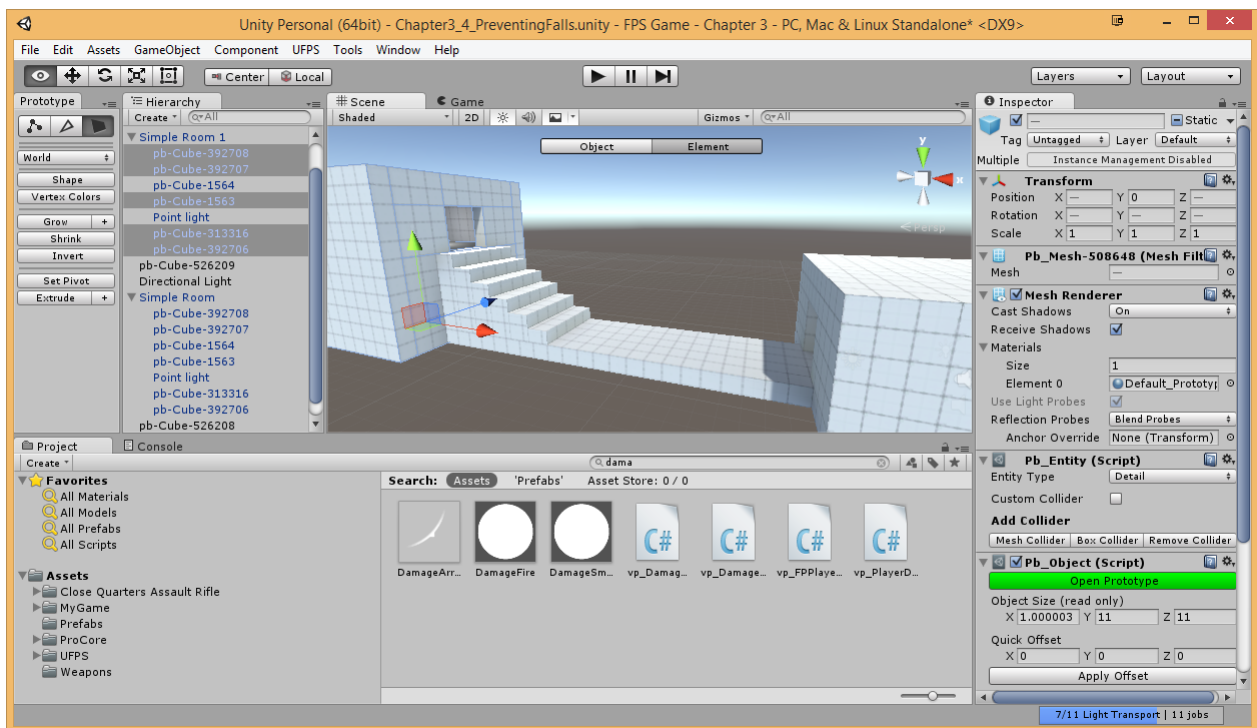
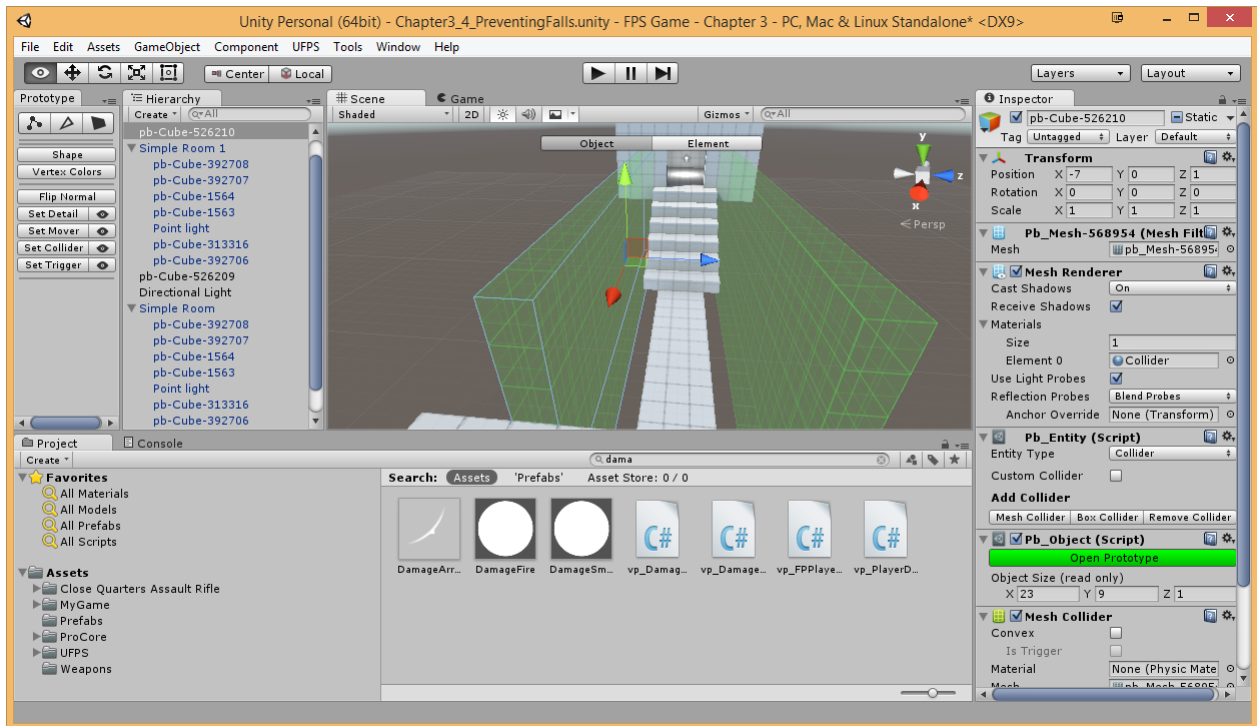
Project Console

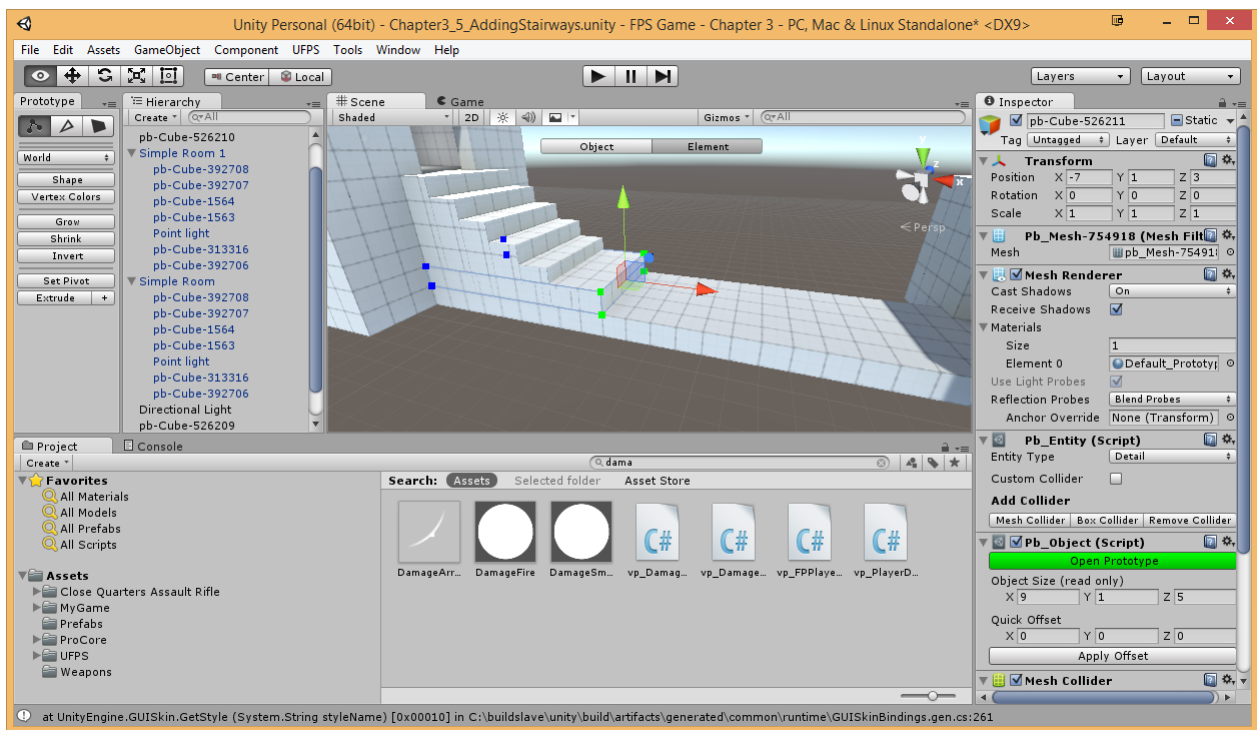
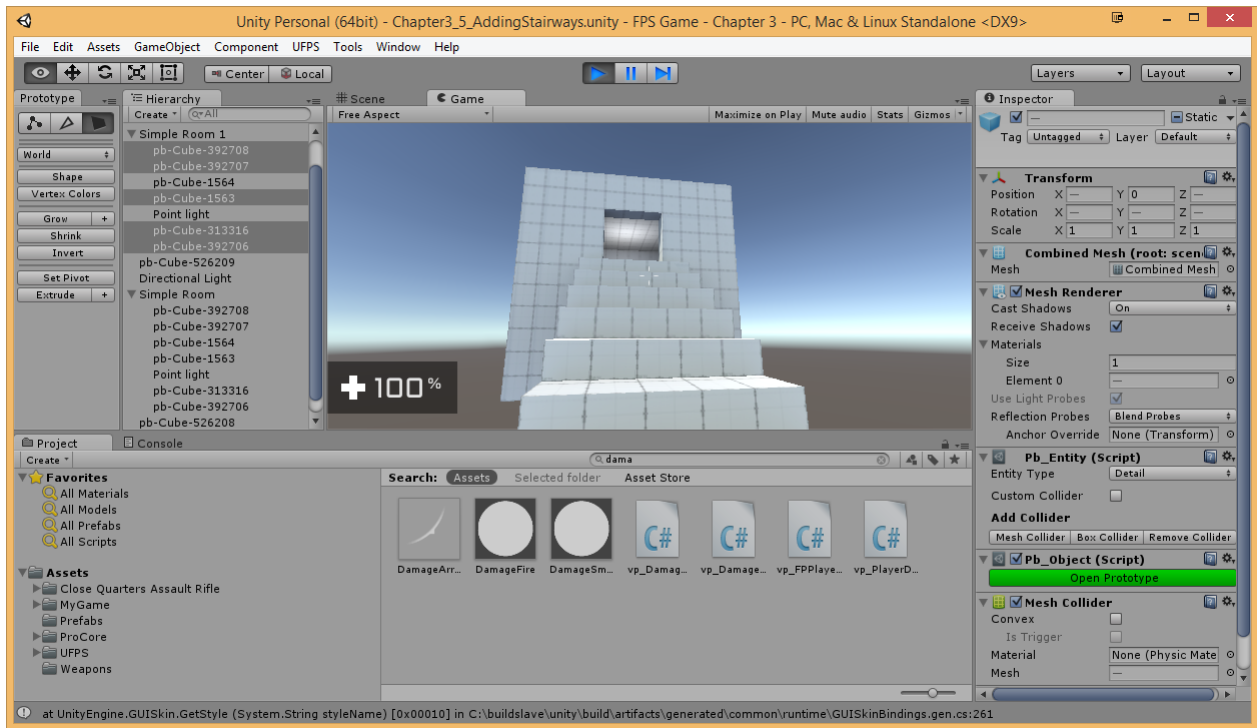
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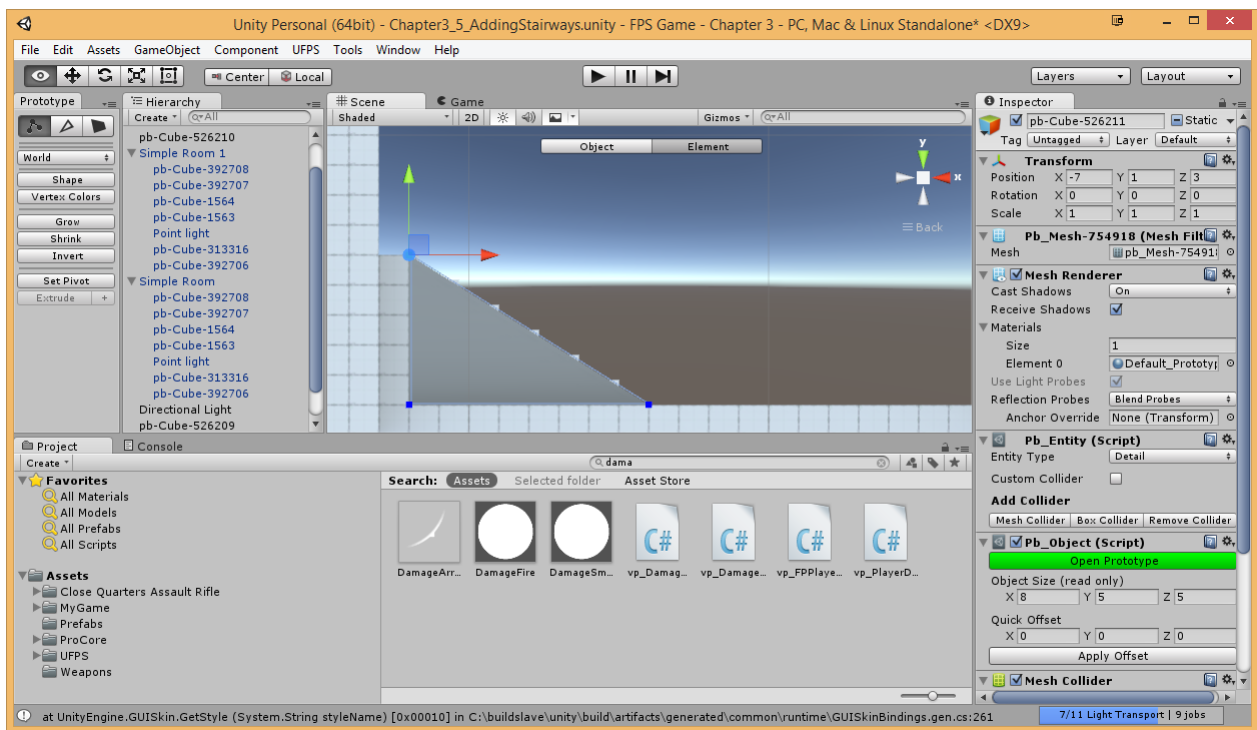
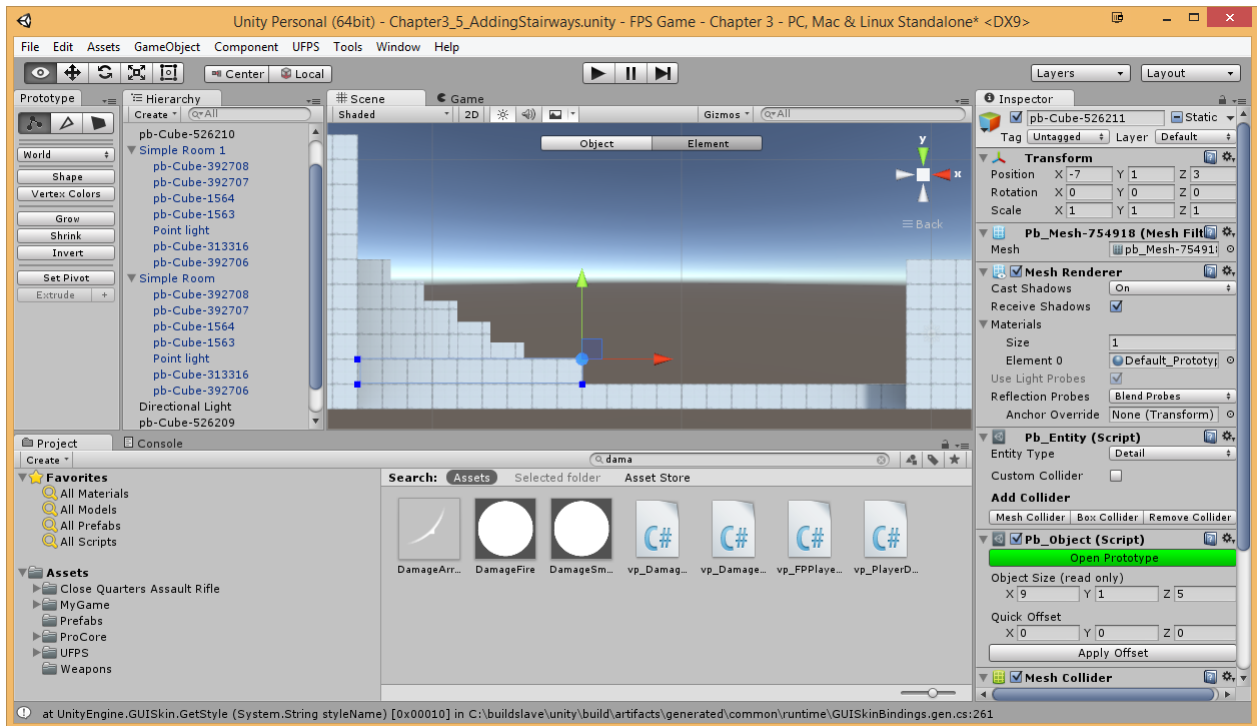
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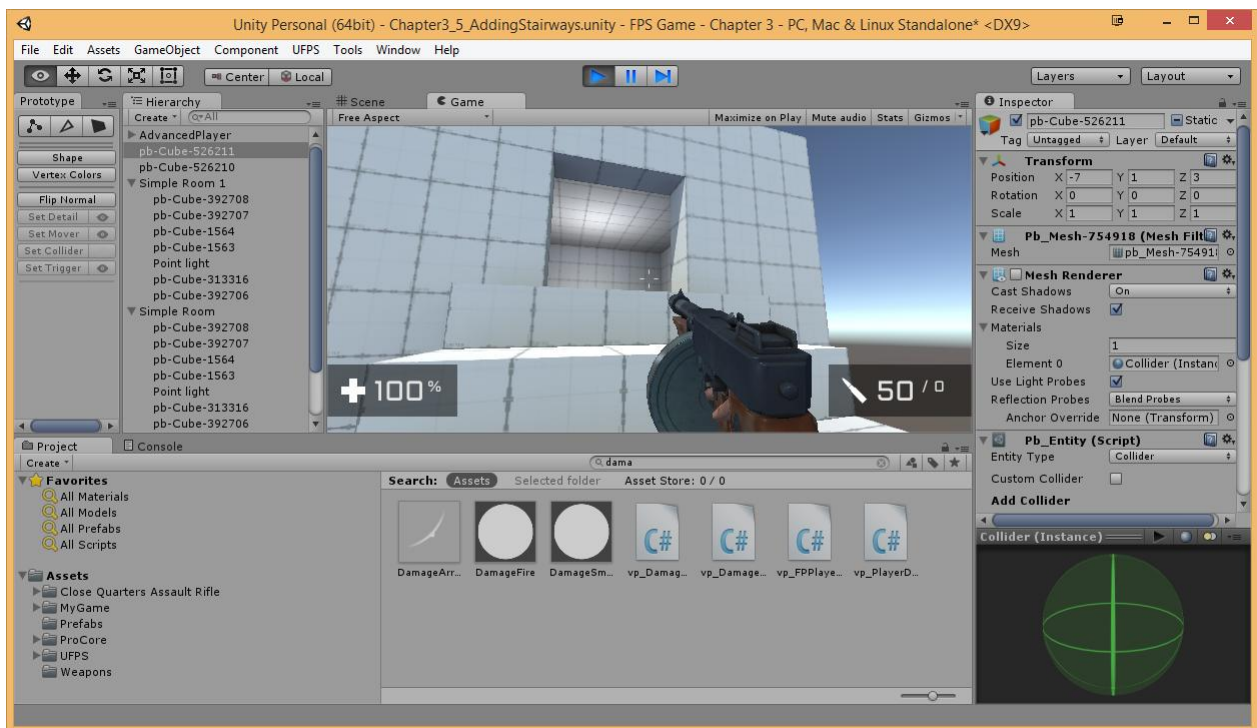
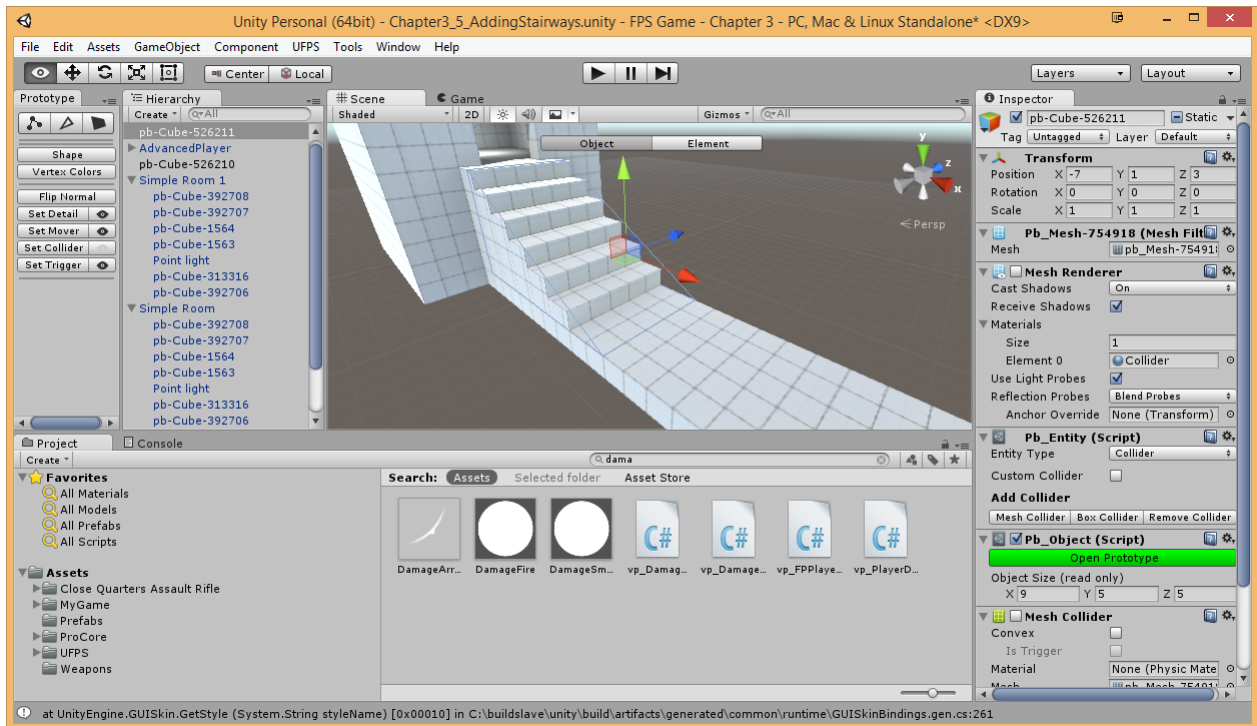
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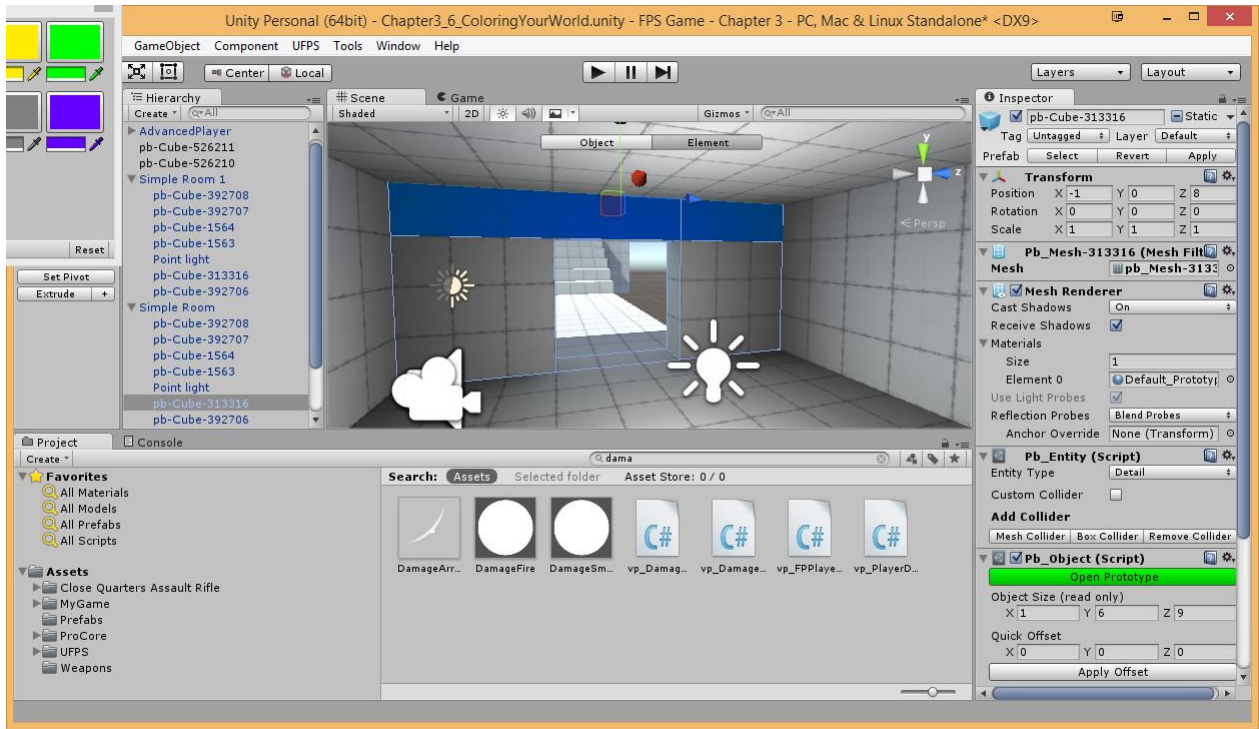
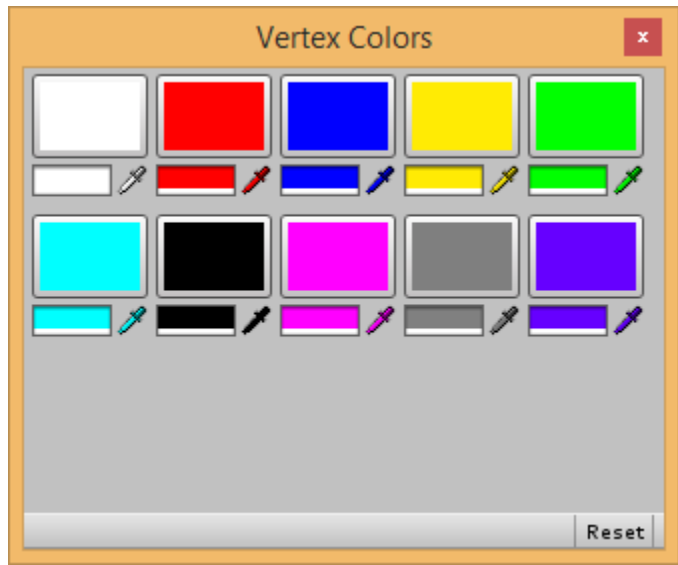
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- MyGame
- Prefabs
- ProCore
- UFPS
- Weapons

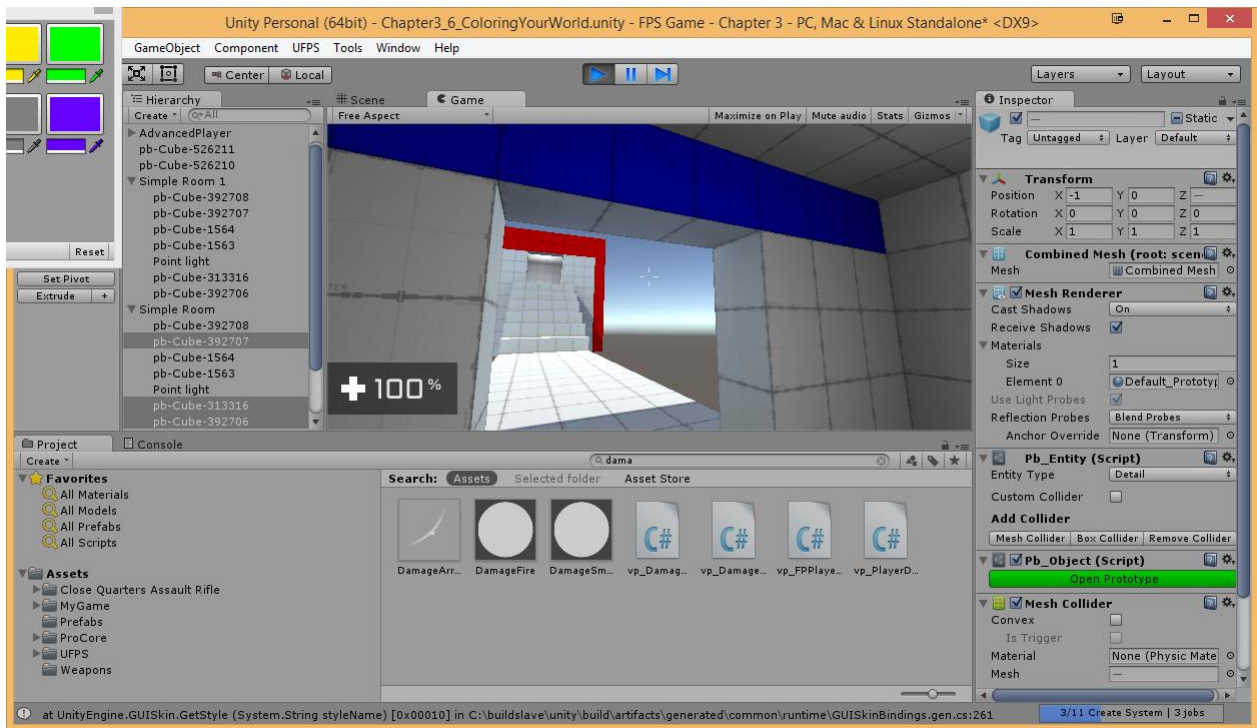
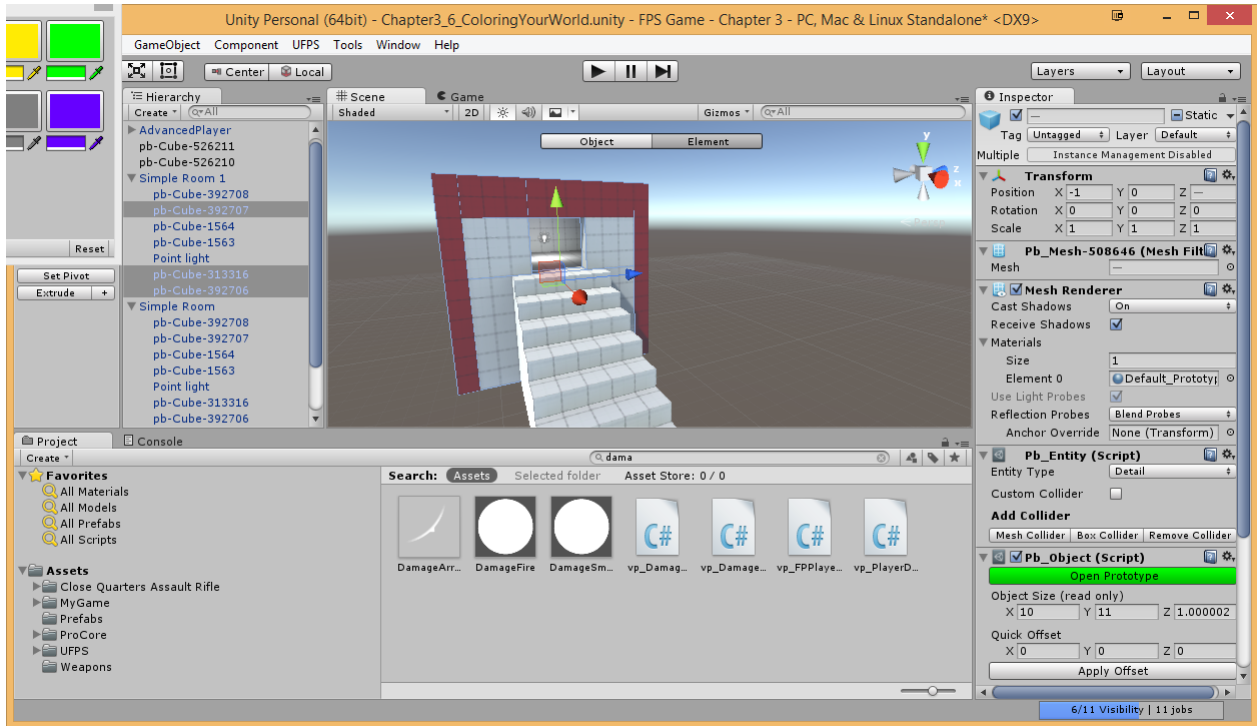


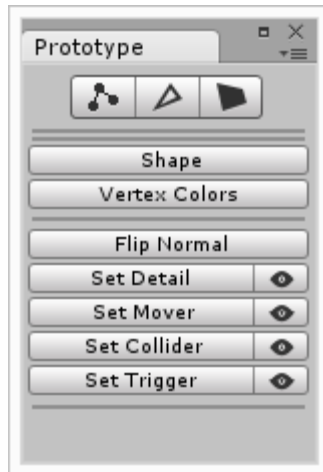




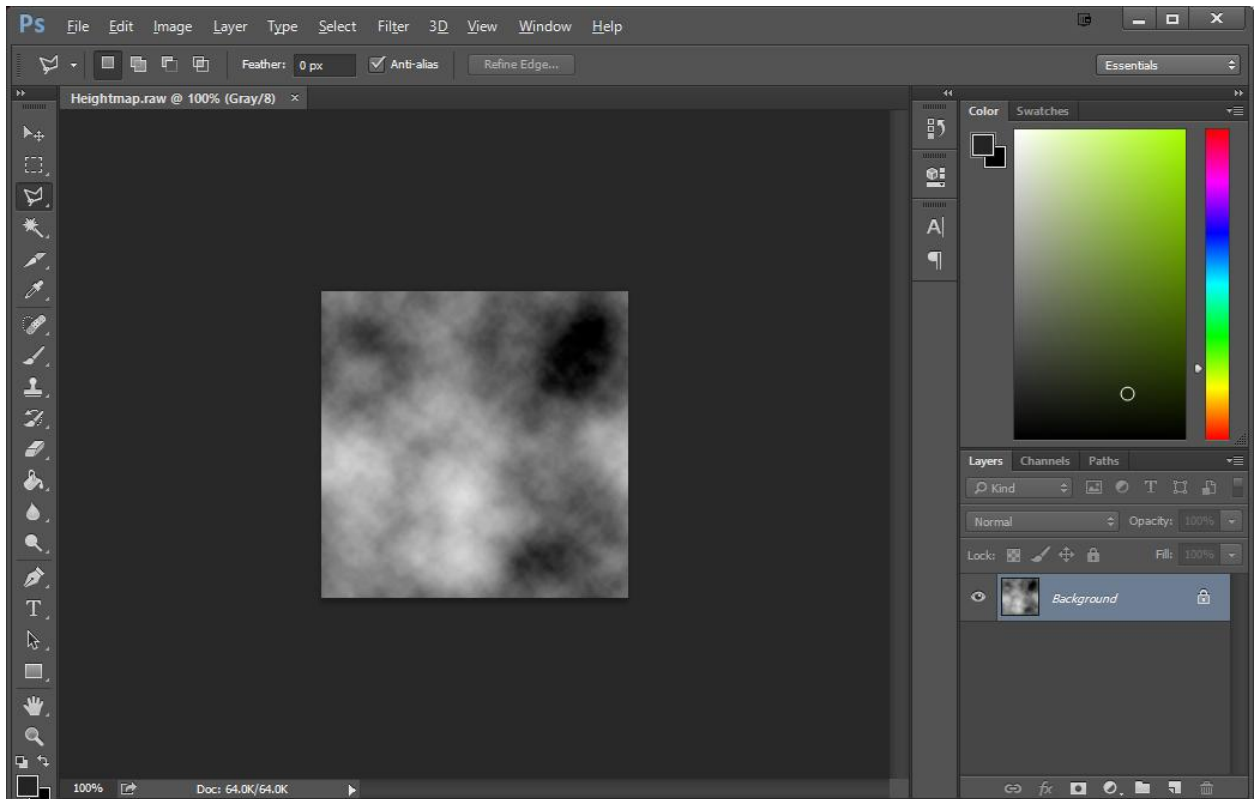
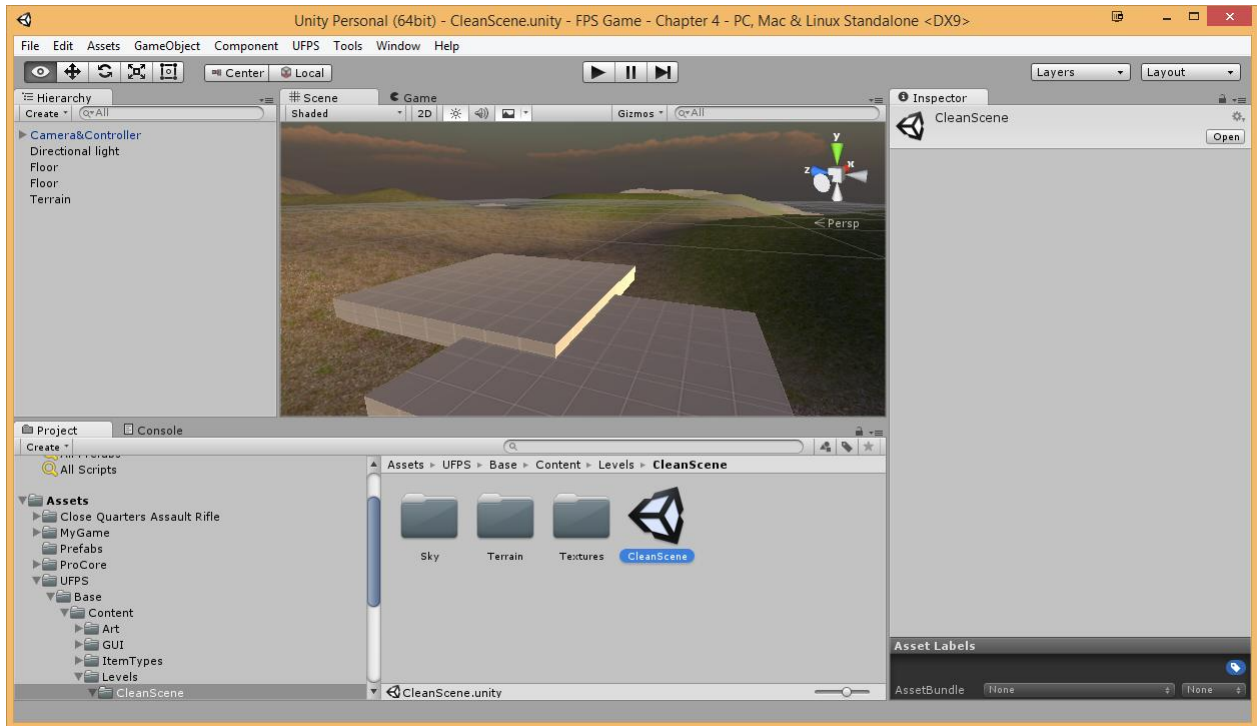


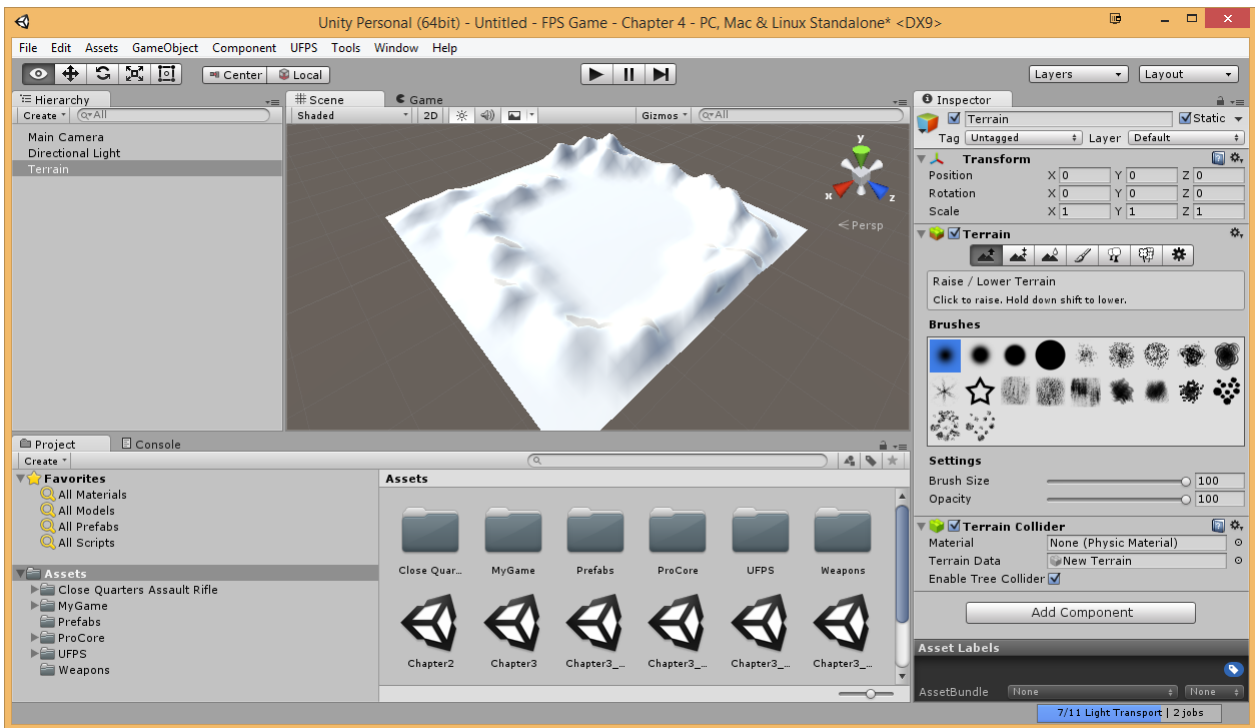
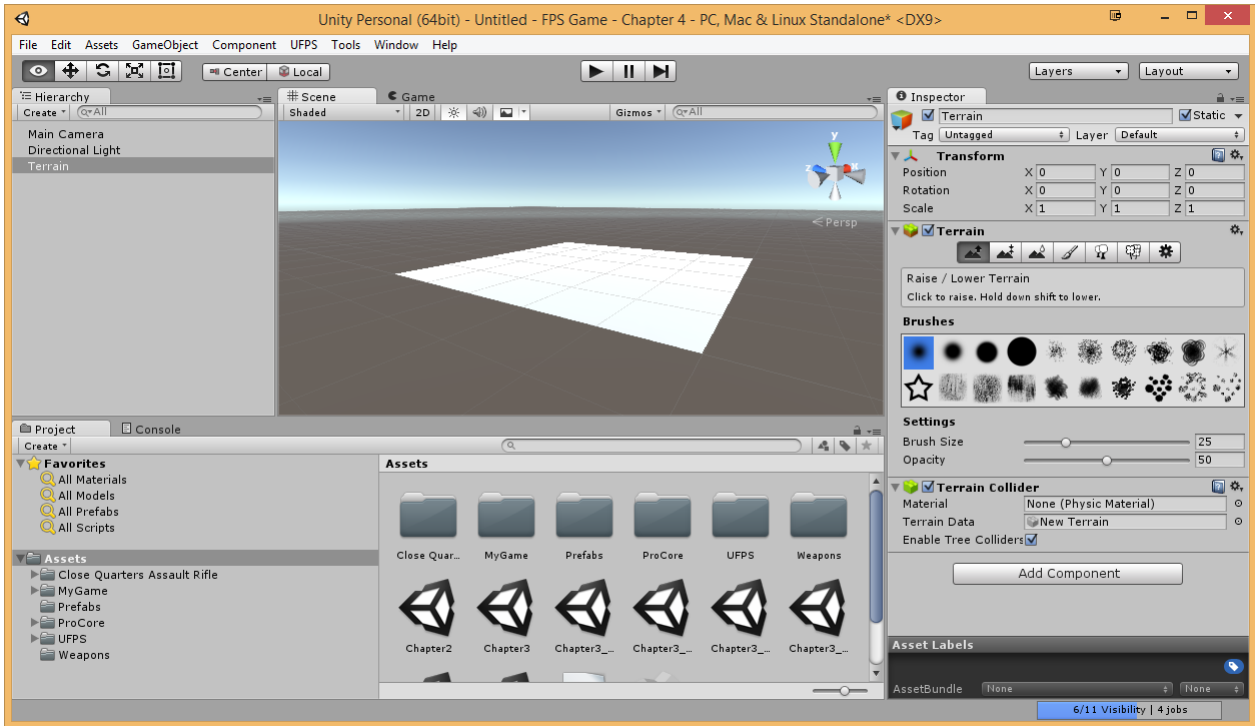


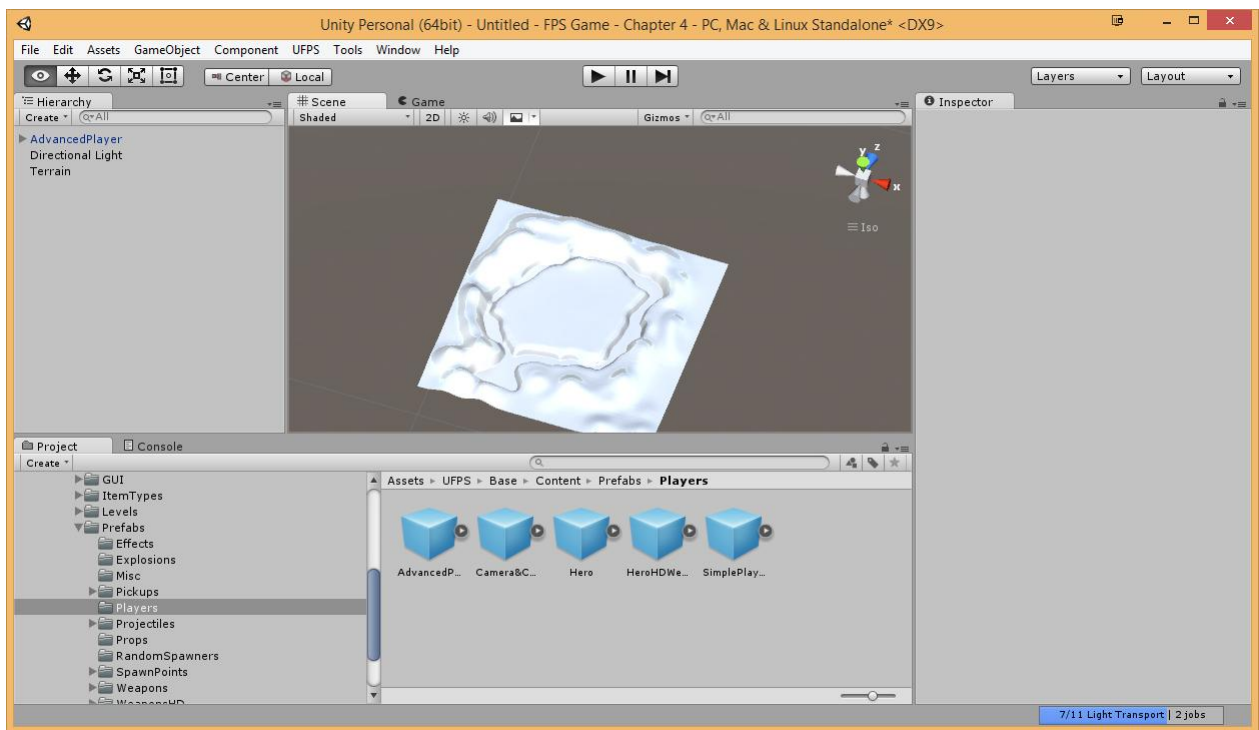
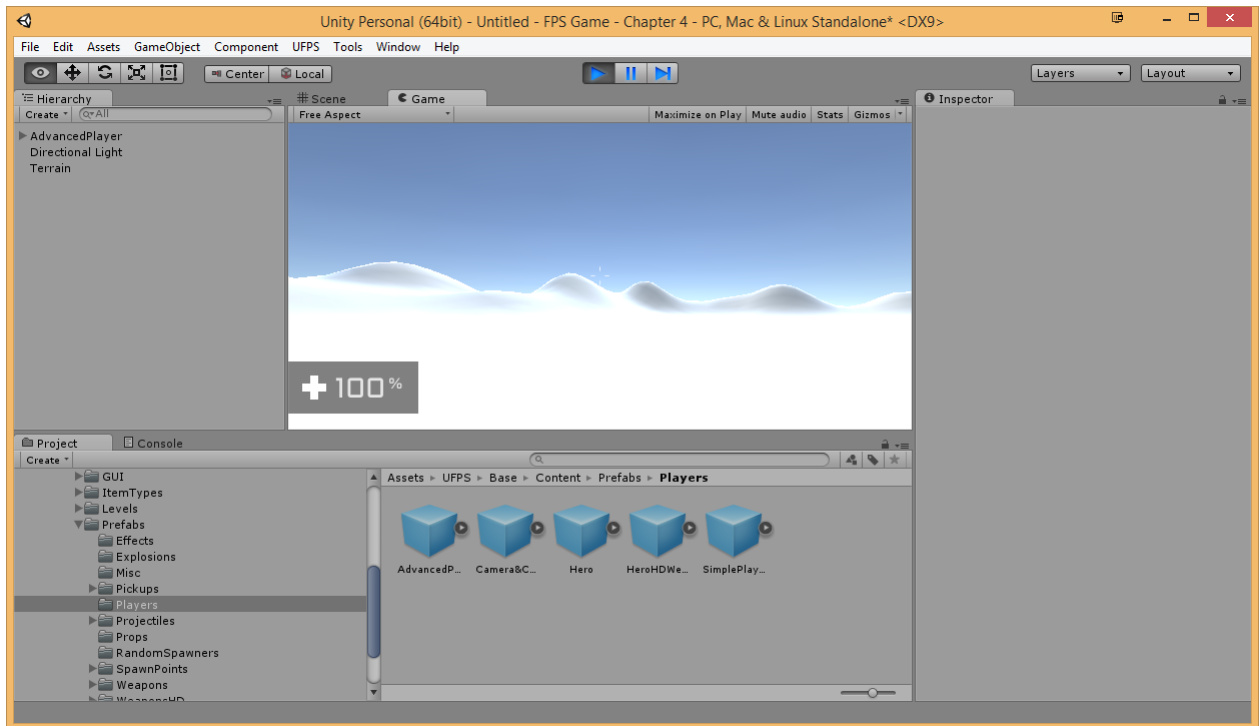




Chapter 4







Terrain Assets

Remove from Wish List

Search Asset Store

Category: 3D Models/Vegetation
 Publisher: Unity Technologies
 Rating: ★★★★★ (2259)
 Price: Free

[Download](#) [Share](#) [Twitter](#) [Facebook](#) [Google+](#)

This is a collection of assets made by Unity Technologies and our wonderful community. It contains:
 -12 trees
 -12 bushes
 -6 grass types
 -22 terrain textures
 They are all configured correctly for use with Unity's terrain engine - just import them into your project and watch your world come alive!



Version: 1.04 (Oct 19, 2010) Size: 43.9 MB

[Support E-mail](#) [Support Website](#) [Visit Publisher's Website](#)

Package Contents

Expand

Terrain Assets

- └ Bushes
 - └ Bush1.fbx
 - └ Bush2.fbx
 - └ Bush3.fbx
 - └ Bush4.fbx
 - └ Bush5.fbx
 - └ Bush5LowPoly.fbx
 - └ Bush6.fbx
 - └ Bush6LowPoly.fbx
 - └ Bush7.fbx
 - └ Fern.fbx
 - └ FernMesh.fbx



Recommendations

- Home
- 3D Models
 - Characters
 - Environments
 - Props
 - Vegetation
 - Flowers
 - Plants
 - SpeedTree®
 - Trees
 - Other
 - Vehicles
 - Other
- Animation
- Applications
- Audio
- Complete Projects
- Editor Extensions
- Particle Systems
- Scripting
- Services
- Shaders
- Textures & Materials
- Unity Essentials

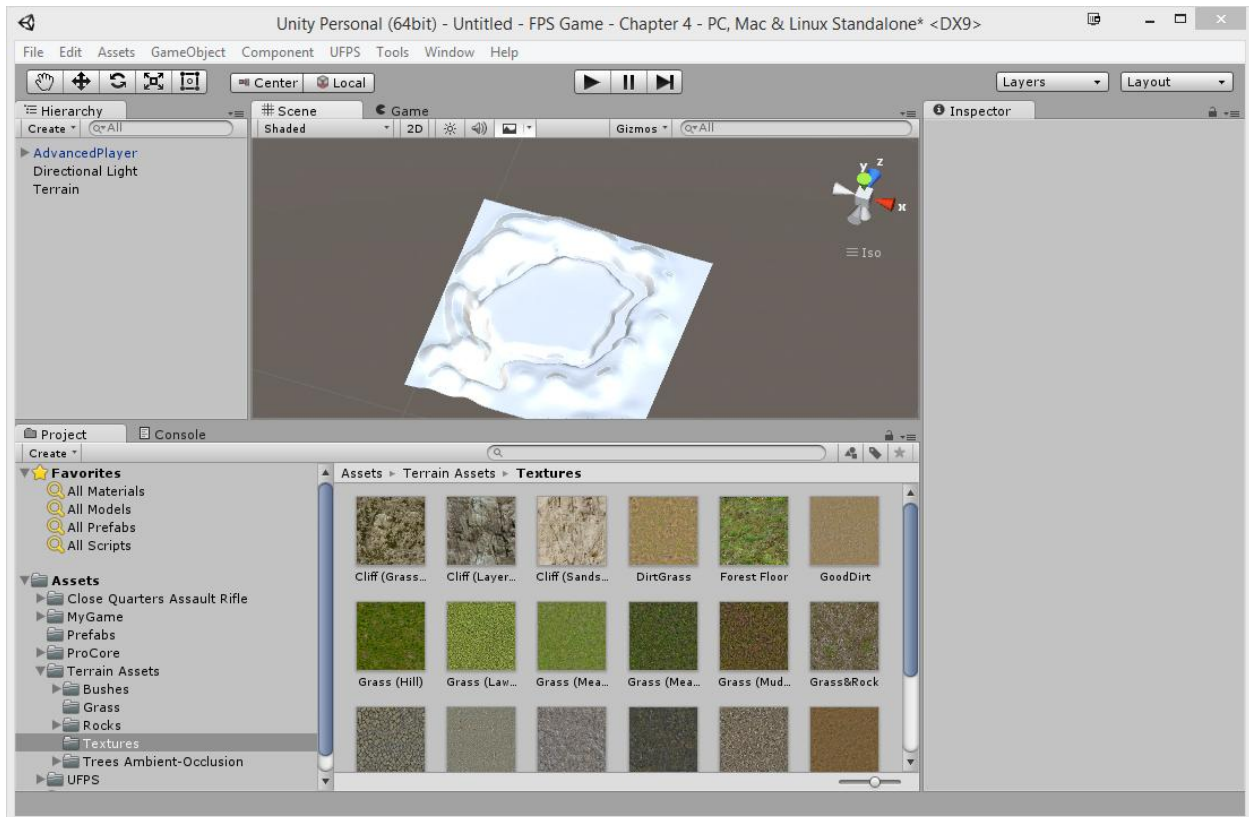
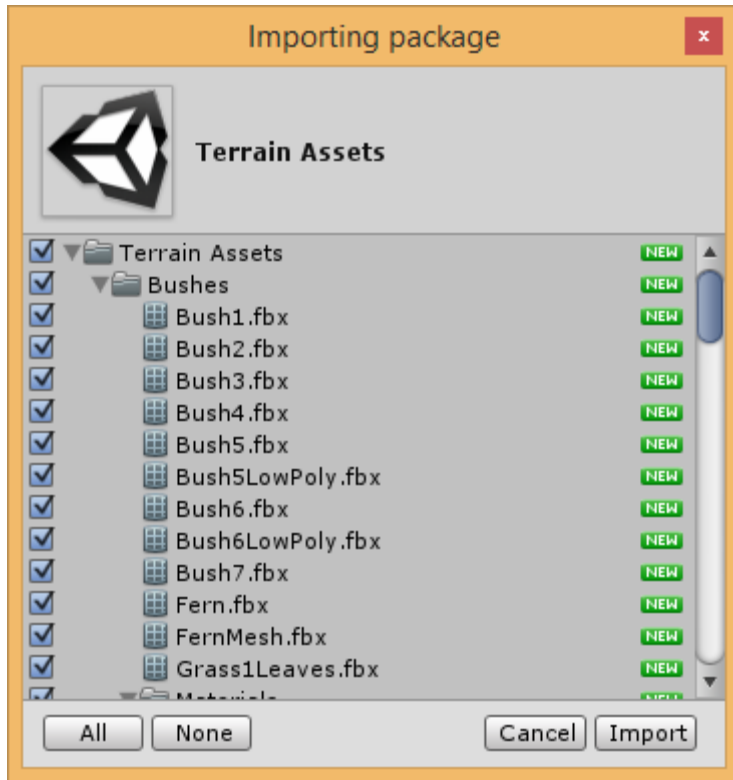
24 HOUR DEALS

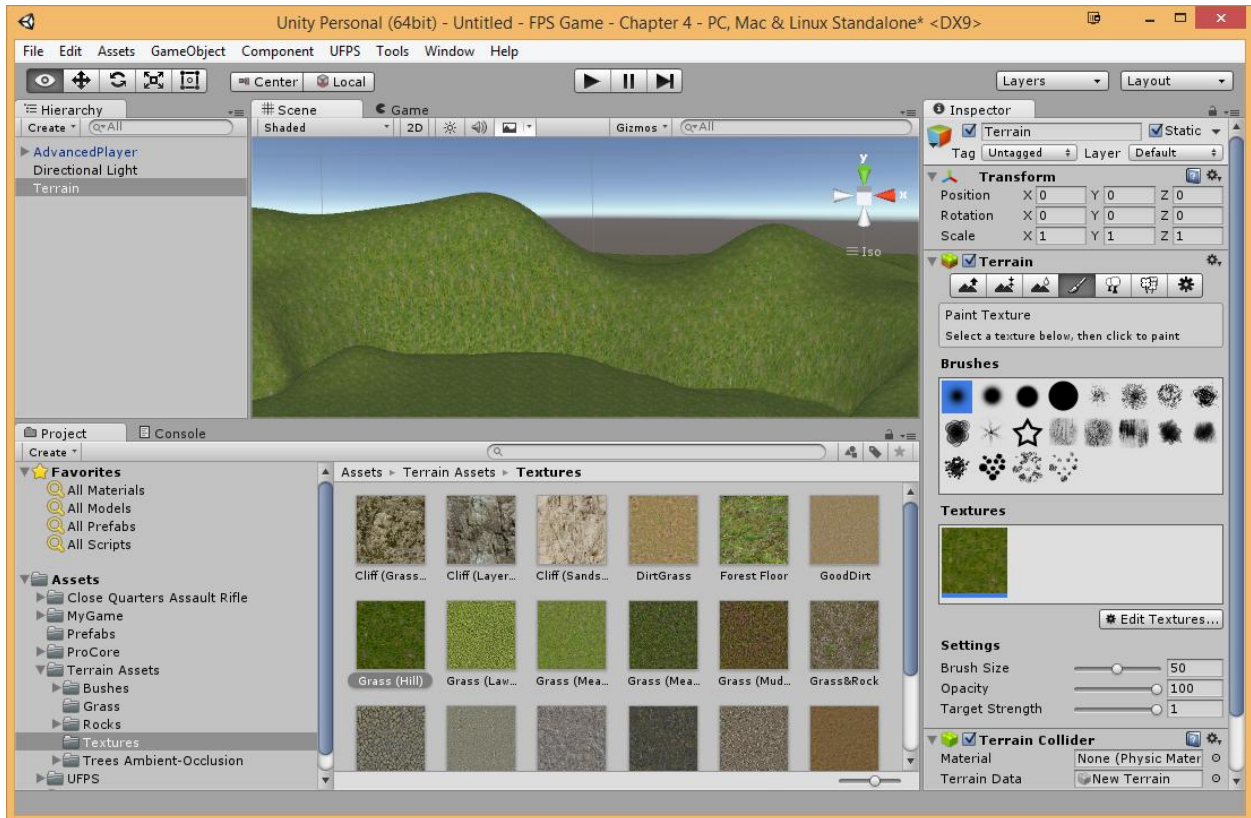
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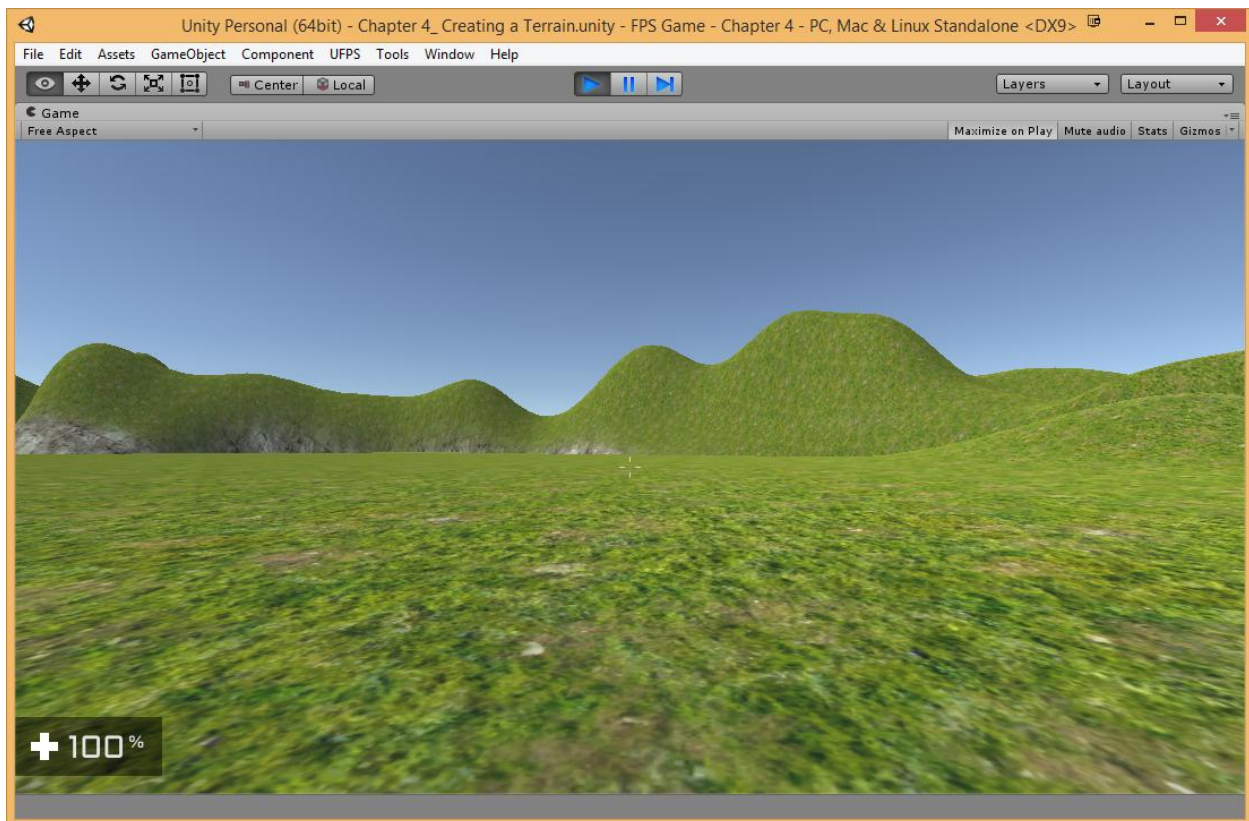
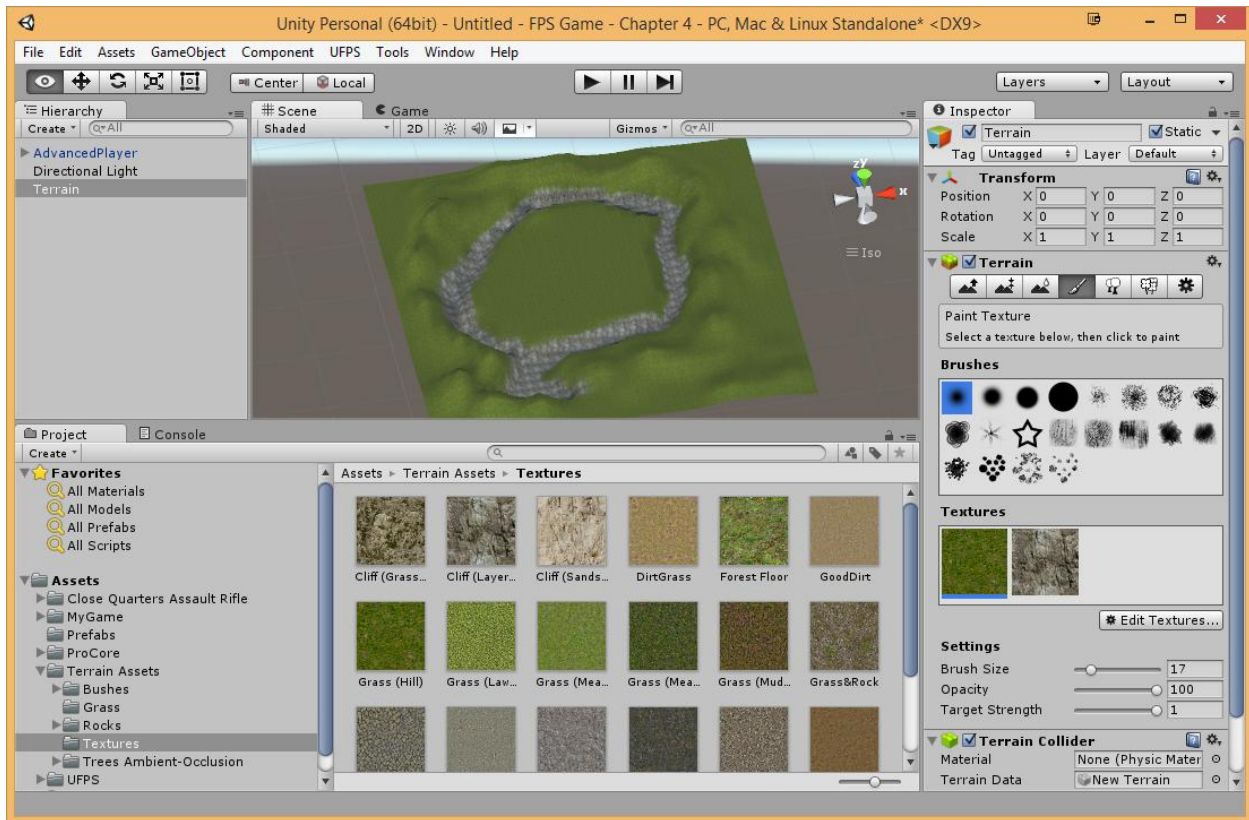
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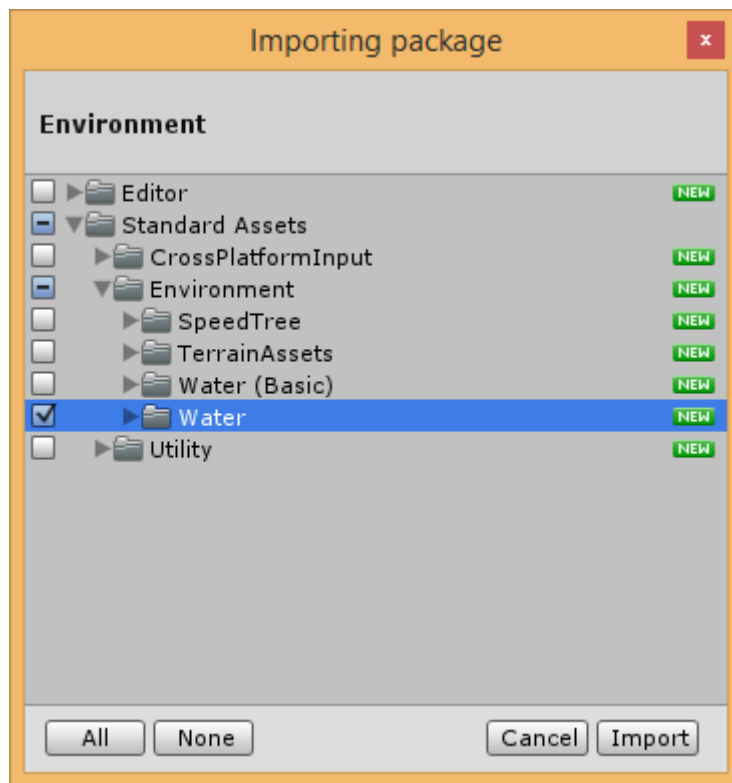
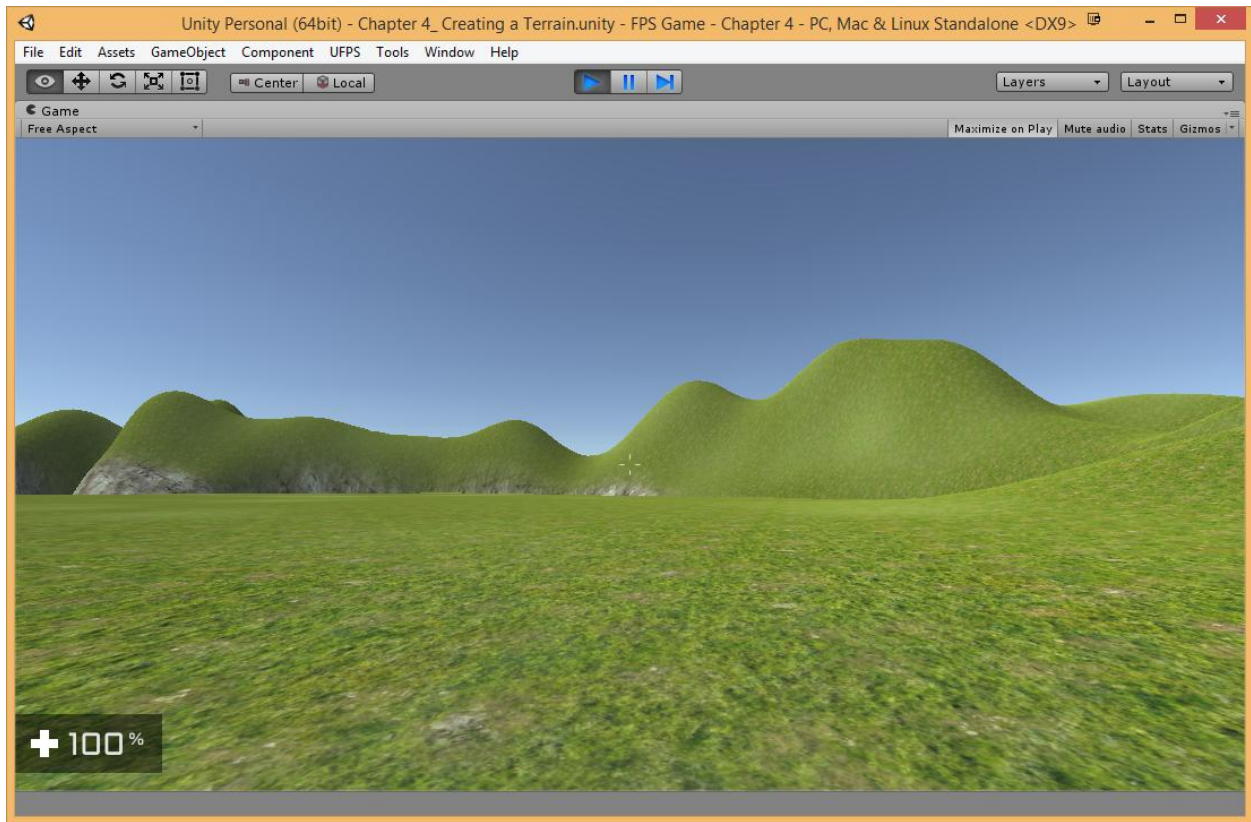
\$22.50 \$45

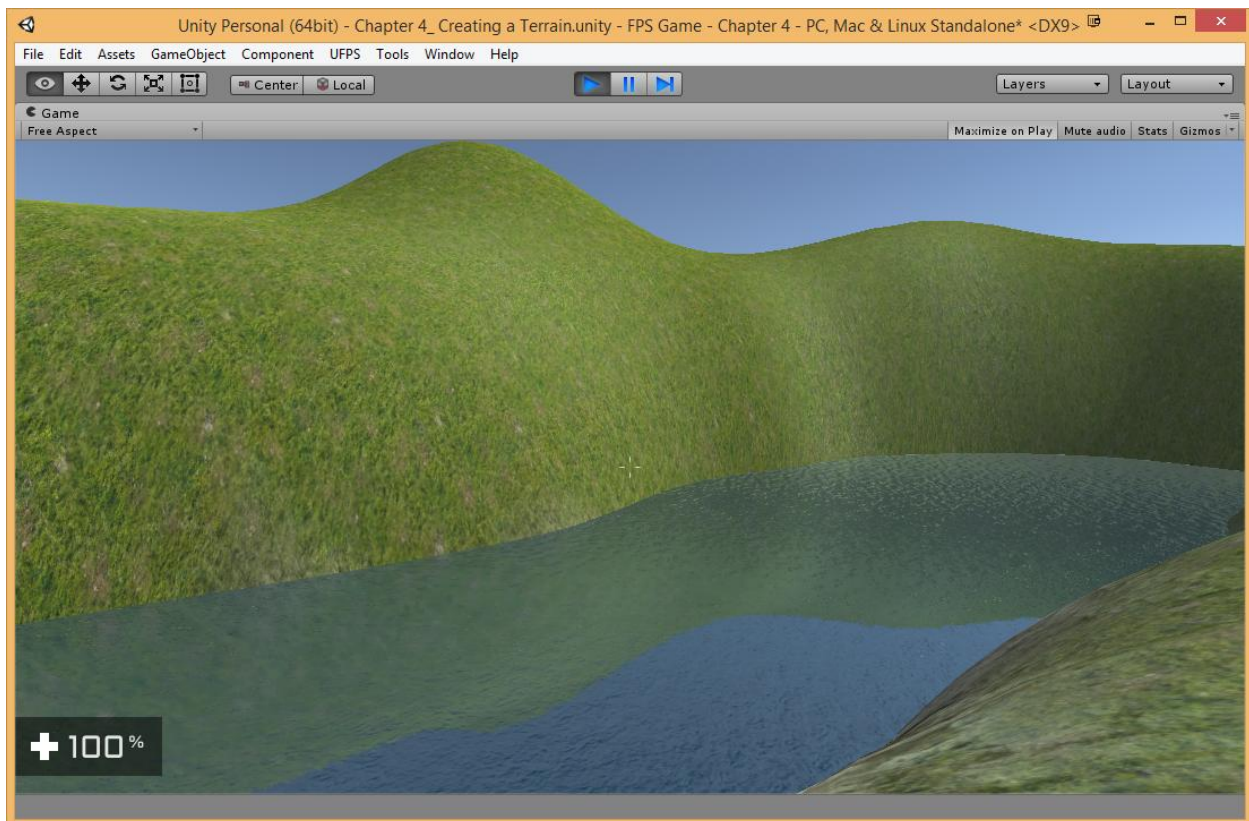
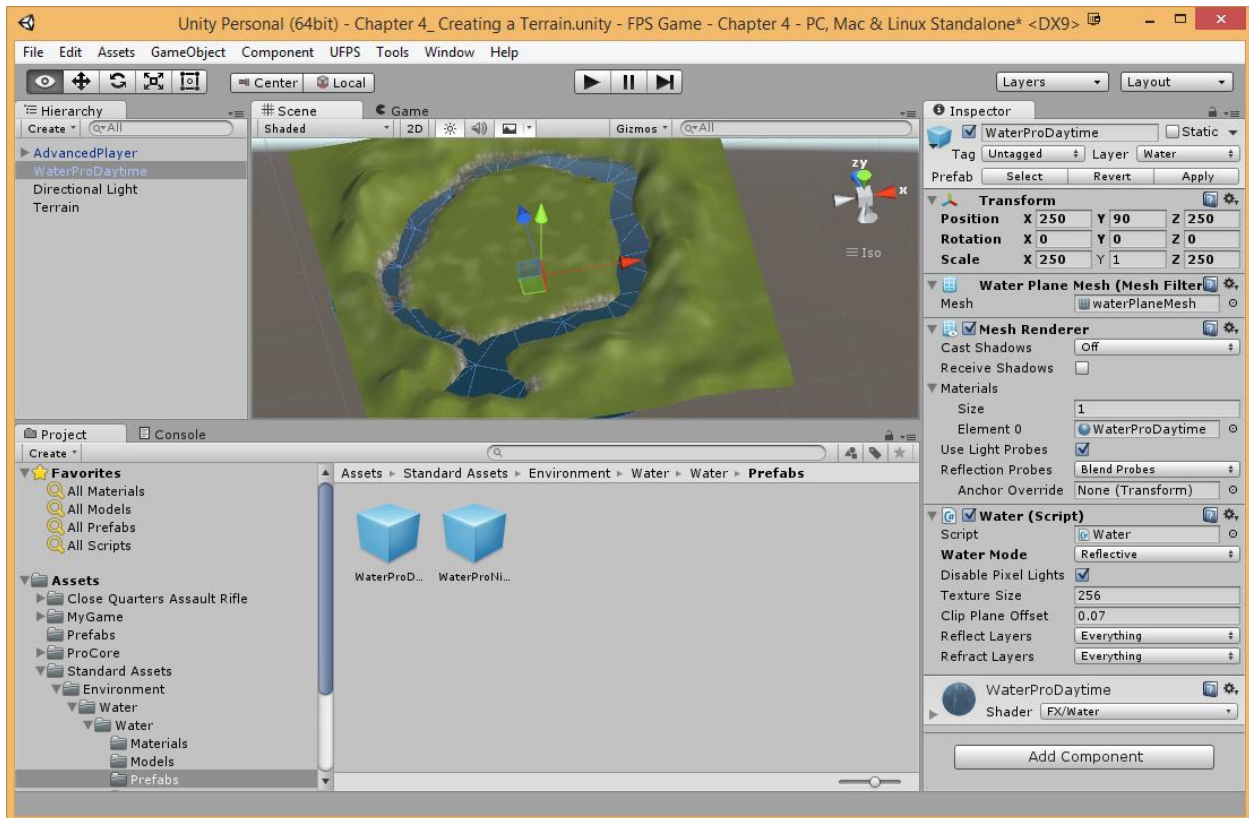
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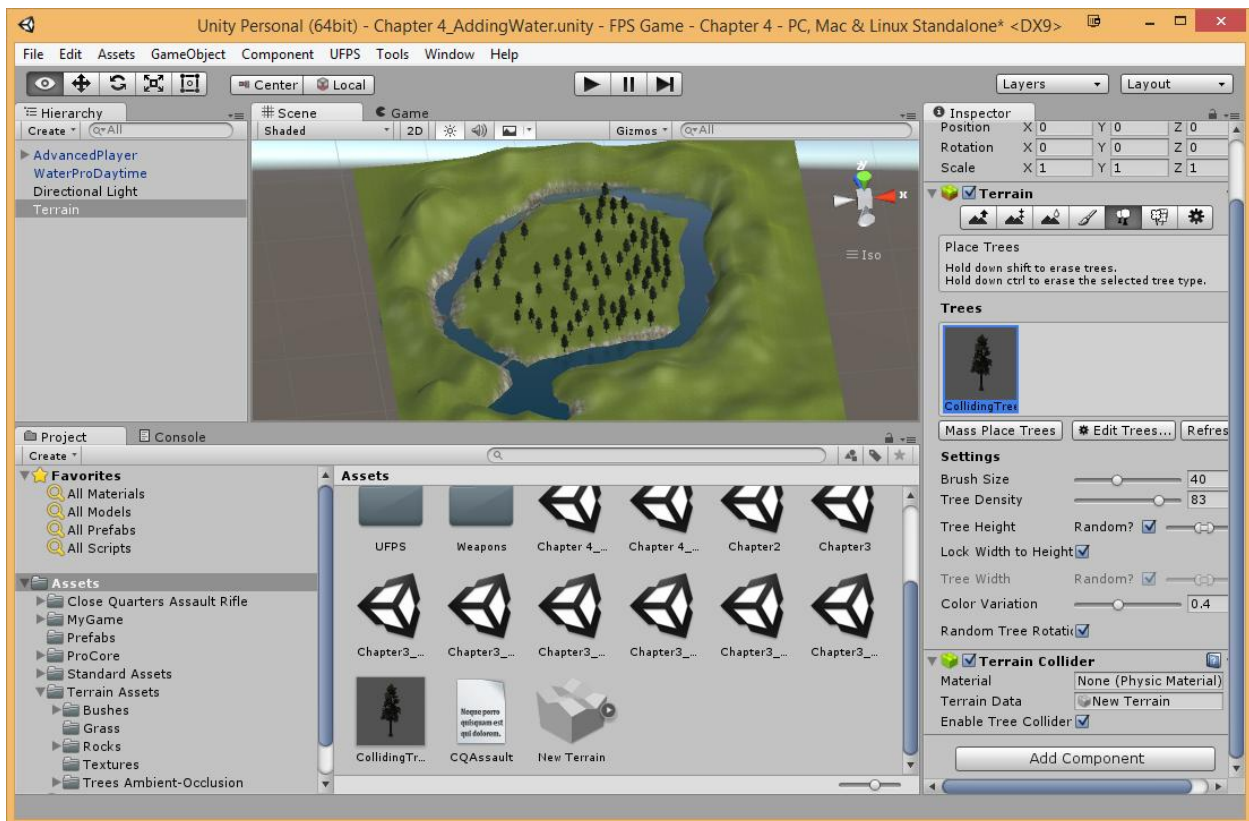
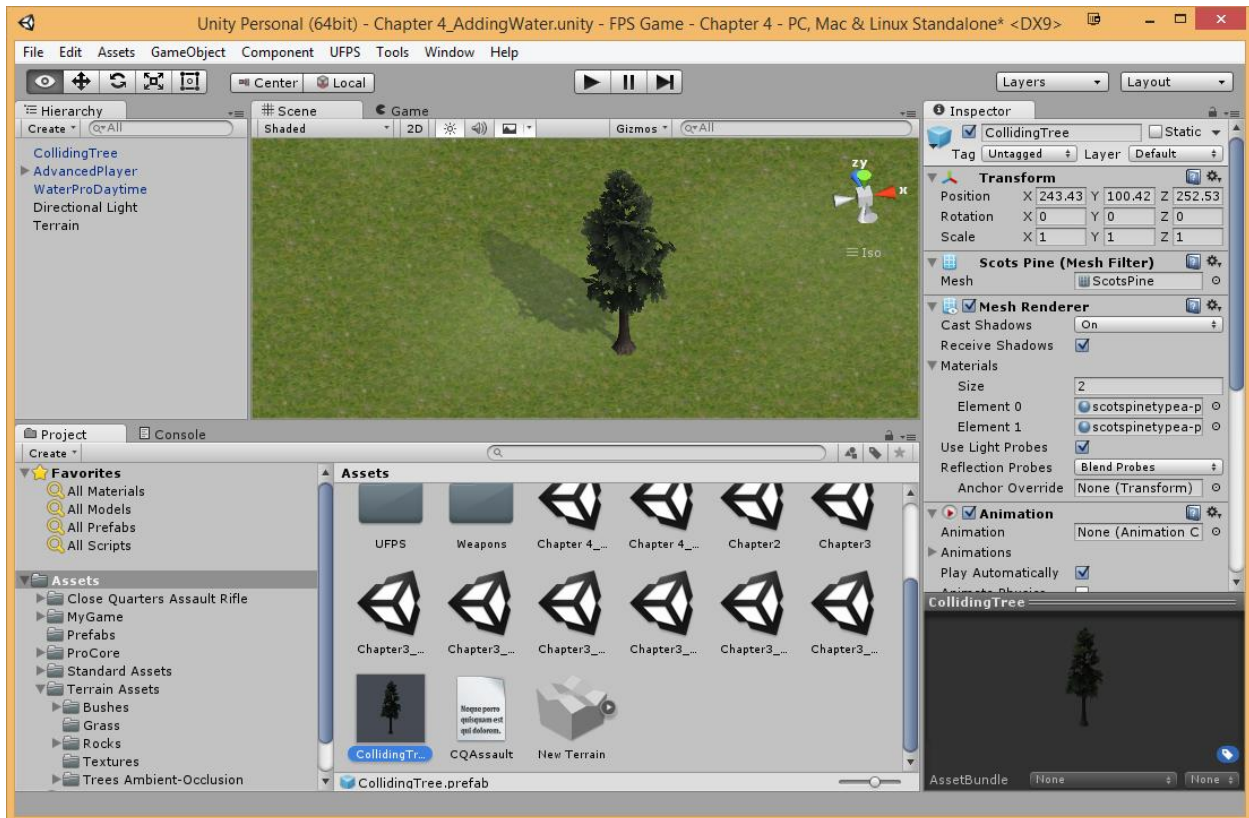


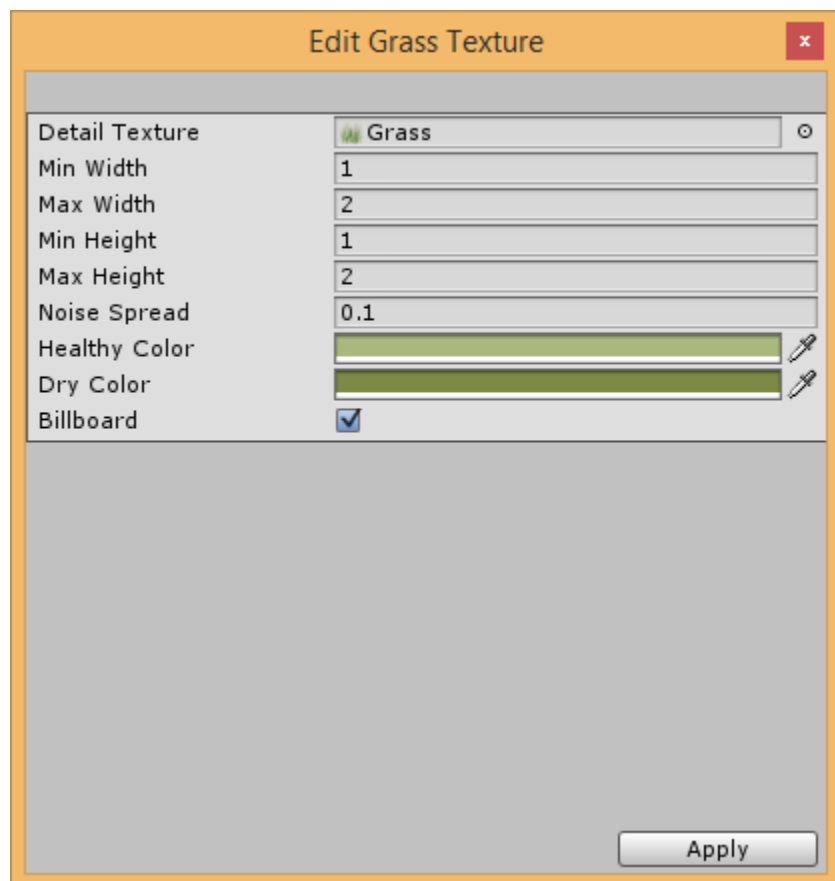
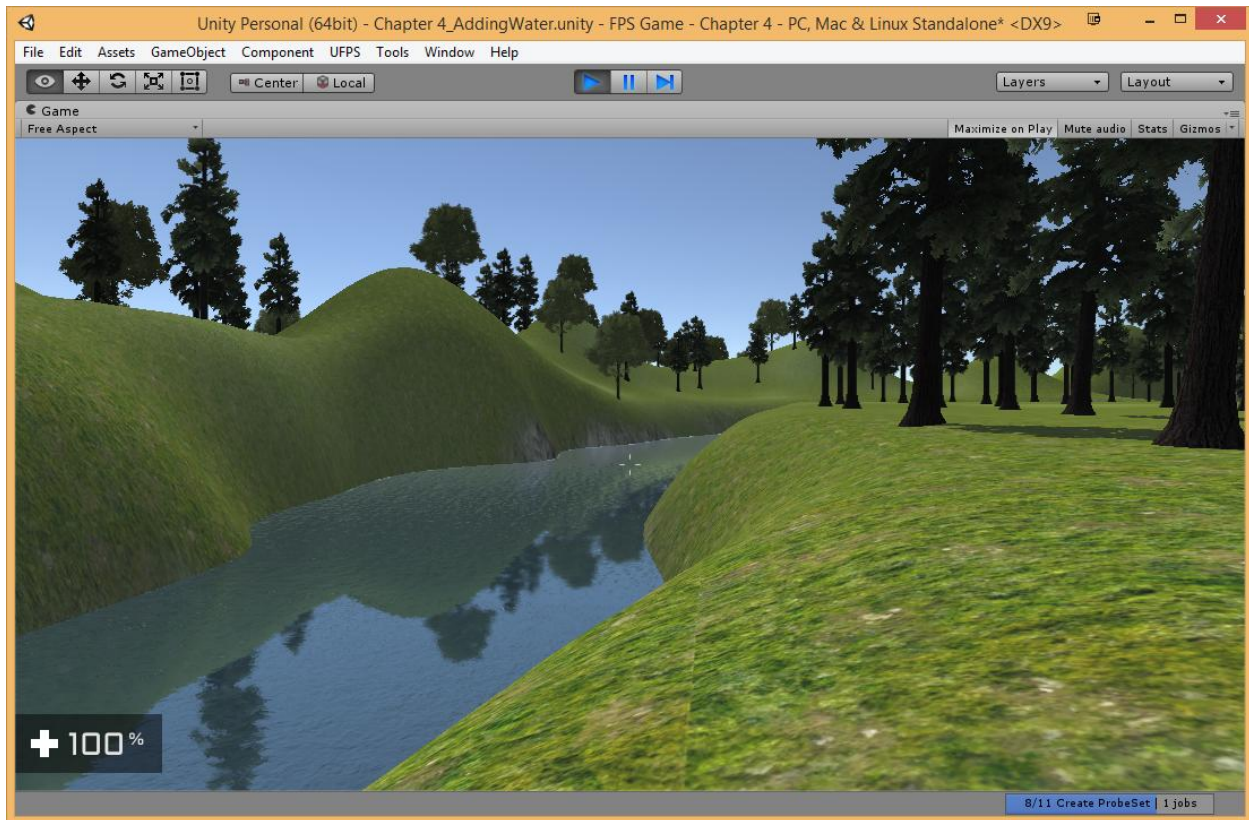


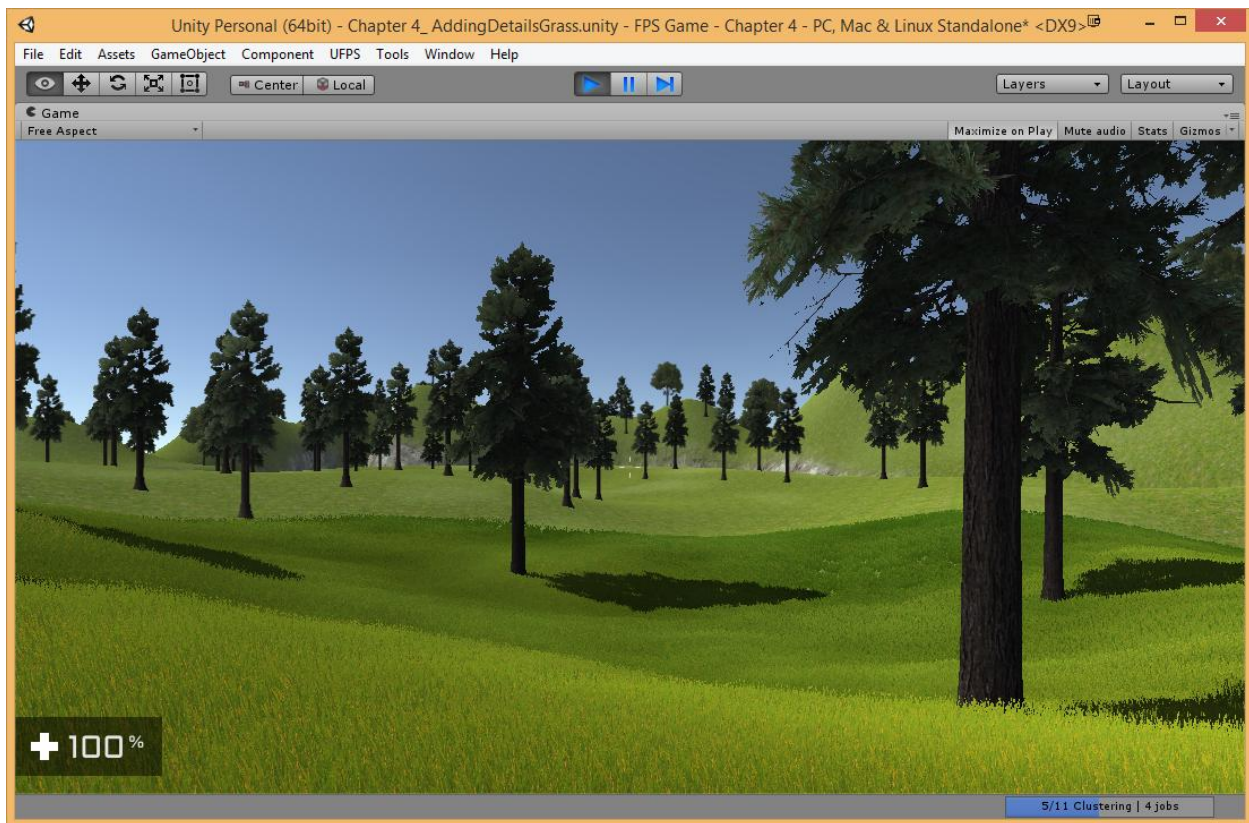
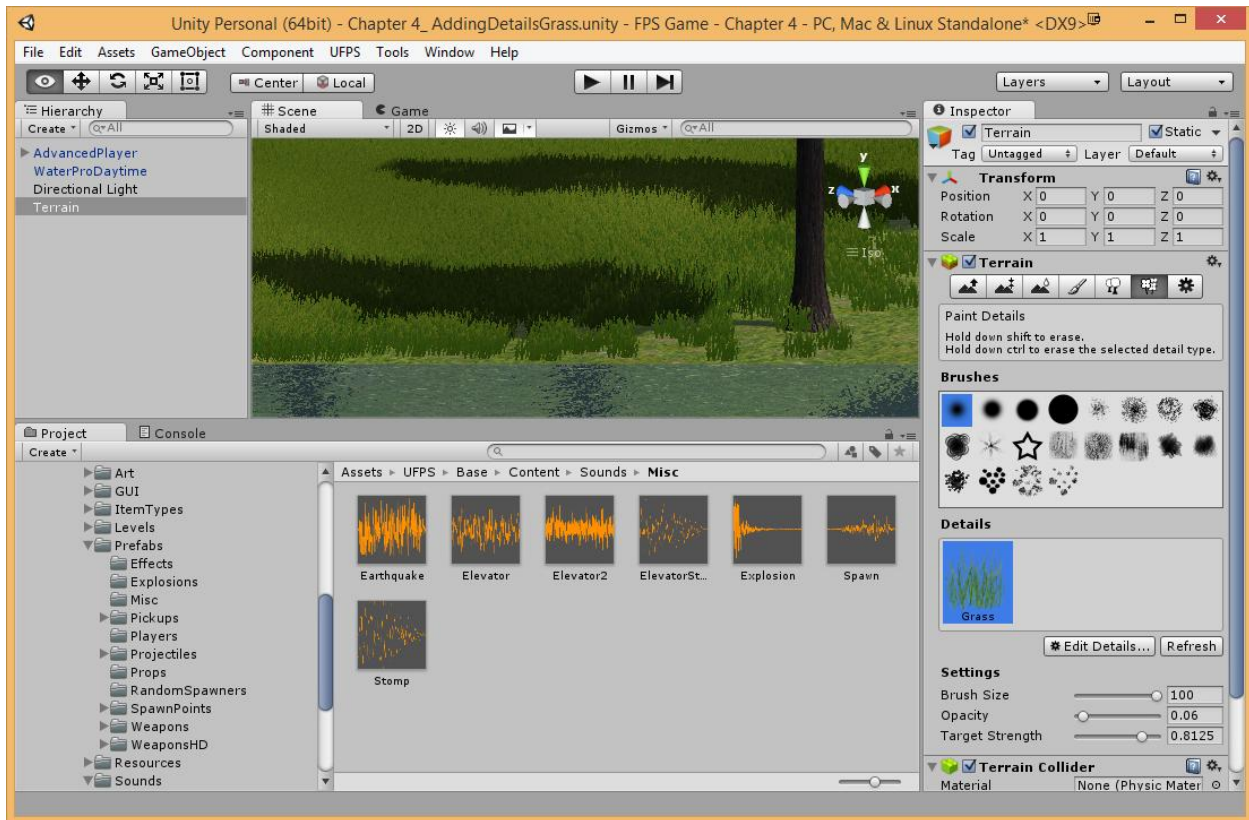


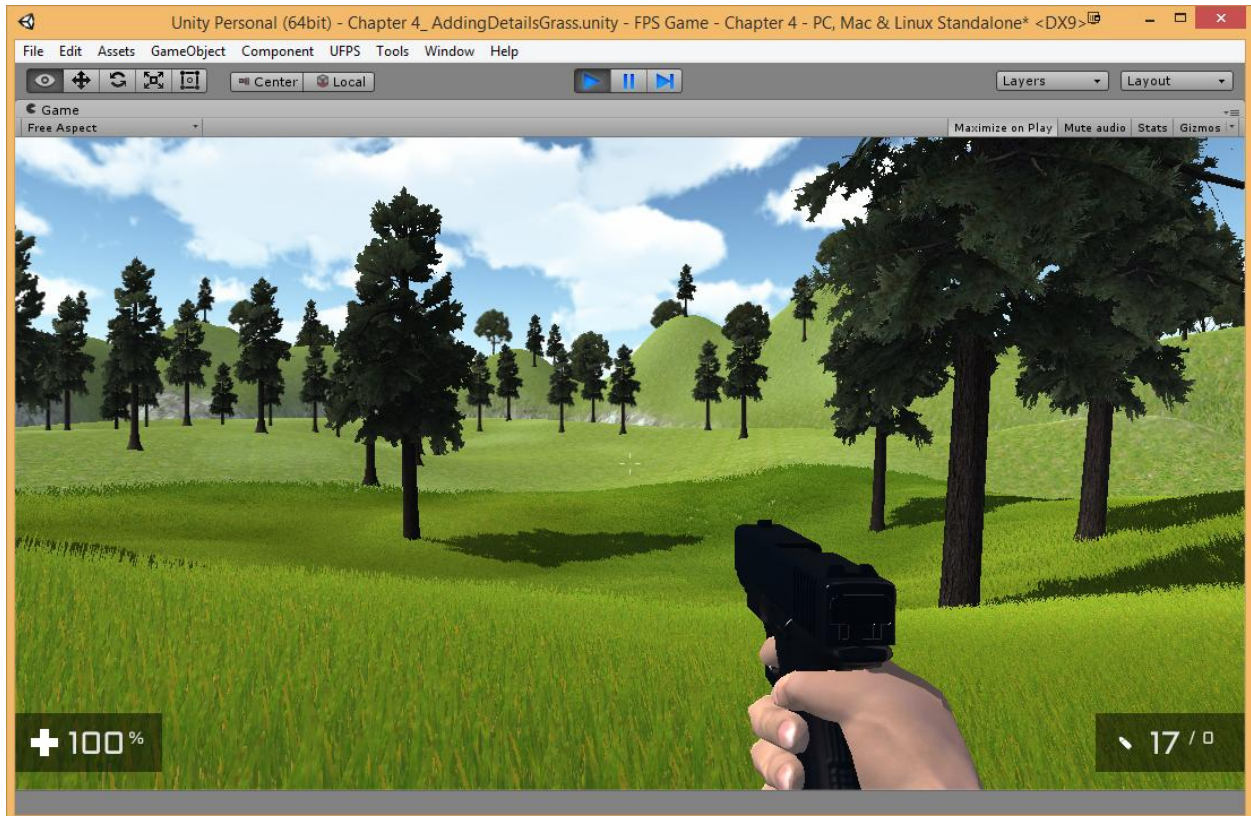
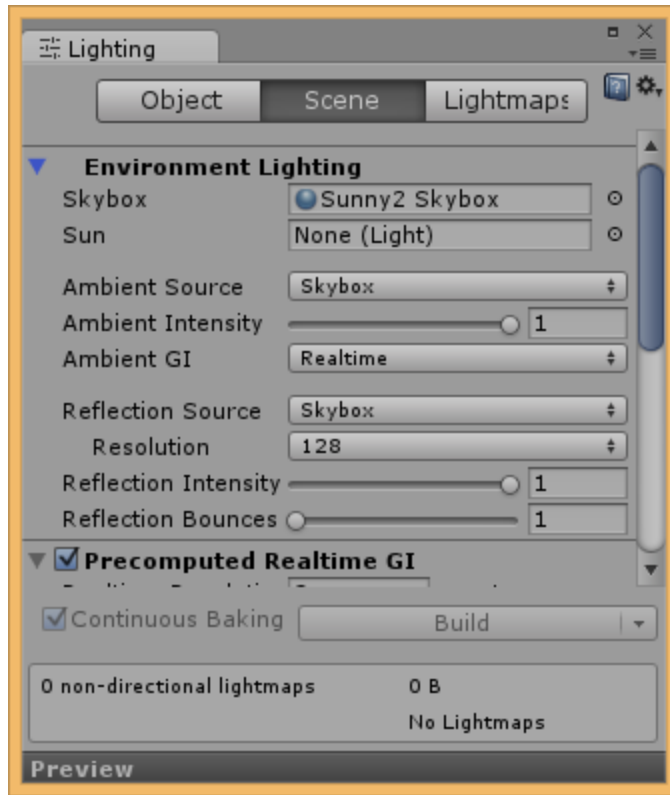


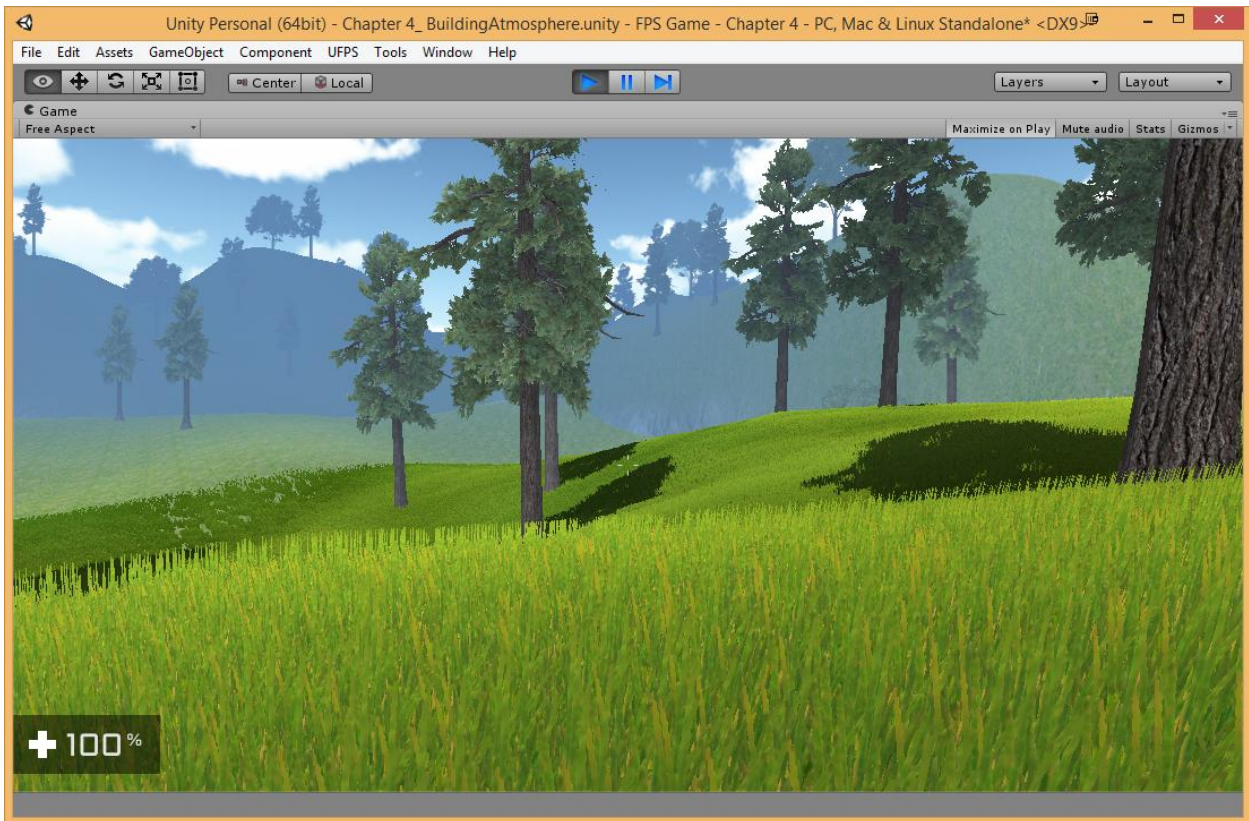
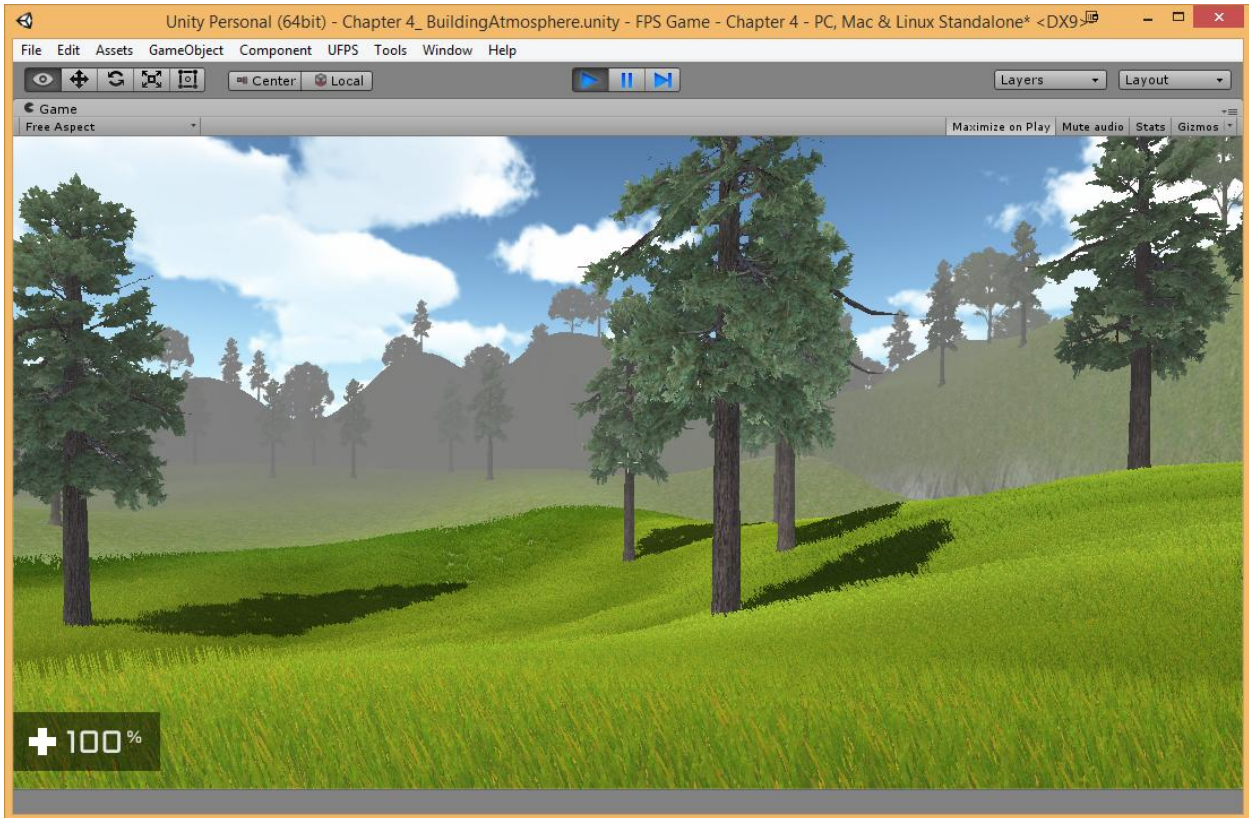


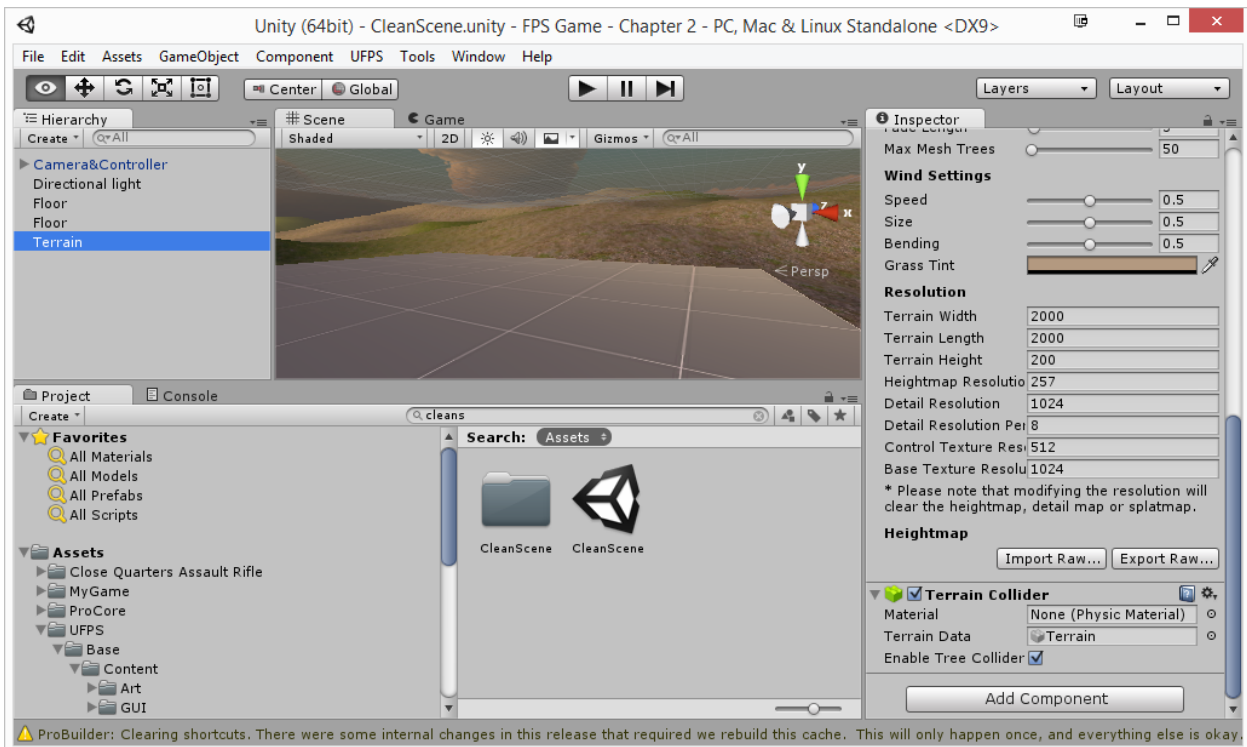
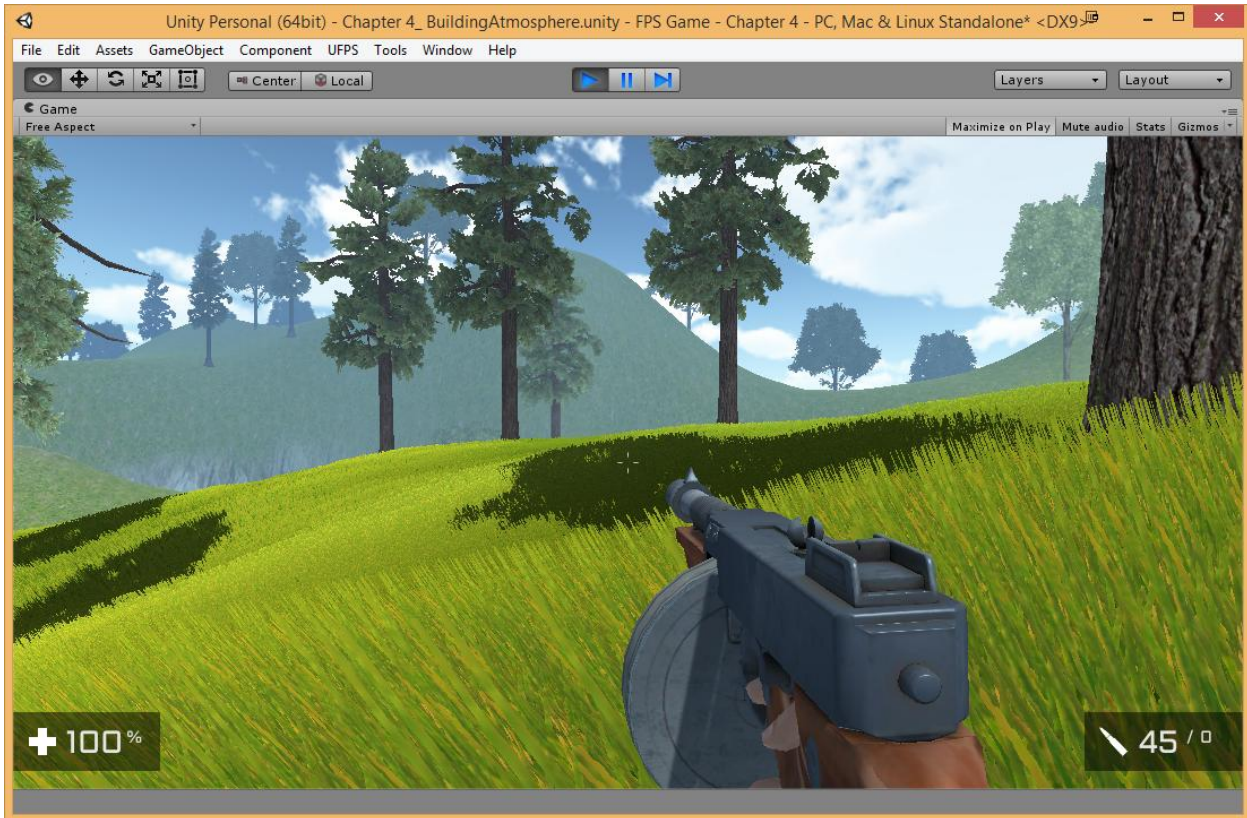






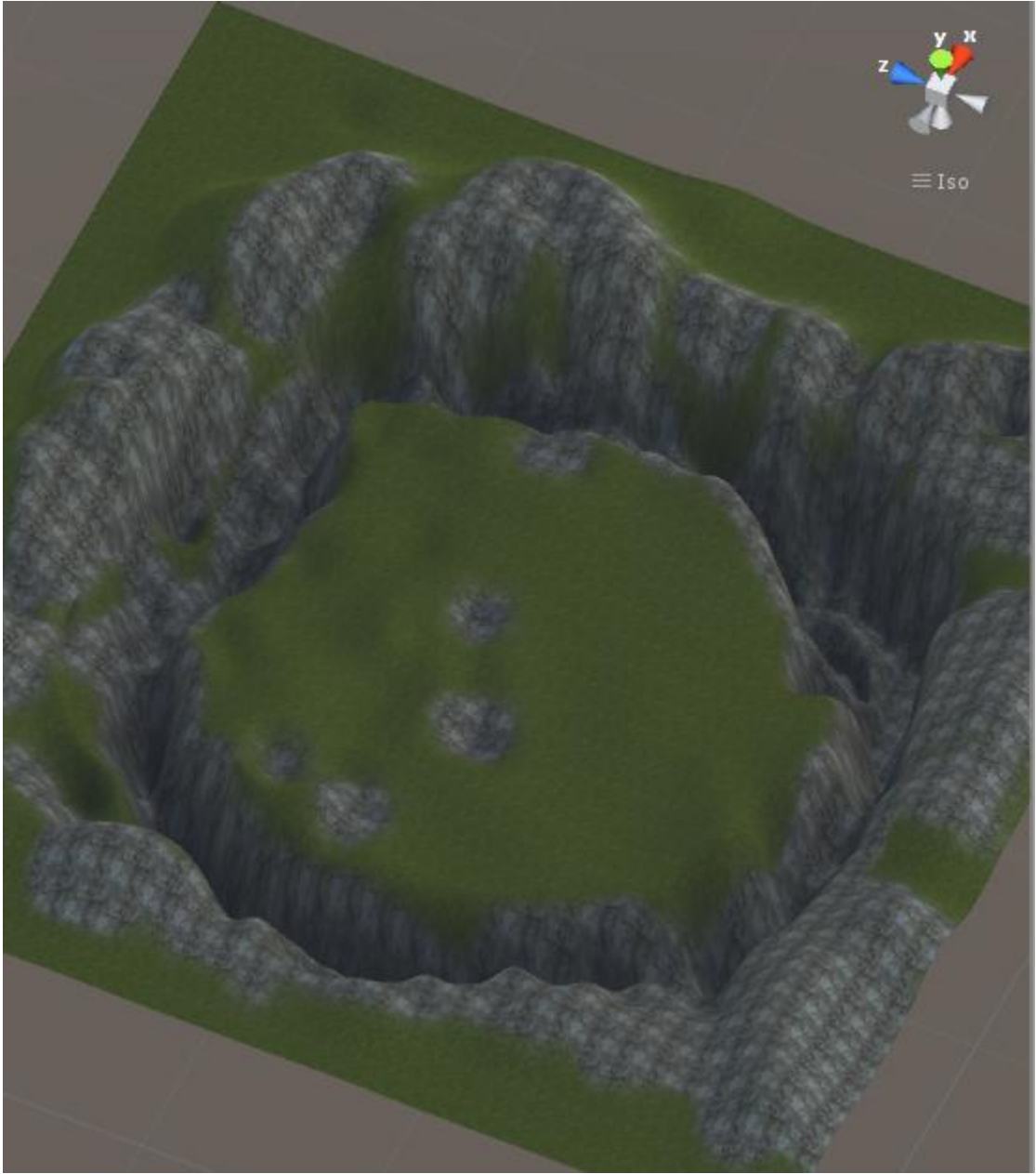


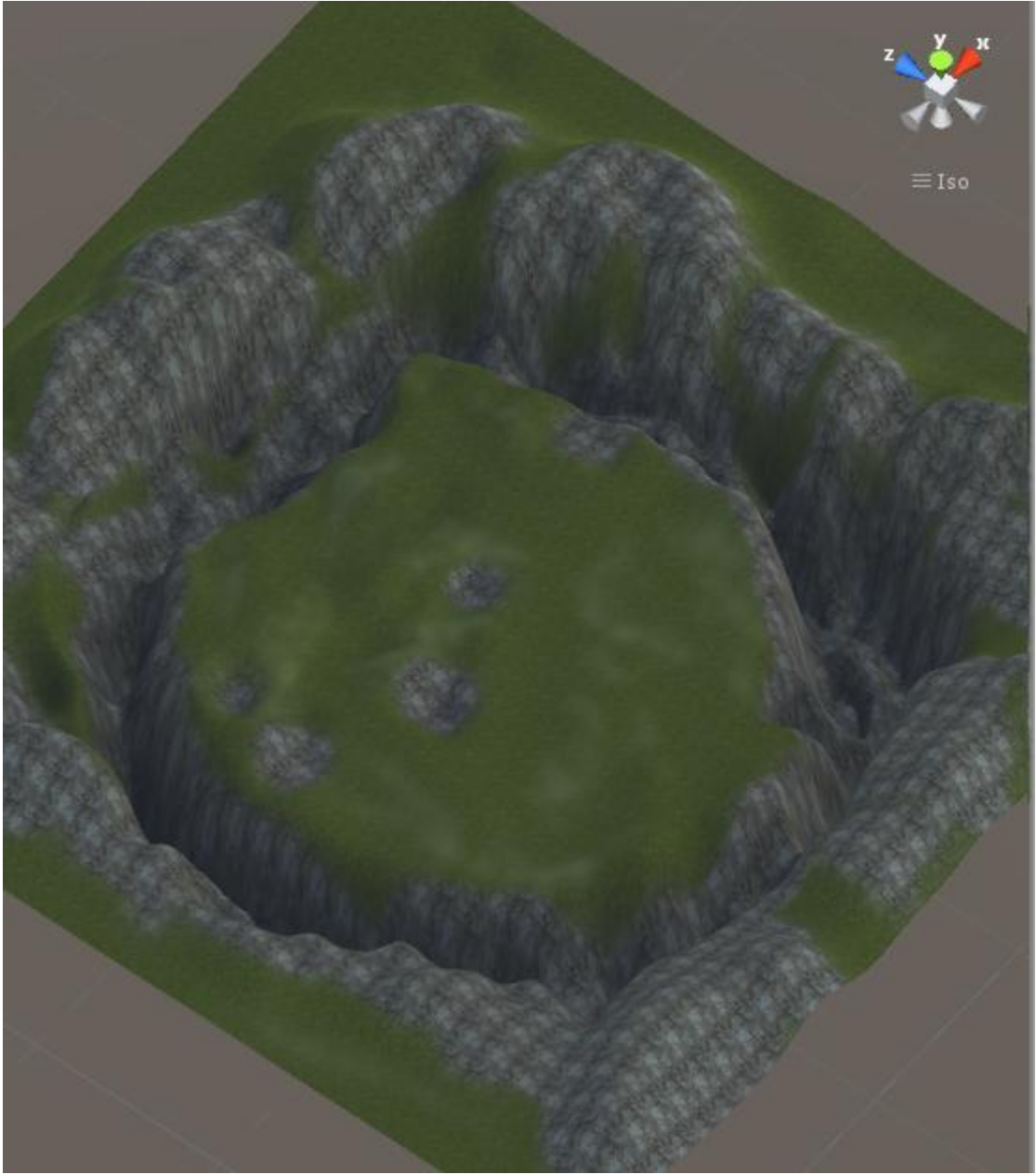




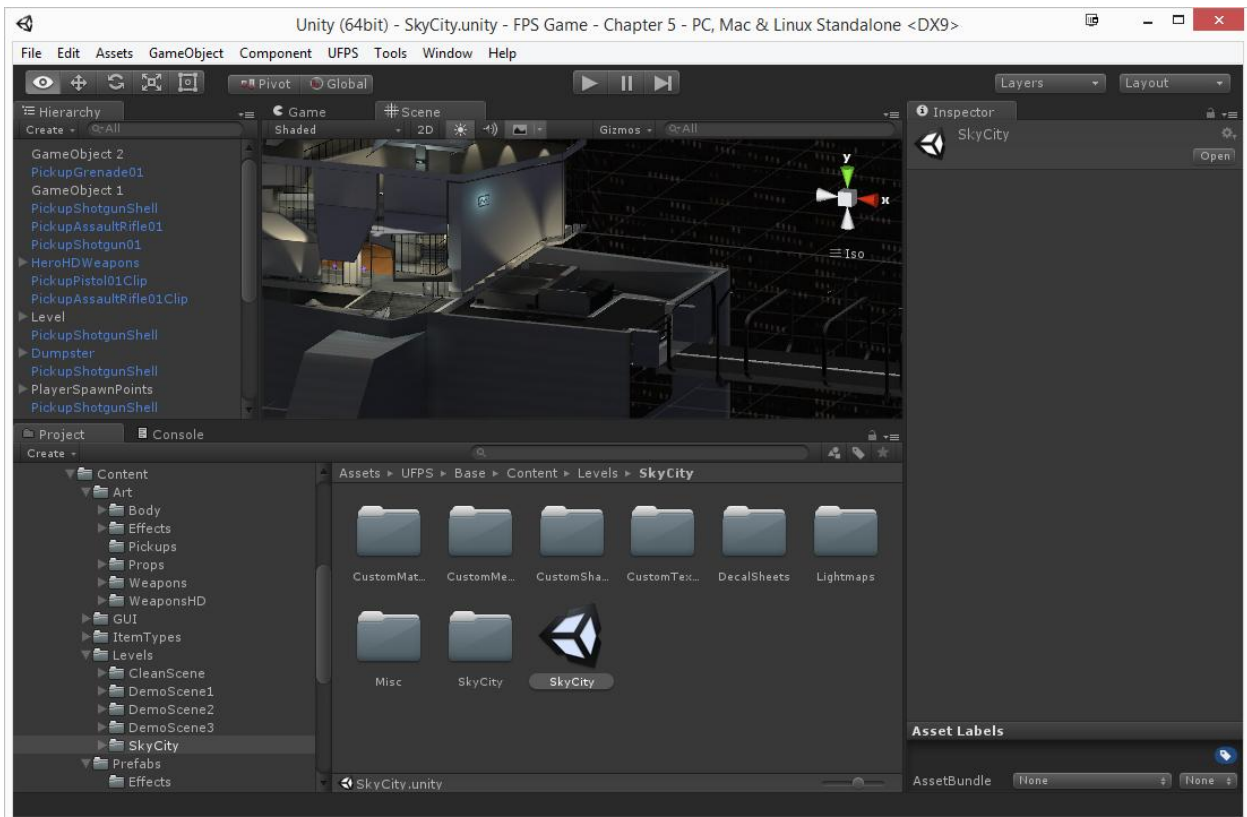
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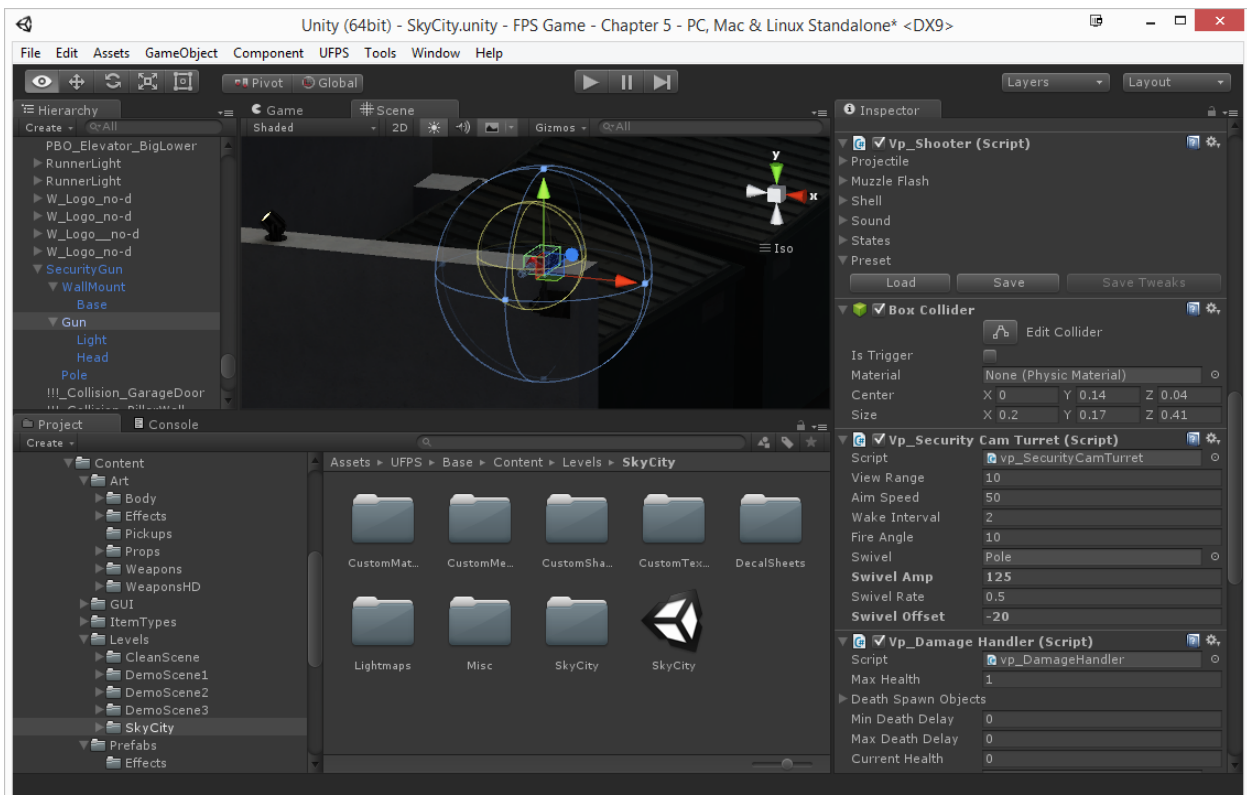
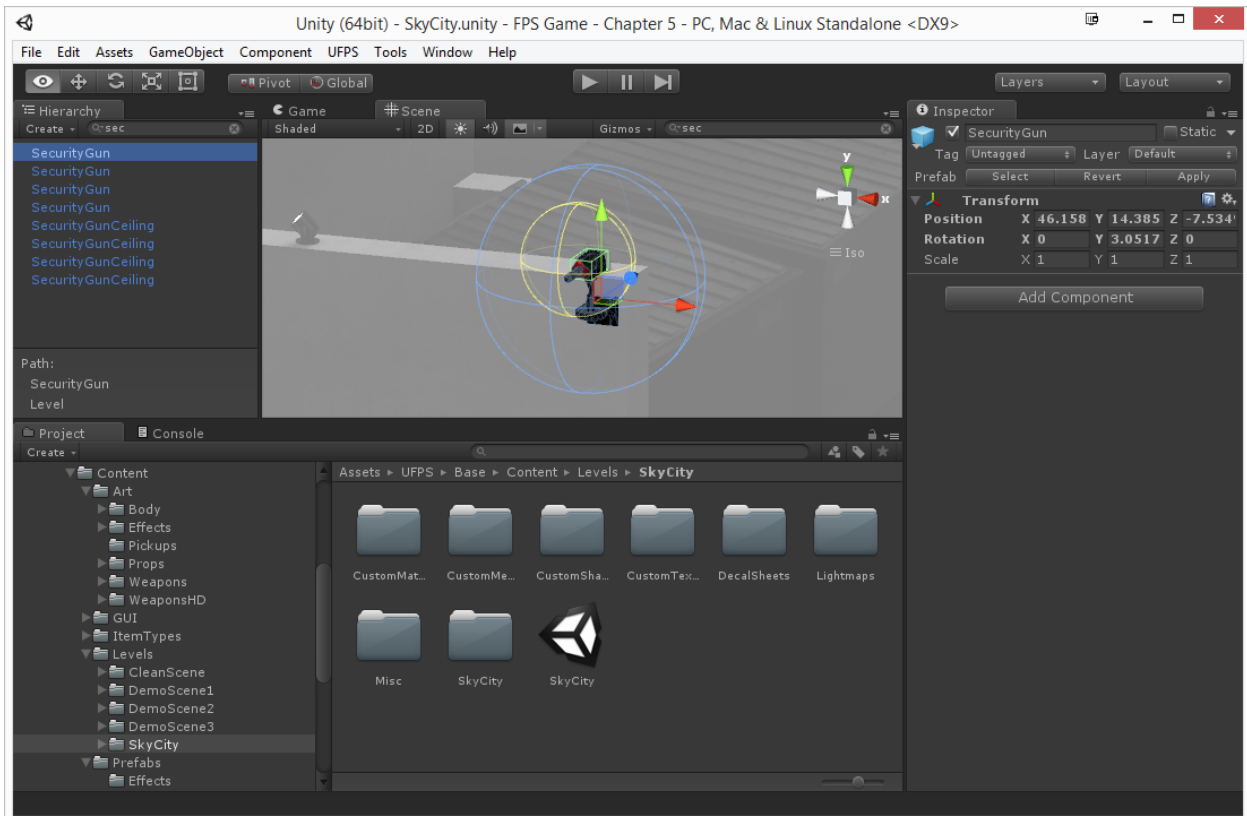


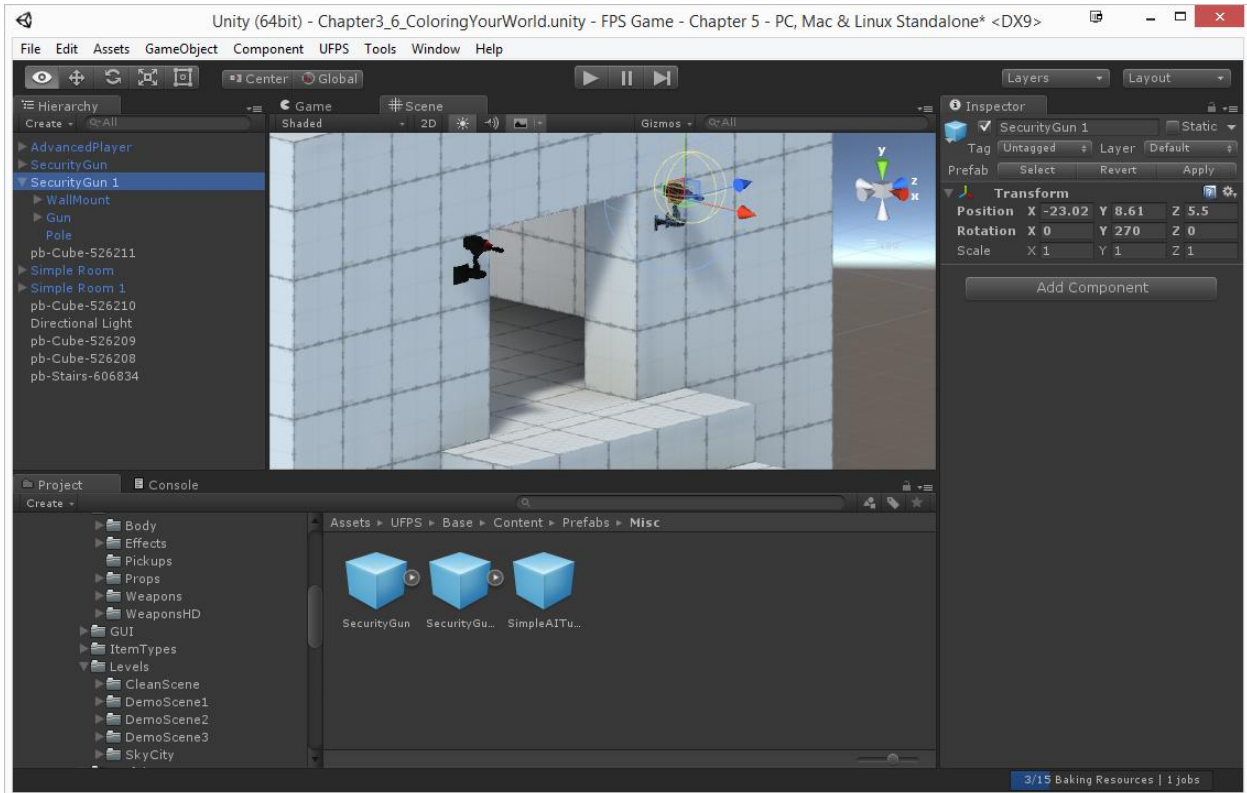
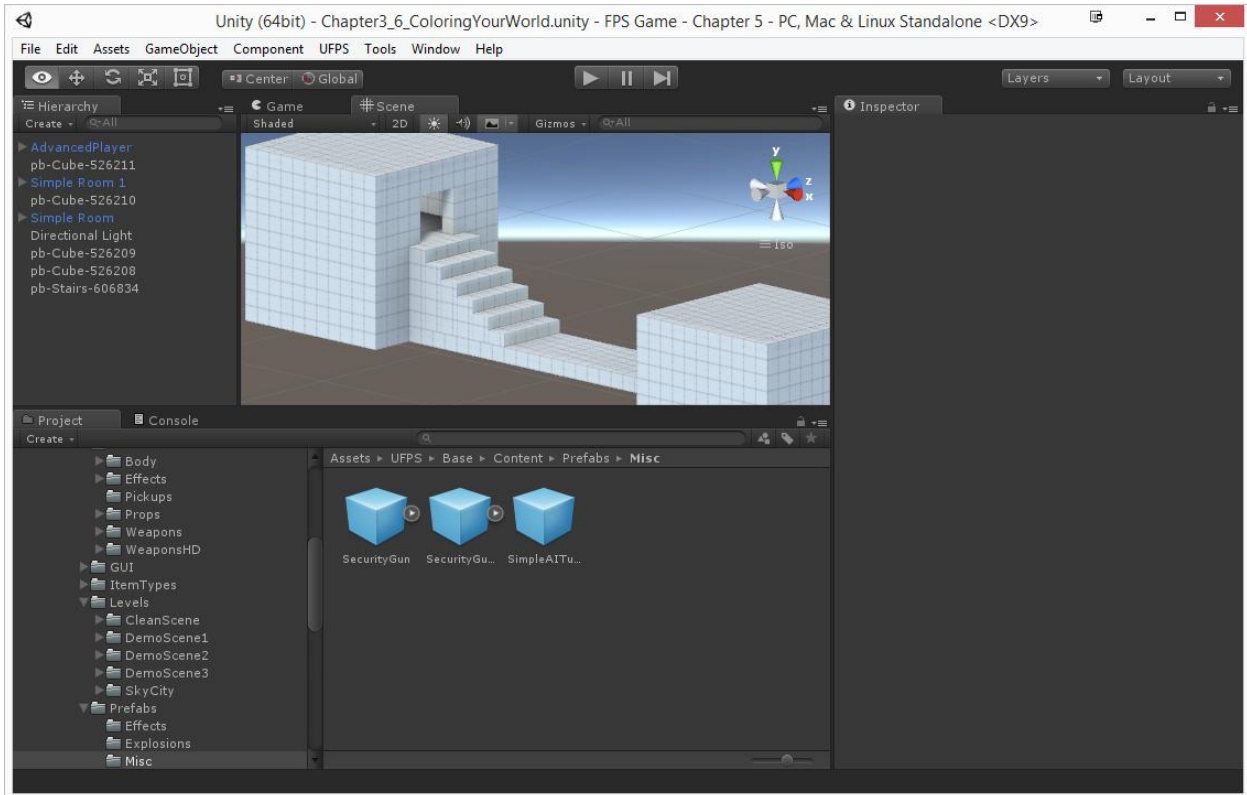


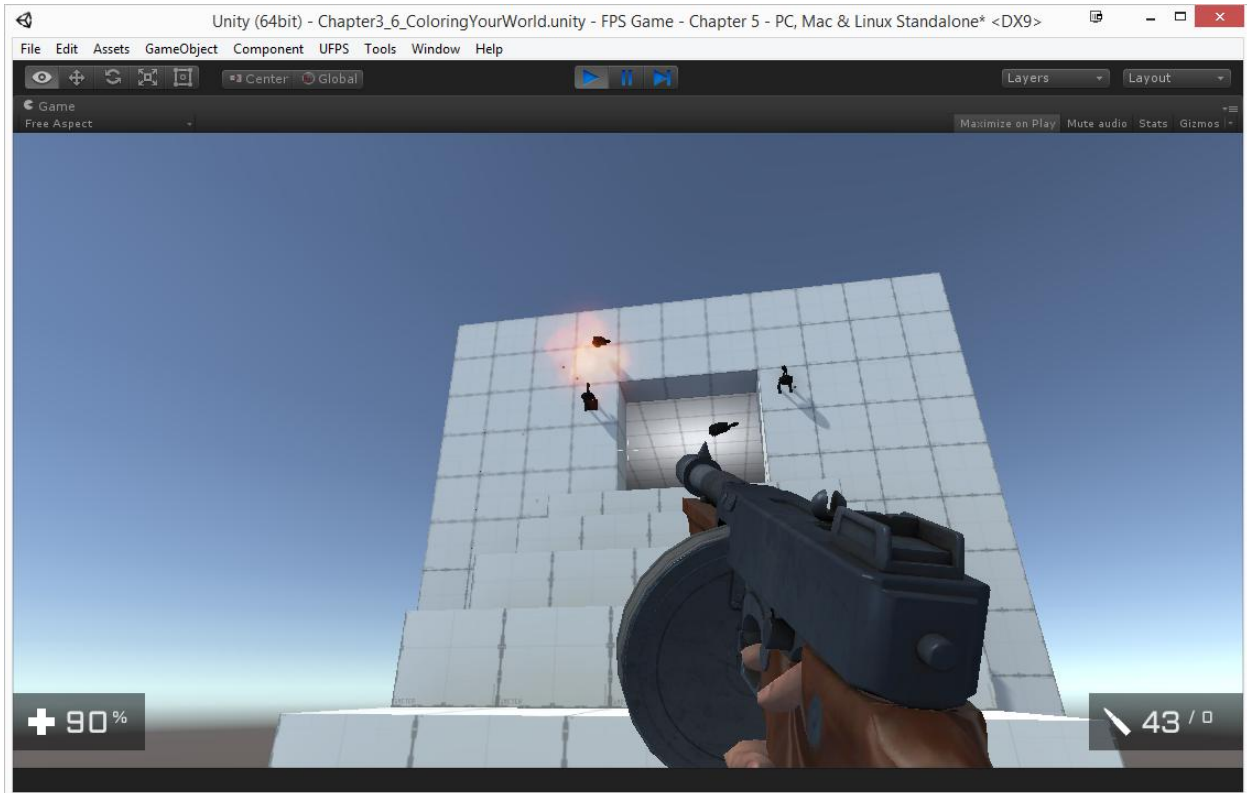
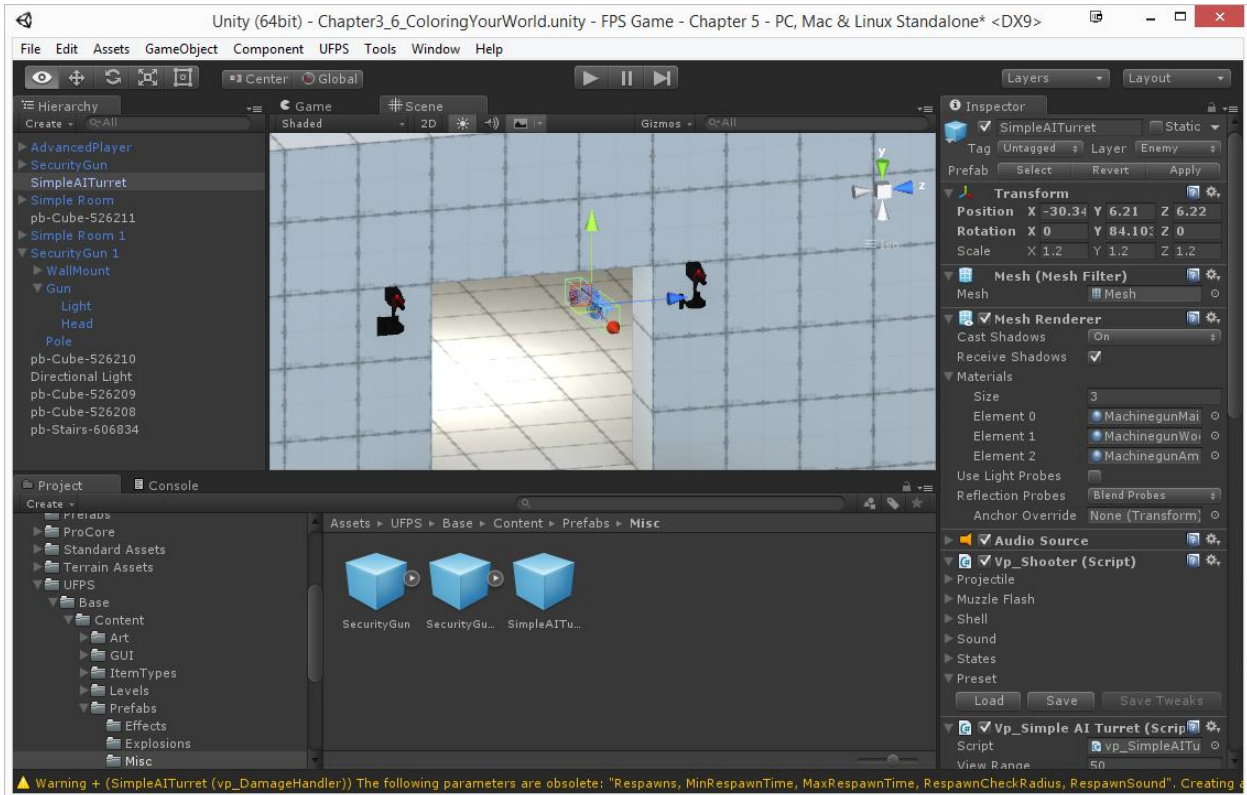


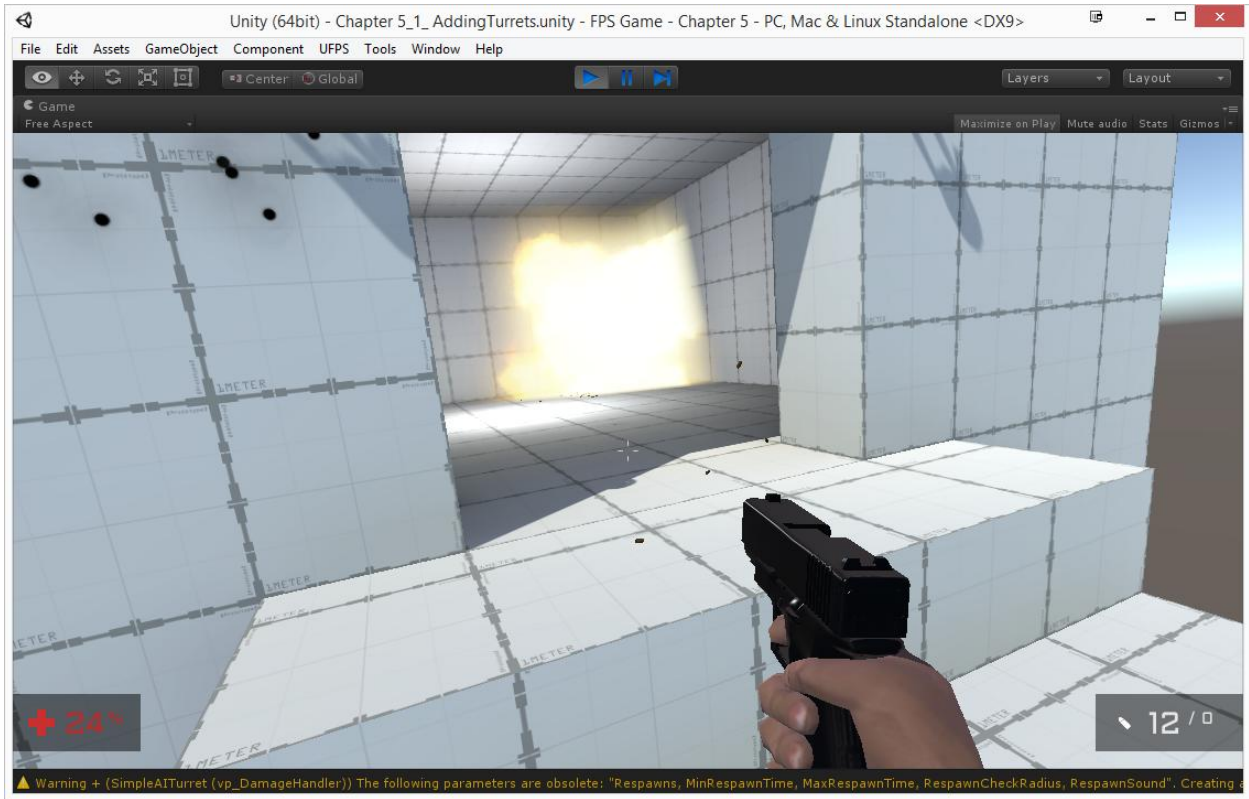
Chapter 5











Shooter AI - The AI solution for ANY combat situation

Search Asset Store

Remove from Wish List

Category: Scripting / AI
 Publisher: Gateway Games
 Rating: ★★★★★ (158)
 Price: \$50

Download

SHOOTER AI HAS BEEN COMPLETELY REWRITTEN! PLEASE UPDATE AND CHECK OUT THE NEW FEATURES!

Feature list:

- **Dynamic** shooter AI, with advanced cover finding
- Deployment in less than **5 mins**;
- **Drag-and-drop** usage; works out of the box with **UFPS Prefab**; Supports all features in **Unity**
- Choose between **Unity Navmesh** or **A***

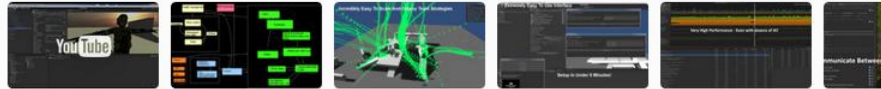
ALL FEATURES WORK WITH UNITY FREE!

WORKS WITH UFPS



Version: 2.2.3 (Apr 24, 2015) Size: 385.1 MB View License Agreement

Support Website Visit Publisher's Website Support E-mail



Package Contents

Expand

- Shooter AI
 - Add-ons
 - SAI-UFPS Converter.untypackage
 - Animations
 - Humanoid
 - humanoid_idle.fbx
 - humanoid_runForward_faceForward.fbx



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 - Input - Output
 - Integration
 - Modeling
 - Network
 - Physics
 - Video
 - Other
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- Shaders
- Textures & Materials
- Unity Essentials

24 HOUR DEALS

01 : 15 : 22

Heathen's Selective Glow

\$9 \$30

Importing package

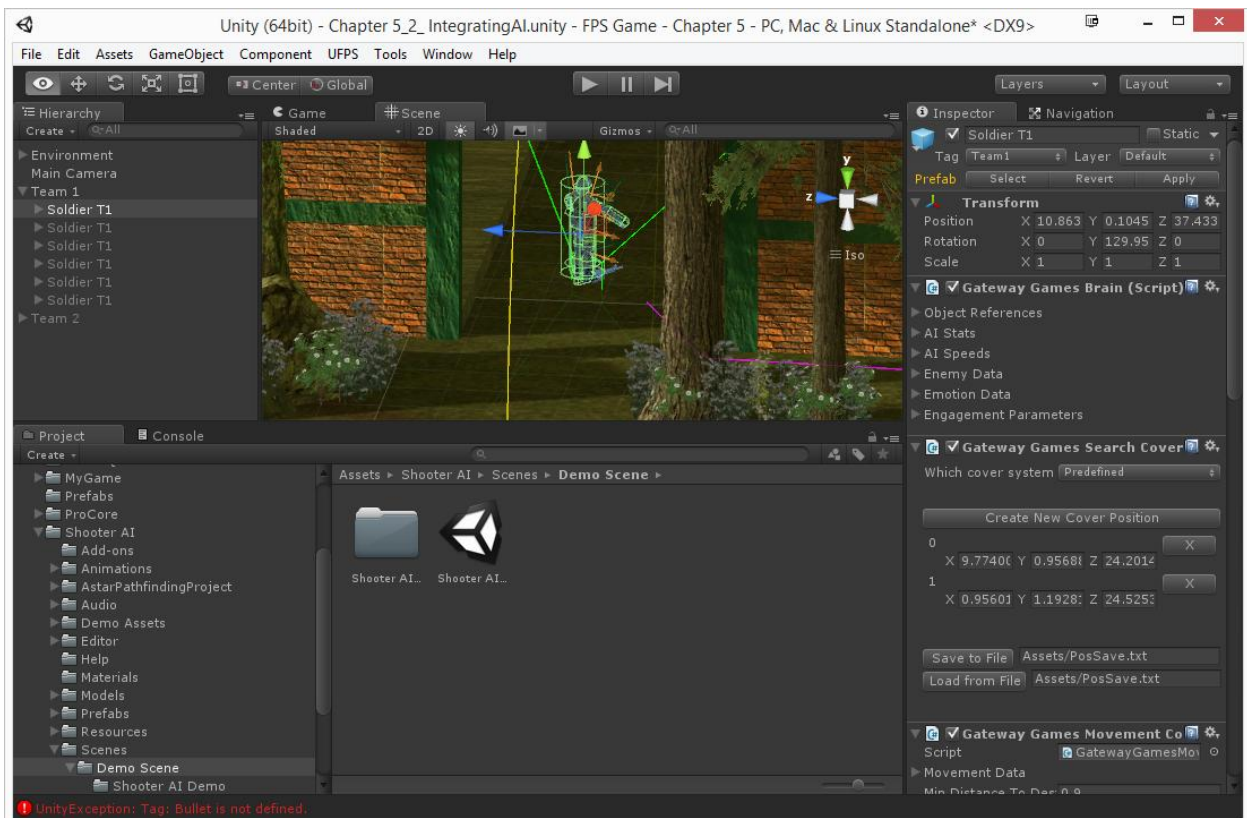
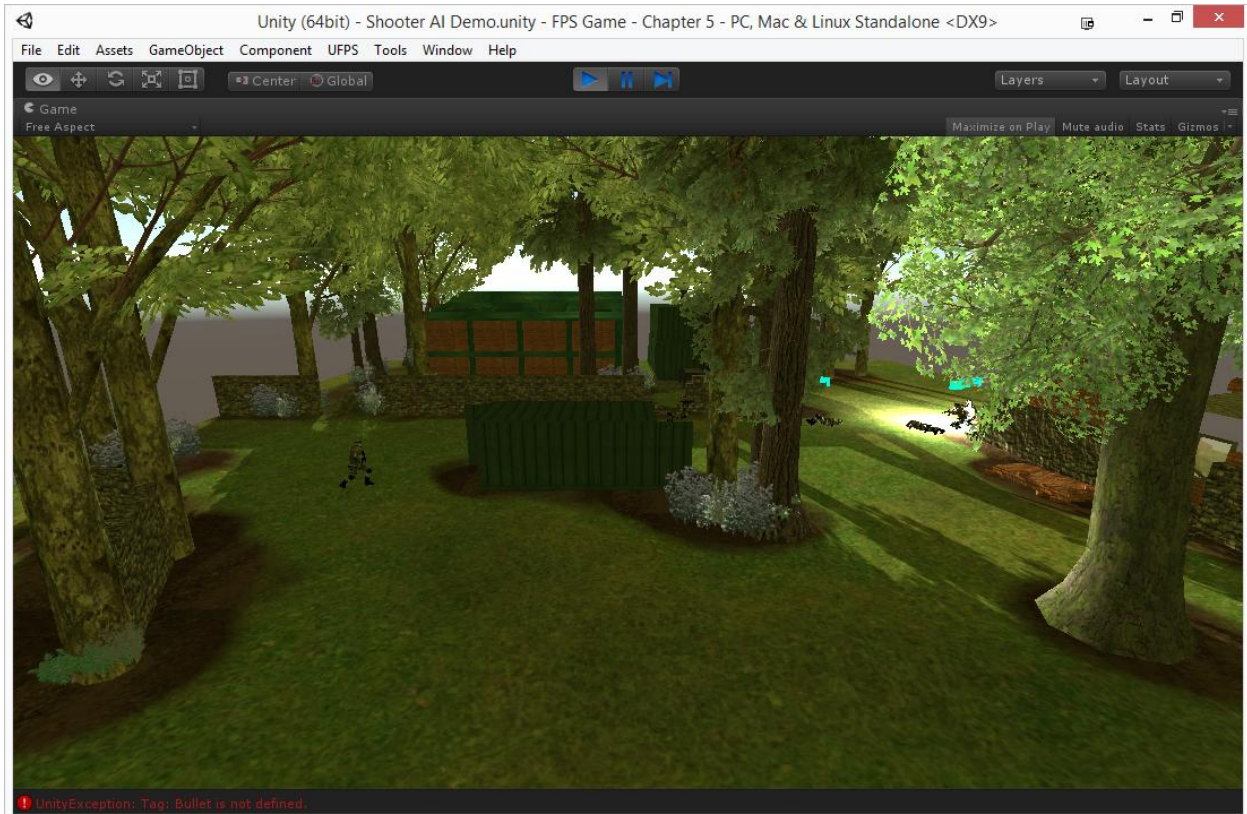


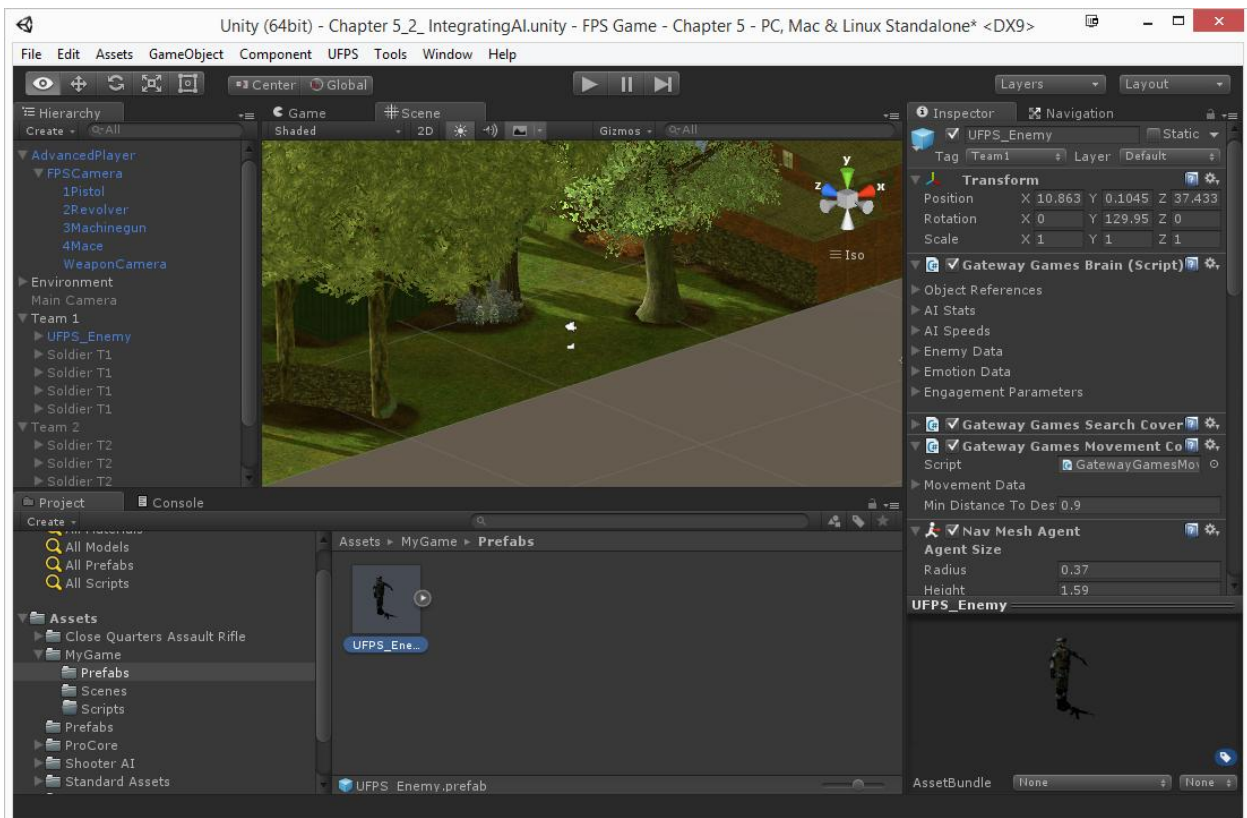
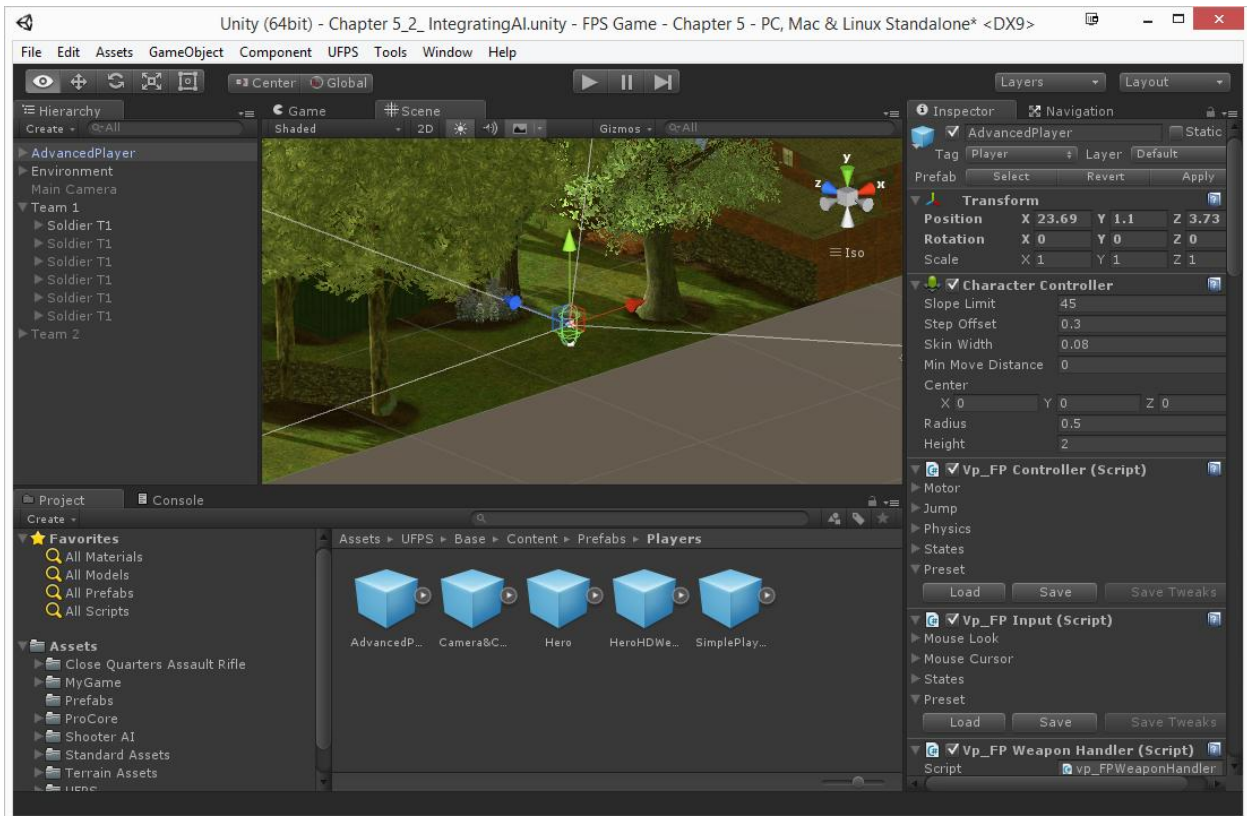
Shooter AI - The AI solution for ANY combat situation

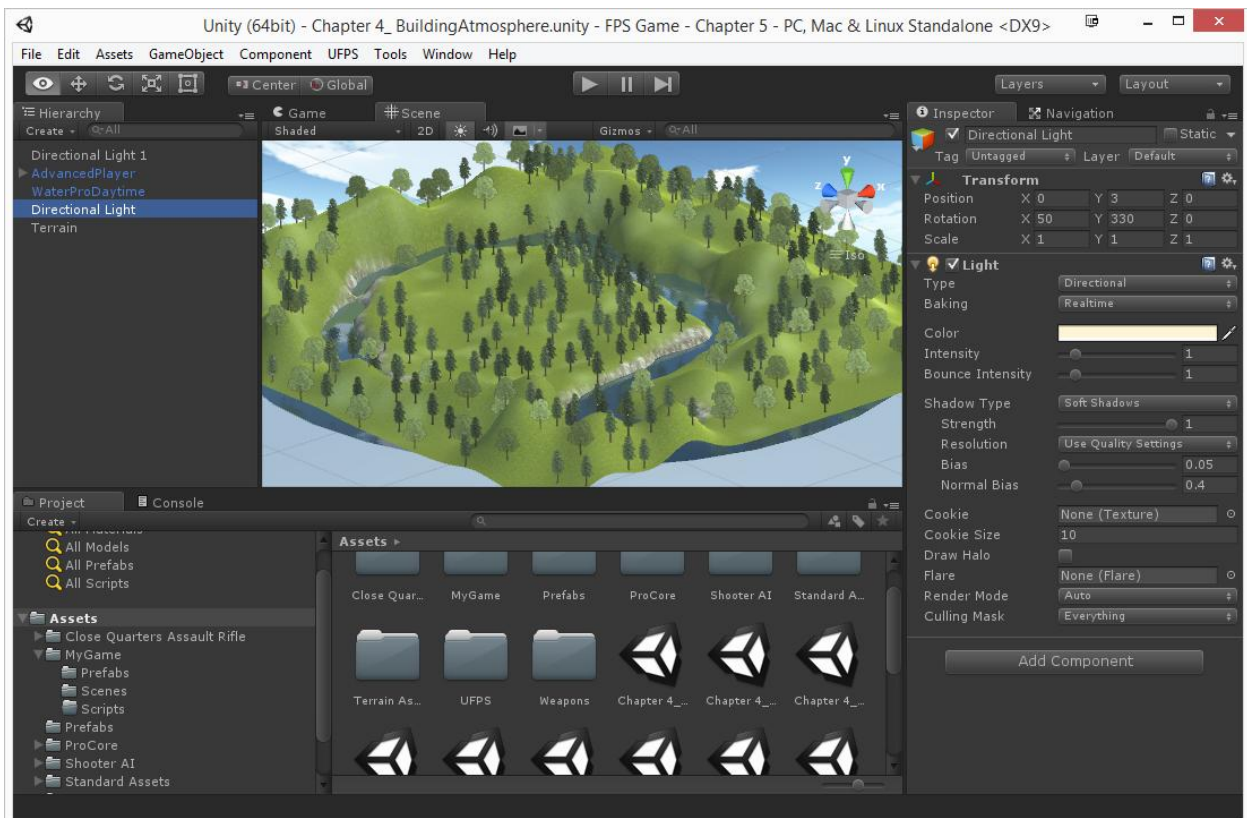
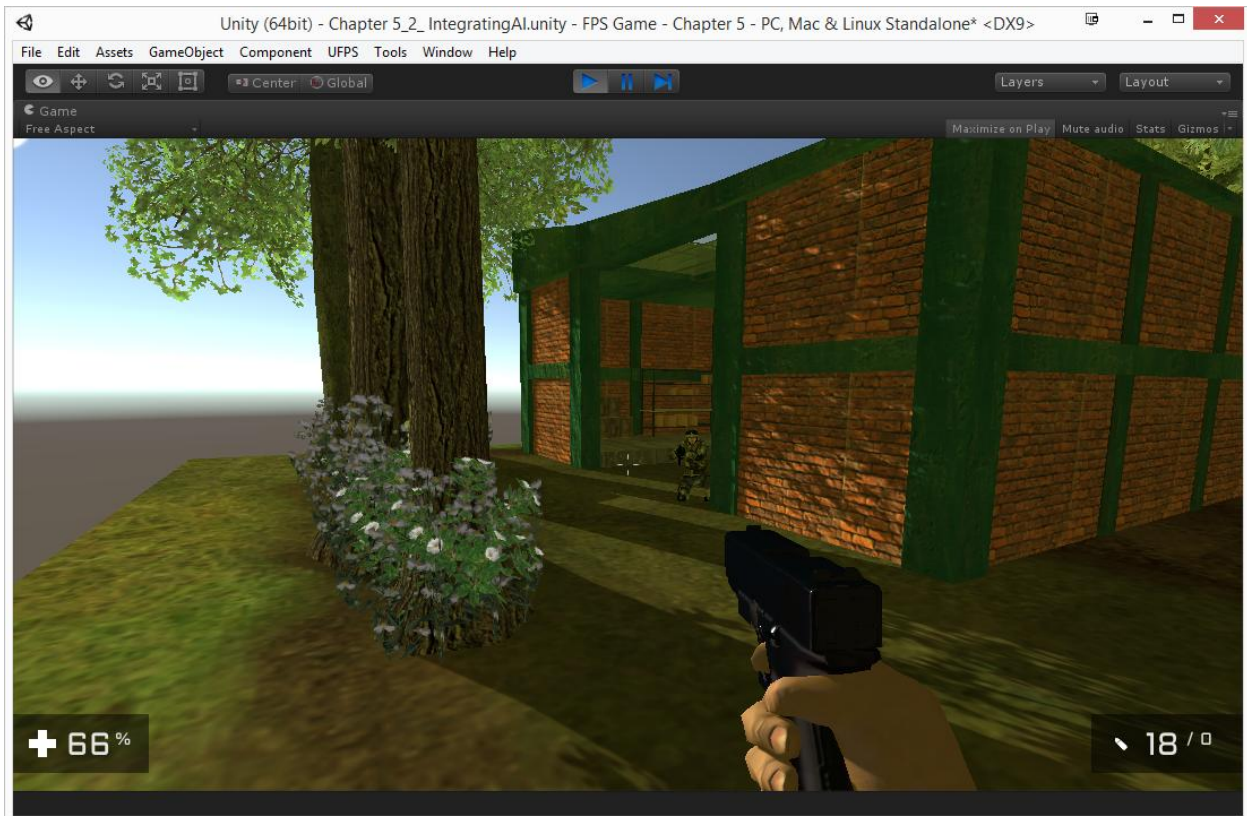
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- ✓ Add-ons NEW
- ✓ SAI-UFPS Converter.unitypackage NEW
- ✓ Animations NEW
- ✓ Humanoid NEW
- ✓ humanoid_idle.fbx NEW
- ✓ humanoid_runForward_faceForward.fbx NEW
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- ✓ humanoid_turnOnSpot.fbx NEW
- ✓ humanoid_walkForward_faceForward.fbx NEW
- ✓ humanoid_walkForward_turnMedium.fbx NEW
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- ✓ humanoid_weapon_raise.fbx NEW
- ✓ humanoid_weapon_shoot.fbx NEW
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- ✓ eyes.mat NEW
- ✓ face.mat NEW
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- ✓ Animations NEW
- ✓ Vincent@stand_up_from_back_3.fbx NEW
- ✓ Vincent@standing_up_from_belly_2.fbx NEW
- ✓ Zombie NEW
- ✓ Materials NEW
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- ✓ zombie_walk.FBX NEW
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- ✓ Seeker.cs NEW
- ✓ astarclasses.cs NEW
- ✓ AstarData.cs NEW
- ✓ AstarMath.cs NEW
- ✓ AstarPath.cs NEW
- ✓ GraphUpdateScene.cs NEW
- ✓ GraphUpdateShape.cs NEW
- ✓ Misc NEW
- ✓ AnimationLink.cs NEW
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- ✓ GraphModifier.cs NEW
- ✓ Int3.cs NEW

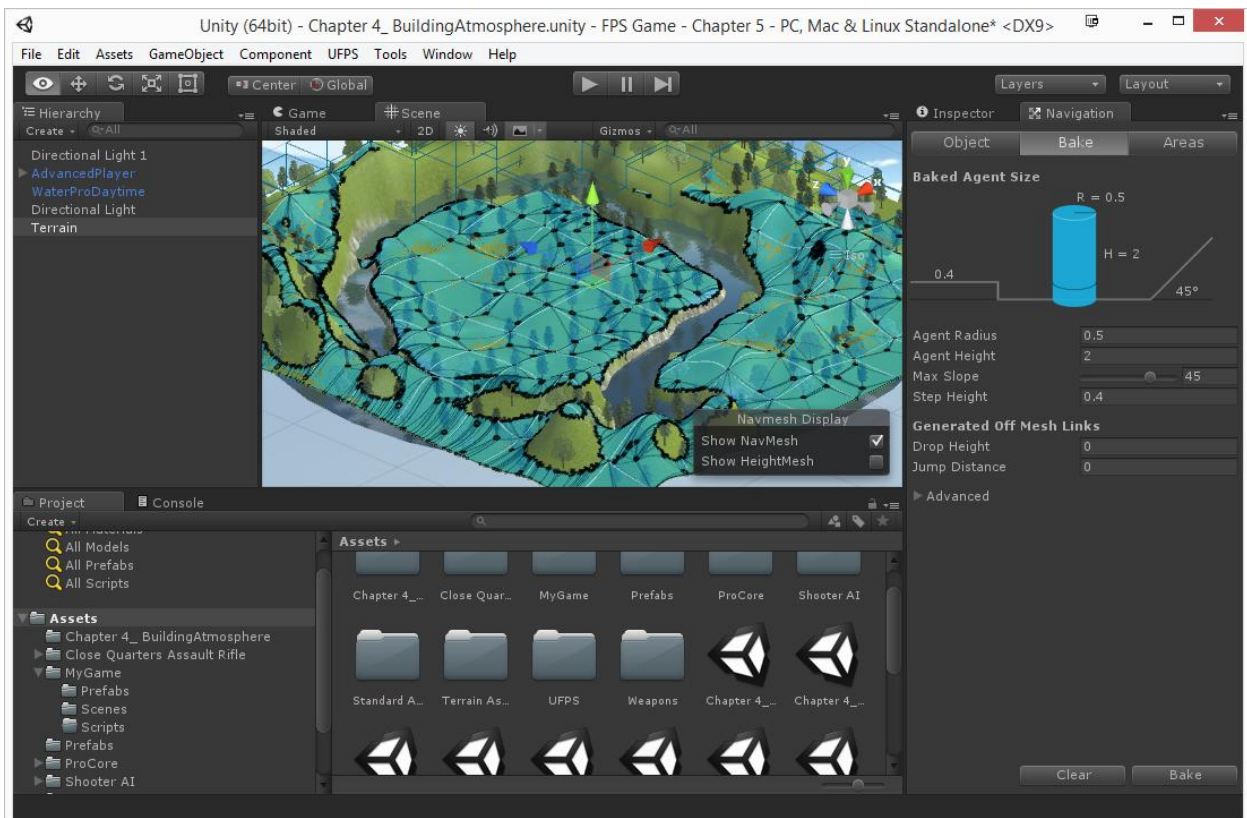
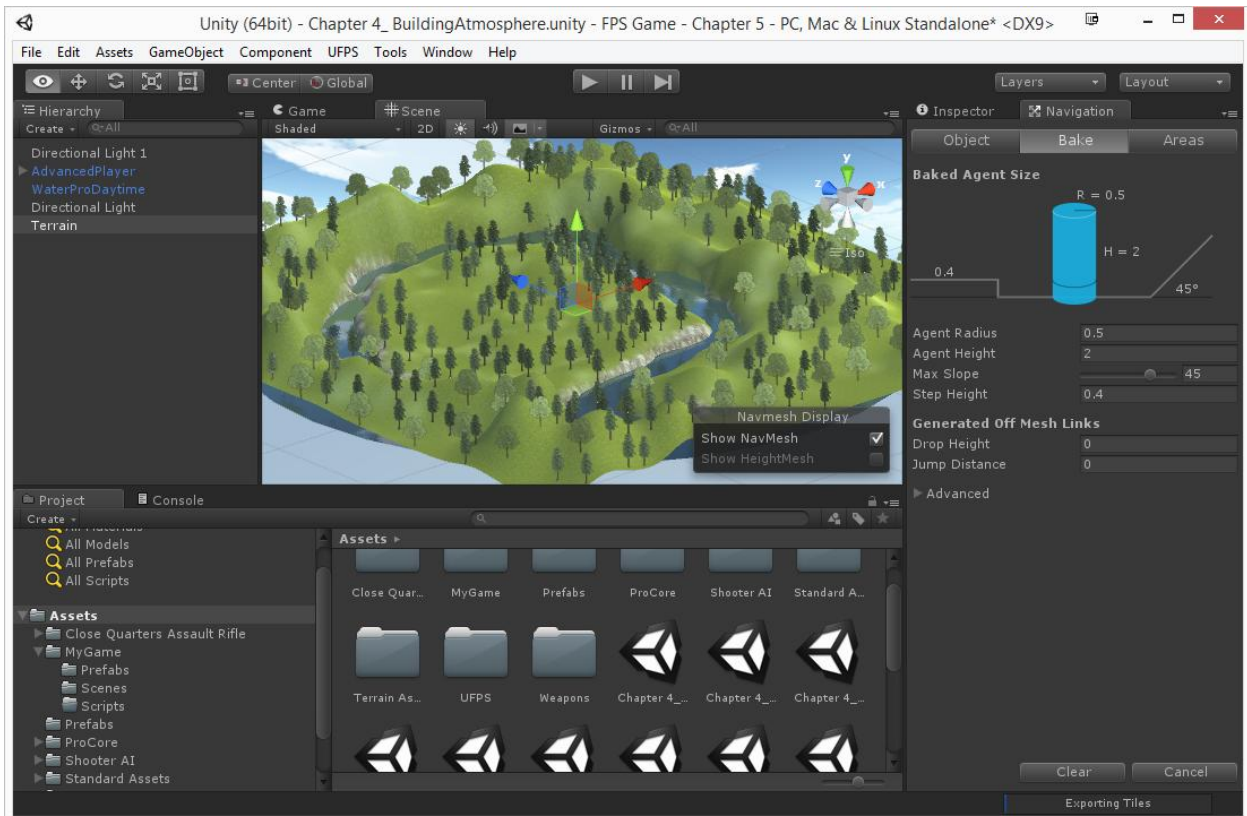
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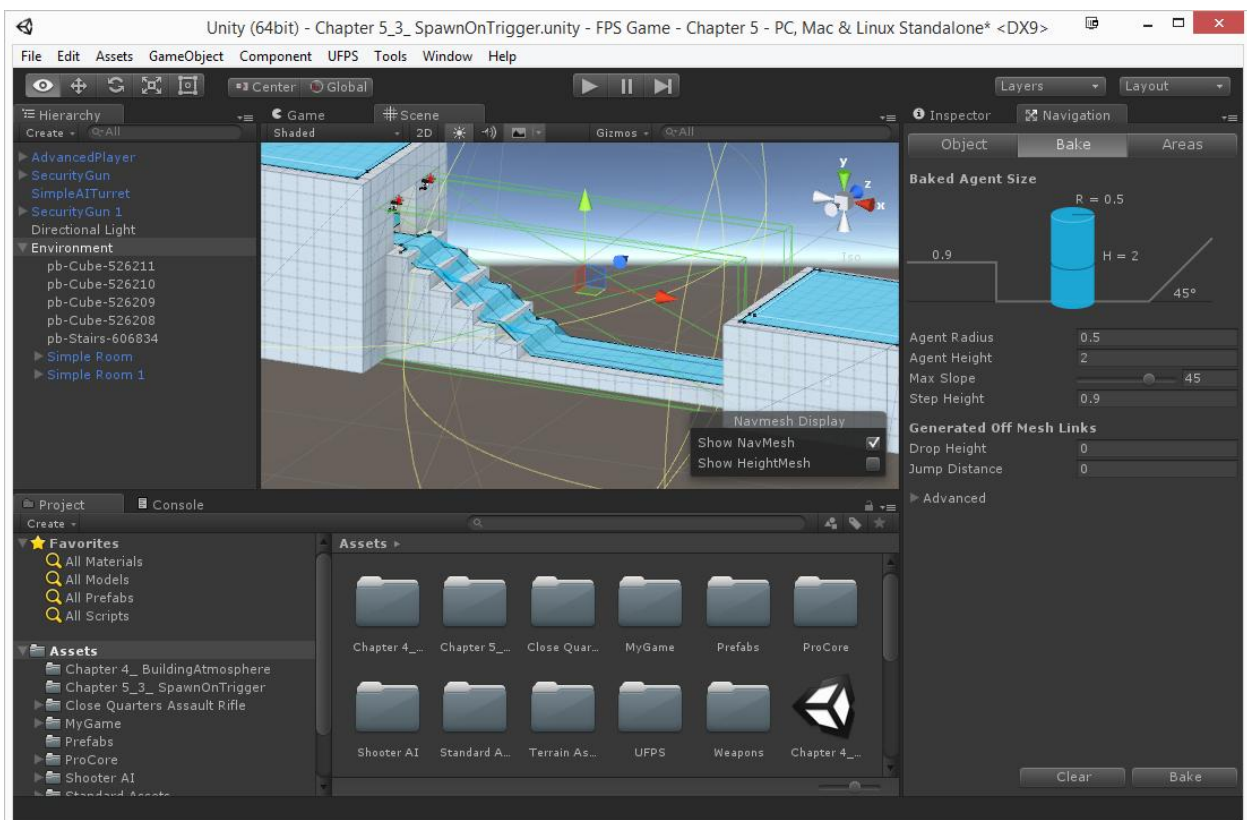
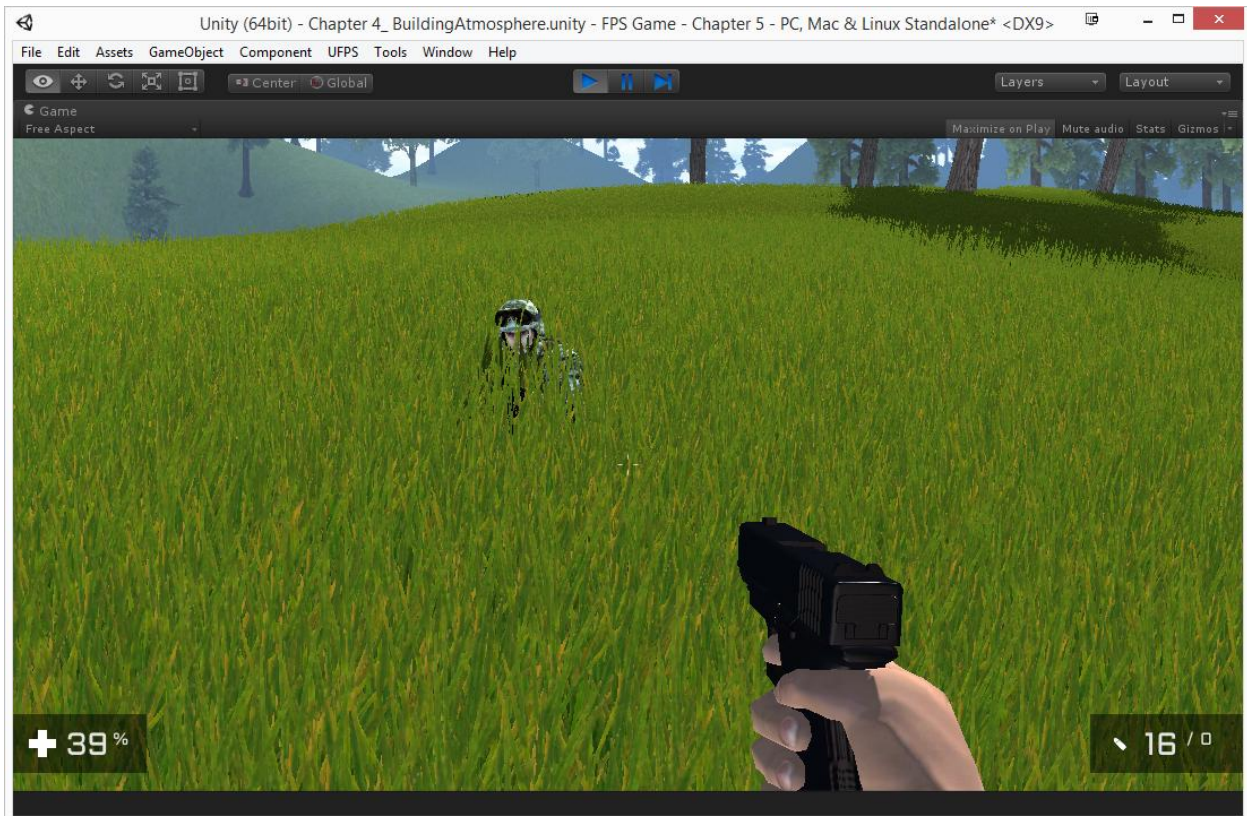
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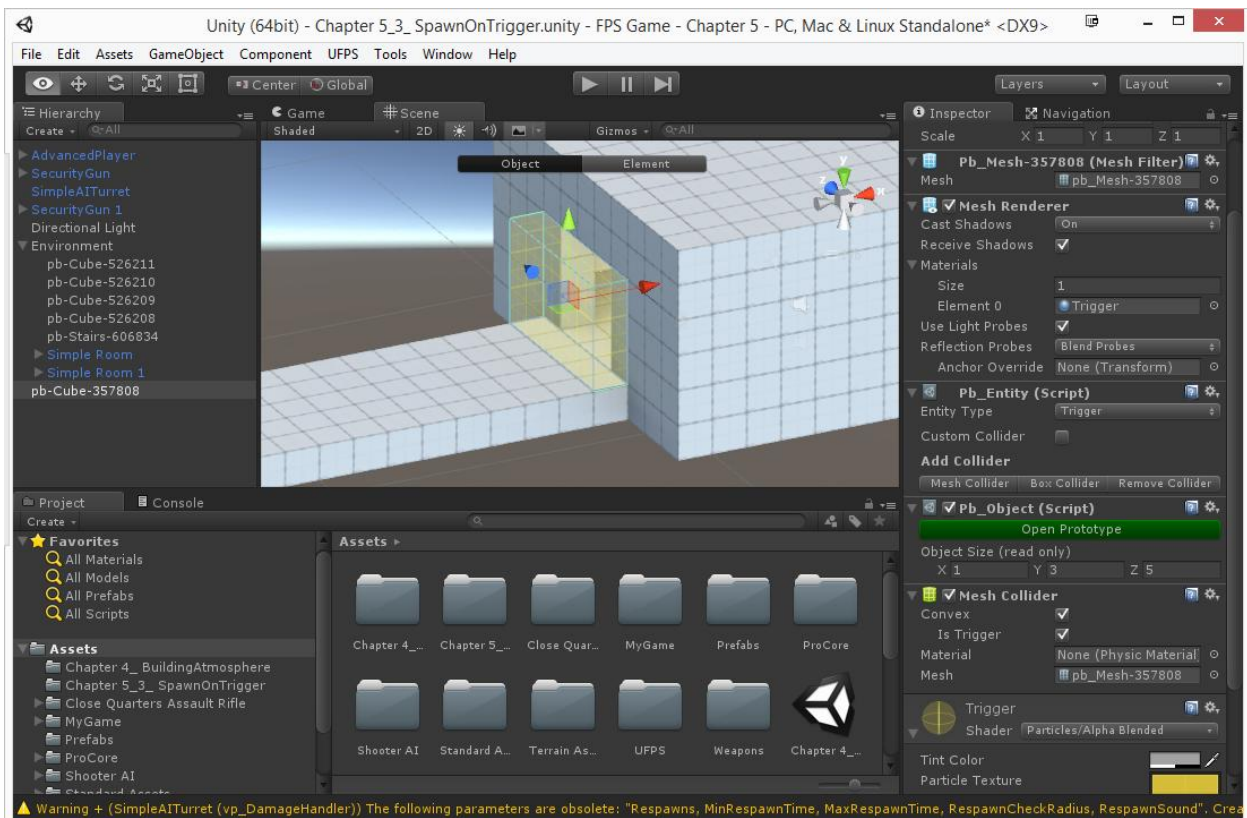
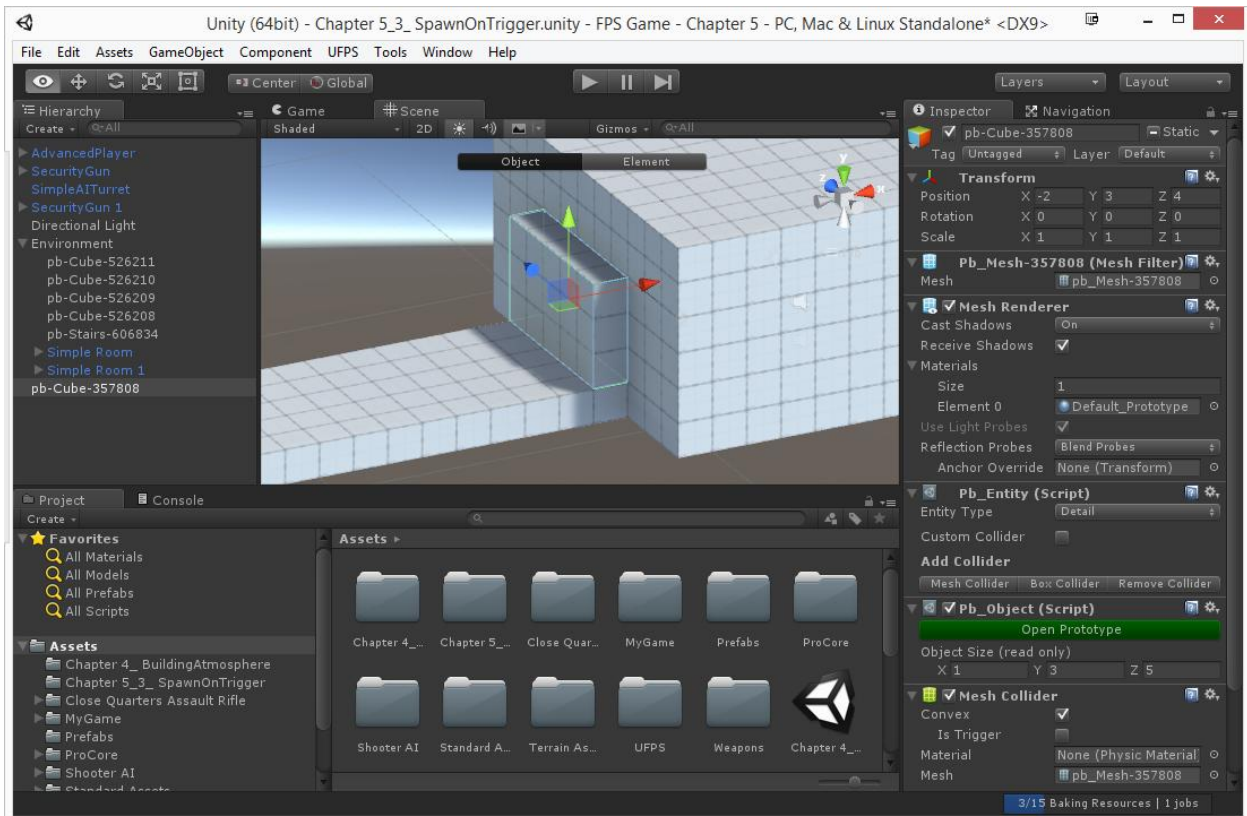


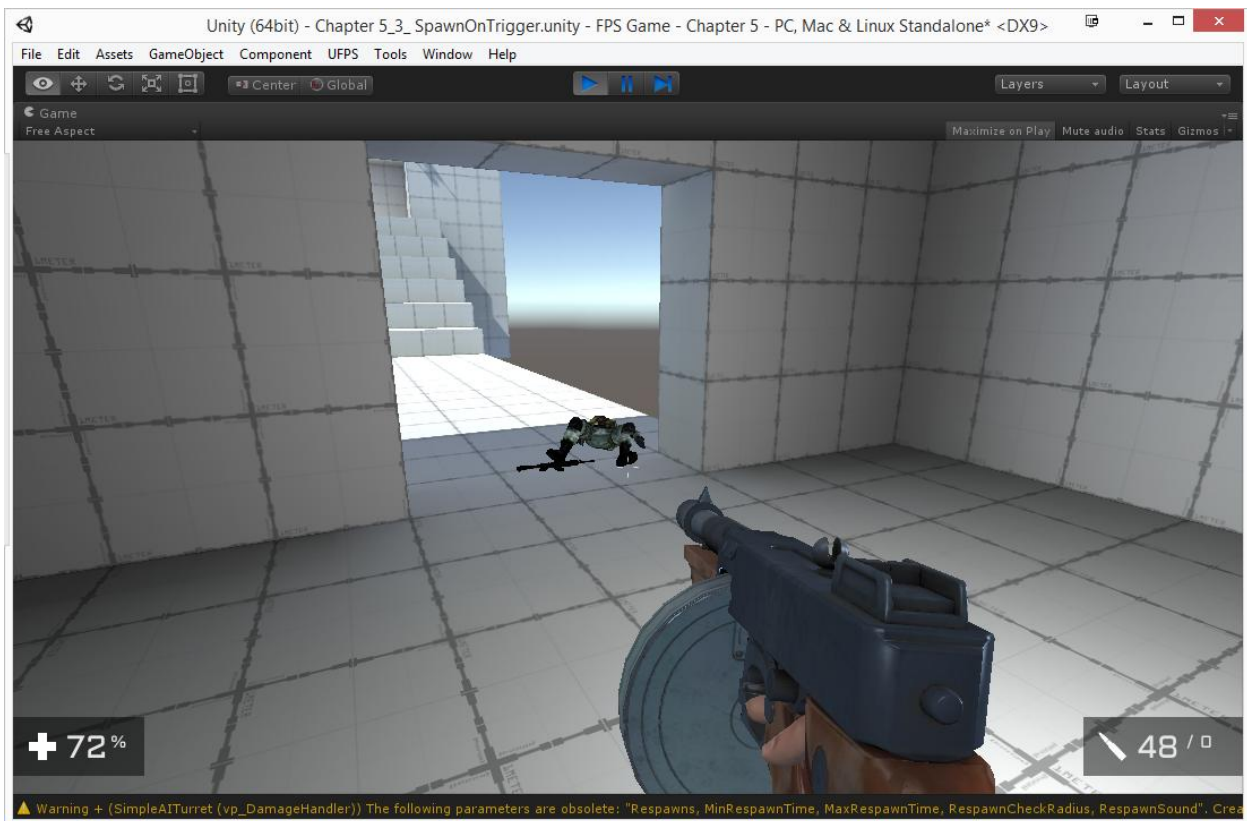
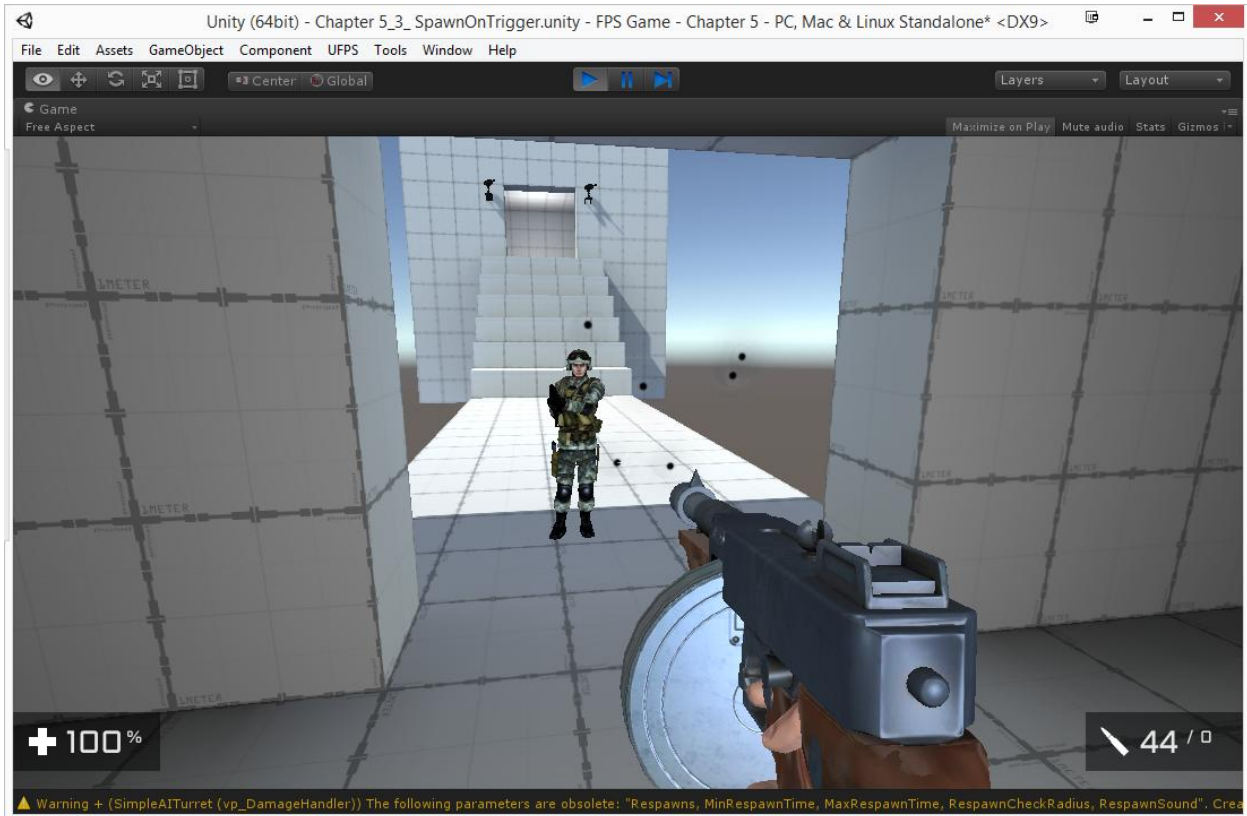


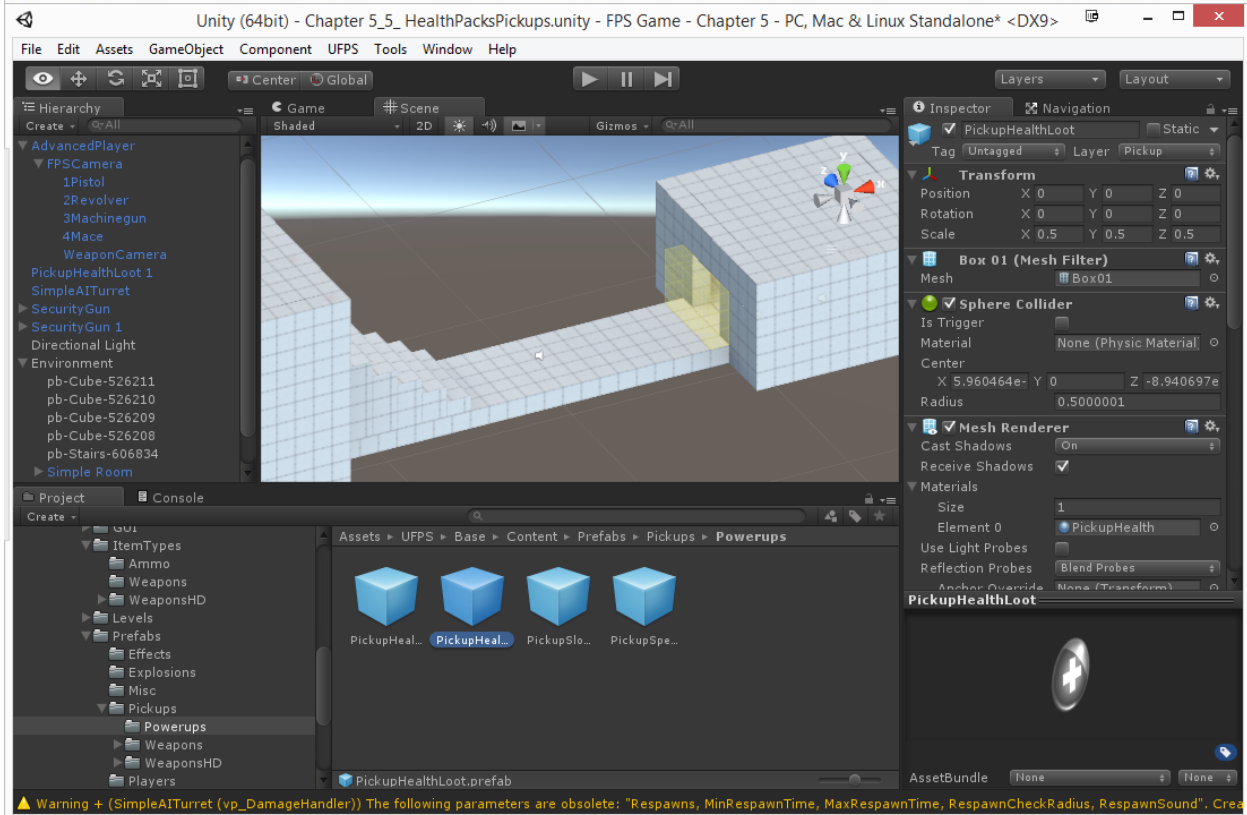
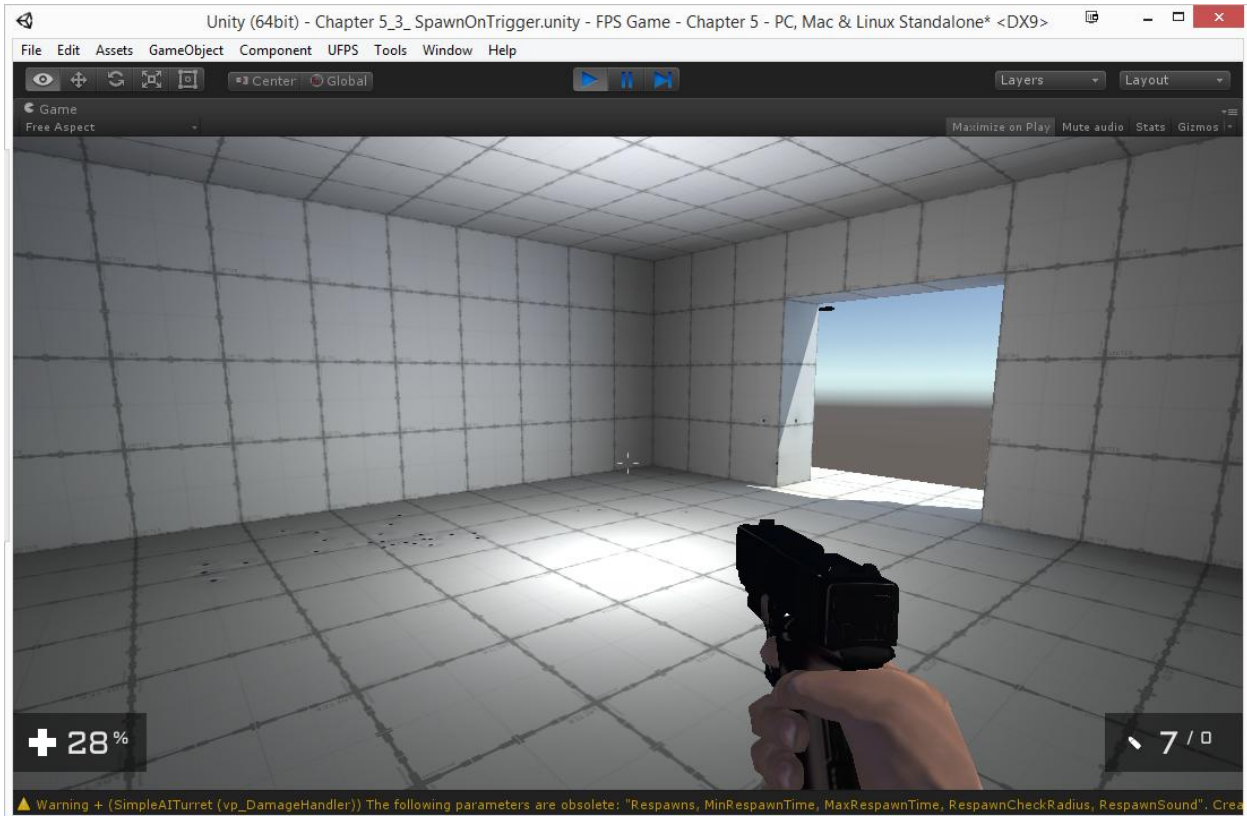


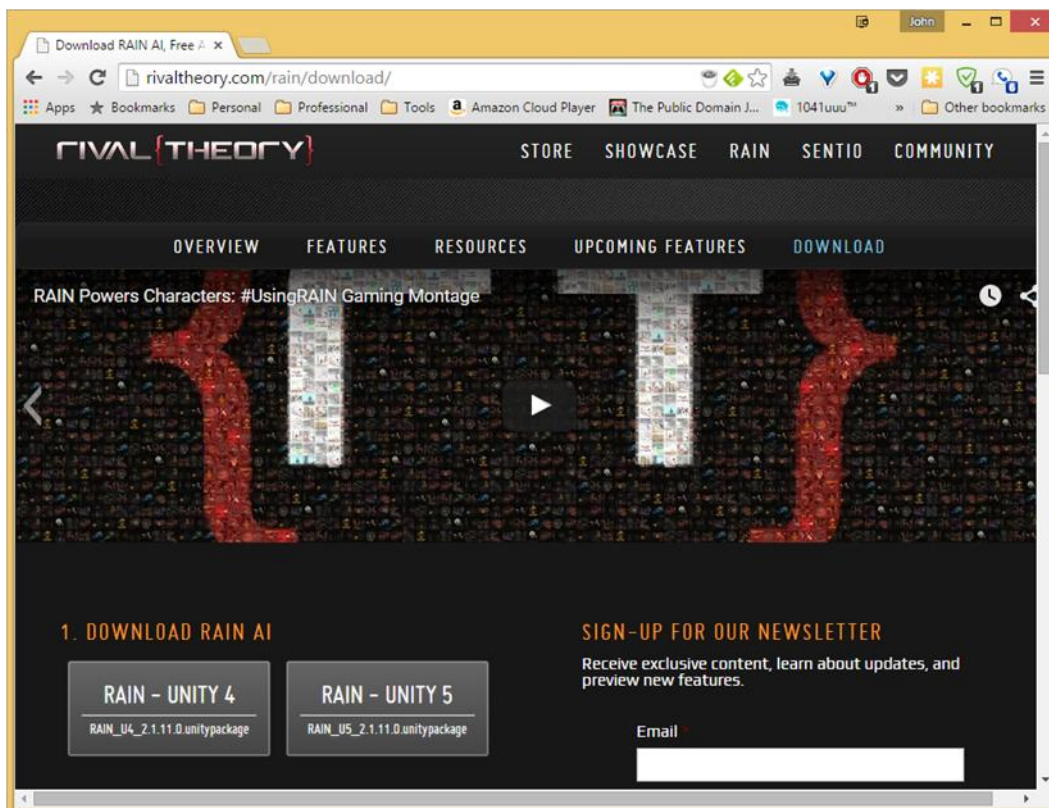
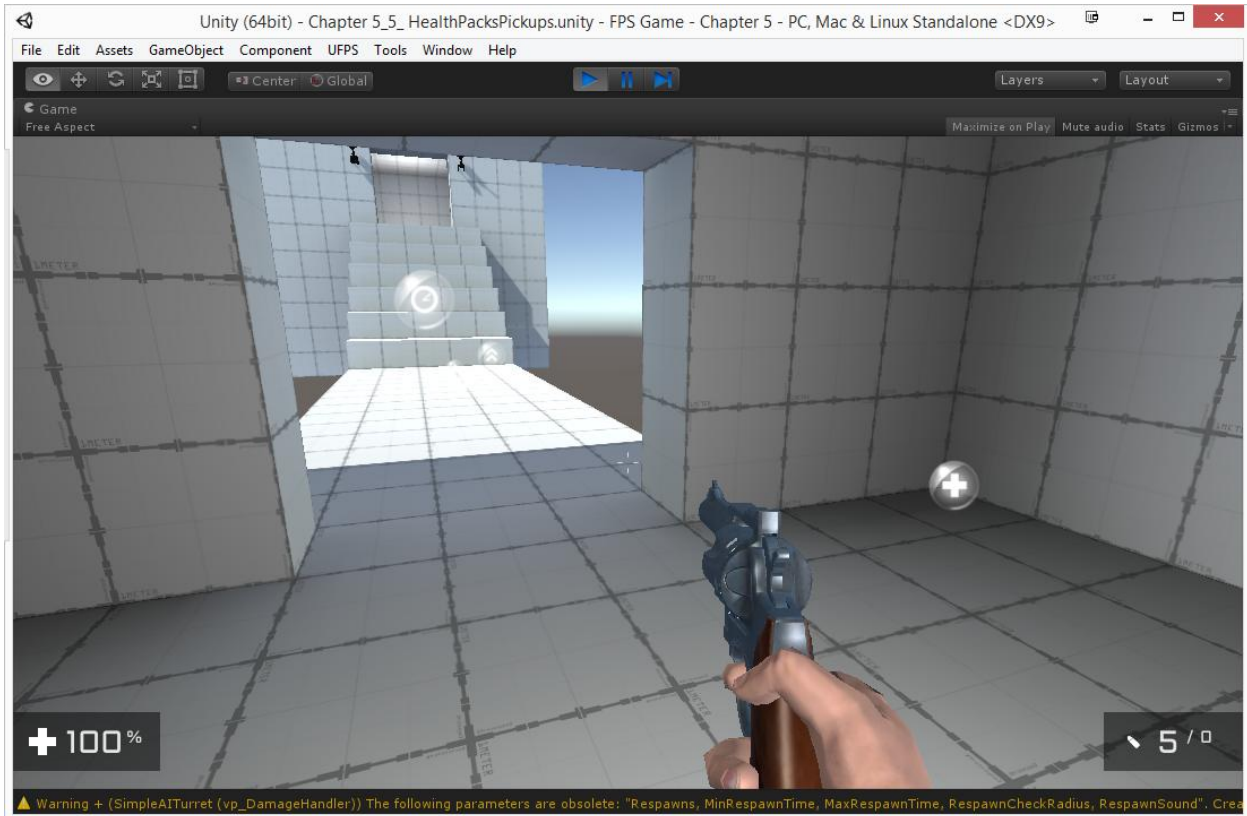












Importing package



PatrolDetectAttackSearchExamples

- AI
 - Actions
 - AIRandomWander.cs NEW
 - BehaviorTrees
 - PatrolDetectSearch.asset NEW
 - Materials
 - Blue.mat NEW
 - Brown.mat NEW
 - Textures
 - Blue.png NEW
- max
 - Materials
 - BACKPACK1.PSD NEW
 - BACKPACK1_TXTR.mat NEW
 - BACKPACK2NORMAL.PSD NEW
 - MAX.mat NEW
 - MAX.PSD NEW
 - MAXNORMAL.PSD NEW
 - MAX.FBX NEW
- Prefab
 - Box.prefab NEW
- RAIN
 - Editor
 - AetherUnity.dll NEW
 - LegionRestModel.dll NEW
 - RAINEditor.dll NEW
 - RAINUpdater.dll NEW
 - ScriptTemplates
 - ActionTemplate_BOO.boo NEW
 - ActionTemplate_CS.cs NEW
 - ActionTemplate_JS.js NEW
 - RAIN.dll NEW
 - RAINMetaform.dll NEW

All

None

Cancel

Import

Importing package

RAIN_U5_2.1.11.0

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- Editor NEW
- AetherUnity.dll NEW
- Fonts NEW
- BankGothicLight.ttf NEW
- BankGothicMedium.ttf NEW
- Play-Regular.ttf NEW
- LegionRestModel.dll NEW
- RAINEditor.dll NEW
- RAINMetaformEditor.dll NEW
- RAINUpdater.dll NEW
- ScriptTemplates NEW
- ActionTemplate_BOO.boa NEW
- ActionTemplate_CS.cs NEW
- ActionTemplate_JS.js NEW
- BehaviorTreeTemplate.xml NEW
- DecisionTemplate_BOO.boa NEW
- DecisionTemplate_CS.cs NEW
- DecisionTemplate_JS.js NEW
- Shaders NEW
- AspectRingShader.shader NEW
- AspectSphereShader.shader NEW
- NavMeshColliderShader.shader NEW
- NavMeshContourShader.shader NEW
- VisualSensorLineShader.shader NEW
- VisualSensorRingShader.shader NEW
- WaypointShader.shader NEW
- RAIN EULA.pdf NEW
- RAIN.dll NEW
- RAINMetaform.dll NEW
- ReleaseNotes.txt NEW

All

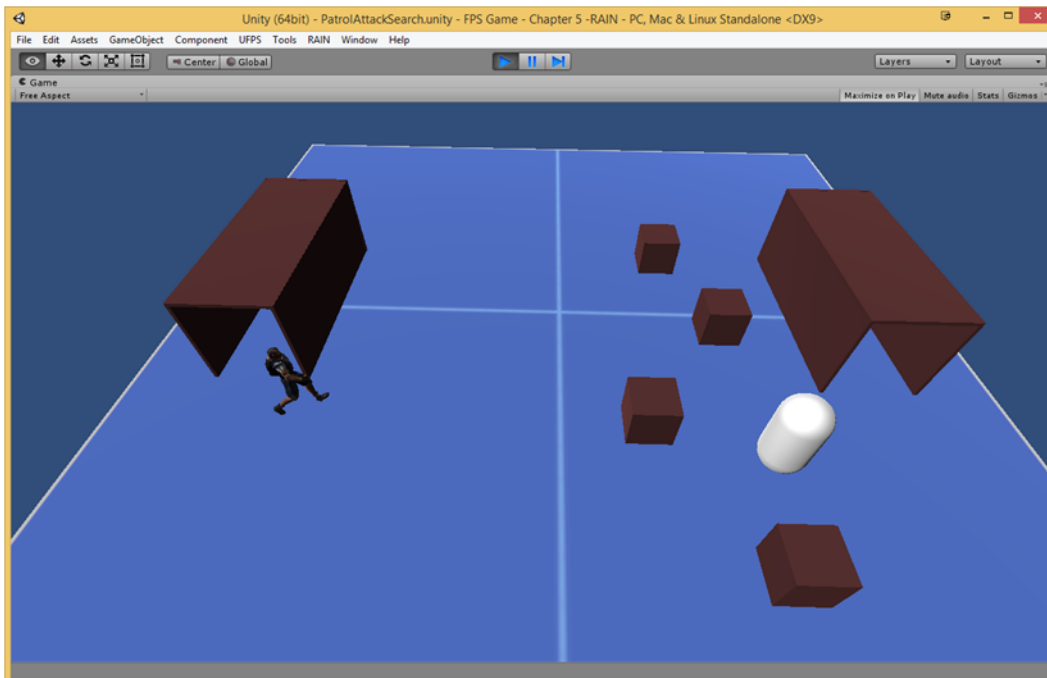
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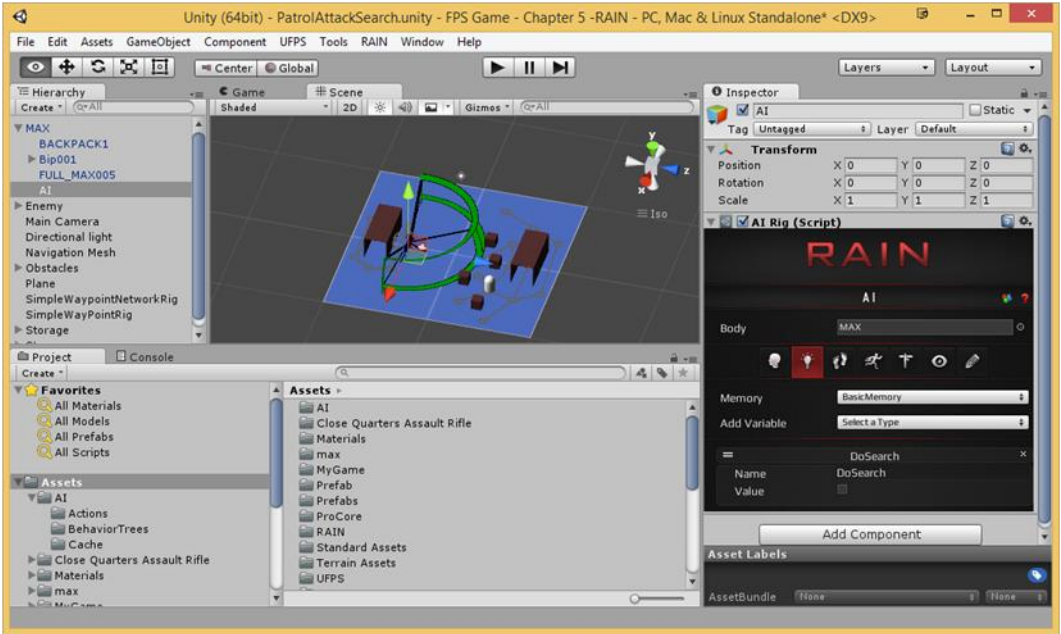
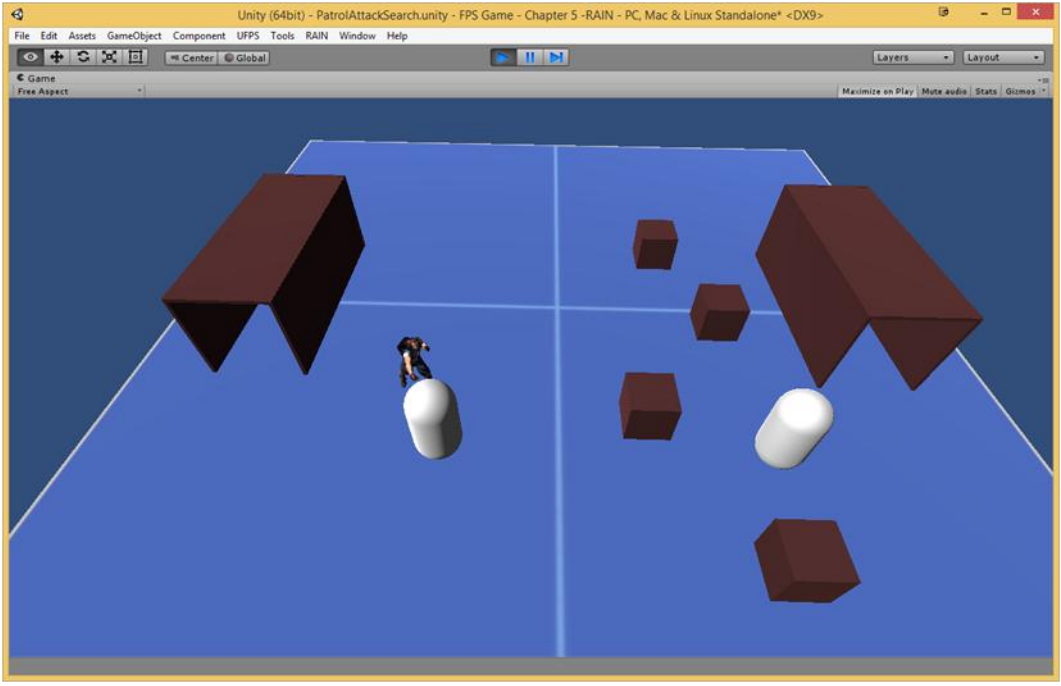
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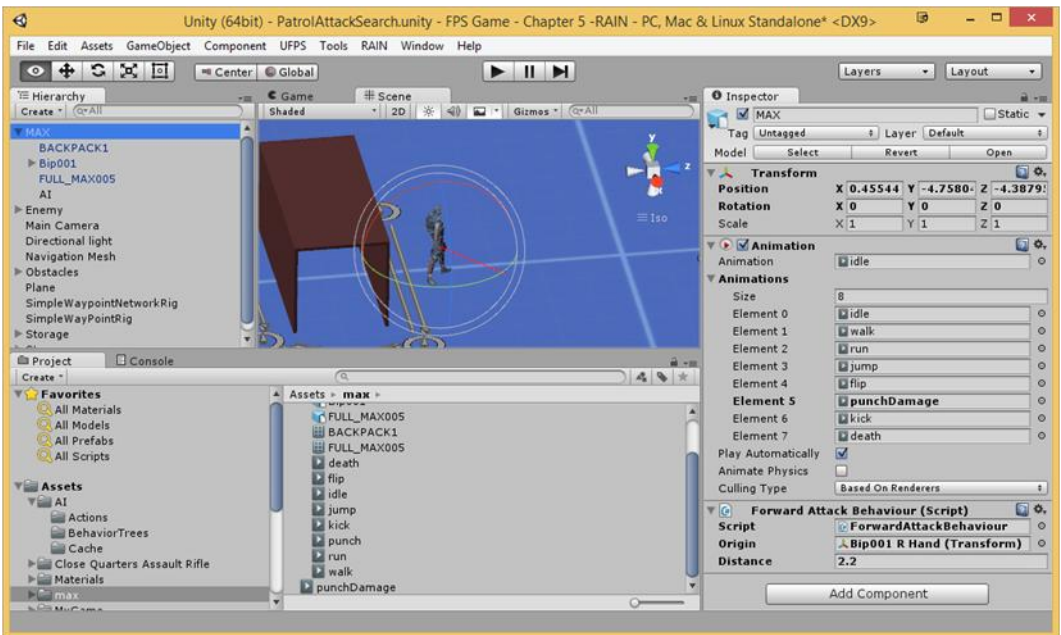
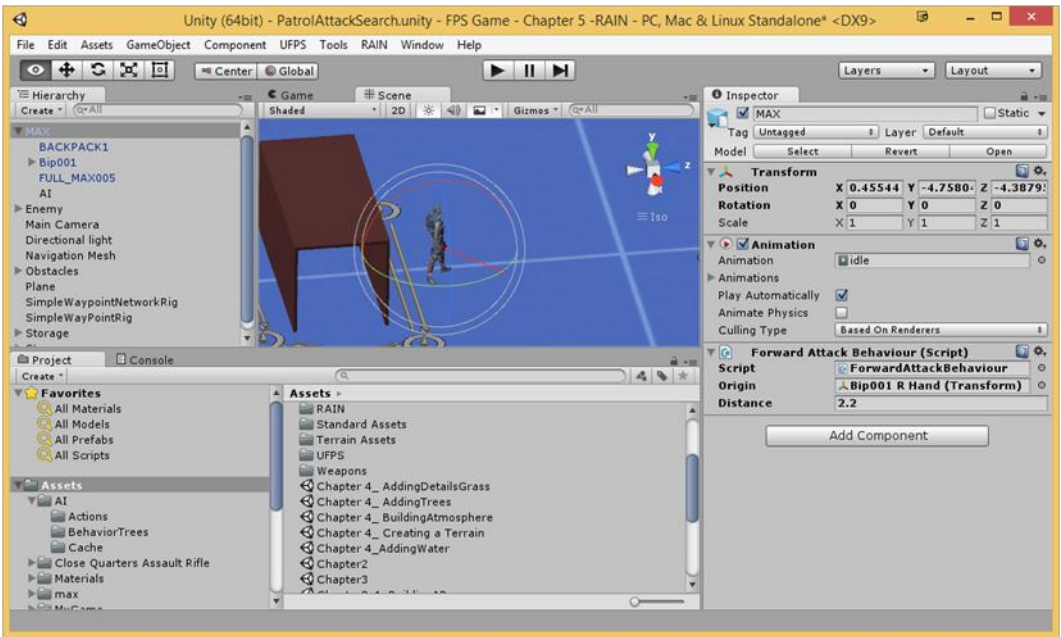
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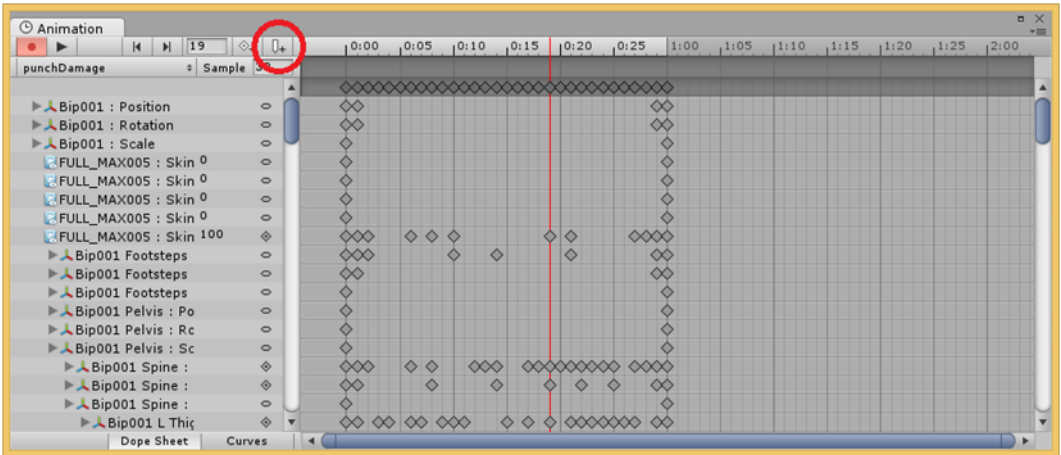
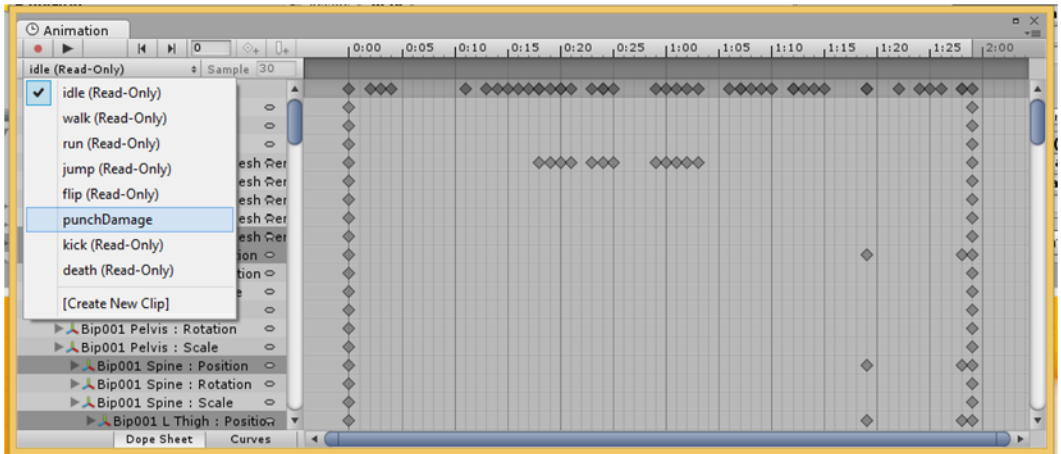
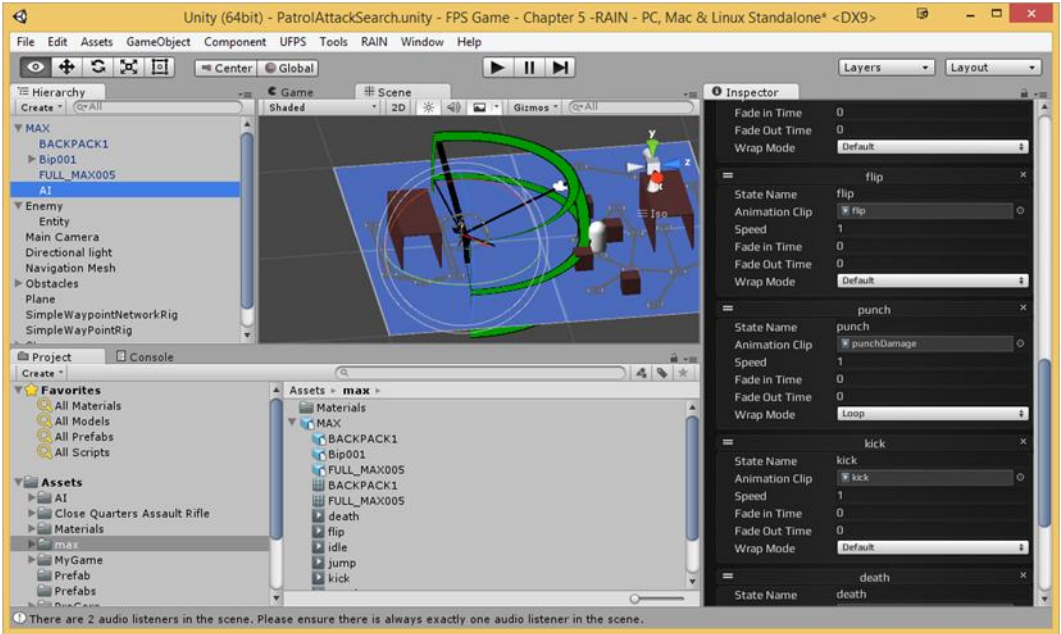
Assembly-CSharp - AI\Actions\AIRandomWander.cs - MonoDevelop-Unity

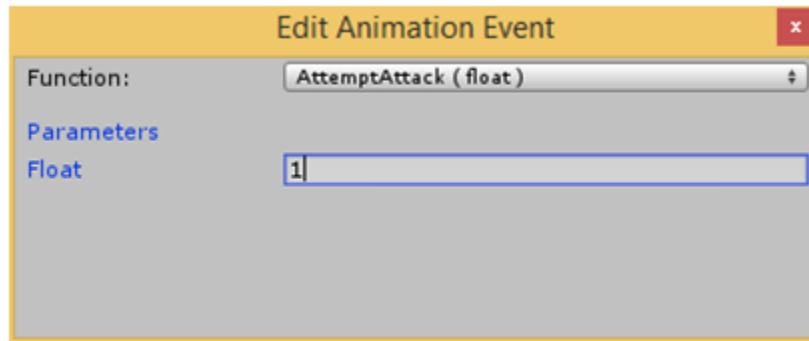
```
1 using UnityEngine;
2 using System.Collections;
3 using System.Collections.Generic;
4 using RAIN.Core;
5 using RAIN.Action;
6 using RAIN.Navigation;
7 using RAIN.Navigation.Graph;
8
9 [RAINAction("Choose Wander Location")]
10 public class AIRandomWander : RAINAction
11 {
12     private static float _startTime = 0f;
13
14     public AIRandomWander()
15     {
16         actionName = "AIRandomWander";
17     }
18
19     public override void Start(AI ai)
20     {
21         _startTime += Time.time;
22         base.Start(ai);
23     }
24
25     public override ActionResult Execute(AI ai)
26     {
27         Vector3 loc = Vector3.zero;
28
29         List<RAINNavigationGraph> found = new List<RAINNavigationGraph>();
30         do
31         {
32             loc = new Vector3(ai.Kinematic.Position.x + Random.Range(-5f, 5f),
33                             ai.Kinematic.Position.y,
34                             ai.Kinematic.Position.z + Random.Range(-5f, 5f));
35             found = NavigationManager.Instance.GraphsForPoints(ai.Kinematic.Position, loc, ai.Motor.MaxHeightOffset);
36
37         } while ((Vector3.Distance(ai.Kinematic.Position, loc) < 2f) || (found.Count == 0));
38
39         ai.WorkingMemory.SetItem<Vector3>("wanderTarget", loc);
40
41         if (_startTime > 500f)
42         {
43             ai.WorkingMemory.SetItem("DoSearch", 0);
44             _startTime = 0;
45         }
46
47         return ActionResult.SUCCESS;
48     }
49 }
```











Behavior Editor

BT PatrolDetectSearch

Behavior Tree: **Current AI (MAX)**

Node Type: **Detect**

Name: **CanSee**

Repeat: **Forever**

Debug Break:

Sensor: **e "eyes"**

Aspect: **e "aEnemy"**

Detect: **Best Match**

Aspect Variable: **varEnemy**

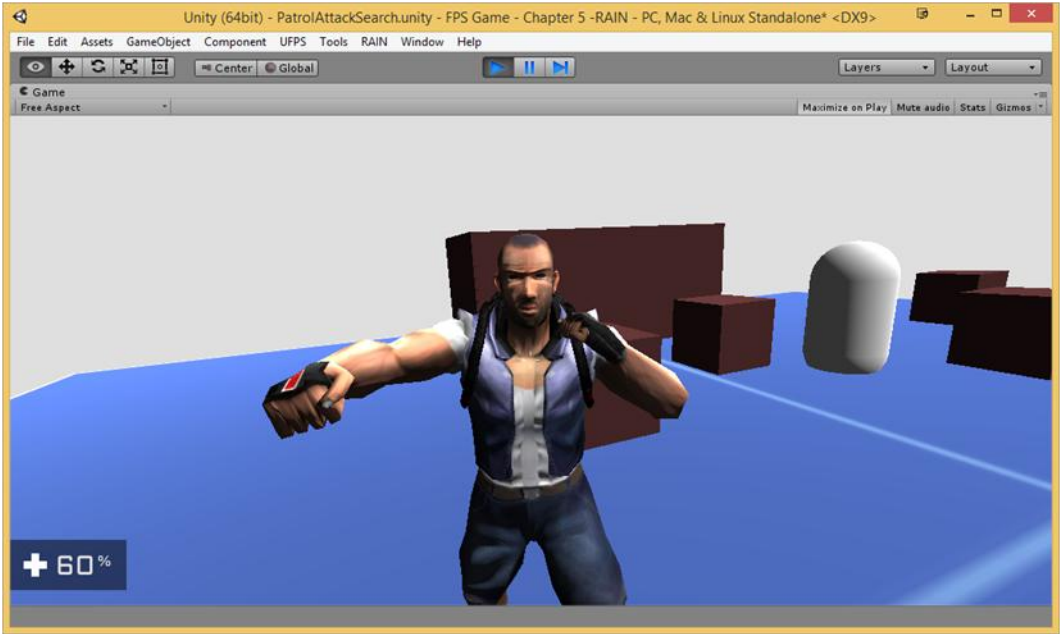
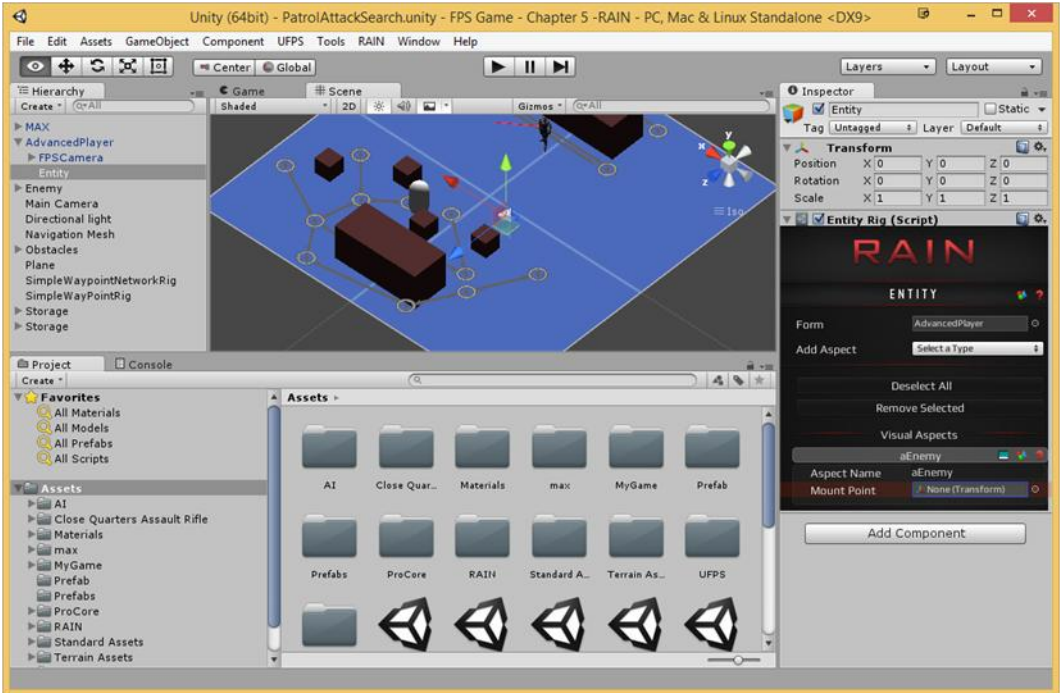
Form Variable: **varEnemy**

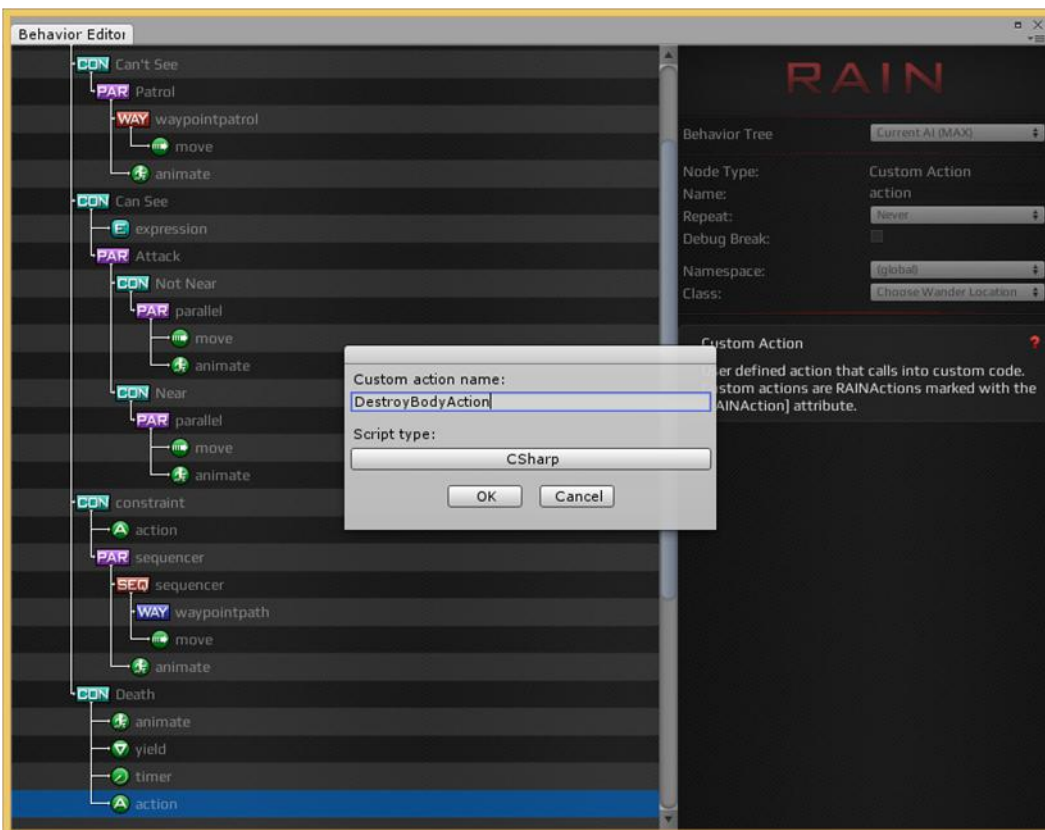
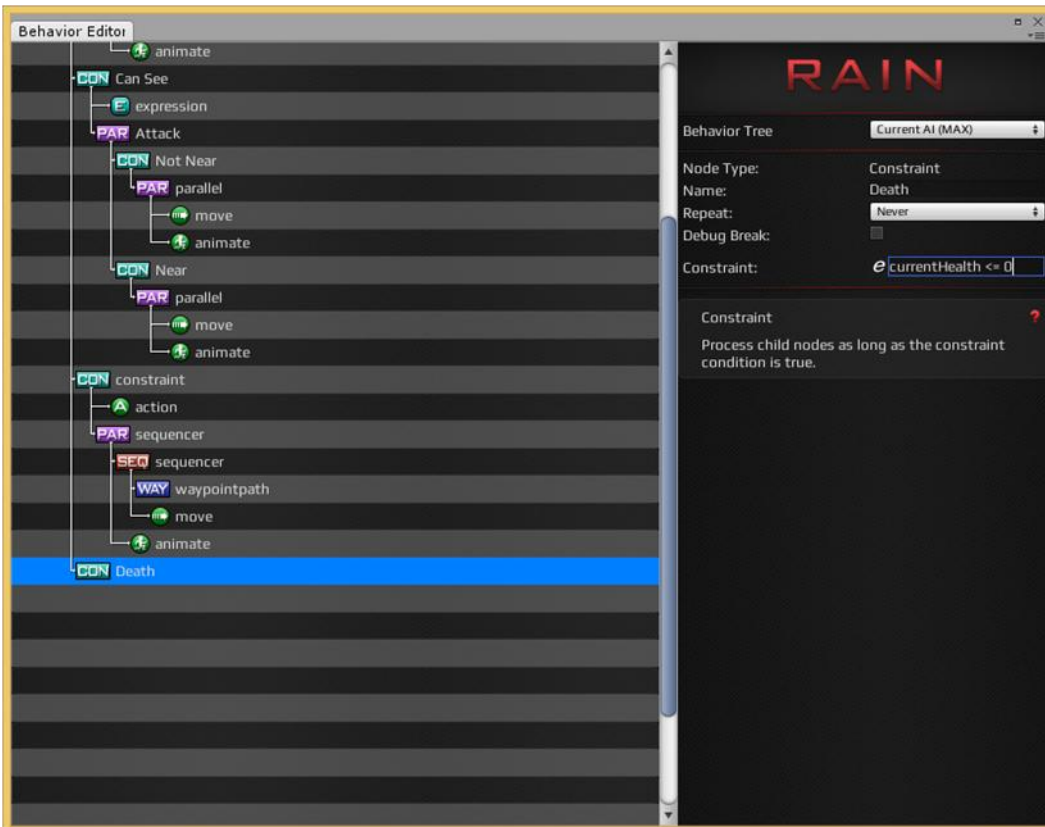
Mount Point Variable: **varEnemy**

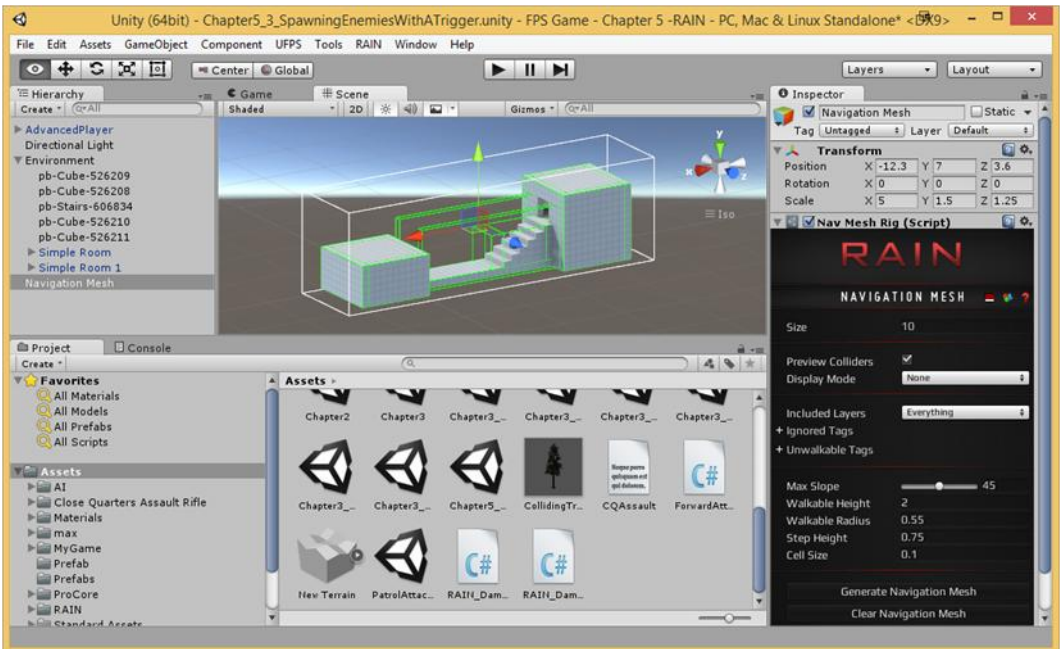
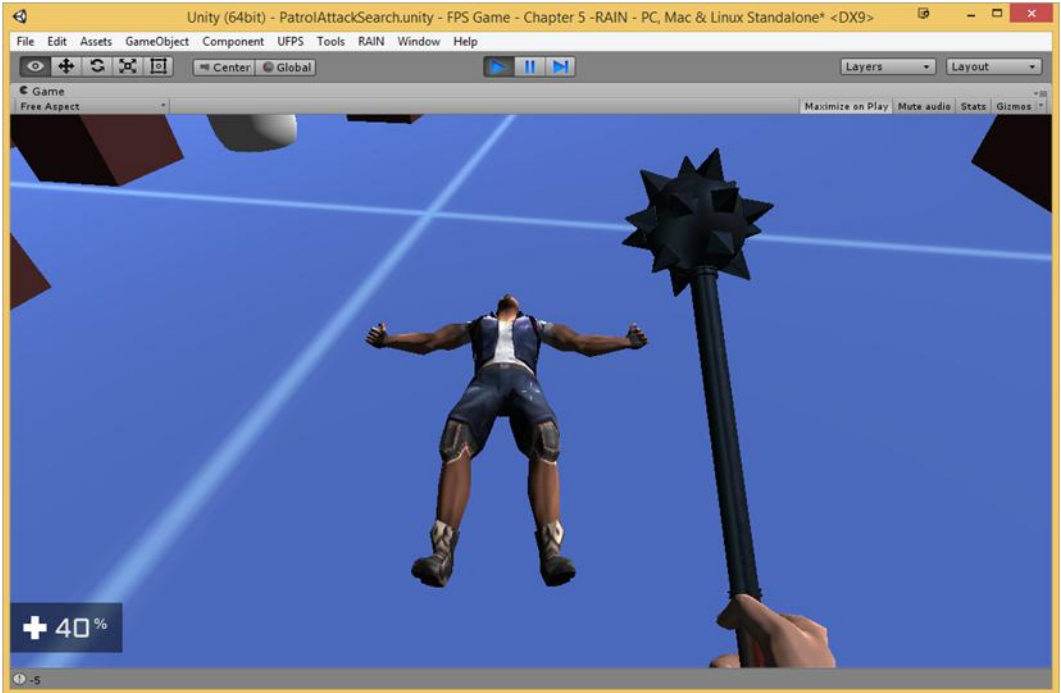
Consistent:

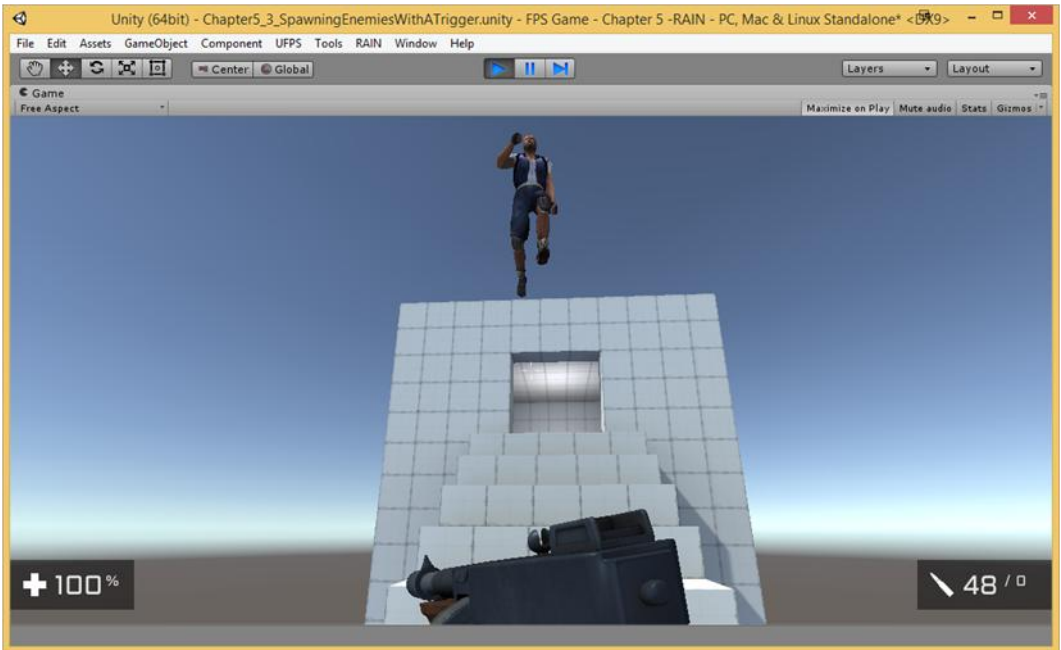
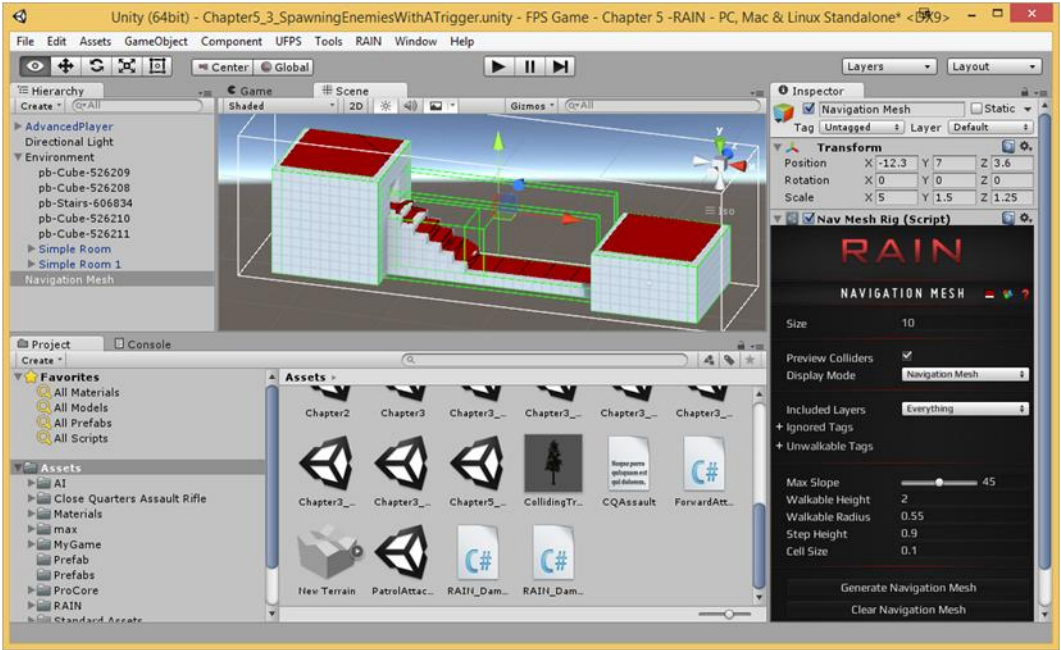
Detect

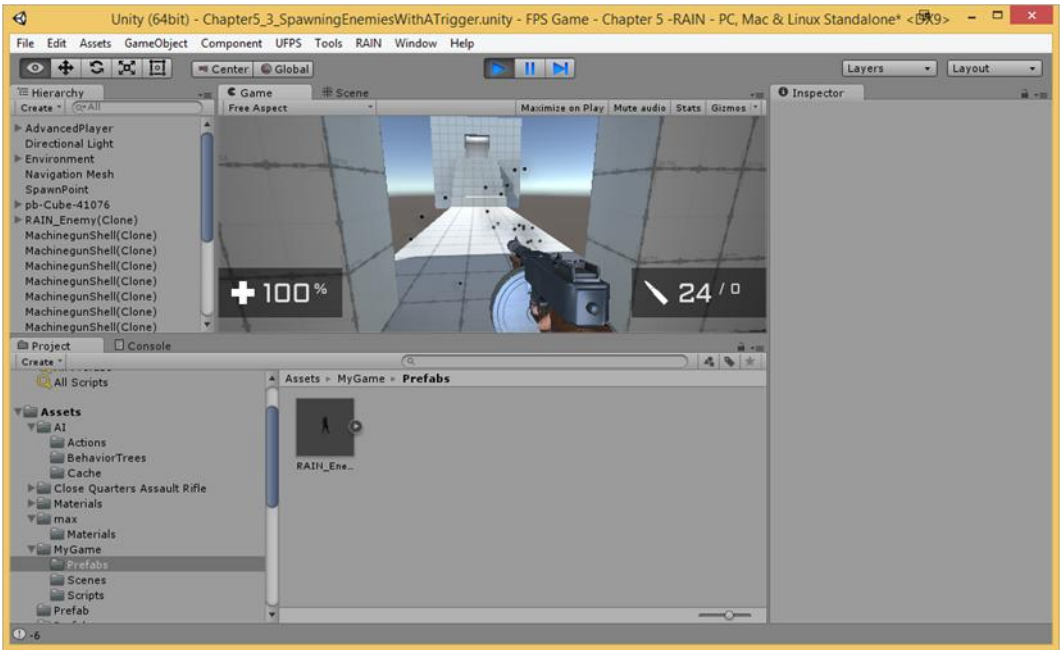
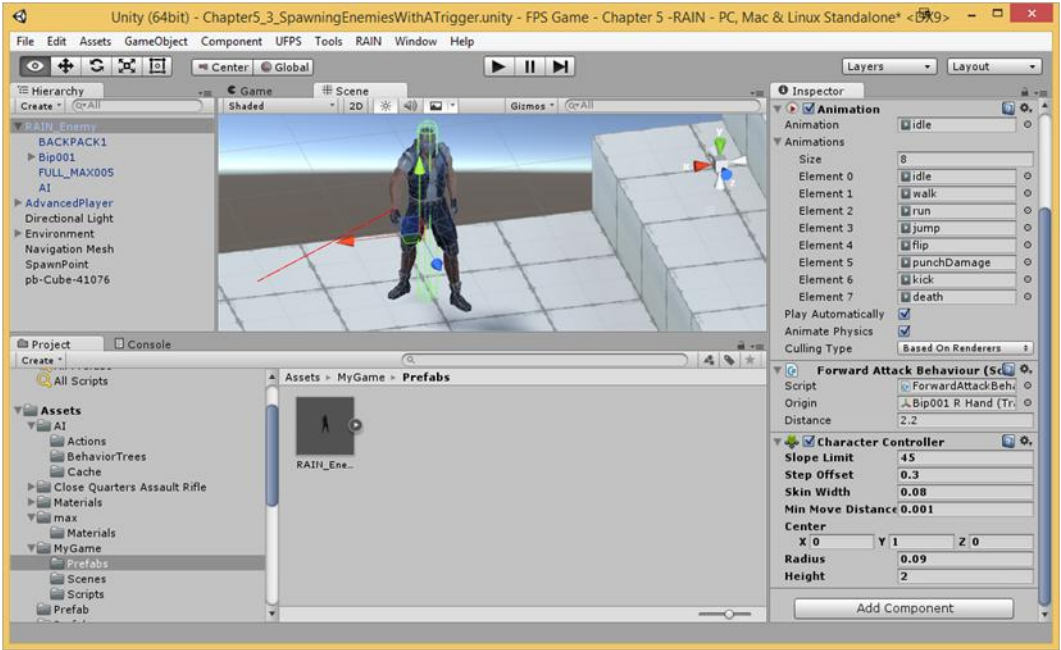
Use Sensors to detect an Aspect. Store the result in an AI Memory variable.

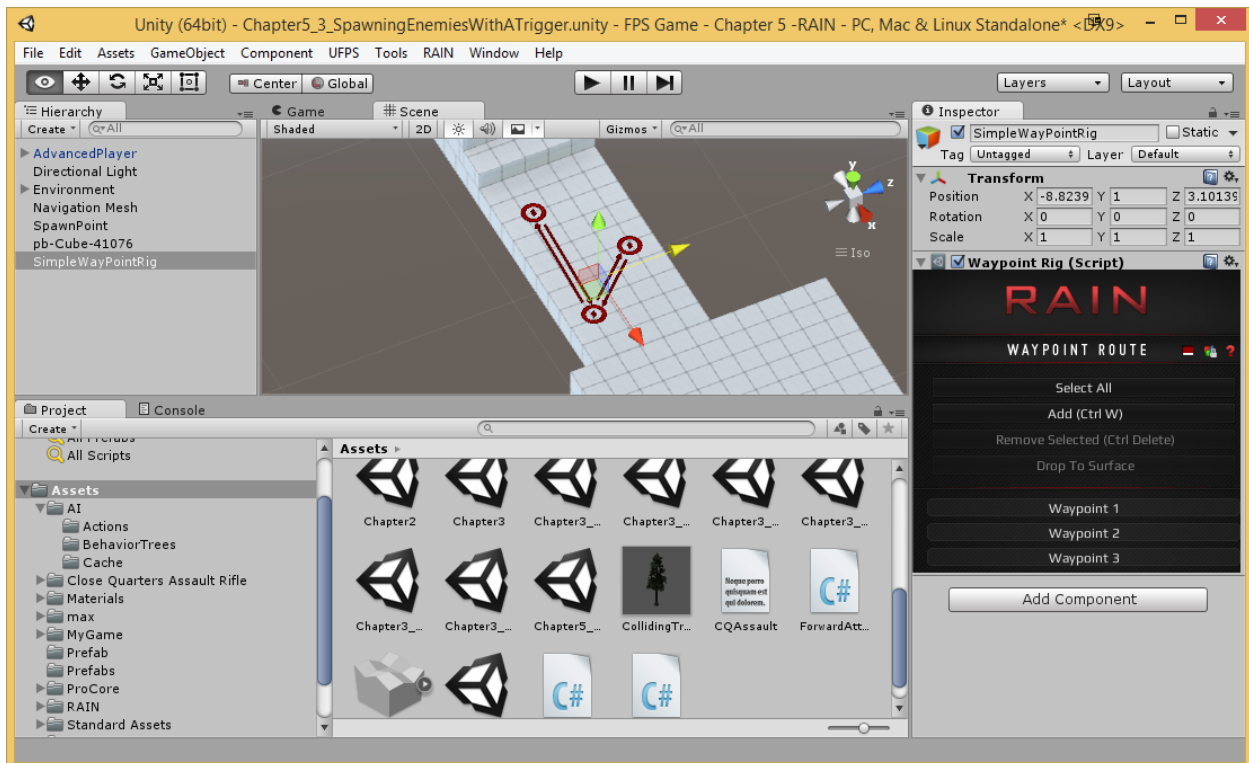
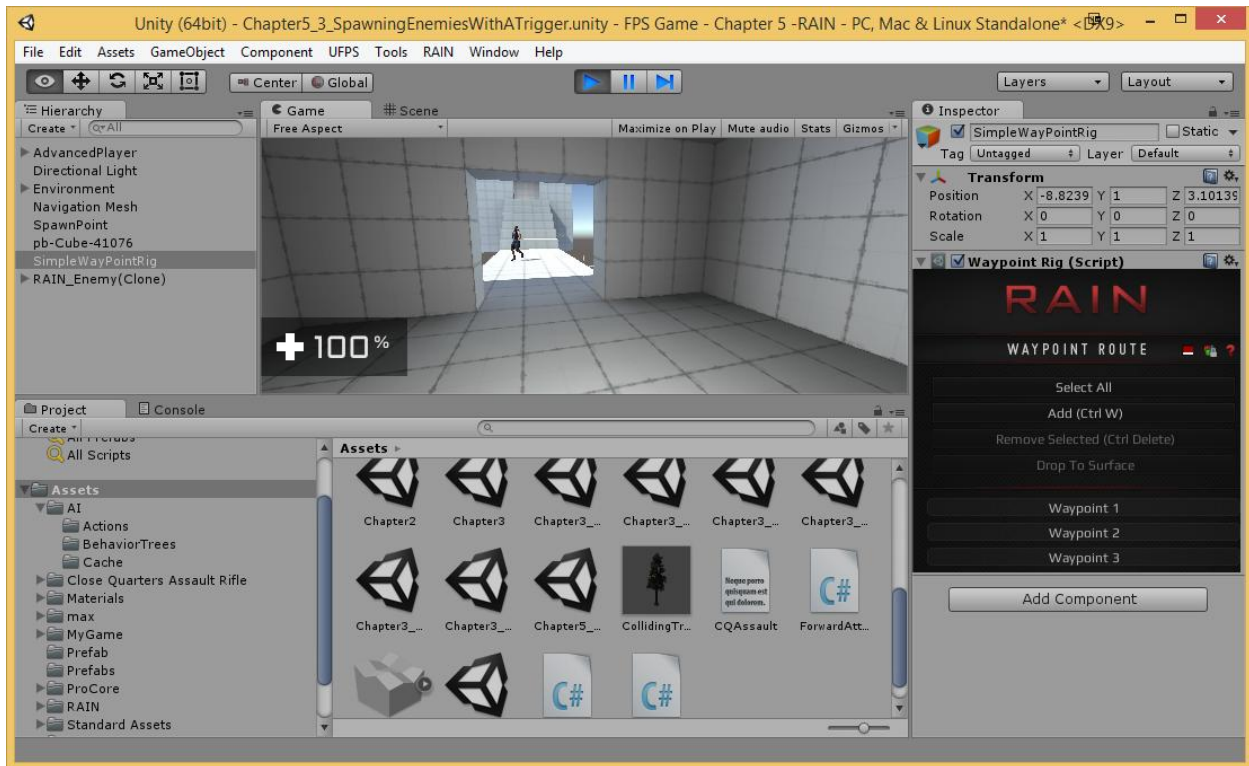


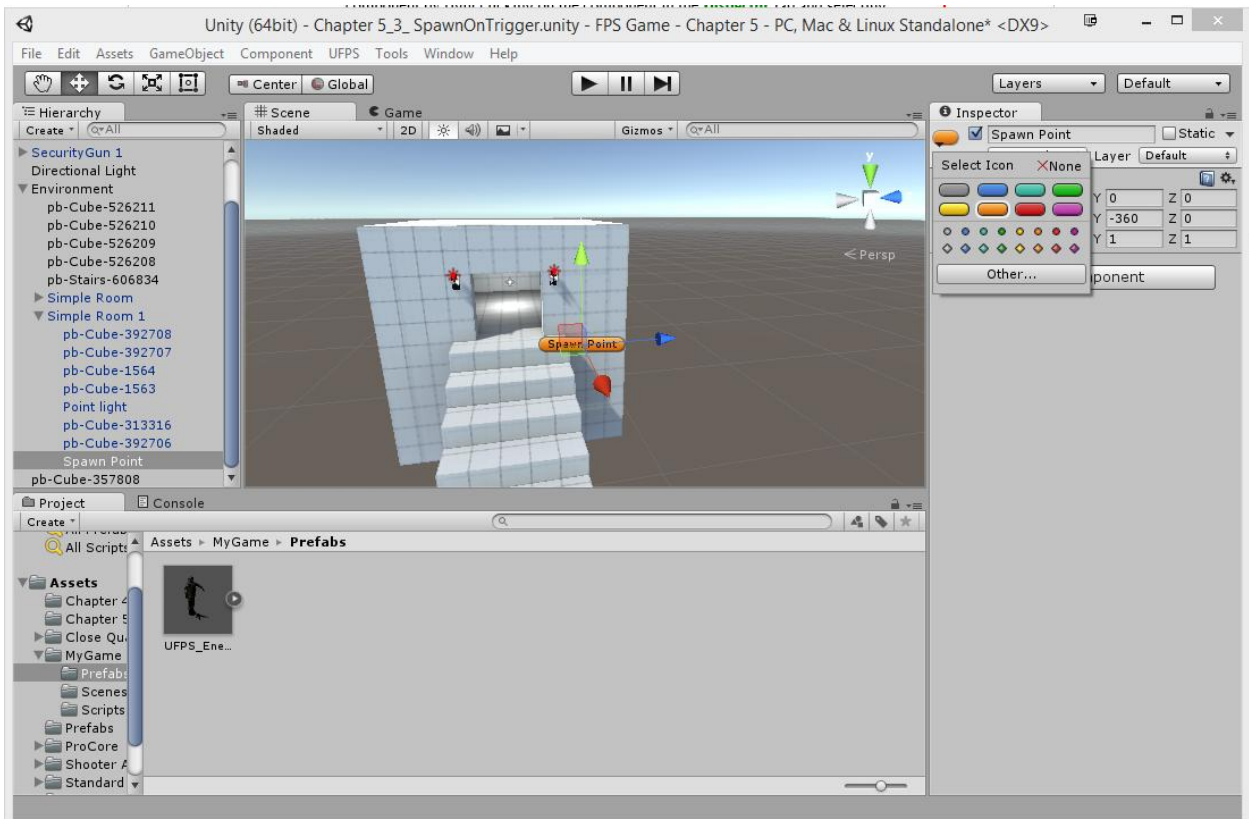
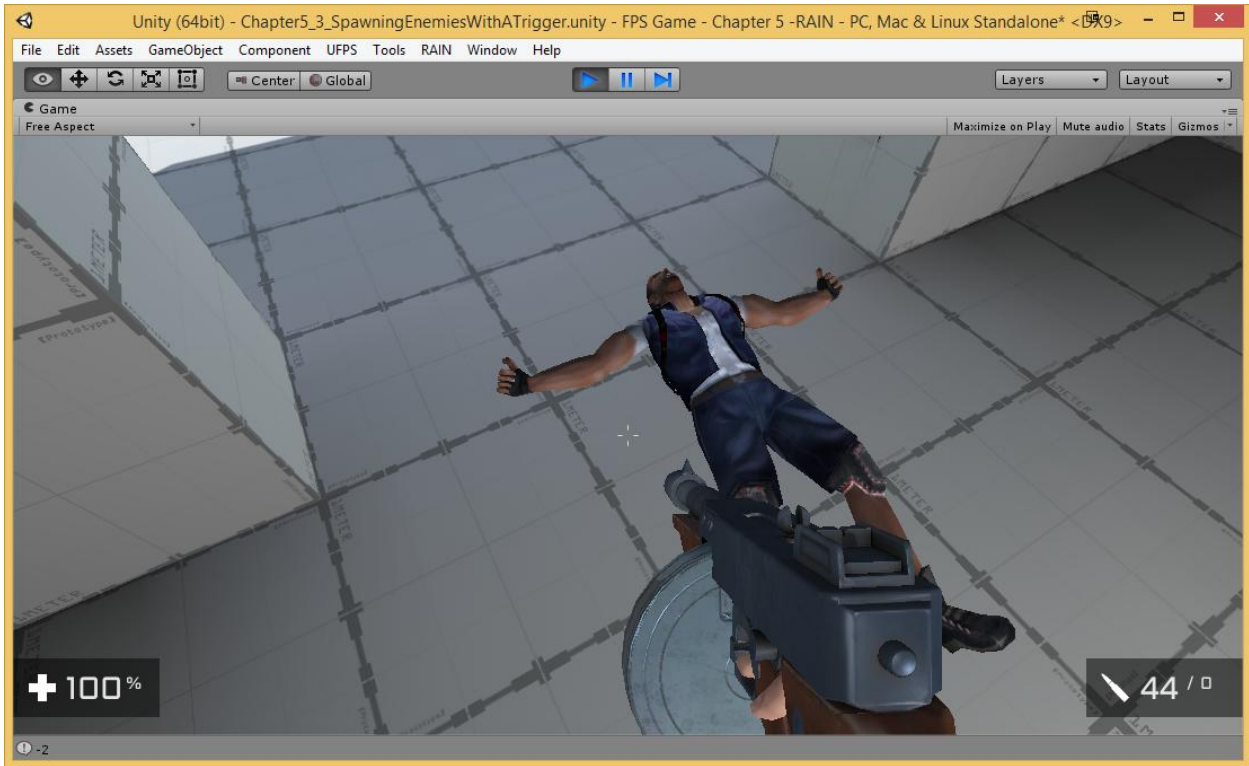


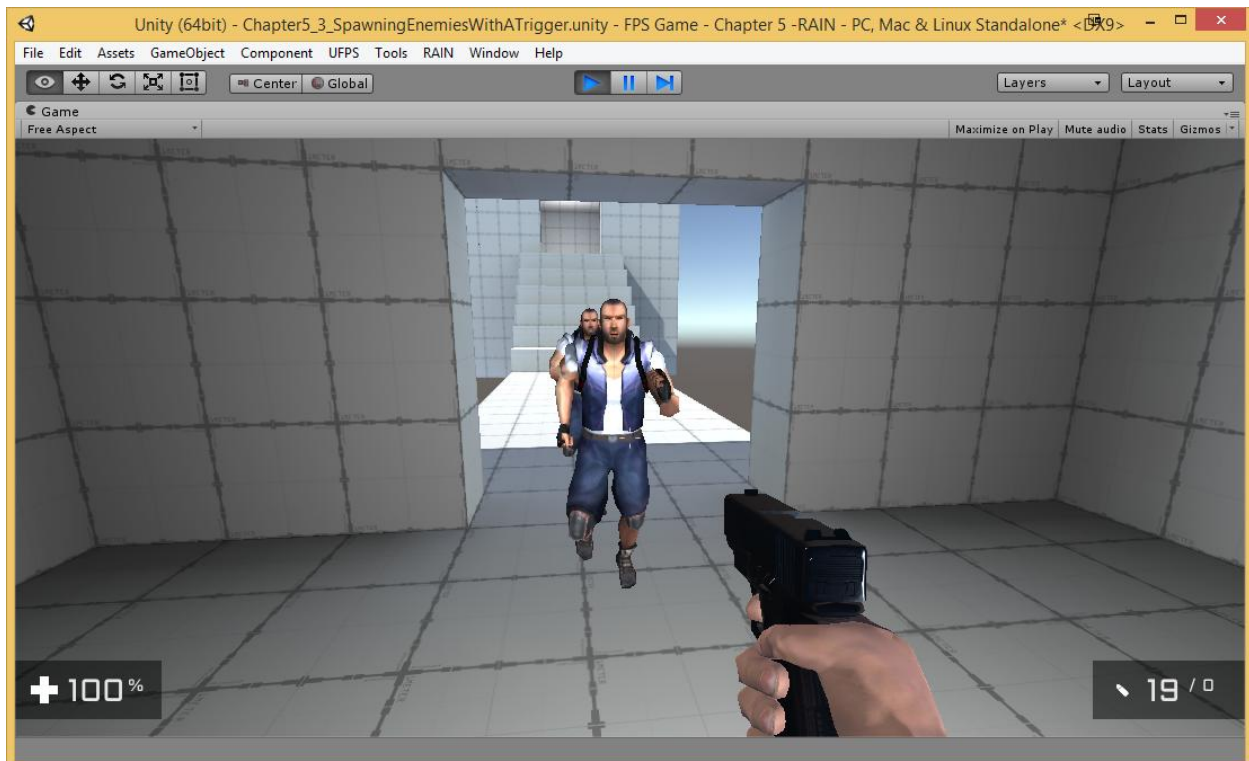
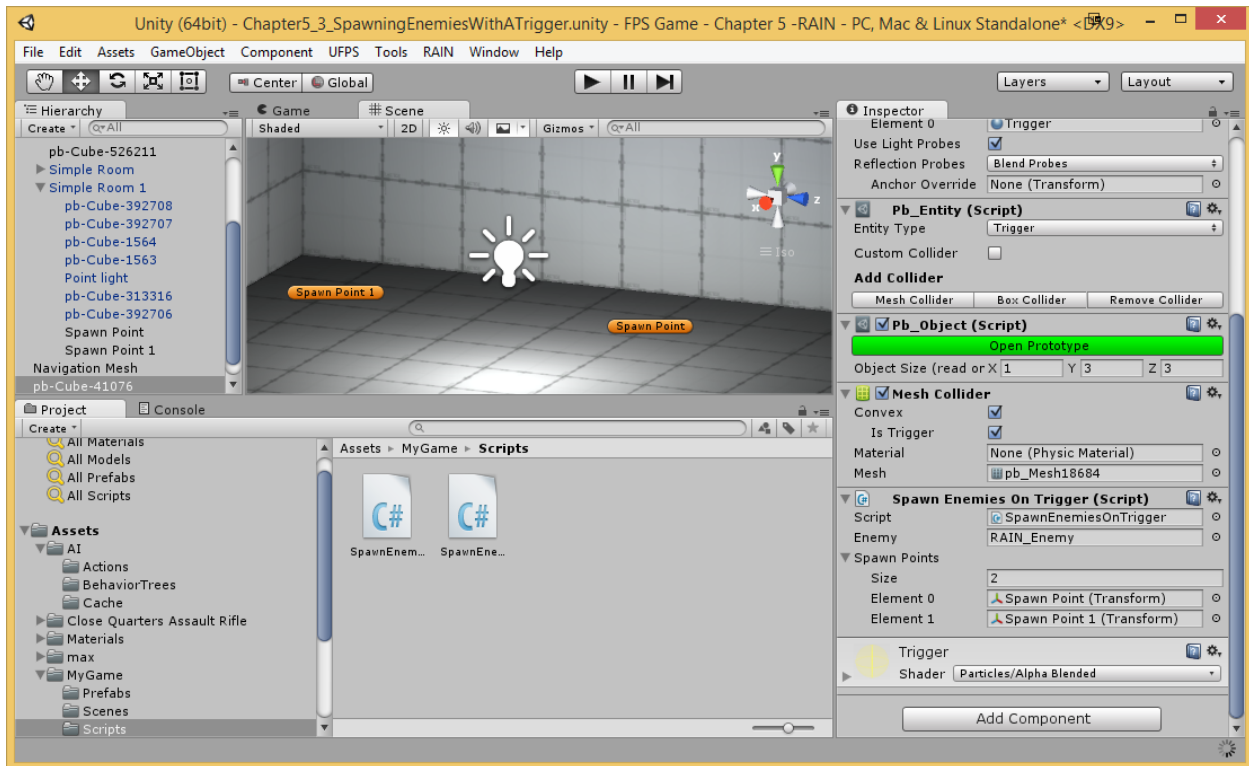




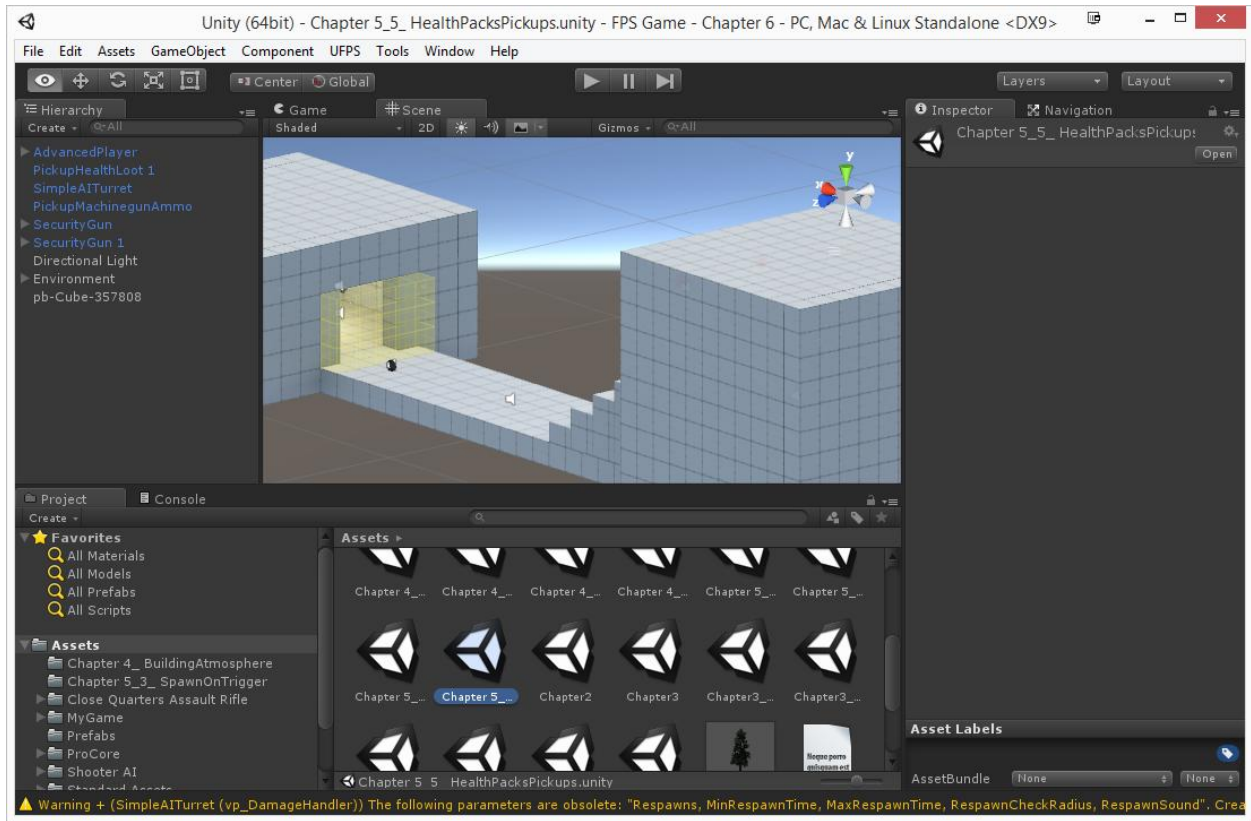


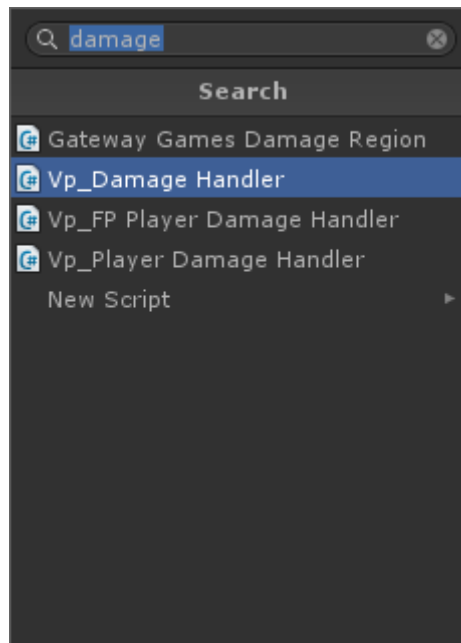
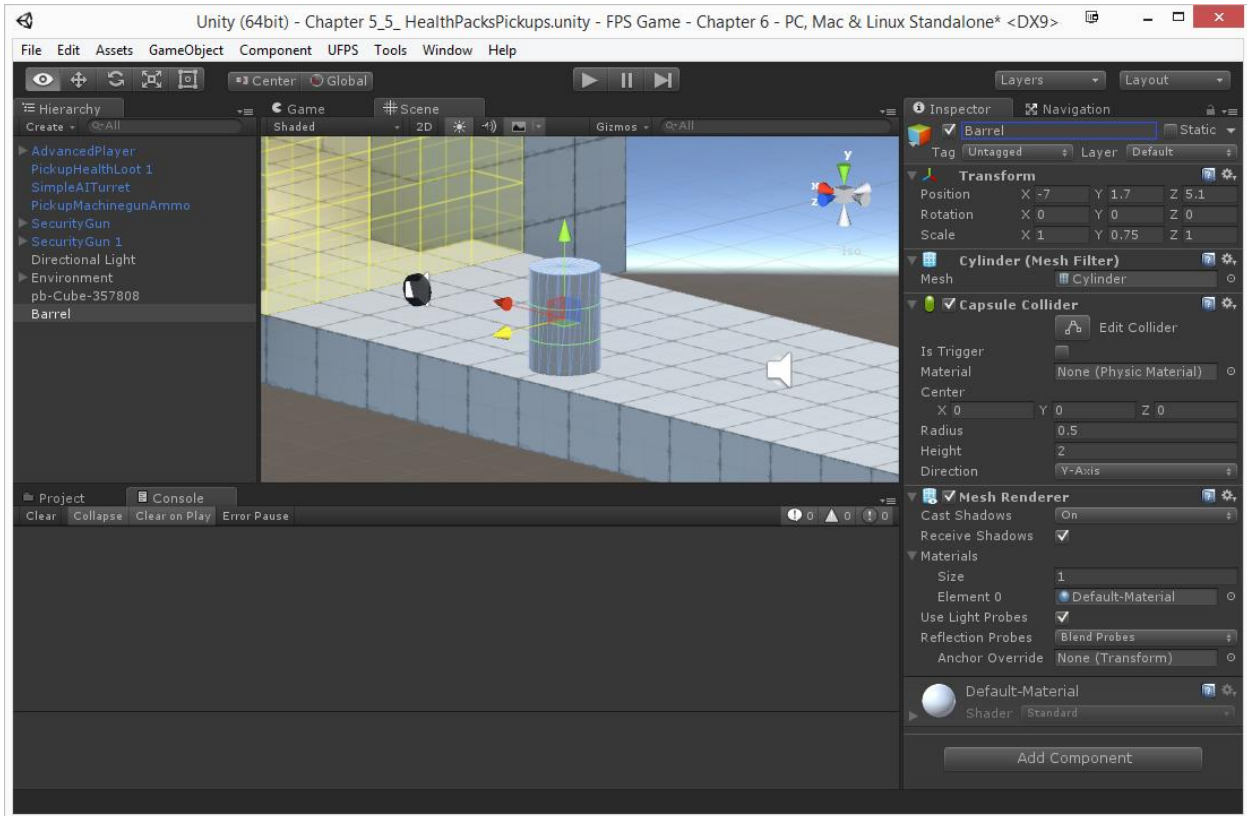


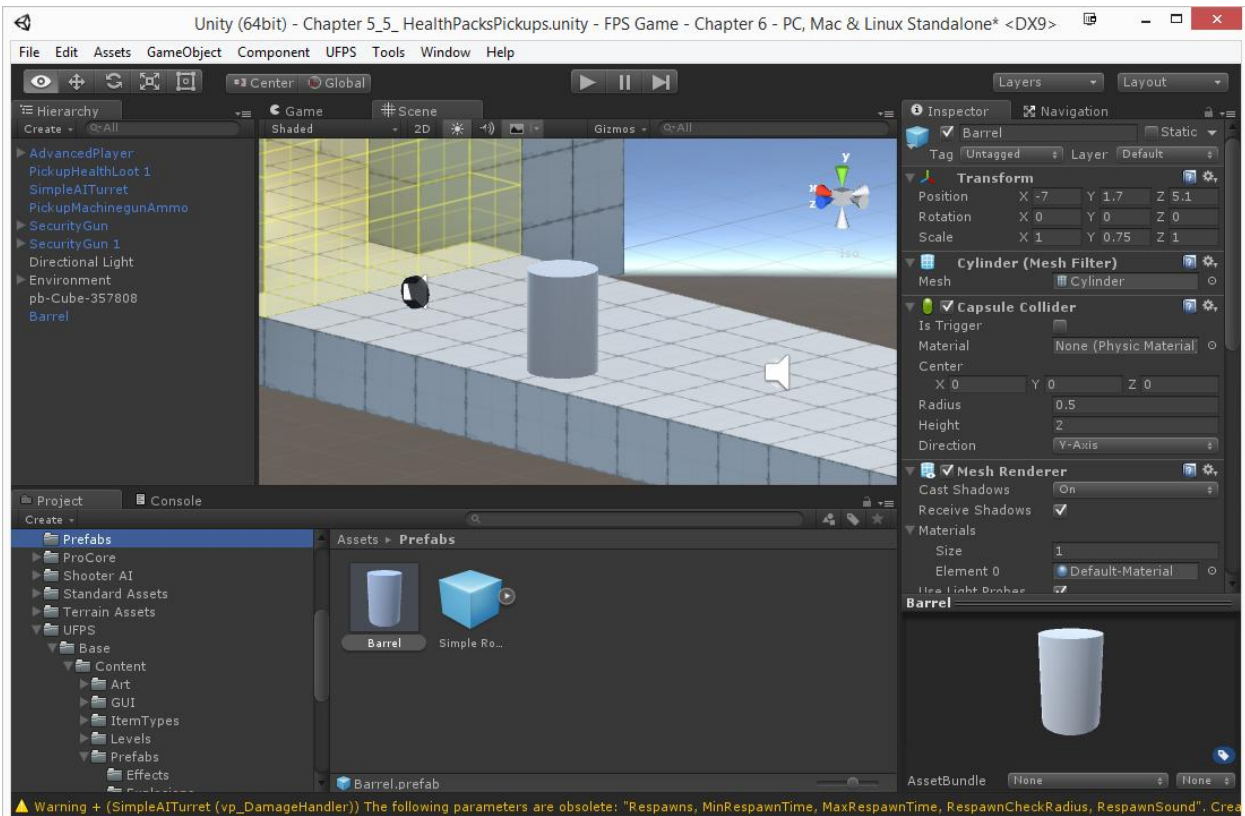
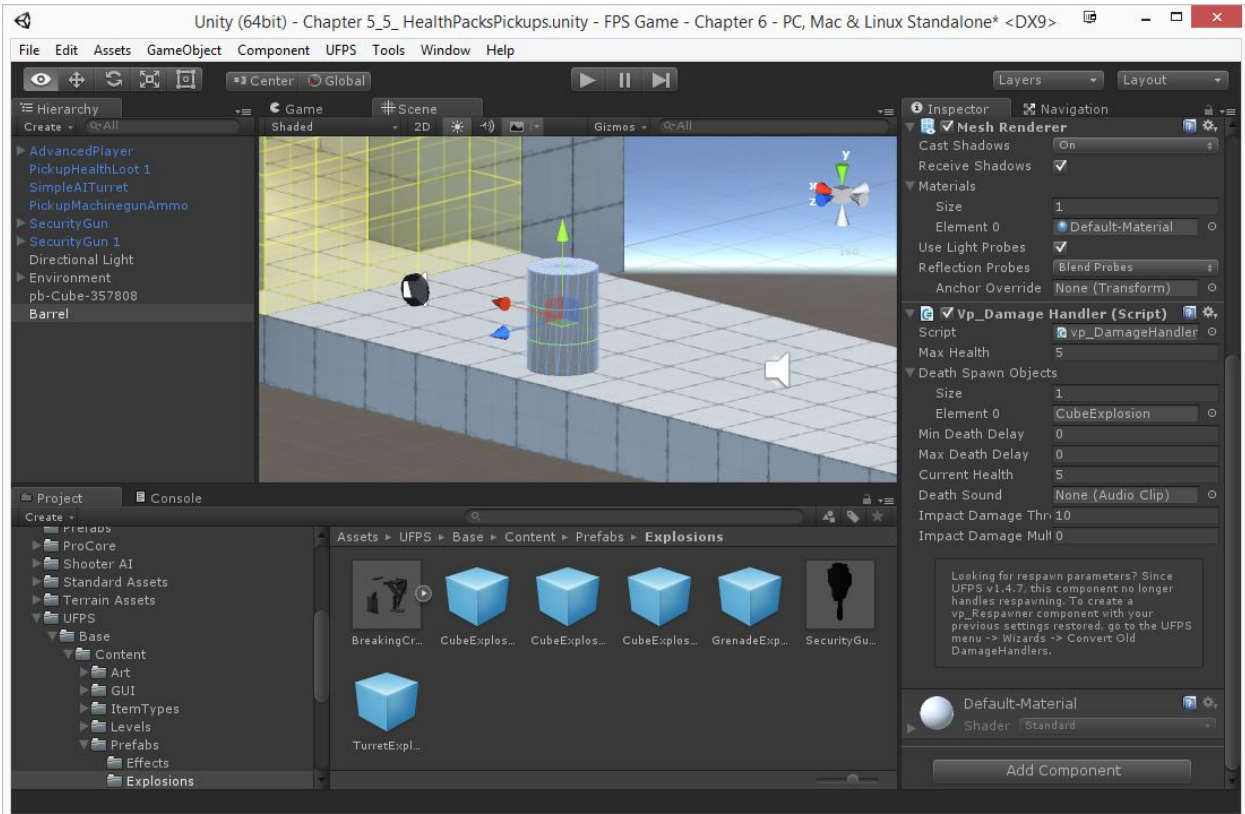


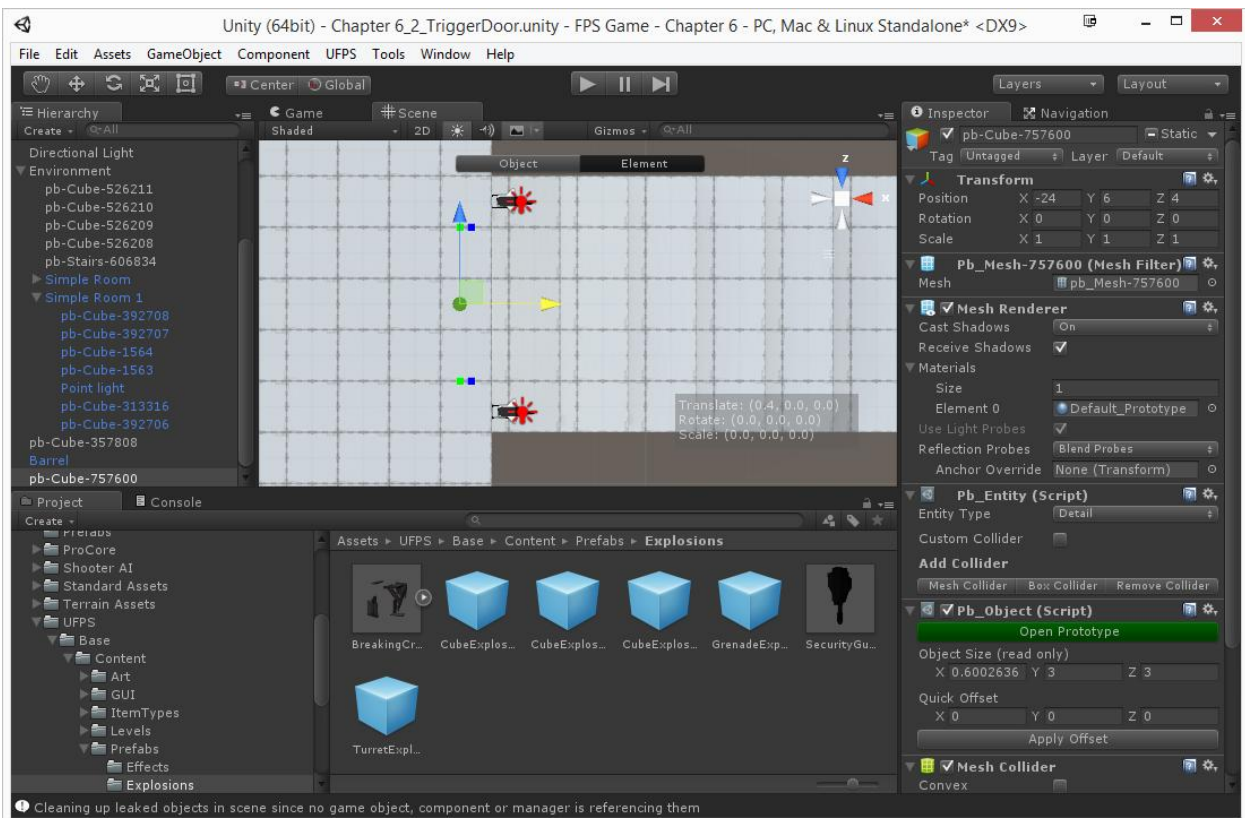
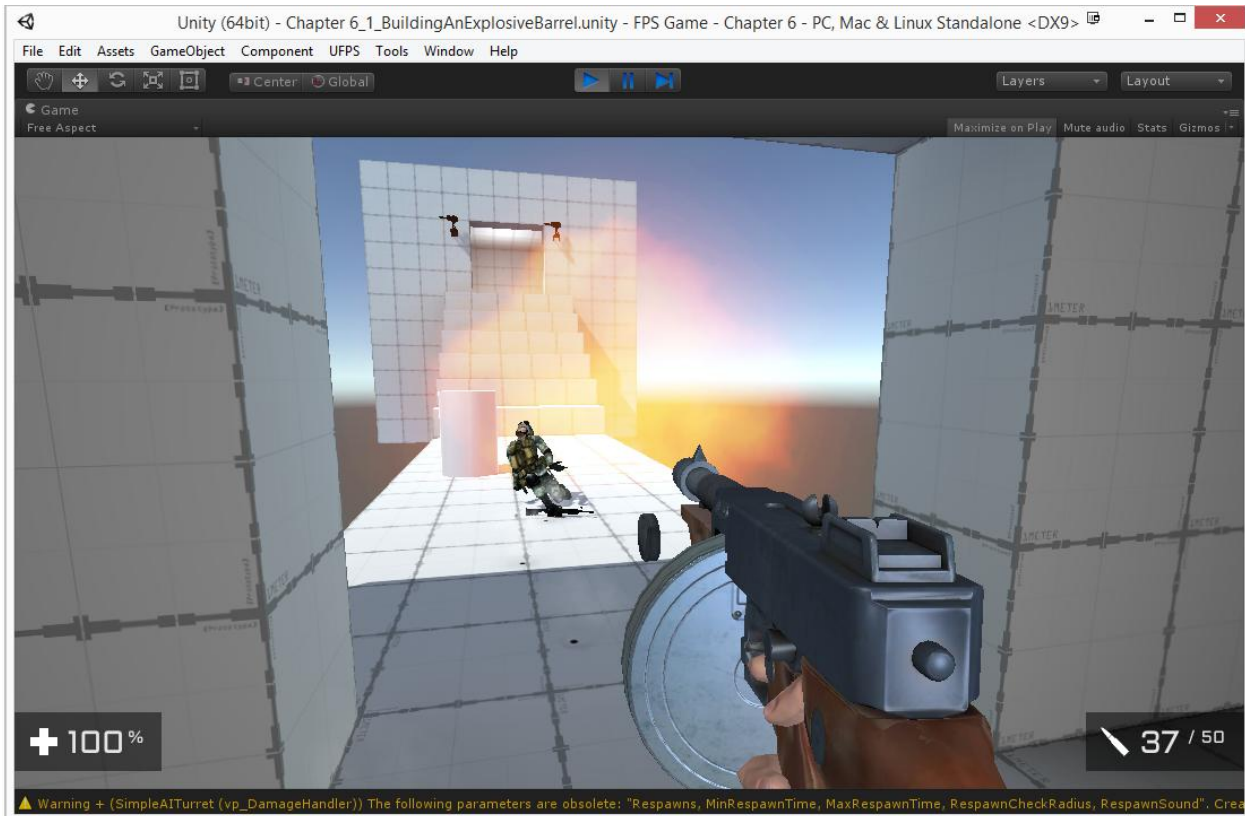


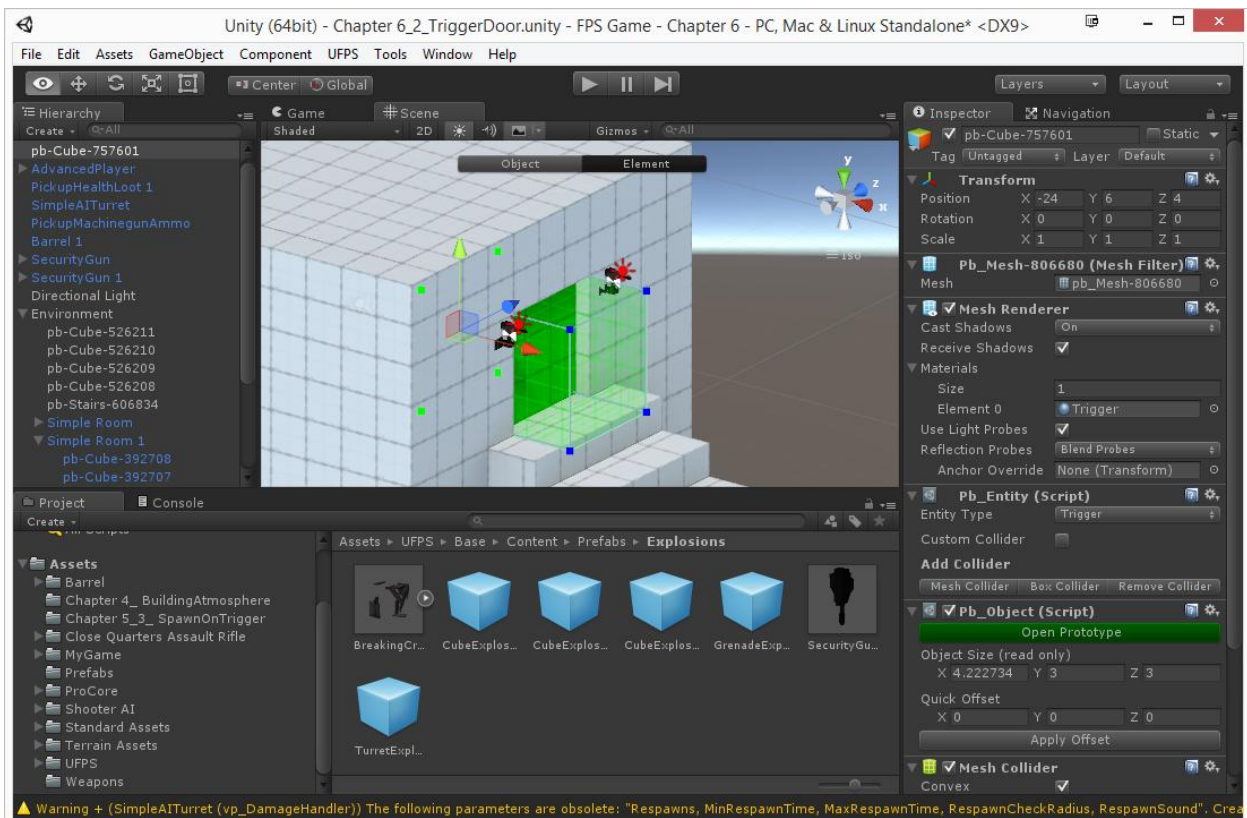
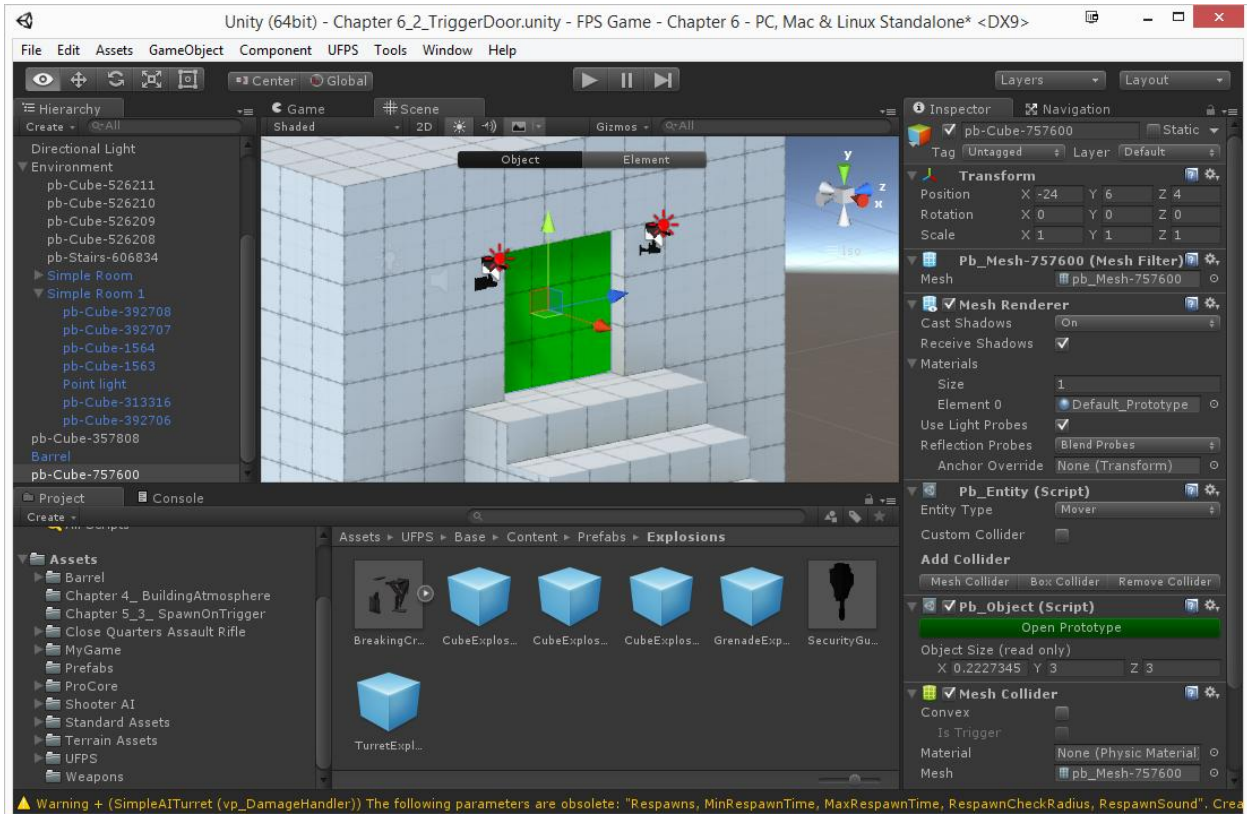
Chapter 6

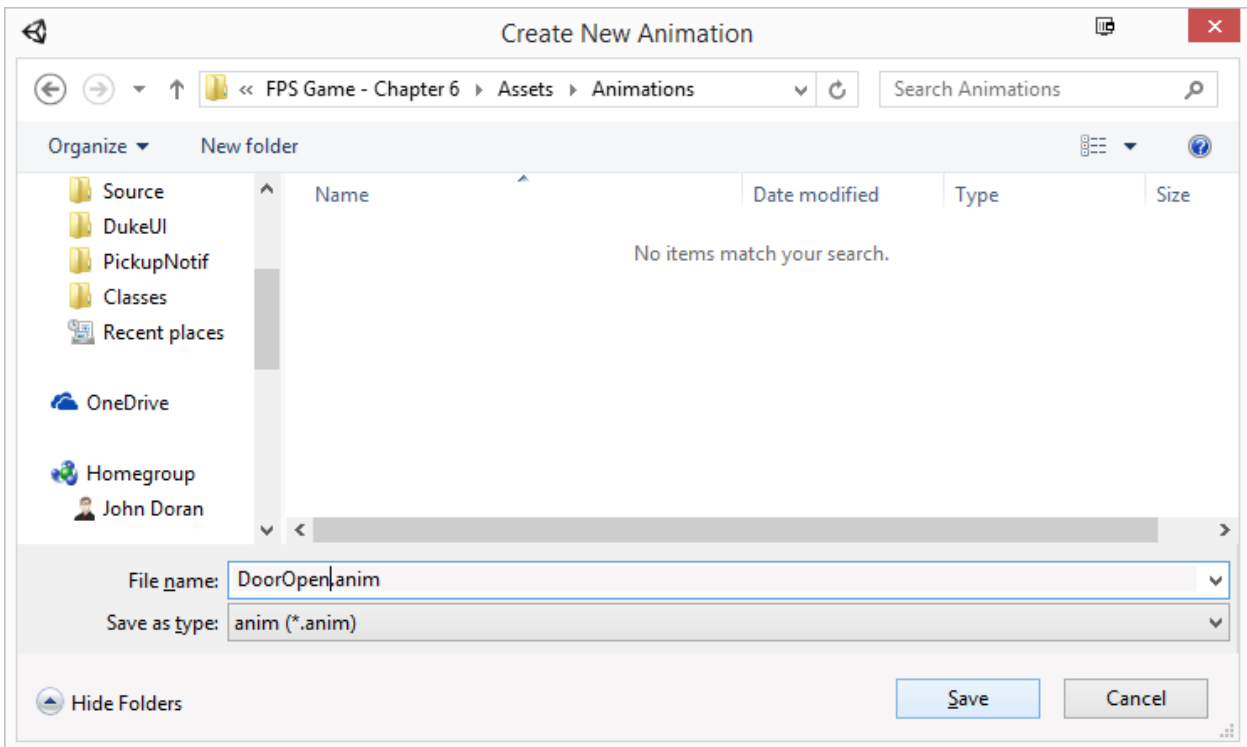
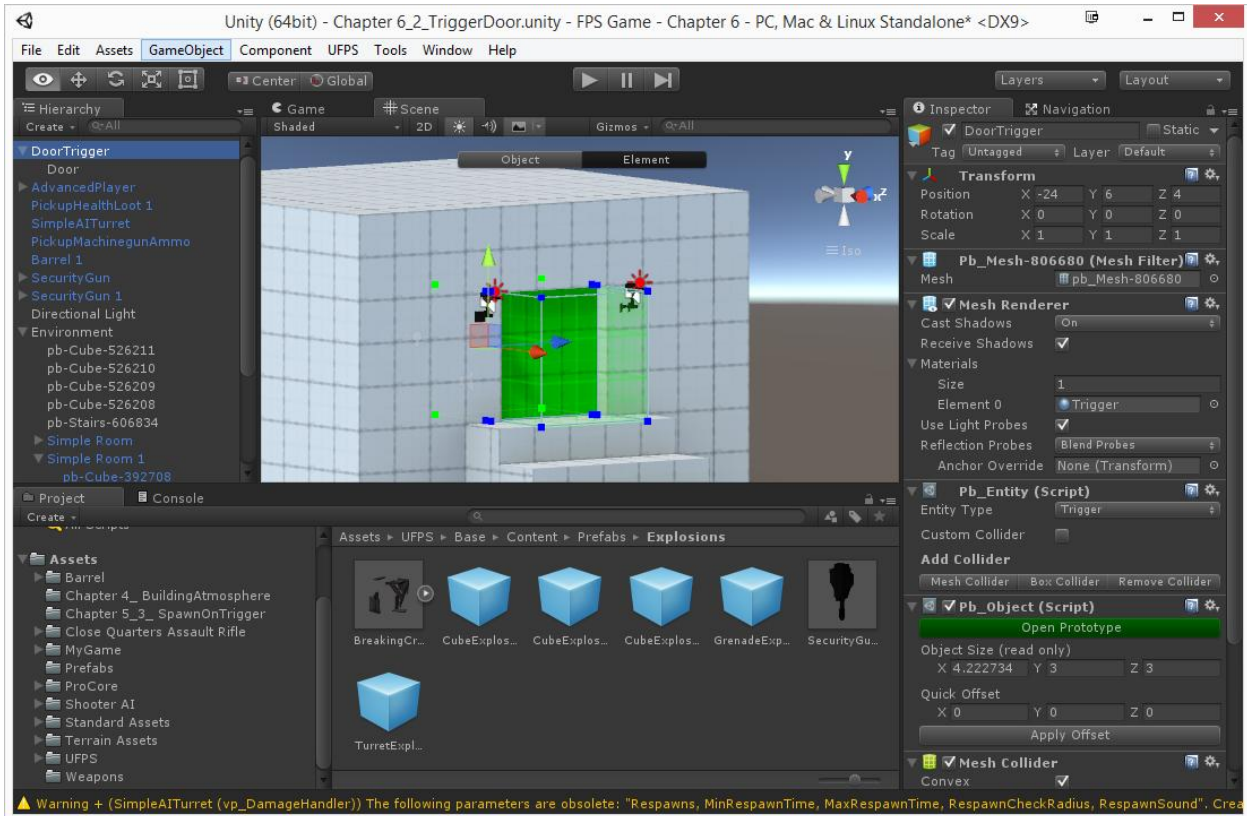


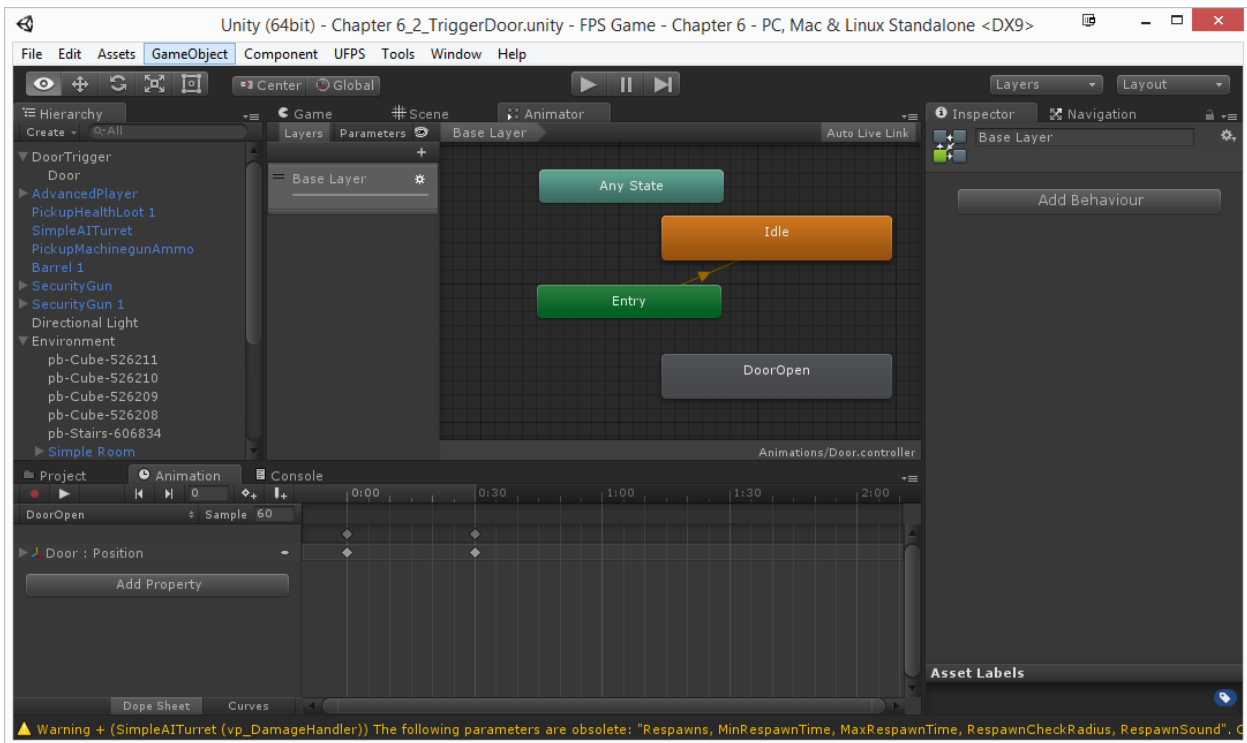
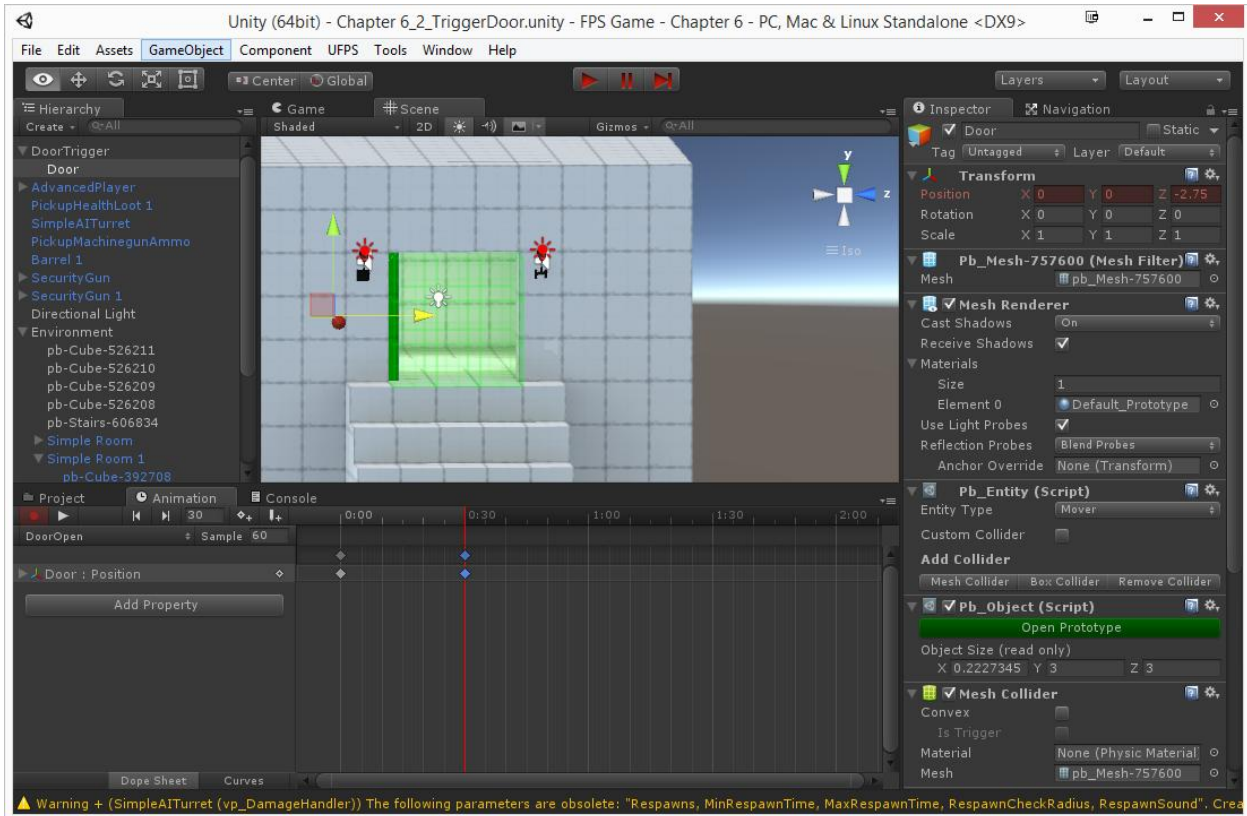


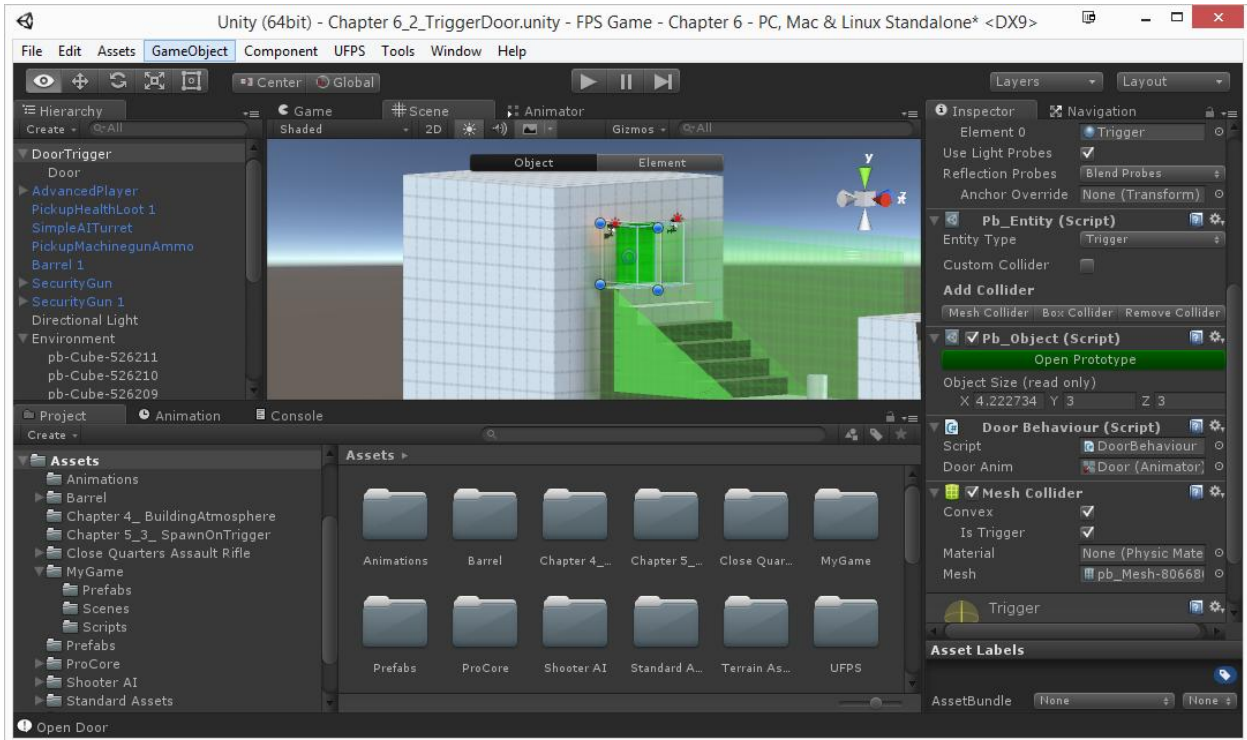
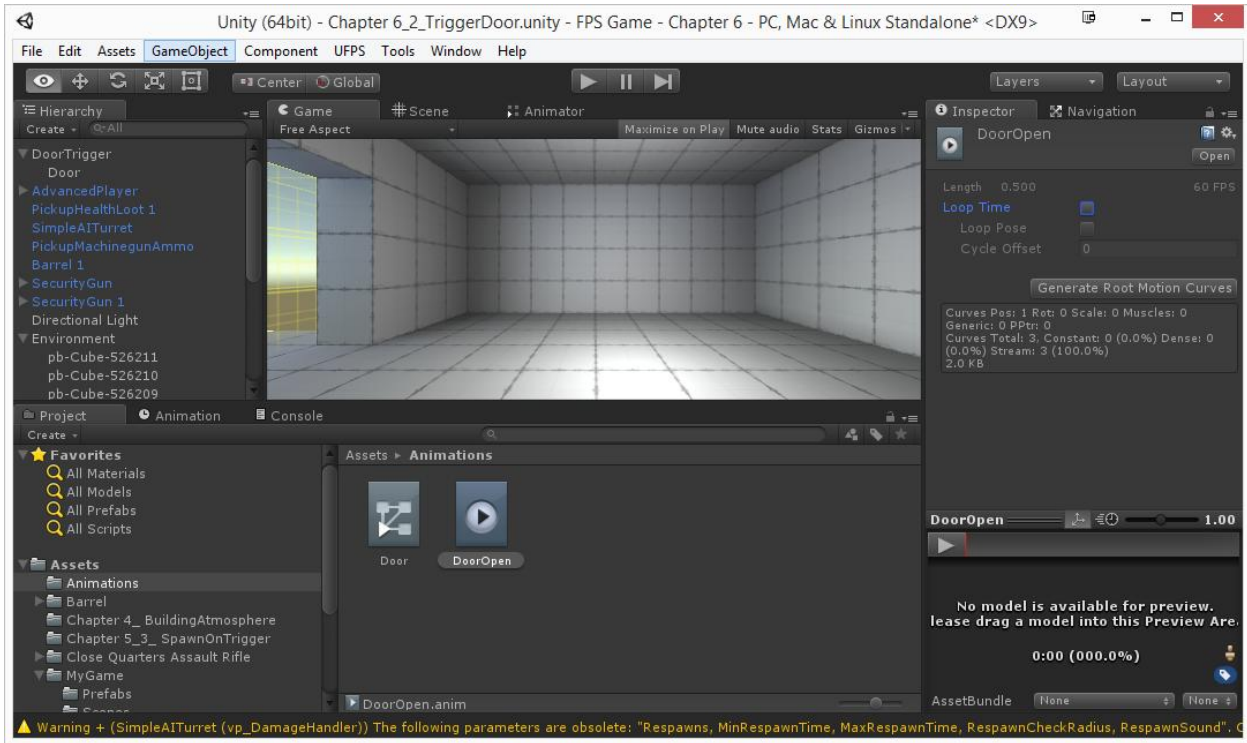


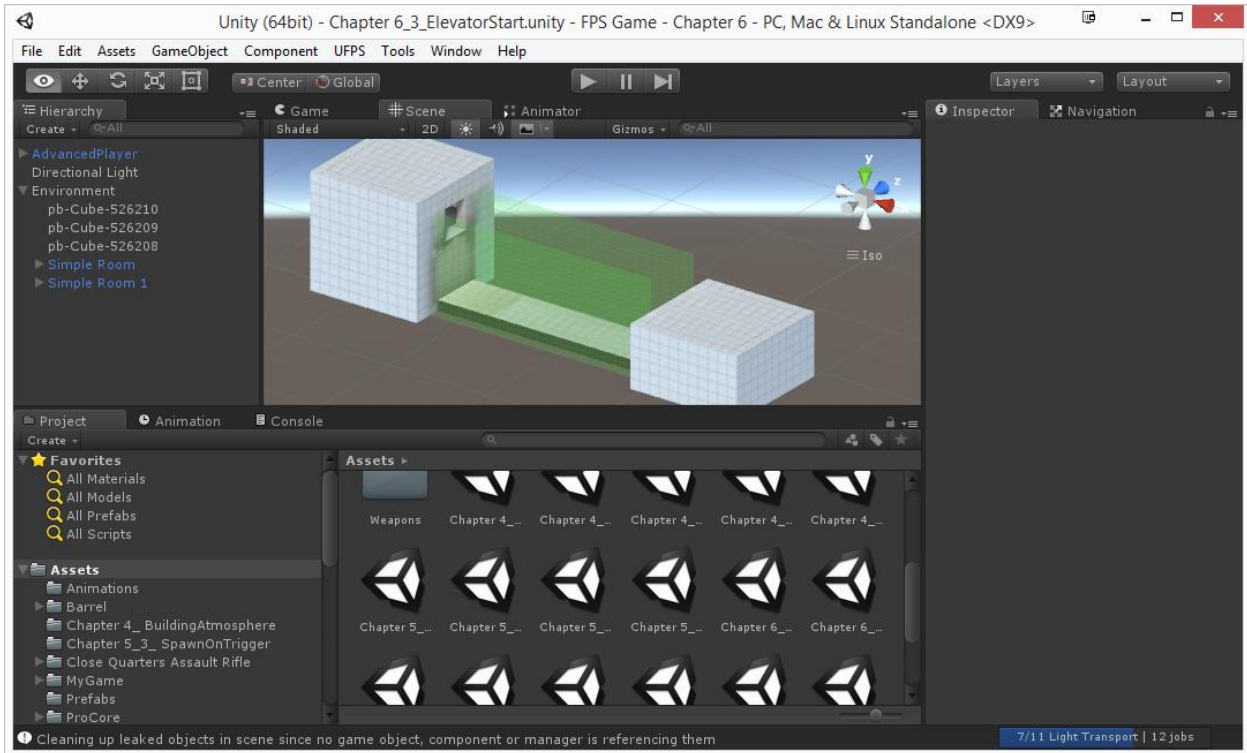
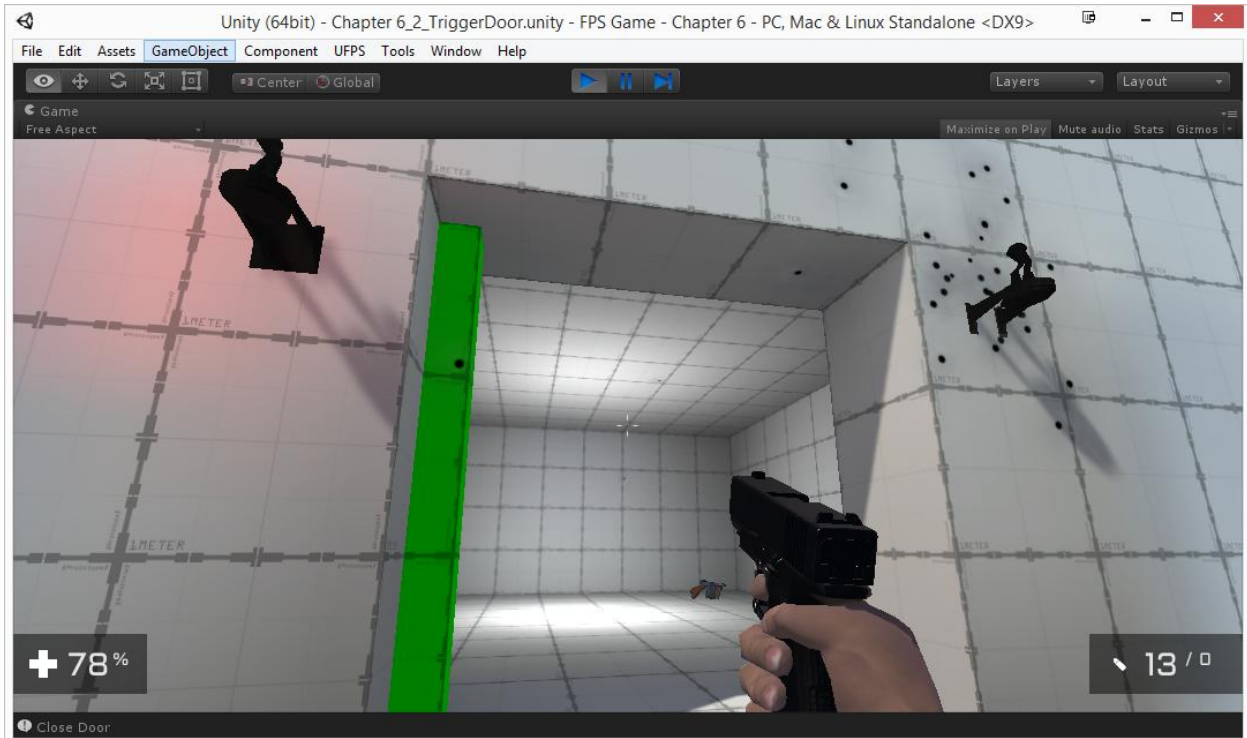


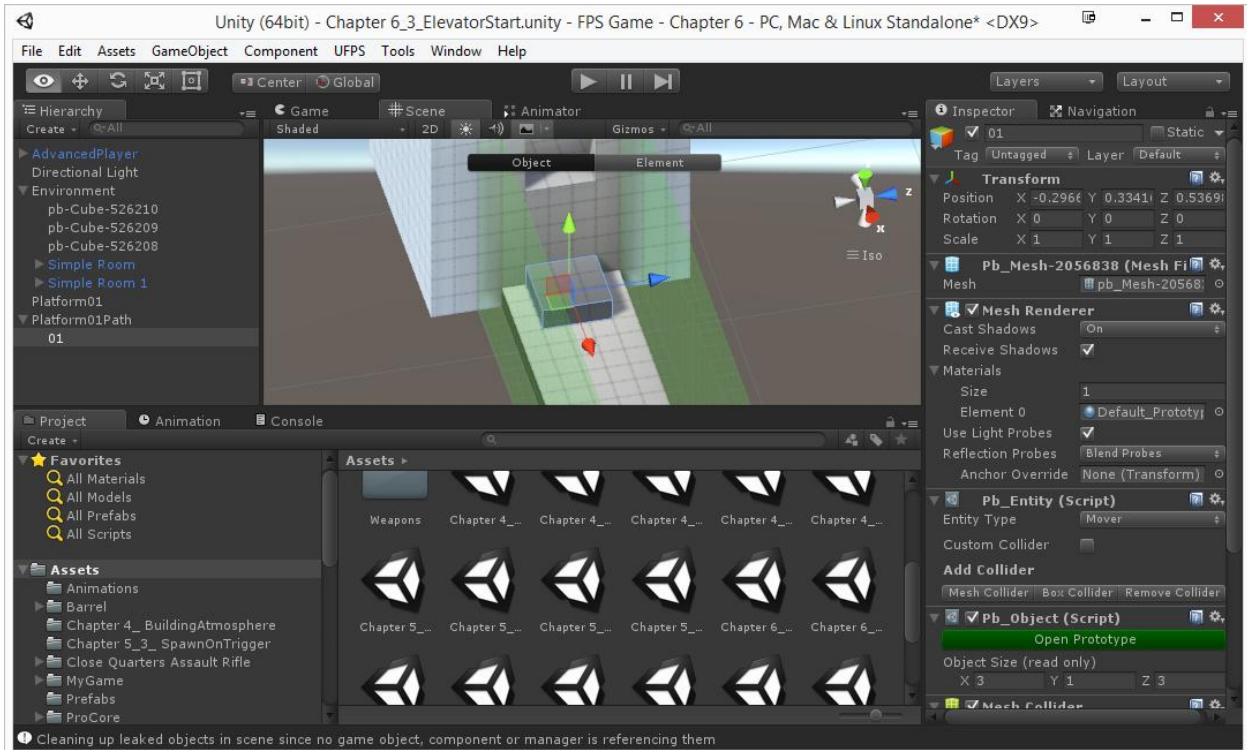
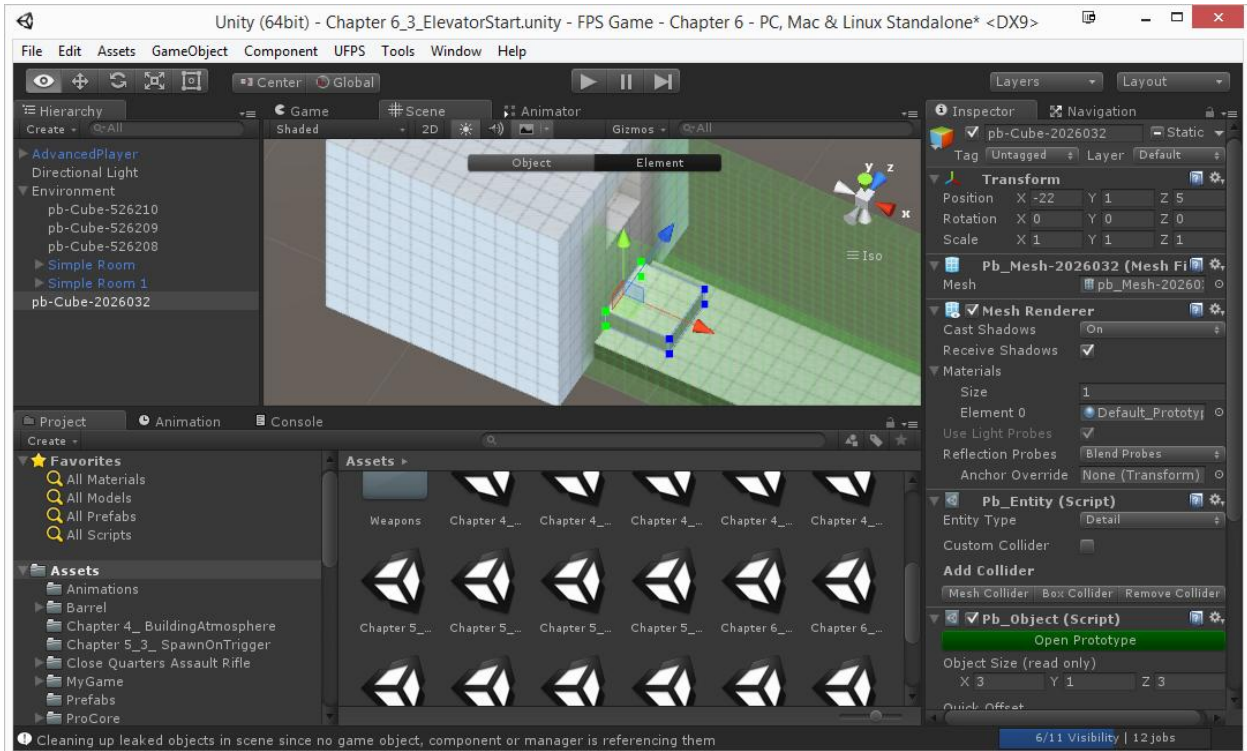


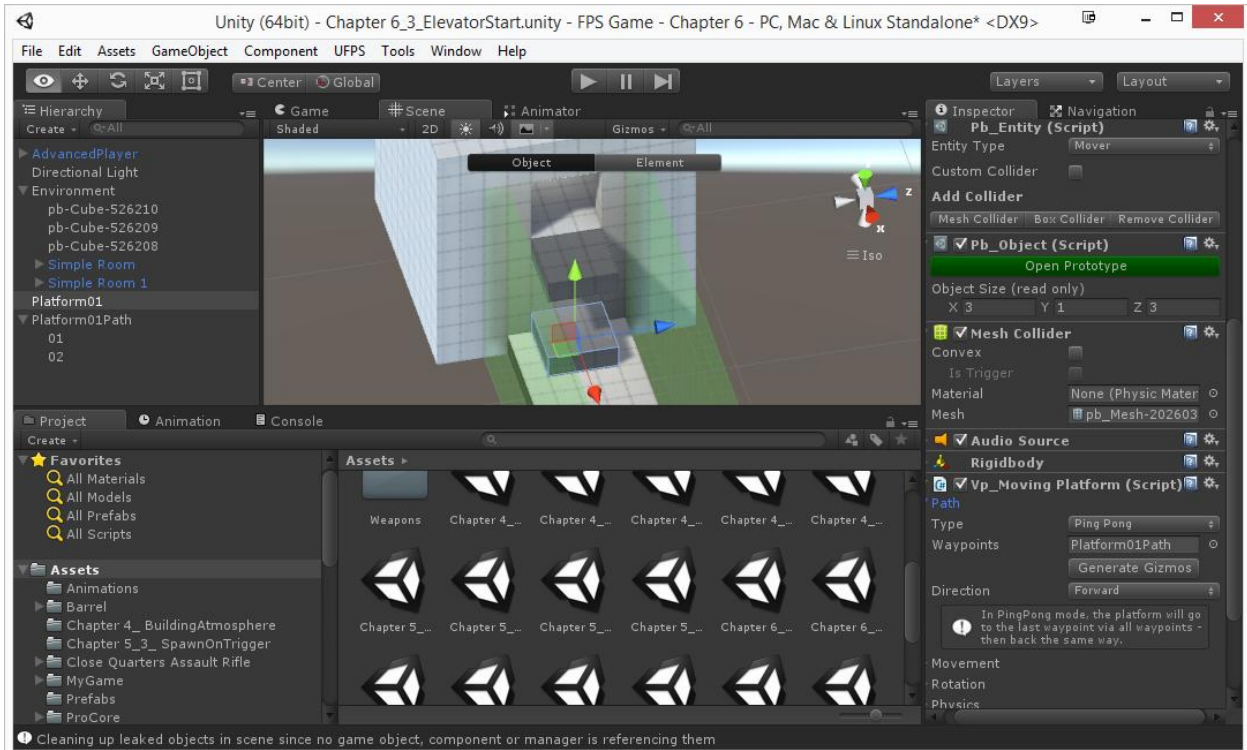
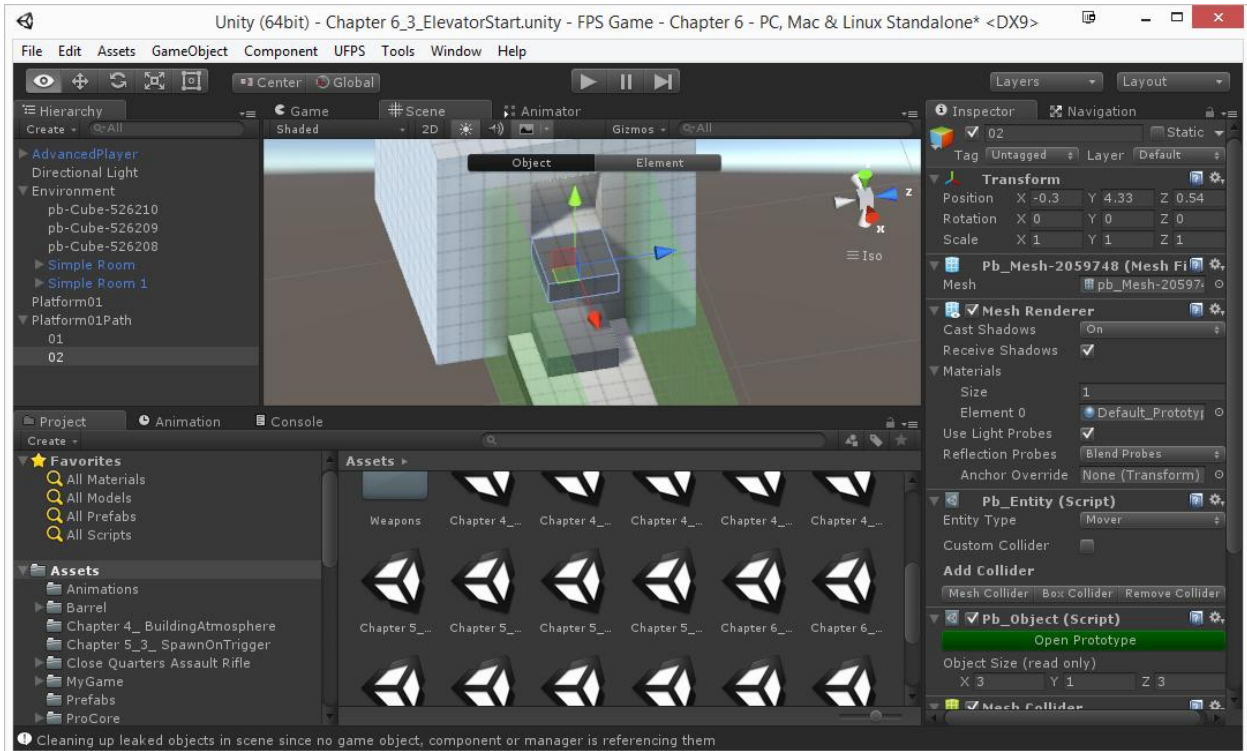


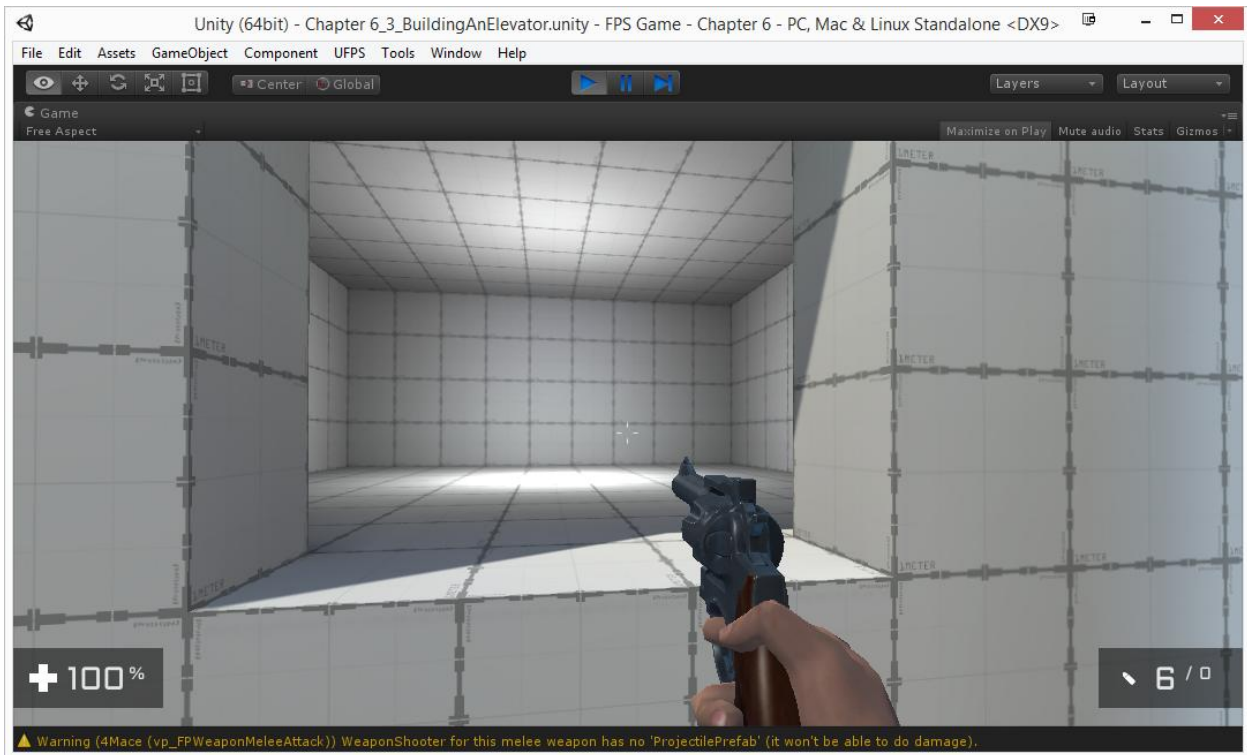
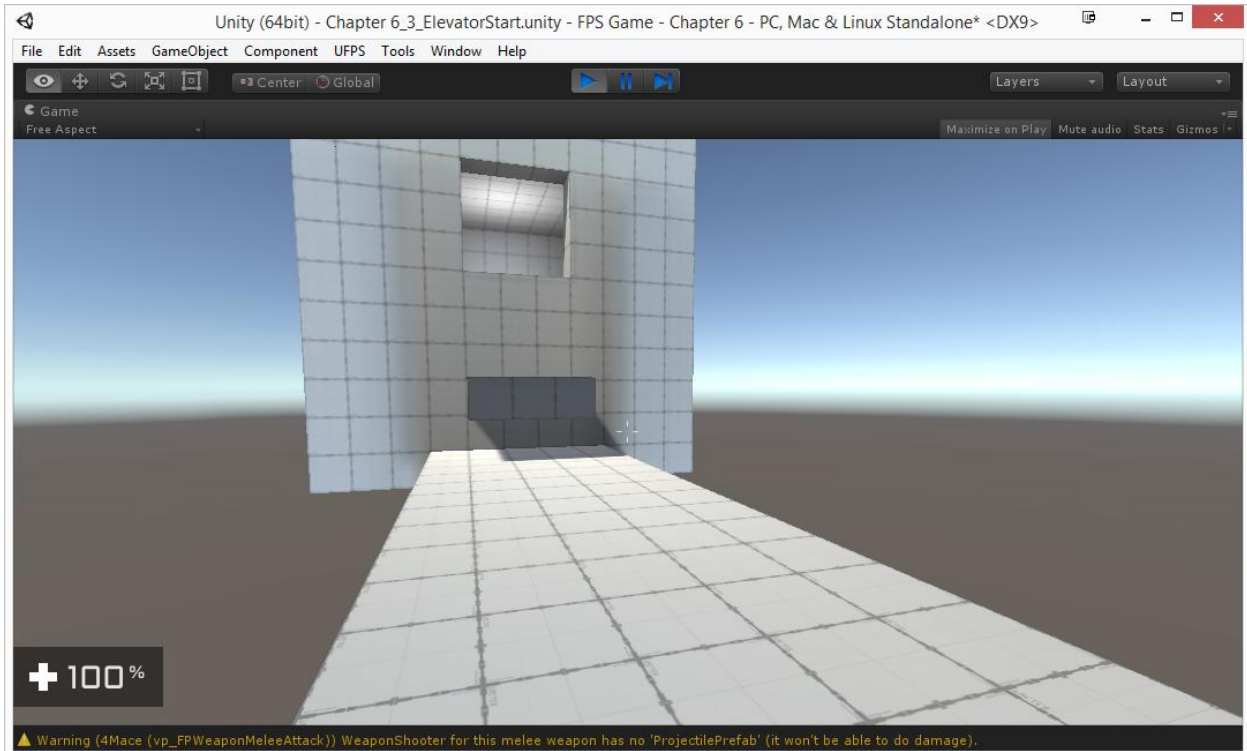


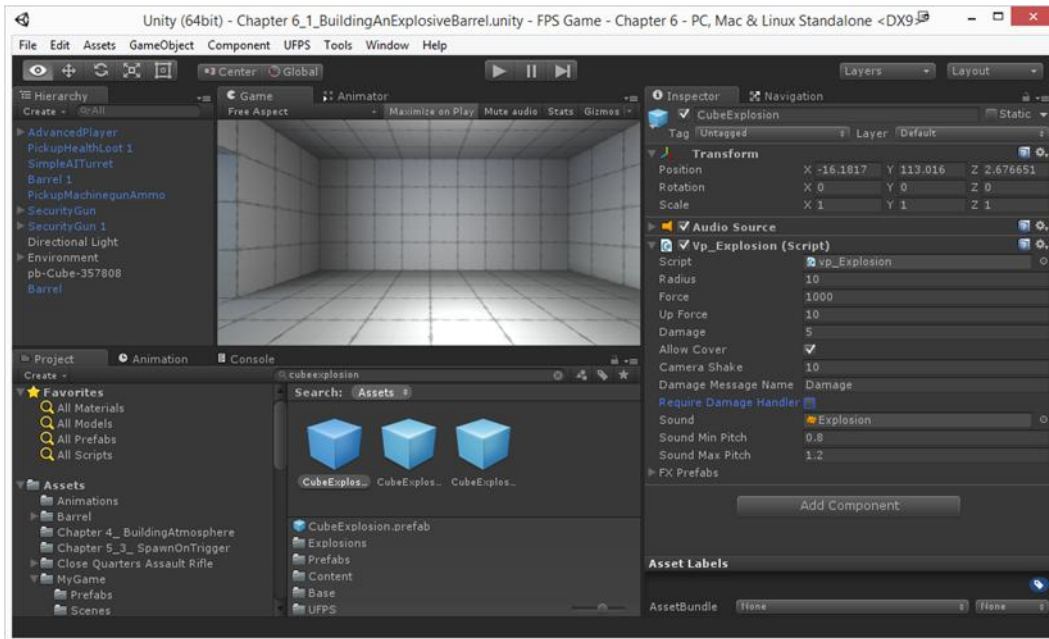
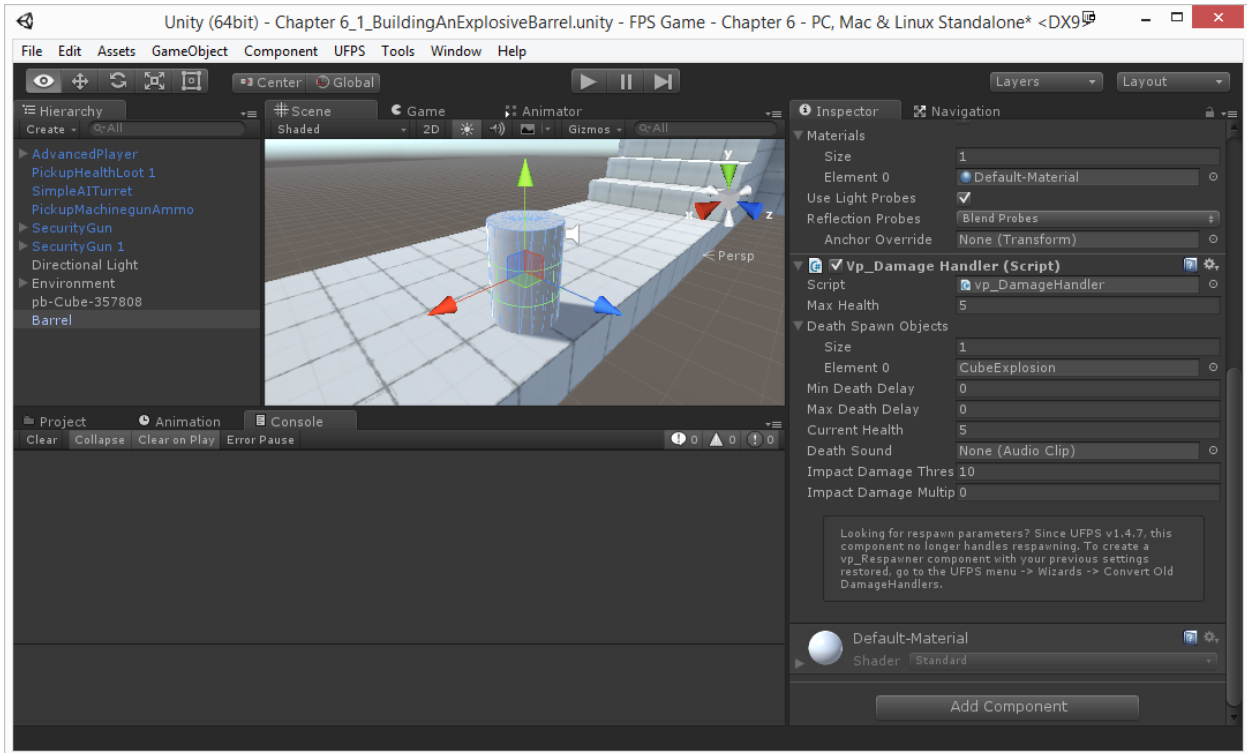


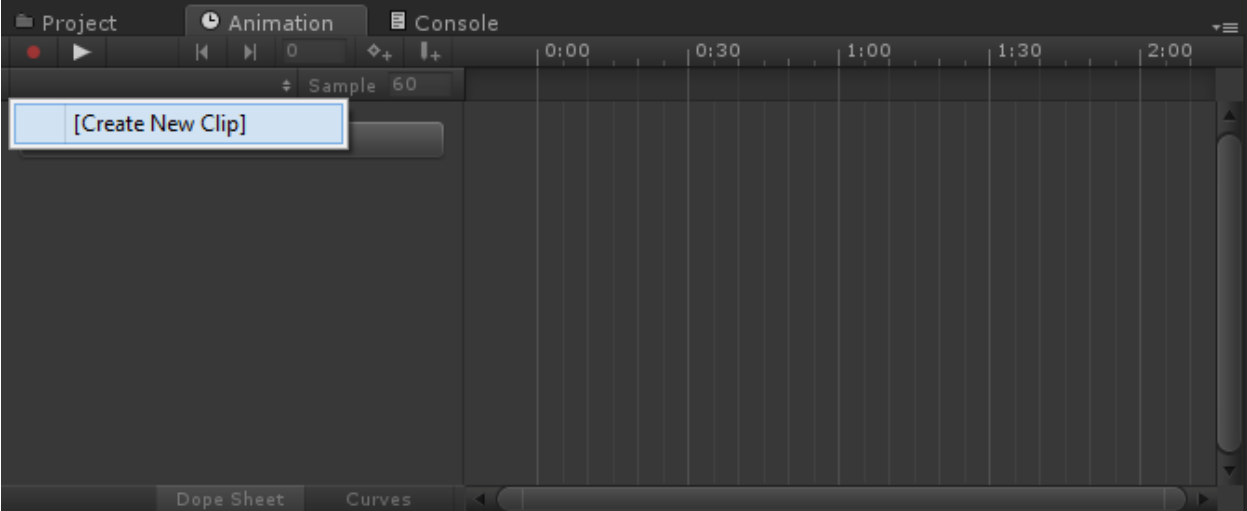




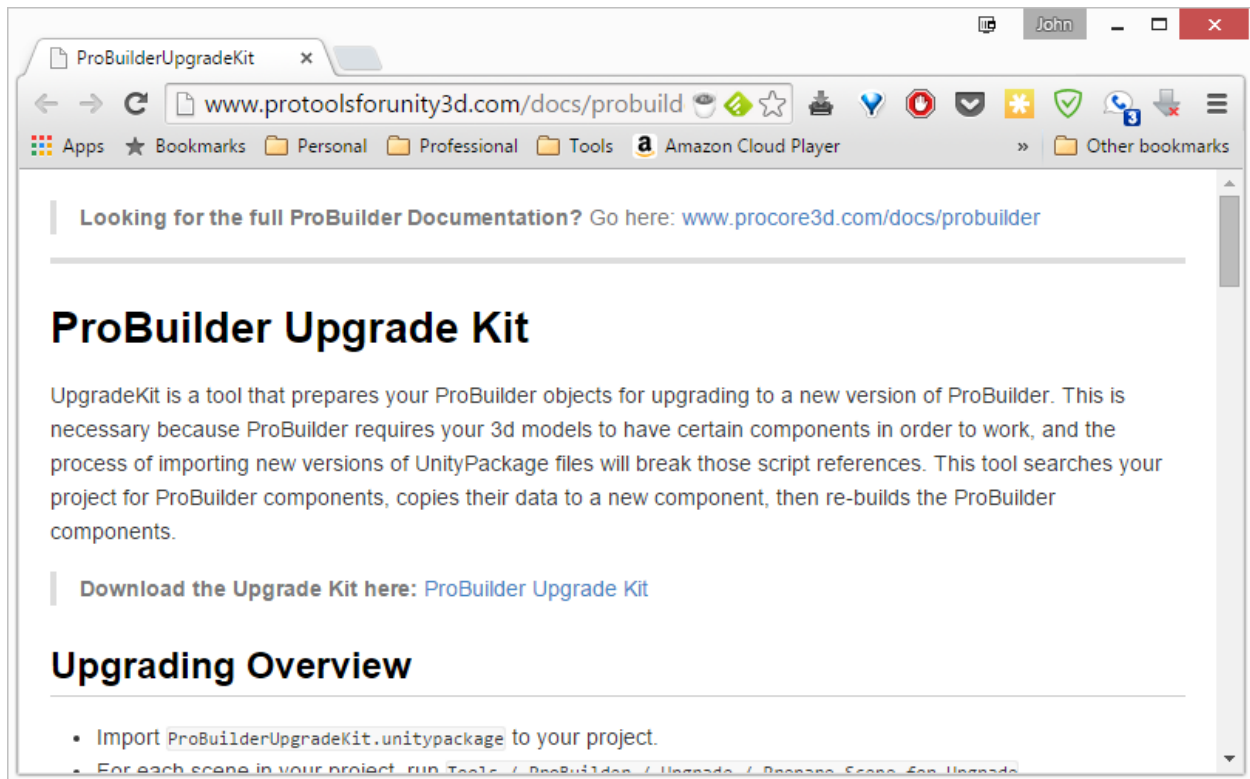








Chapter 7

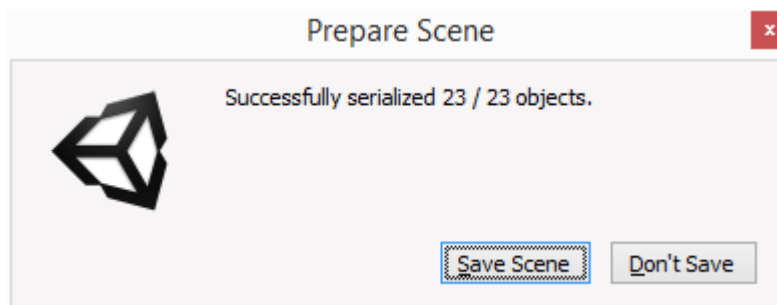
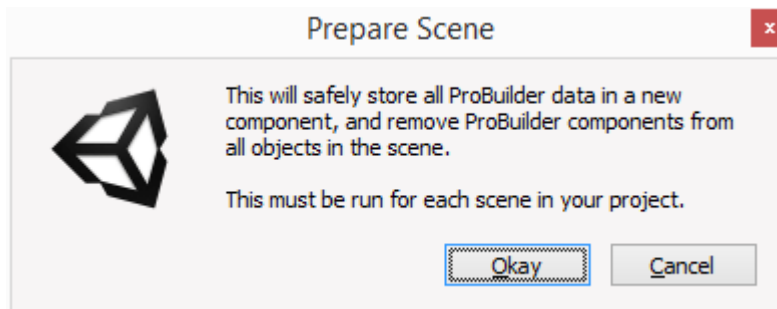
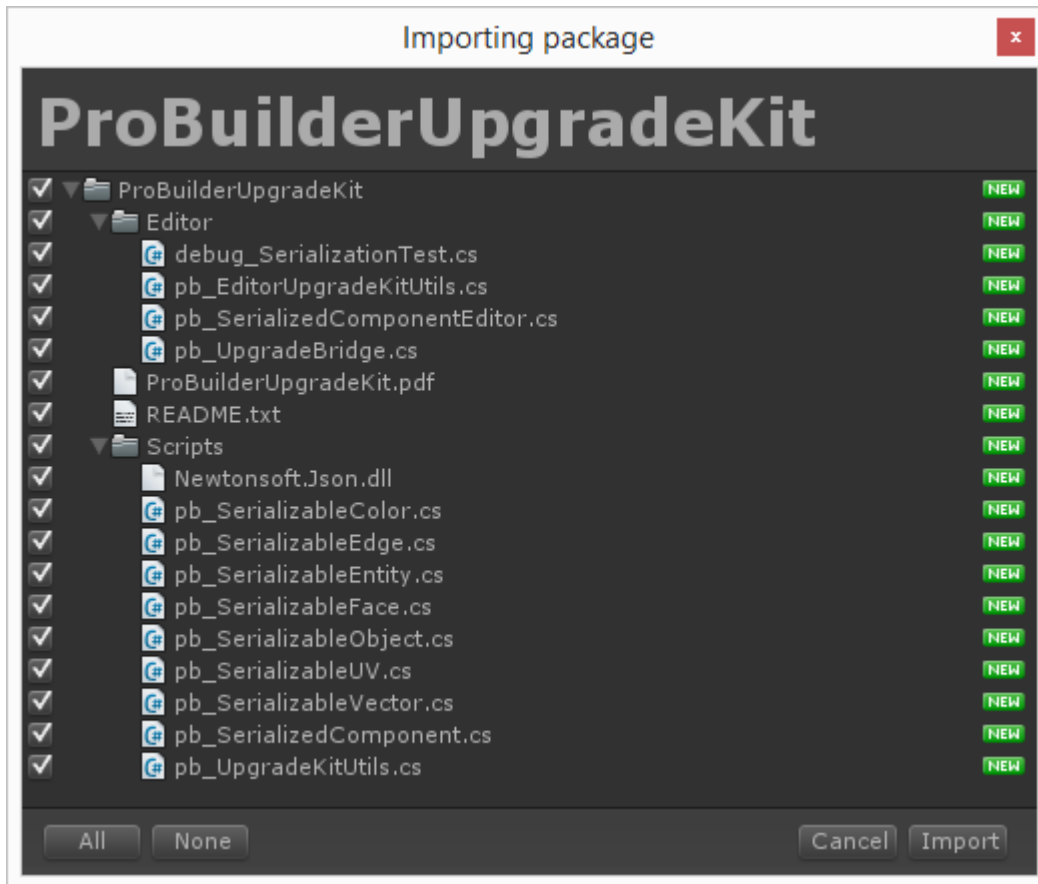


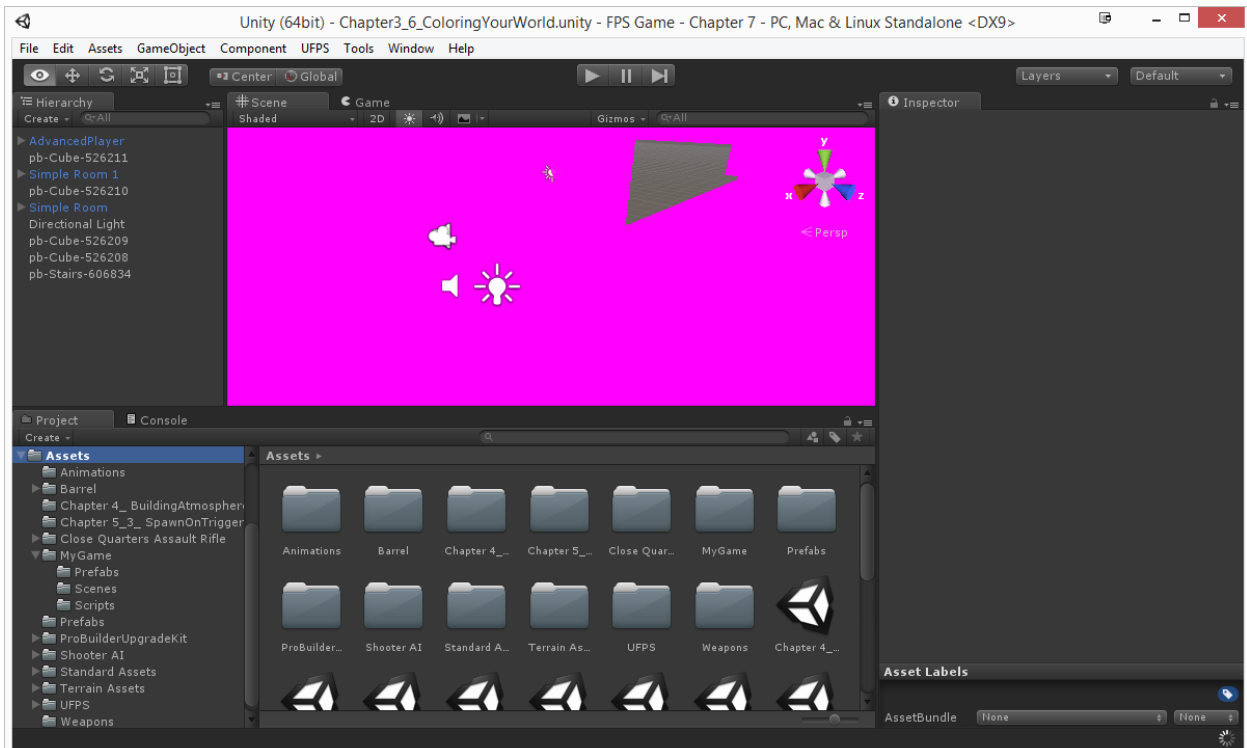
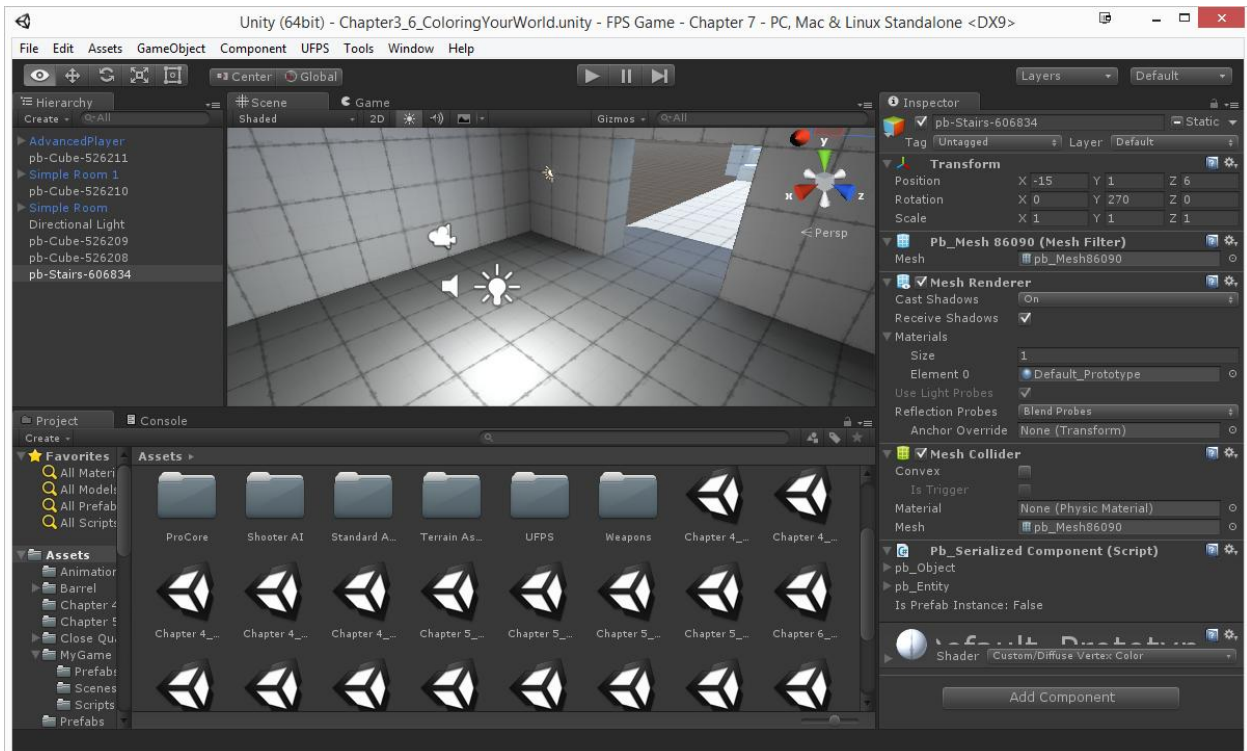
The screenshot shows a web browser window with the following content:

- Browser tab: ProBuilderUpgradeKit
- Address bar: www.protocolsforunity3d.com/docs/probuild
- Navigation bar: Apps, Bookmarks, Personal, Professional, Tools, Amazon Cloud Player, Other bookmarks
- Text: Looking for the full ProBuilder Documentation? Go here: www.procore3d.com/docs/probuilder
- Section Header:

ProBuilder Upgrade Kit
- Text: UpgradeKit is a tool that prepares your ProBuilder objects for upgrading to a new version of ProBuilder. This is necessary because ProBuilder requires your 3d models to have certain components in order to work, and the process of importing new versions of UnityPackage files will break those script references. This tool searches your project for ProBuilder components, copies their data to a new component, then re-builds the ProBuilder components.
- Text: Download the Upgrade Kit here: [ProBuilder Upgrade Kit](#)
- Section Header:

Upgrading Overview
- List-Group:
 - Import `ProBuilderUpgradeKit.unitypackage` to your project.
 - For each scene in your project, run `Tools / ProBuilder / Upgrade / Prepare Scene for Upgrade`





ProBuilder 2

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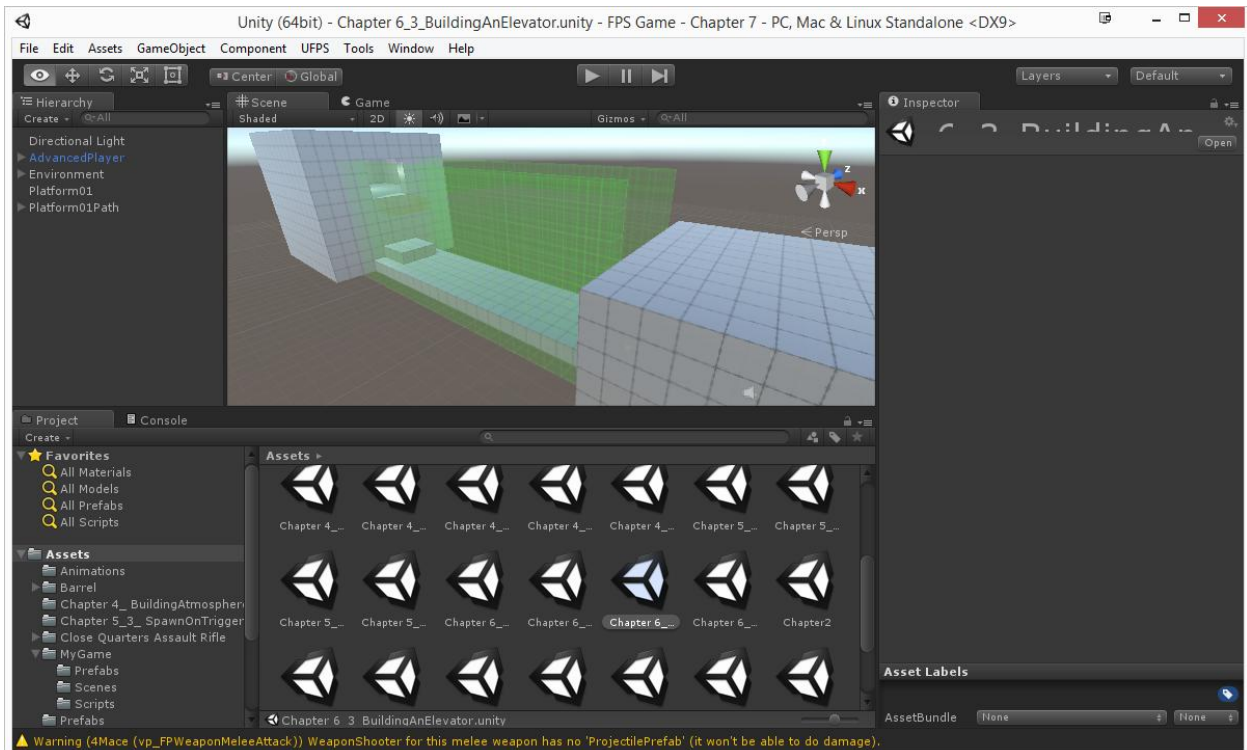
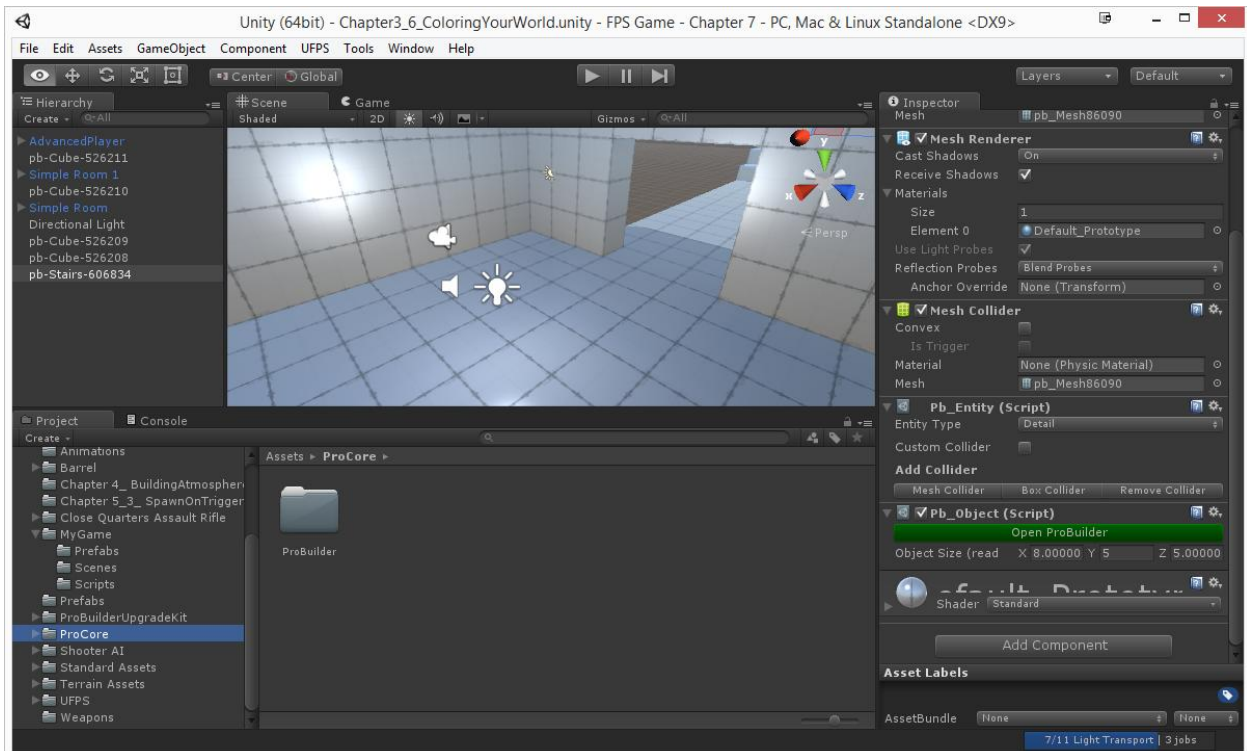
Expand

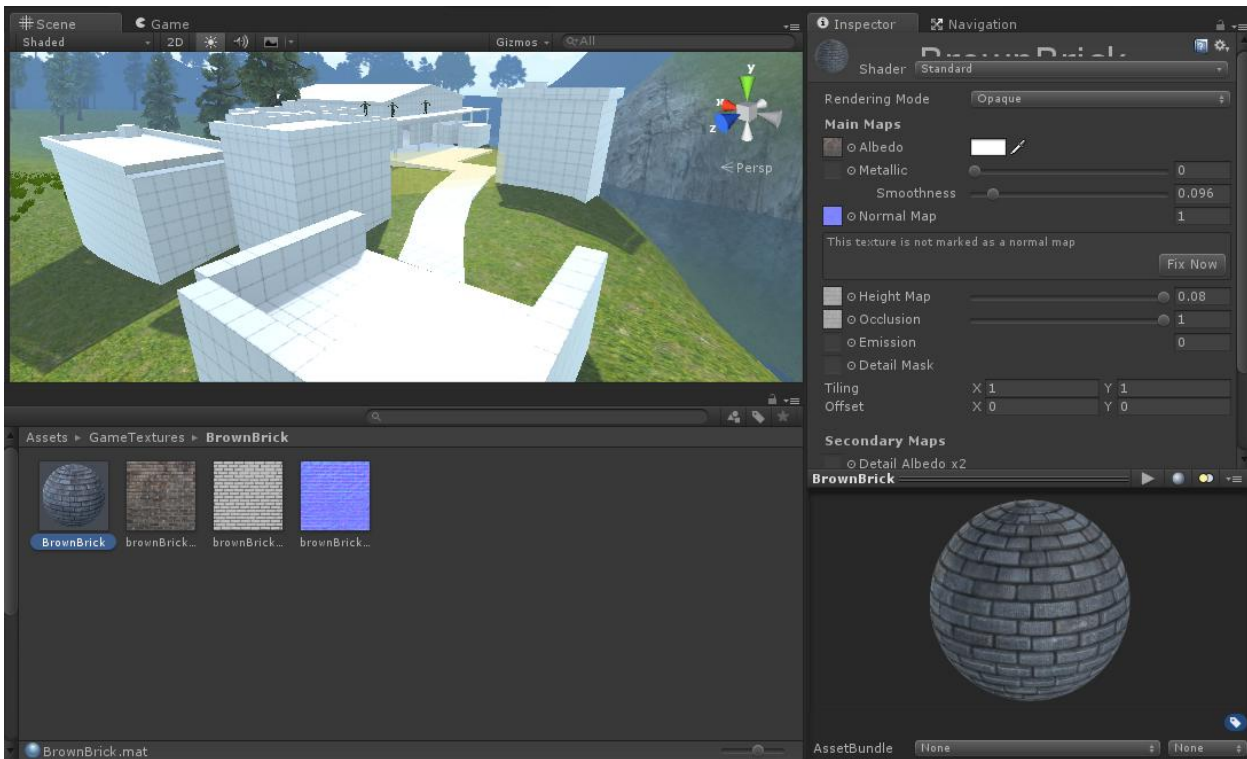
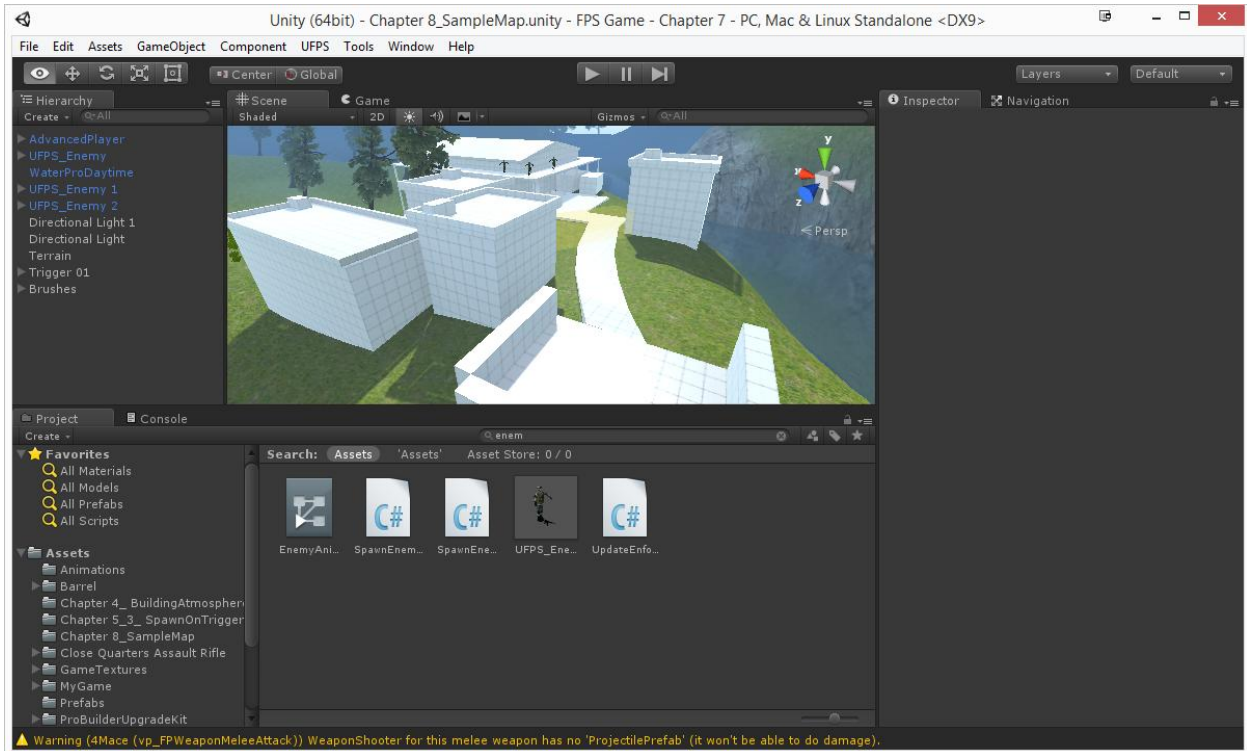
- ProCore
 - ProBuilder
 - About
 - changelog.txt
 - Credits.txt
 - Editor

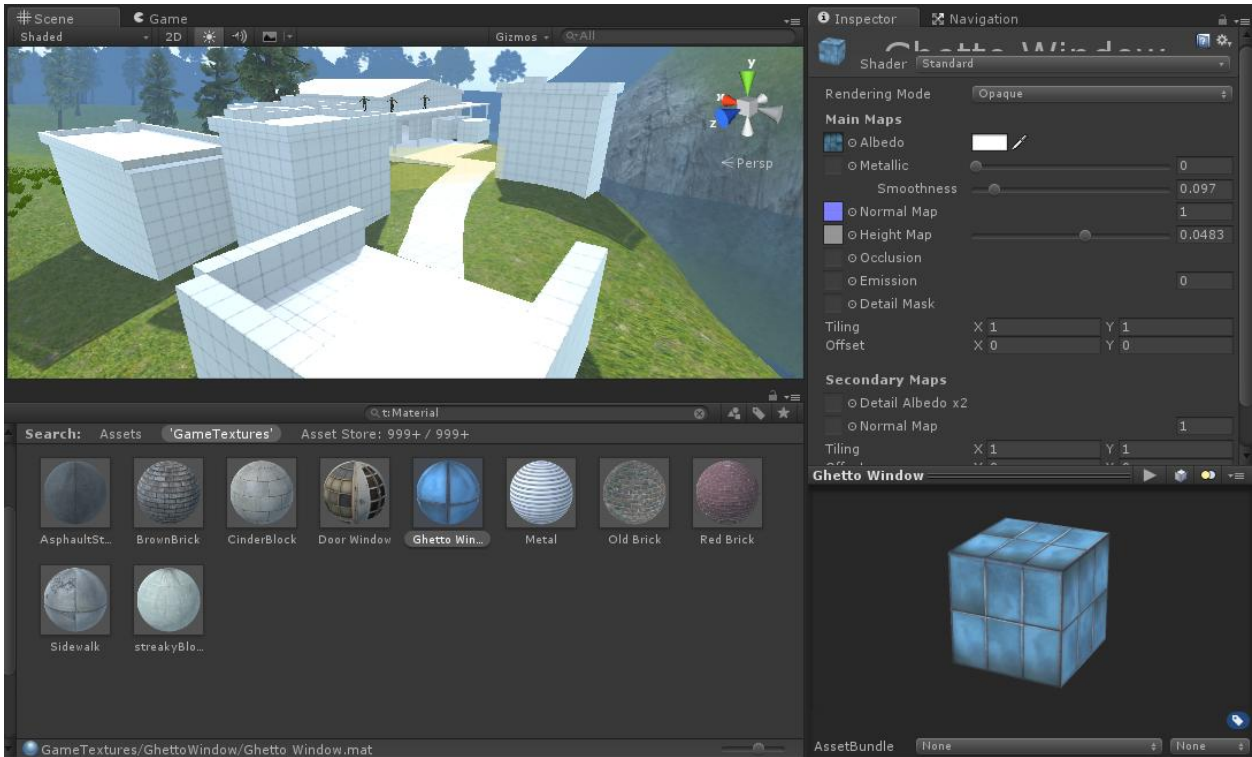
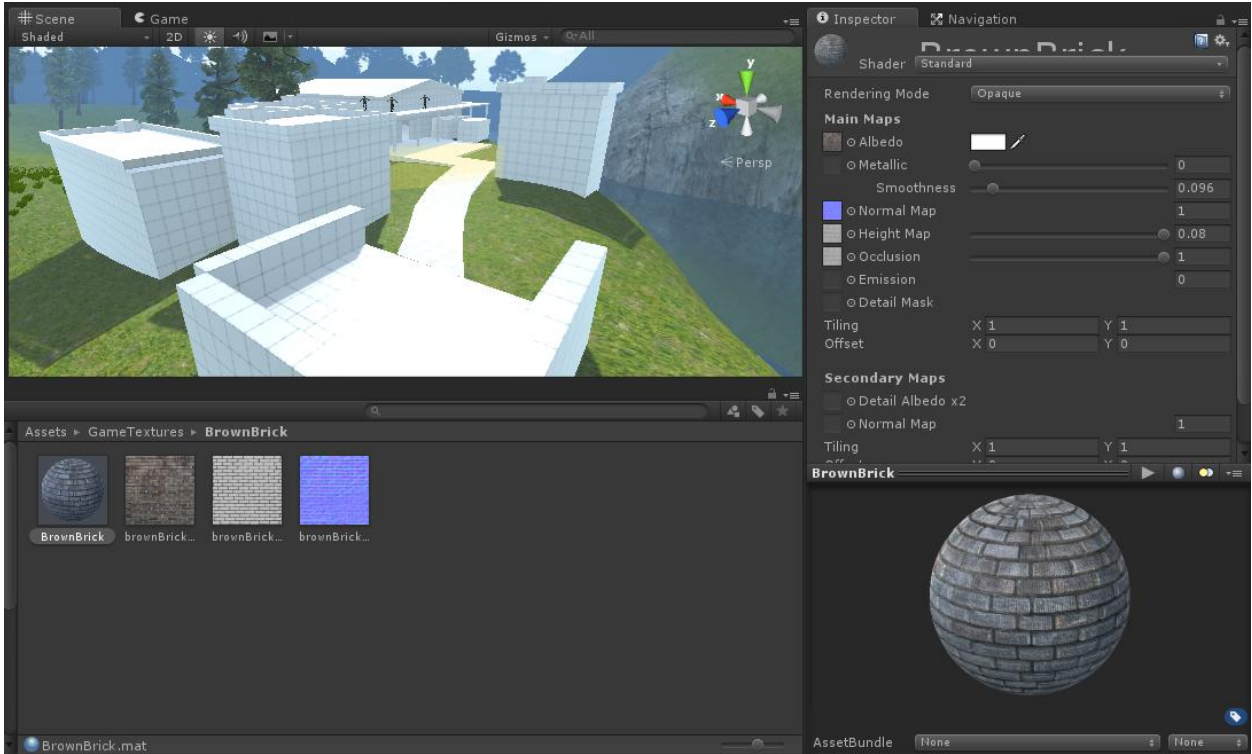


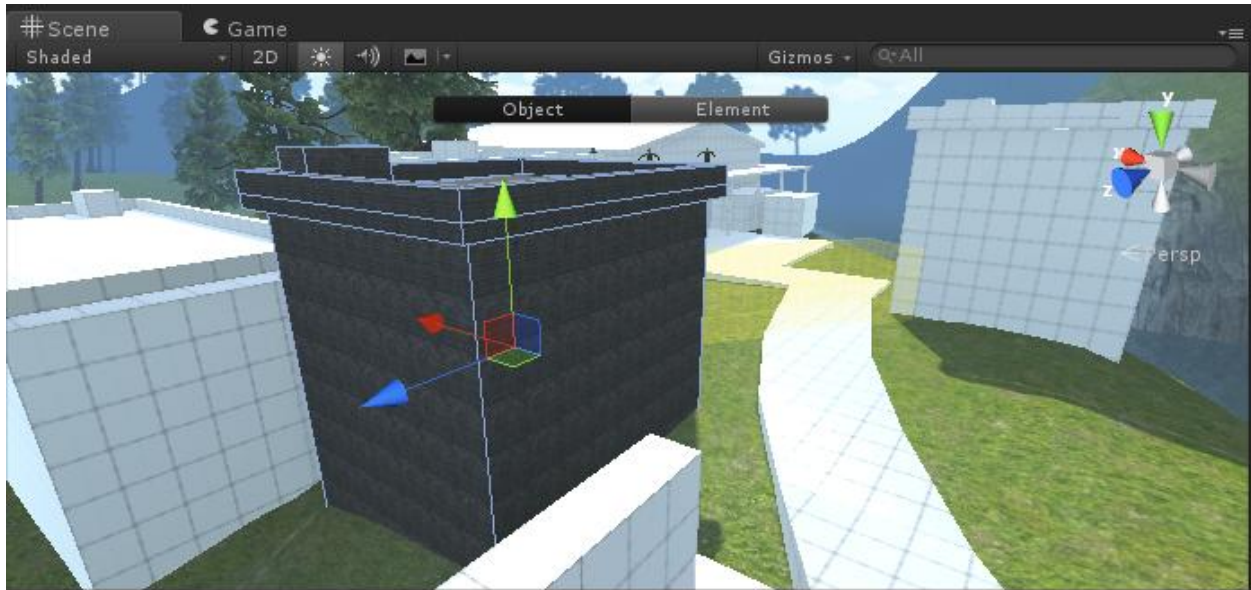
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Unity (64bit) - Chapter_8_PlacingMaterials.unity - FPS Game - Chapter 7 - PC, Mac & Linux Standalone* <DX9>

Inspector

House

Tag: Untagged Layer: Default Static

Transform

Position: X 2.5 Y -4.164063 Z 3

Rotation: X 0 Y 270 Z 0

Scale: X 1 Y 1 Z 1

Pb_Mesh-2187620 (Mesh Filter)

Mesh: pb_Mesh-2187620

Pb_Entity (Script)

Entity Type: Detail

Custom Collider:

Add Collider

Mesh Collider Box Collider Remove Collider

Mesh Renderer

Cast Shadows: On

Receive Shadows:

Materials

Size: 2

Element 0: BrownBrick

Element 1: Old Brick

Use Light Probes:

Reflection Probes: Blend Probes

Anchor Override: None (Transform)

Pb_Object (Script)

Open ProBuilder

Object Size (read): X 7.707107 Y 10.32813 Z 8.707107

Quick Offset: X 0 Y 0 Z 0

Apply Offset

Mesh Collider

Convex:

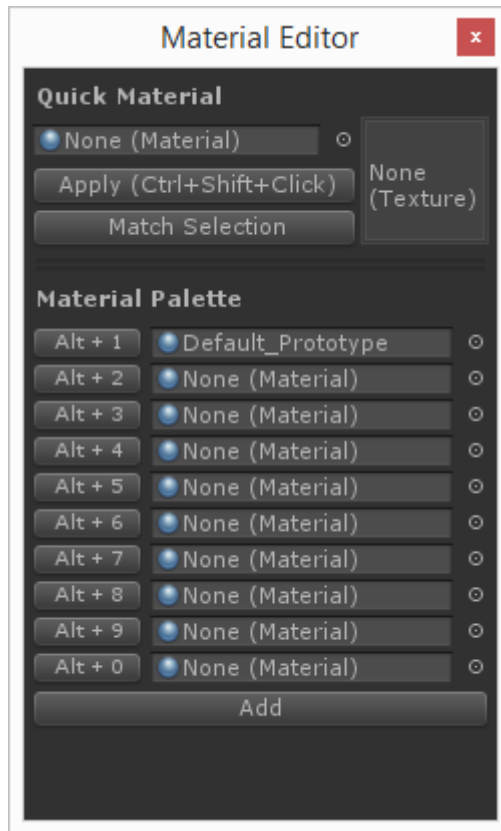
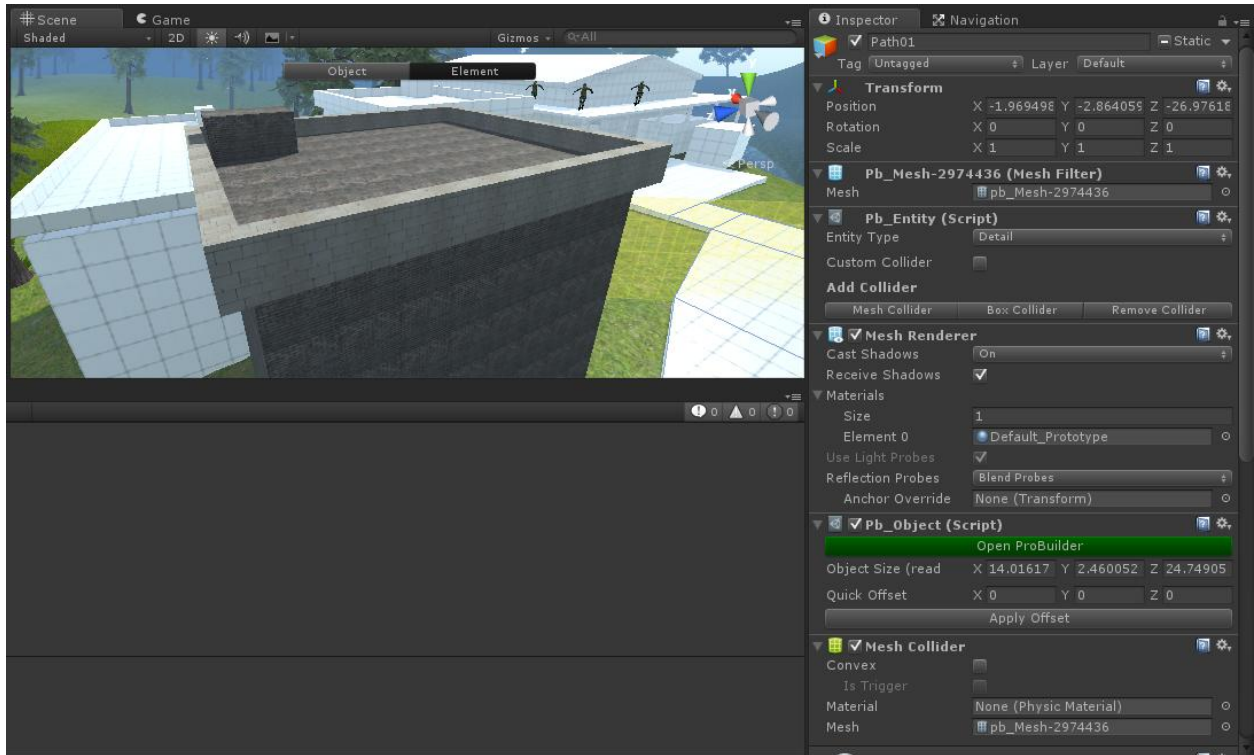
Is Trigger:

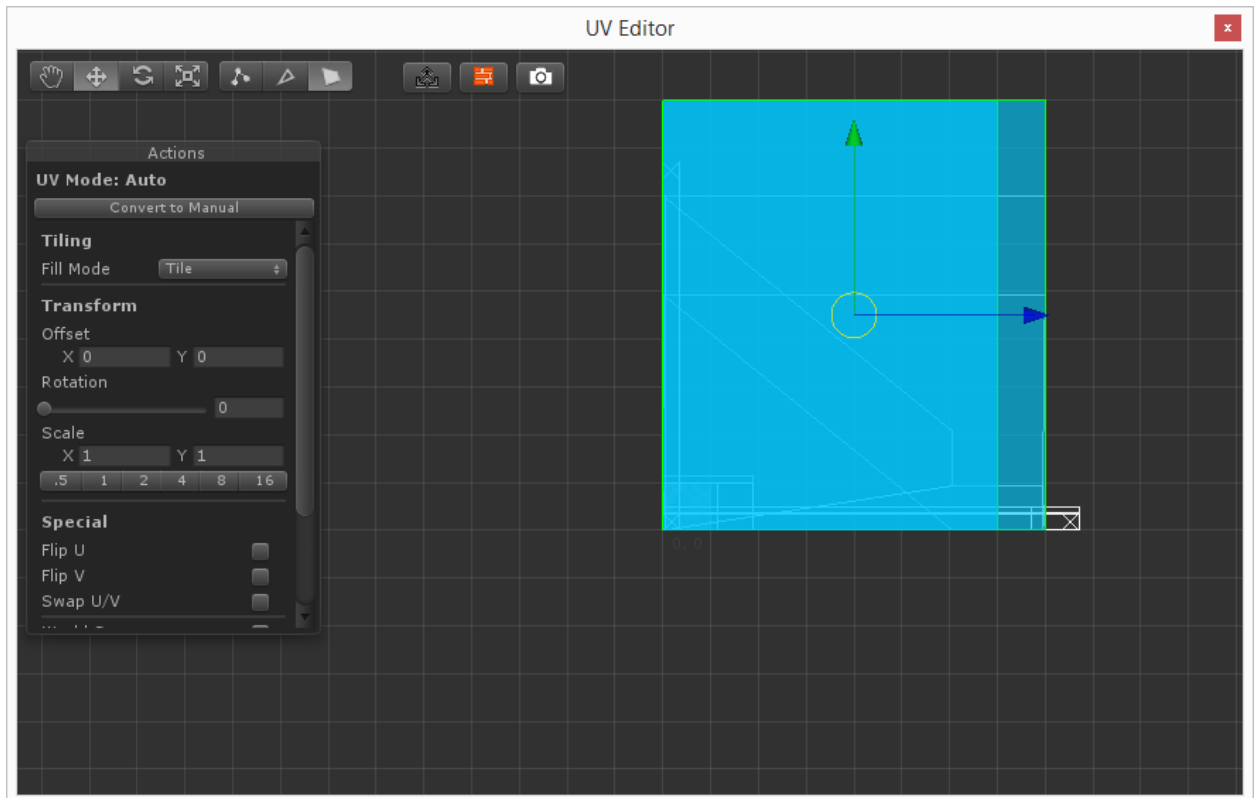
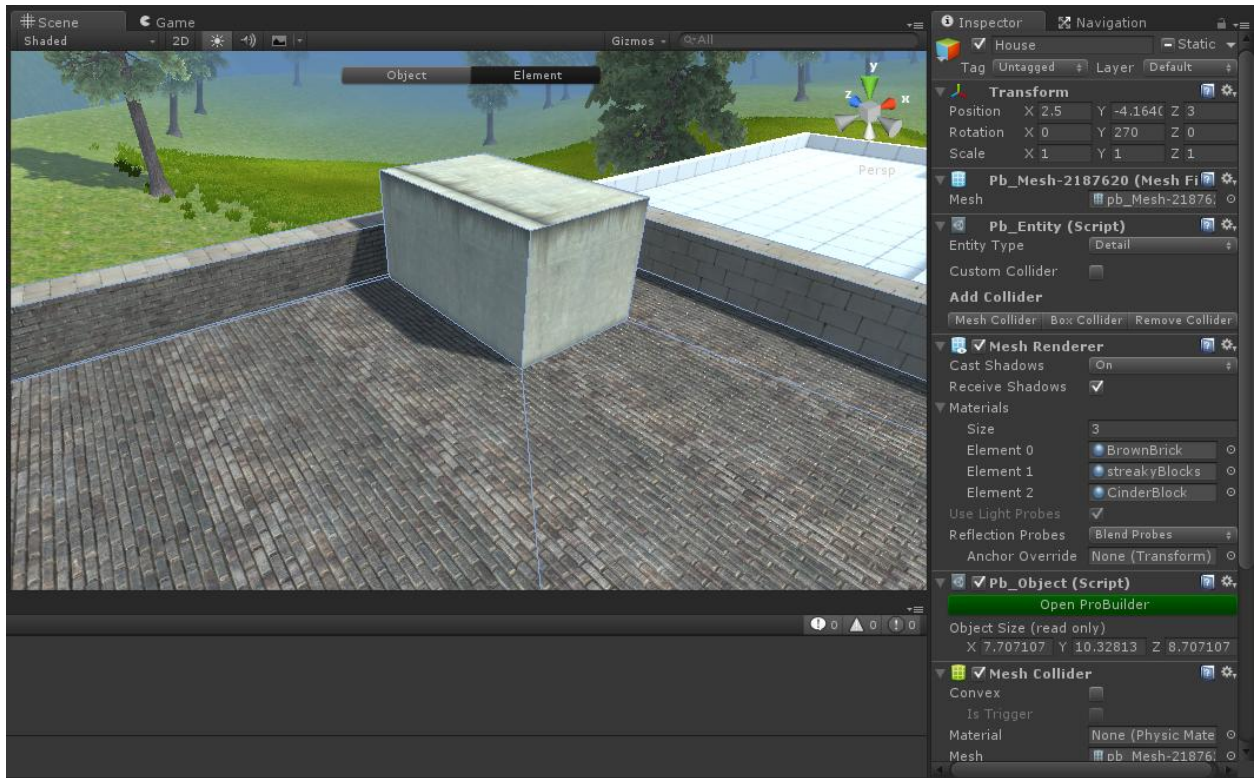
Material: None (Physic Material)

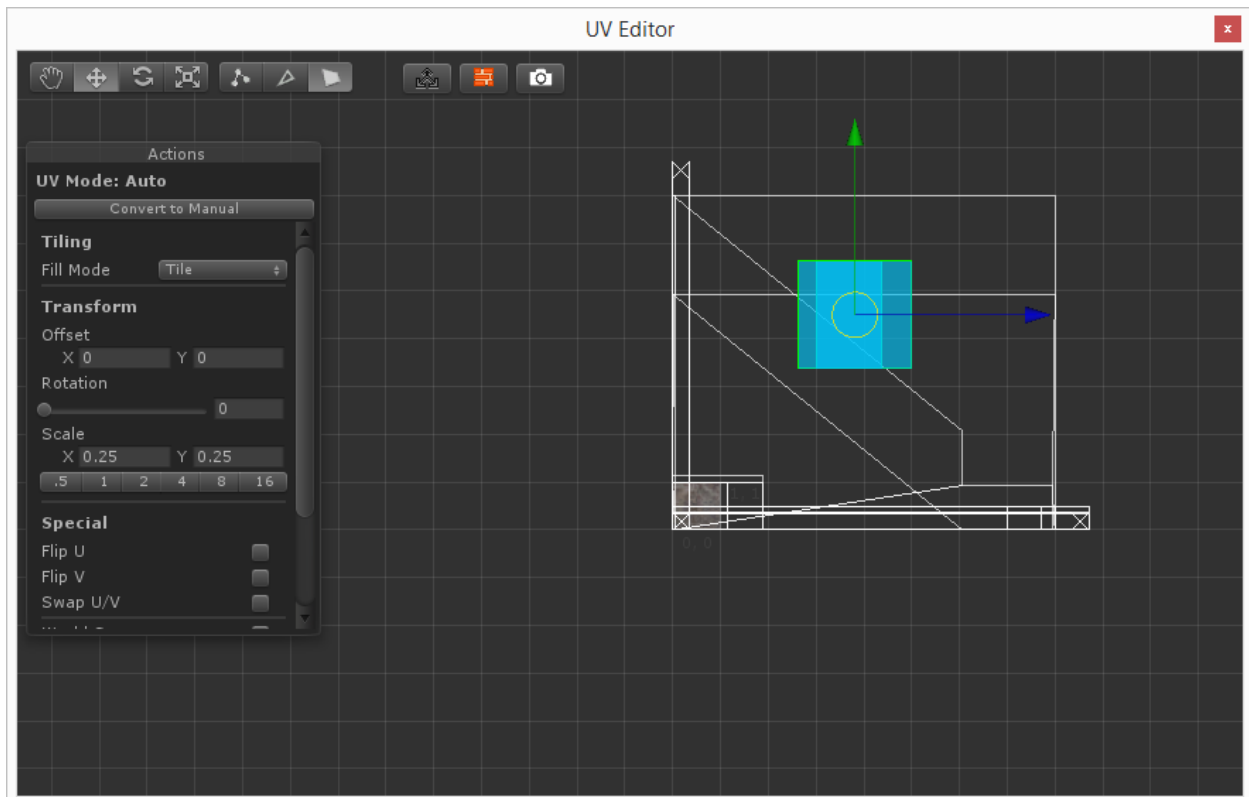
Mesh: pb_Mesh-2187620

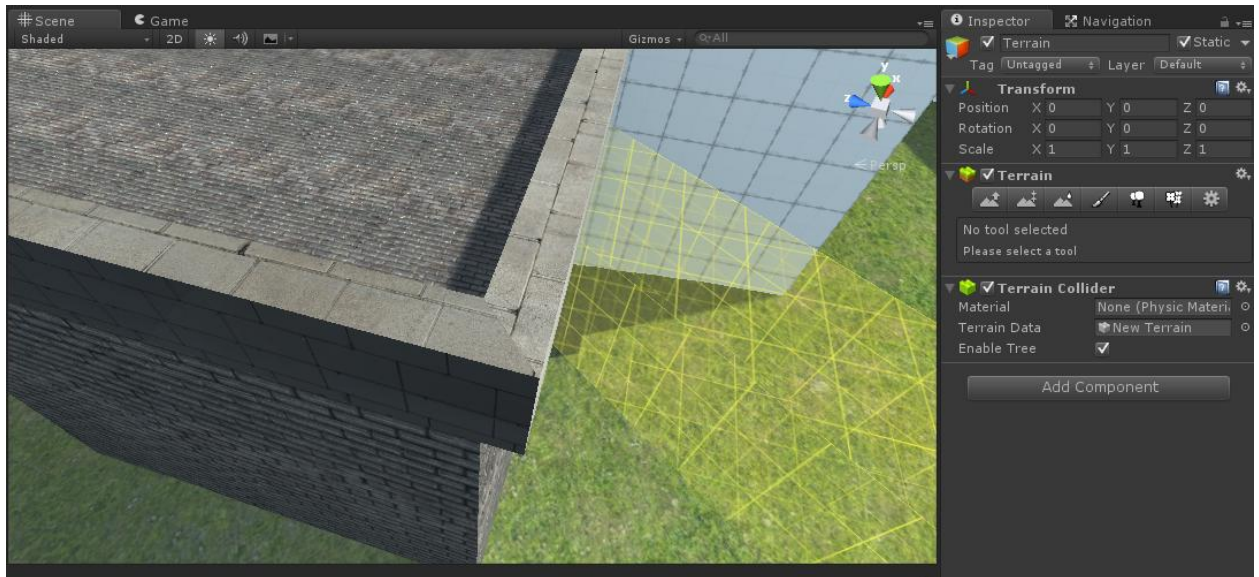
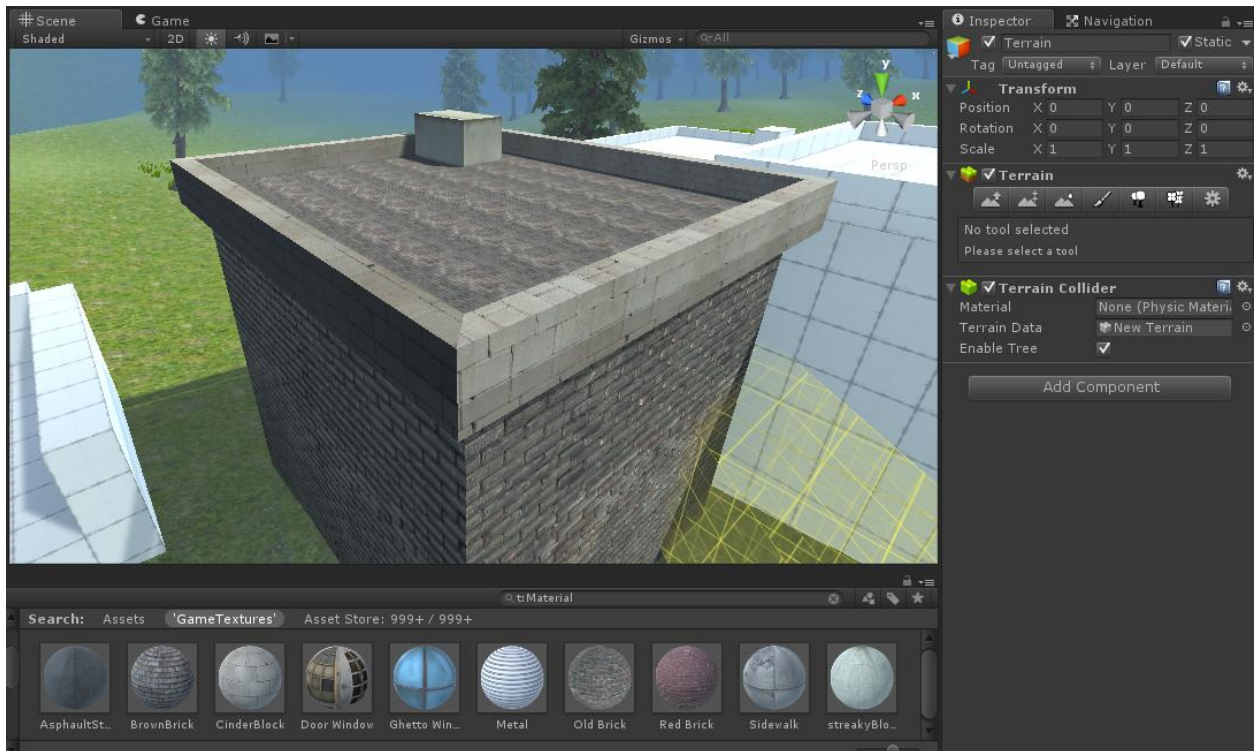
5/11 Clustering | 10 Jobs

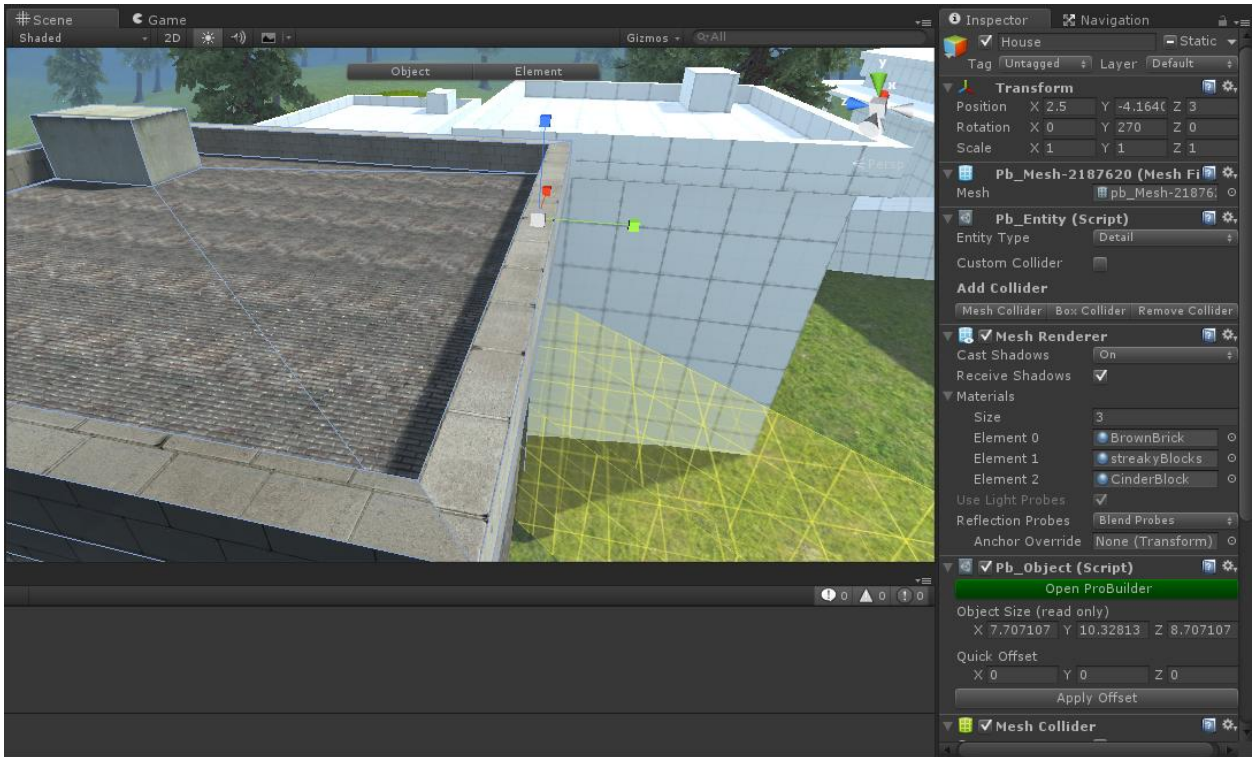
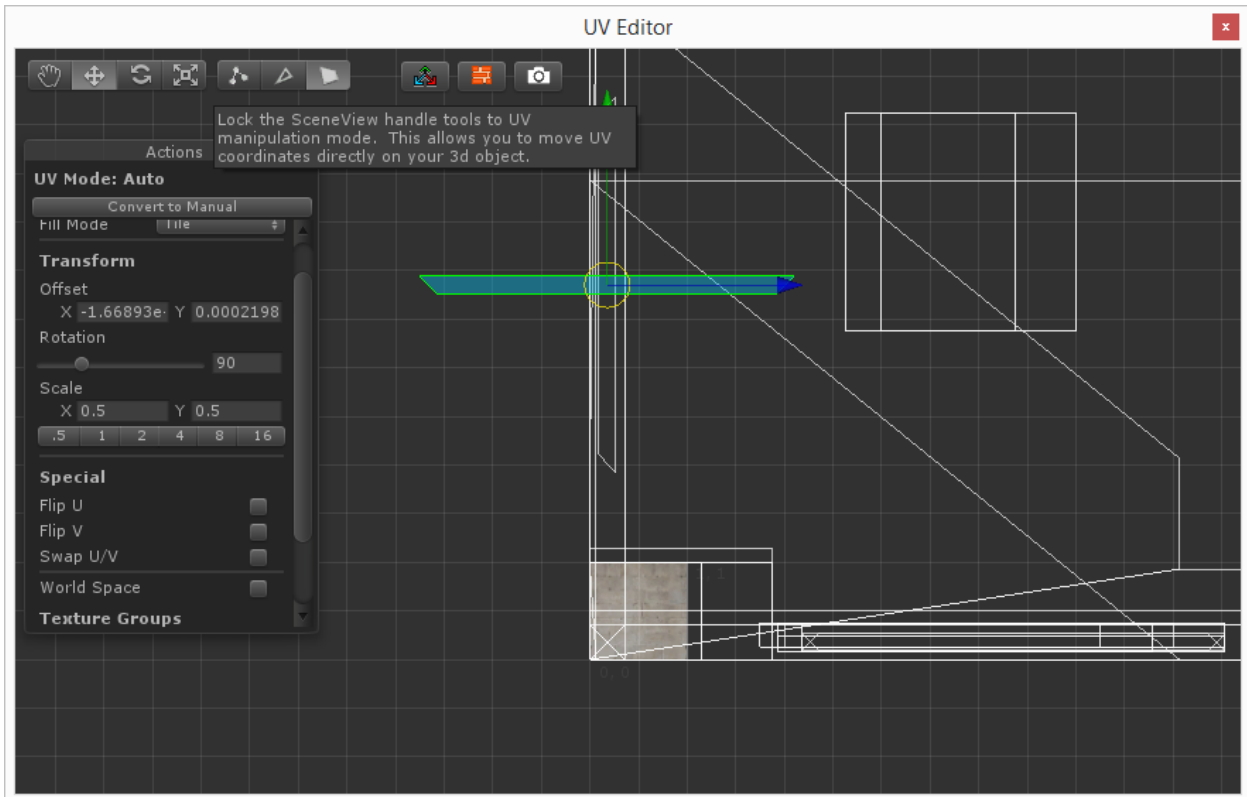
Warning (4Mace (vp_FPWeaponMeleeAttack)): WeaponShooter for this melee weapon has no 'ProjectilePrefab' (it won't be able to do damage).

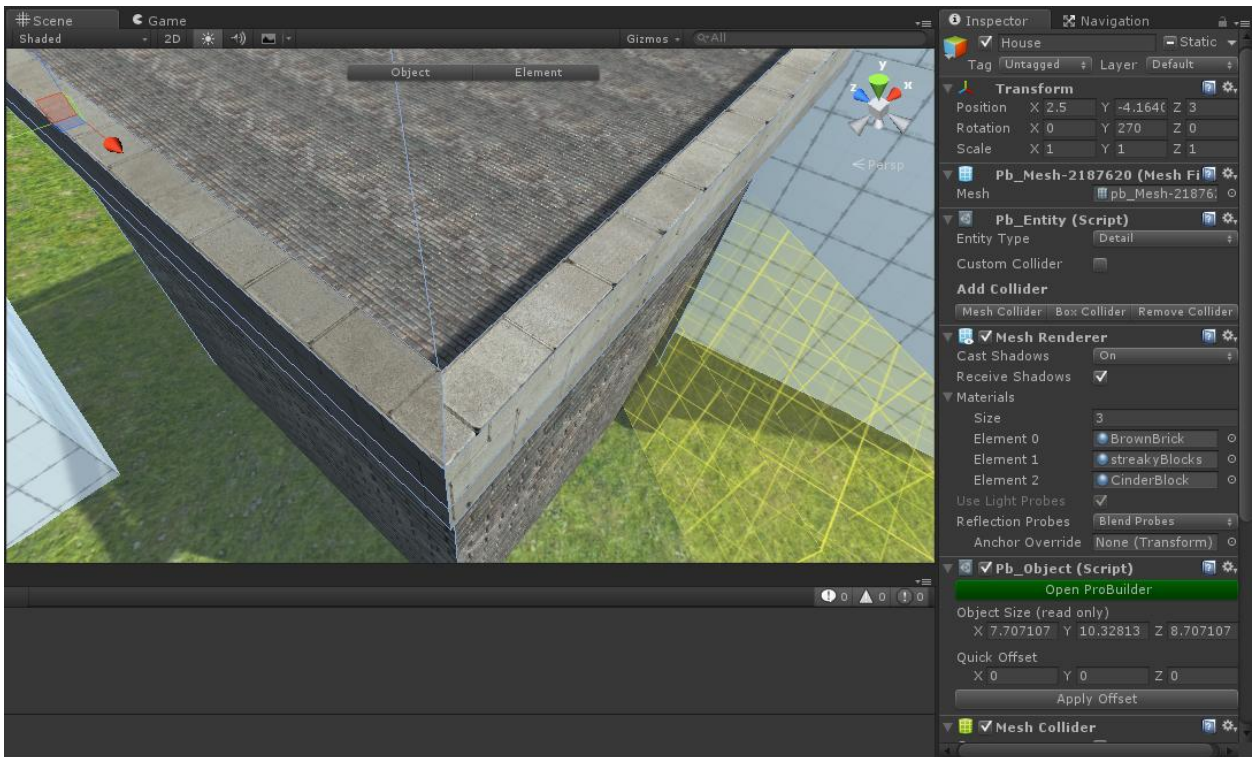
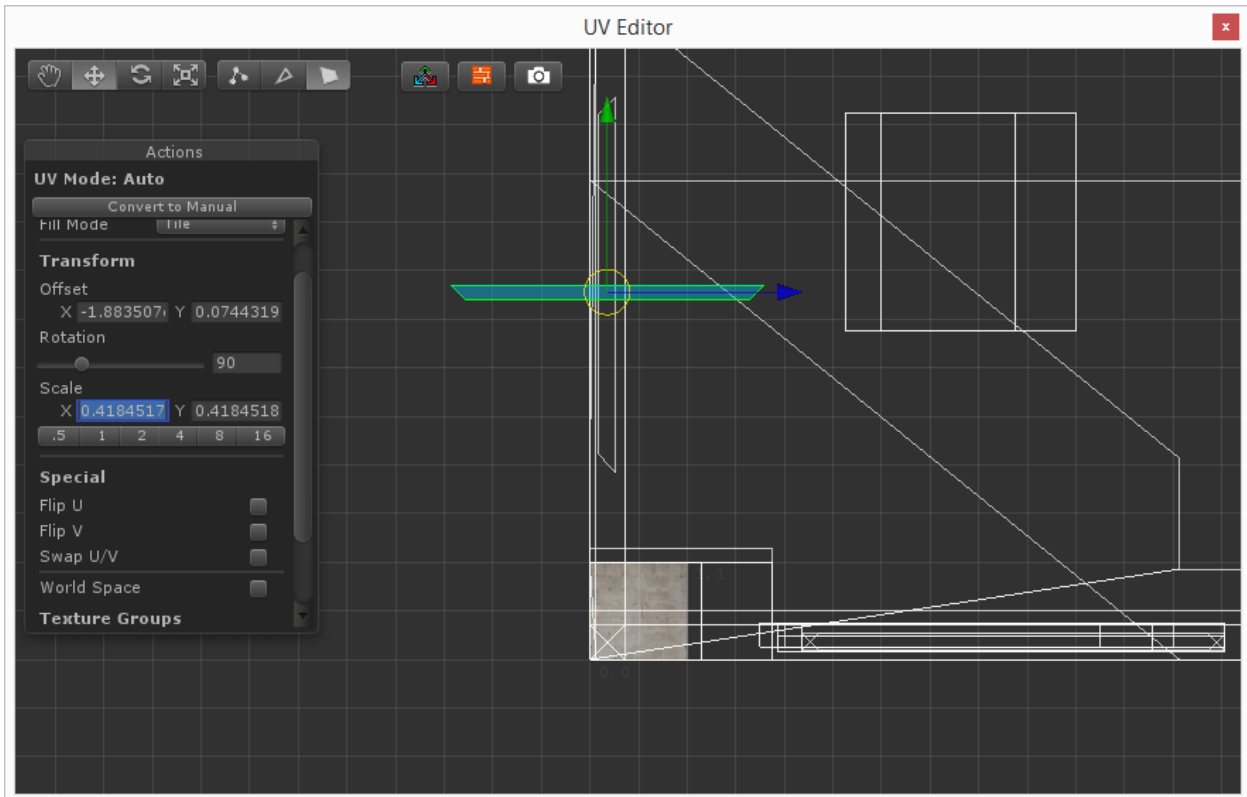


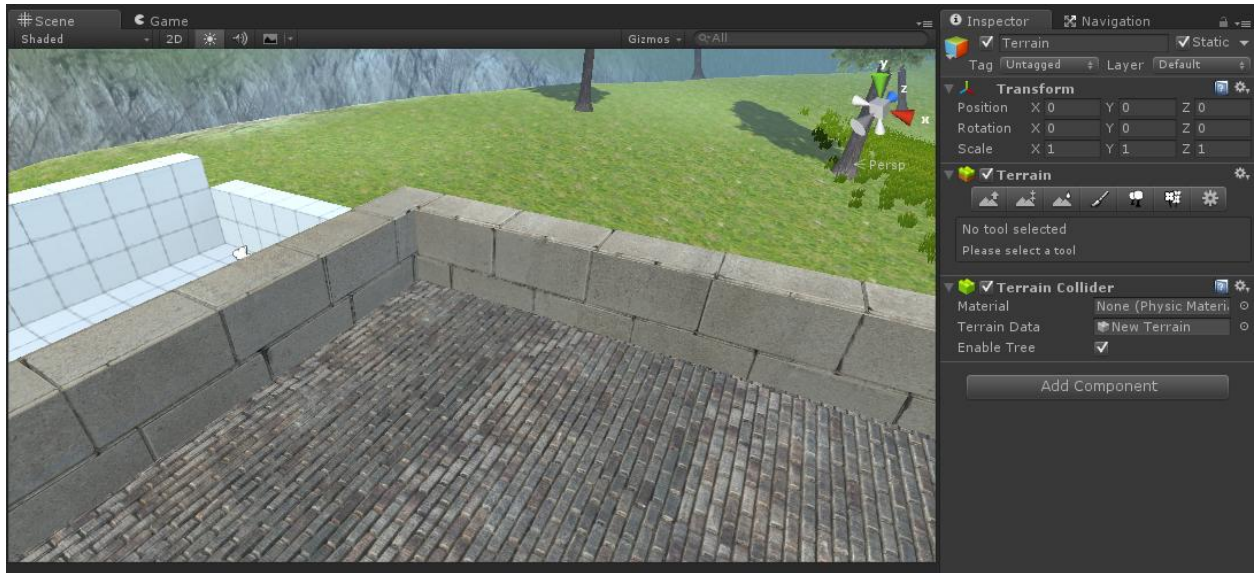
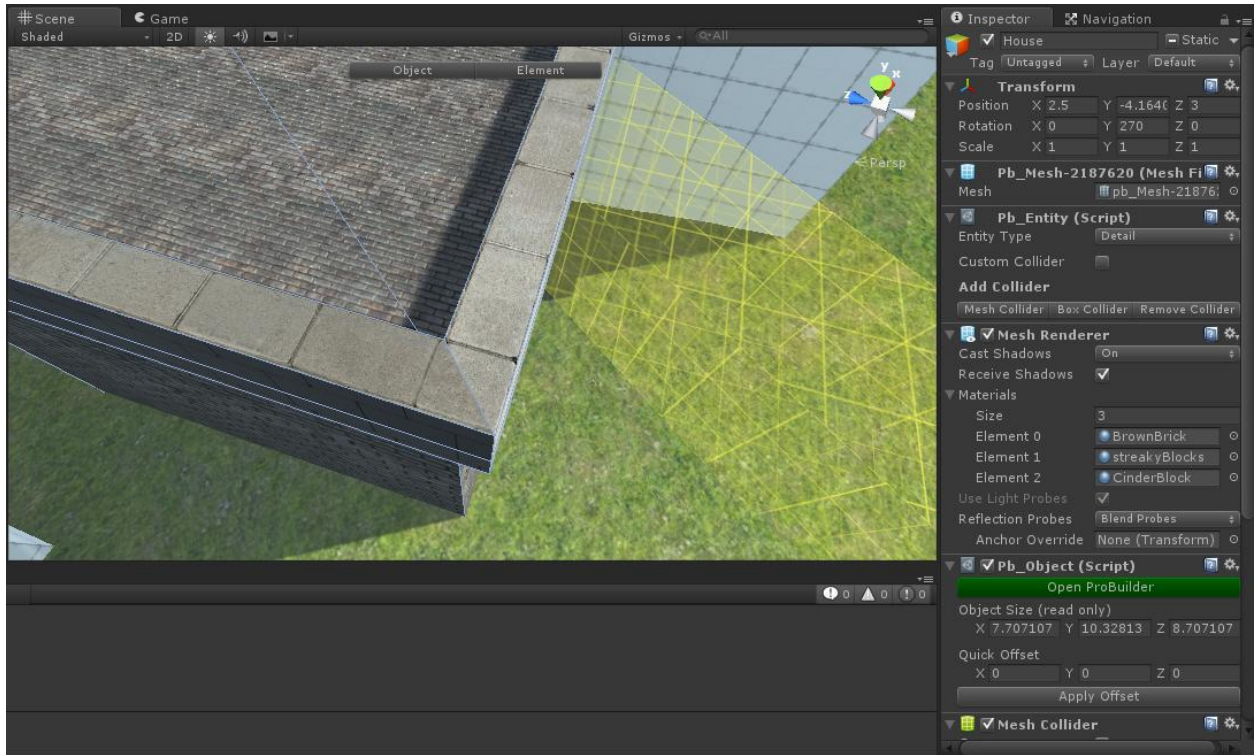


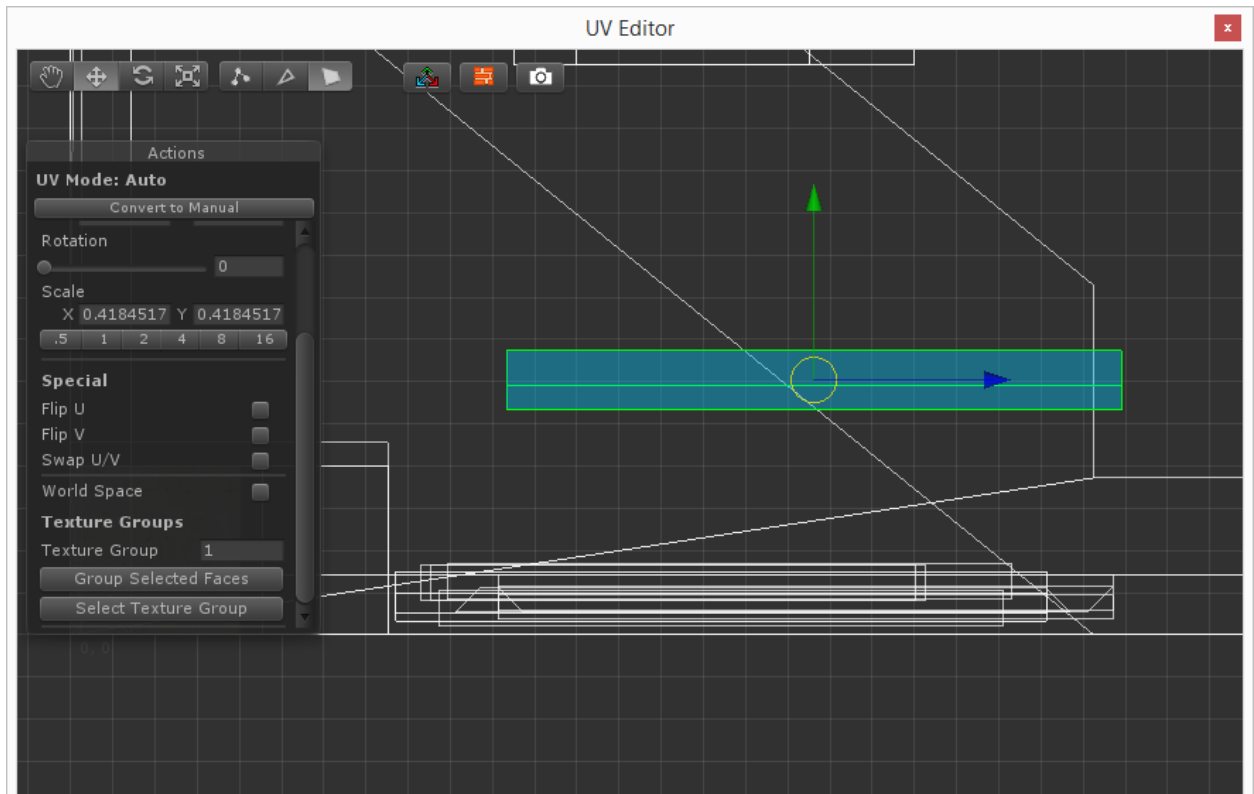
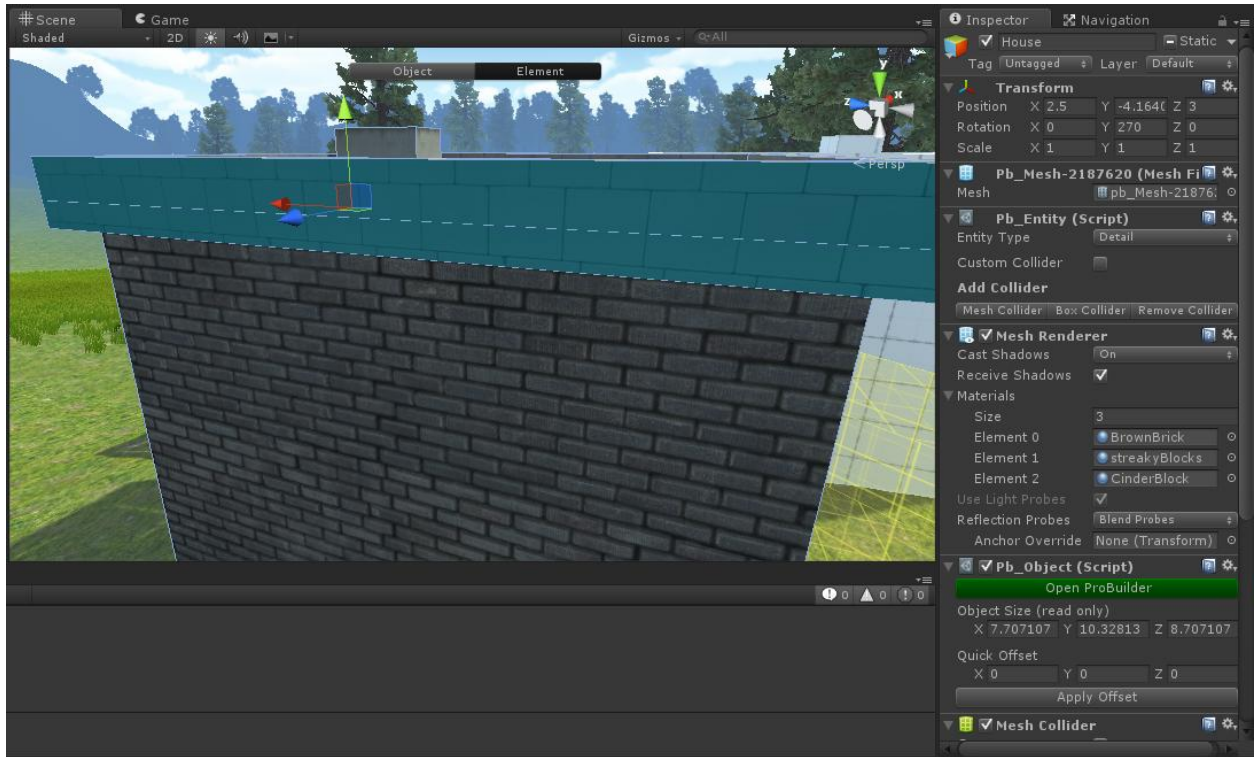


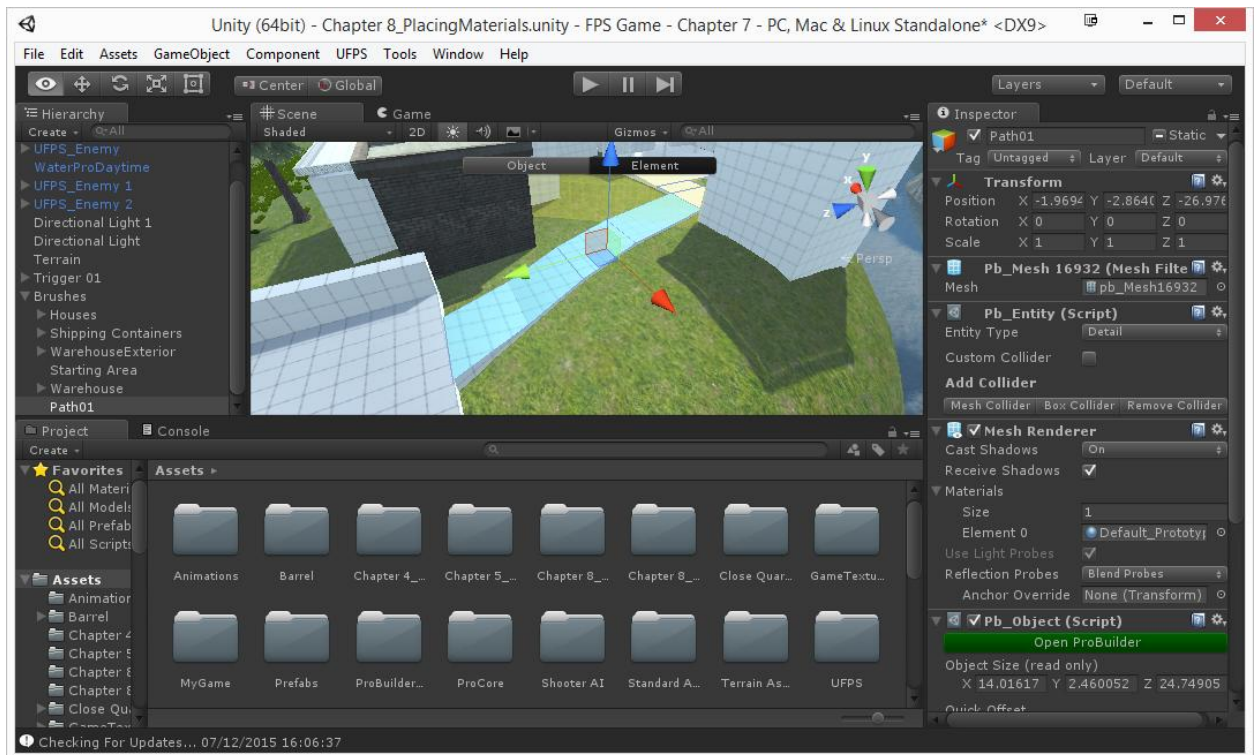
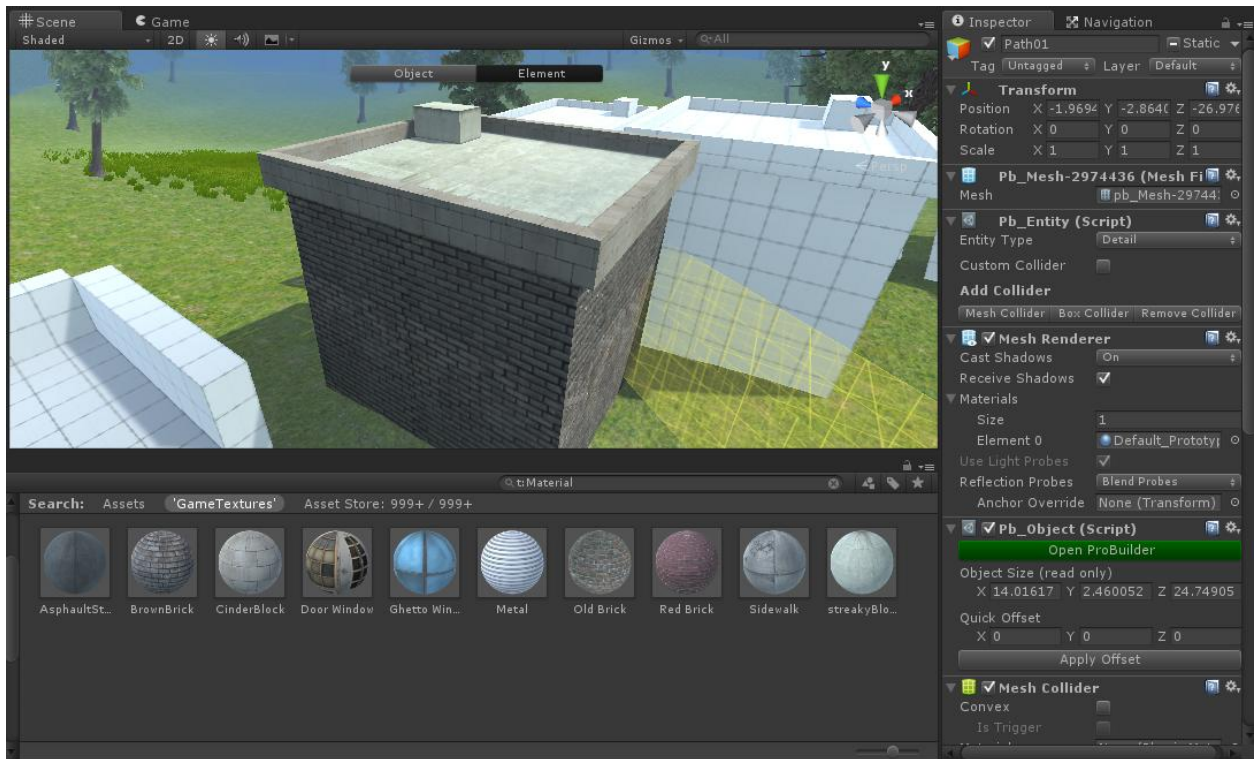


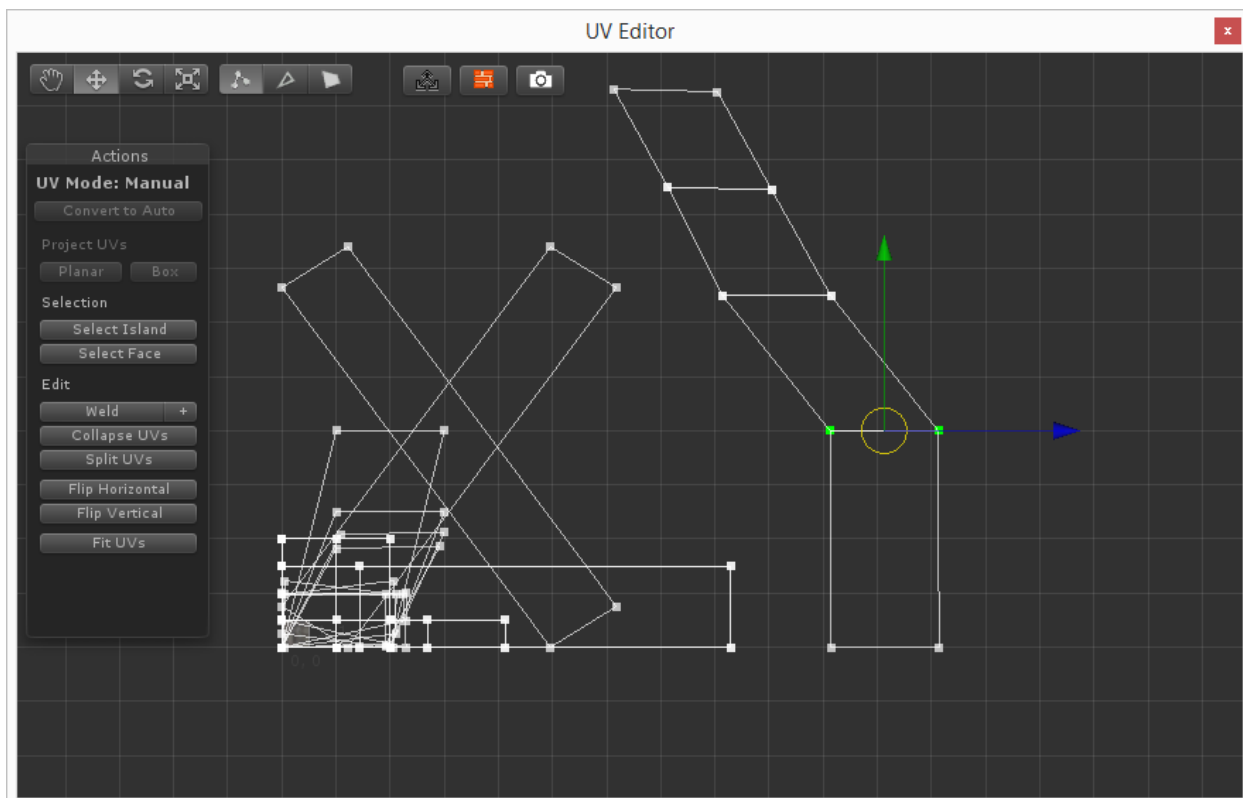
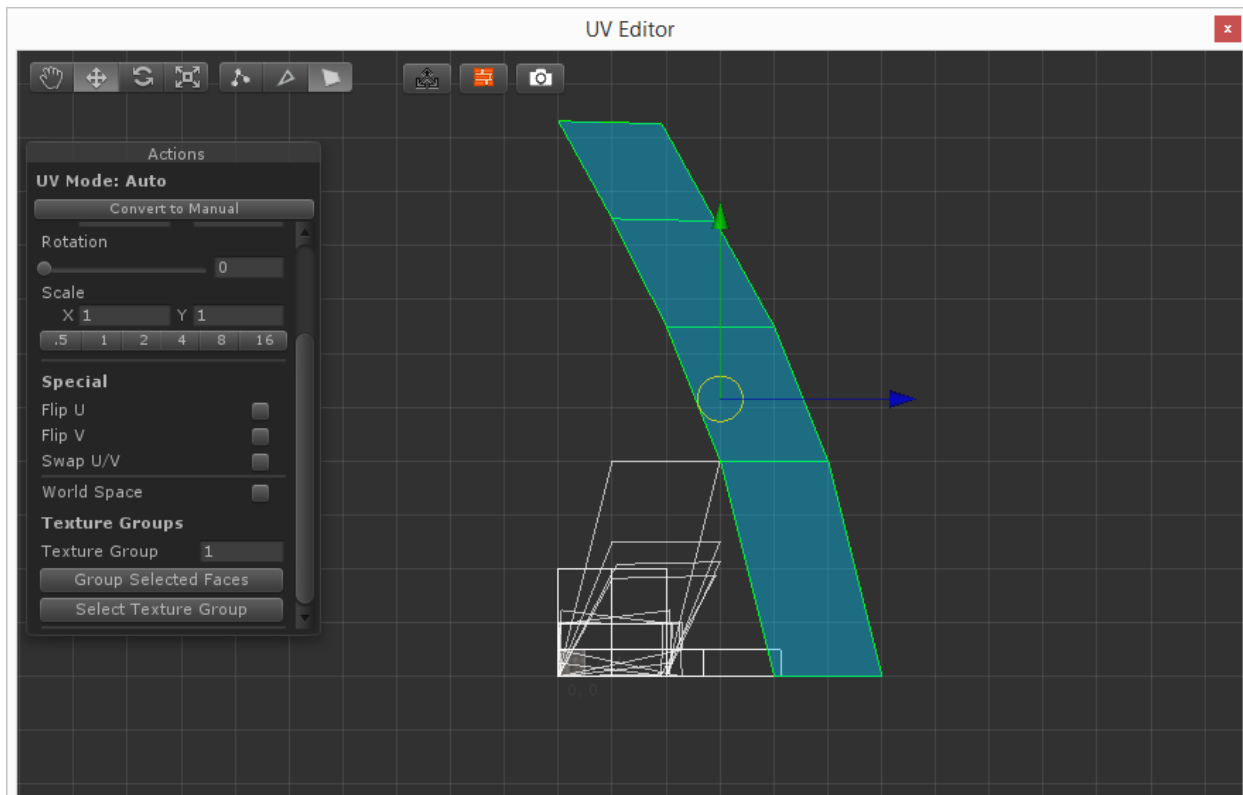


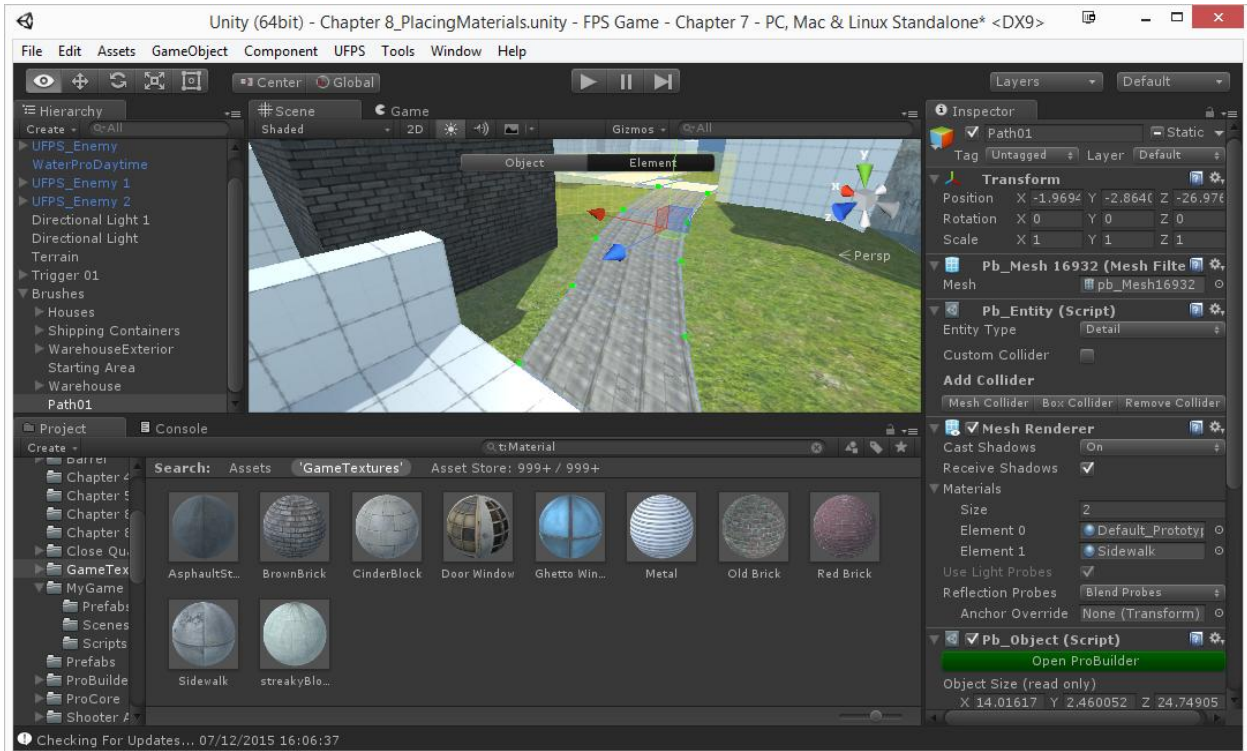
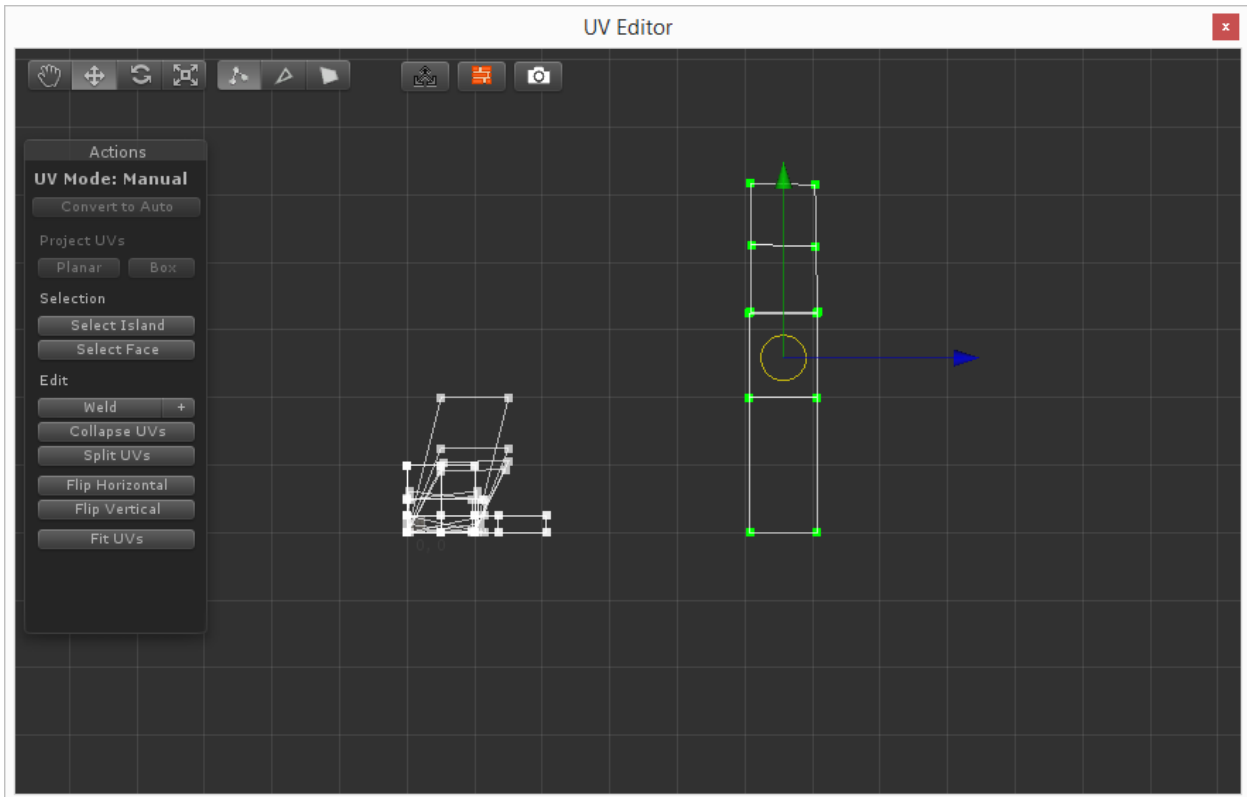


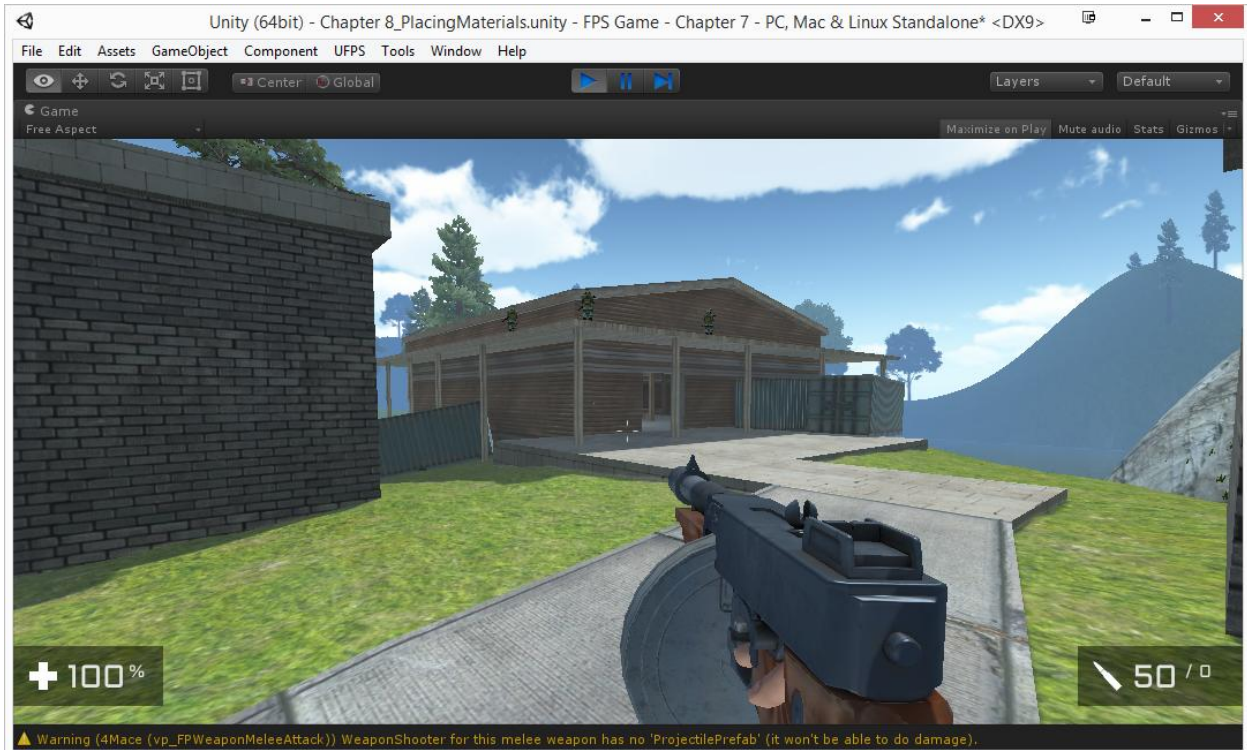
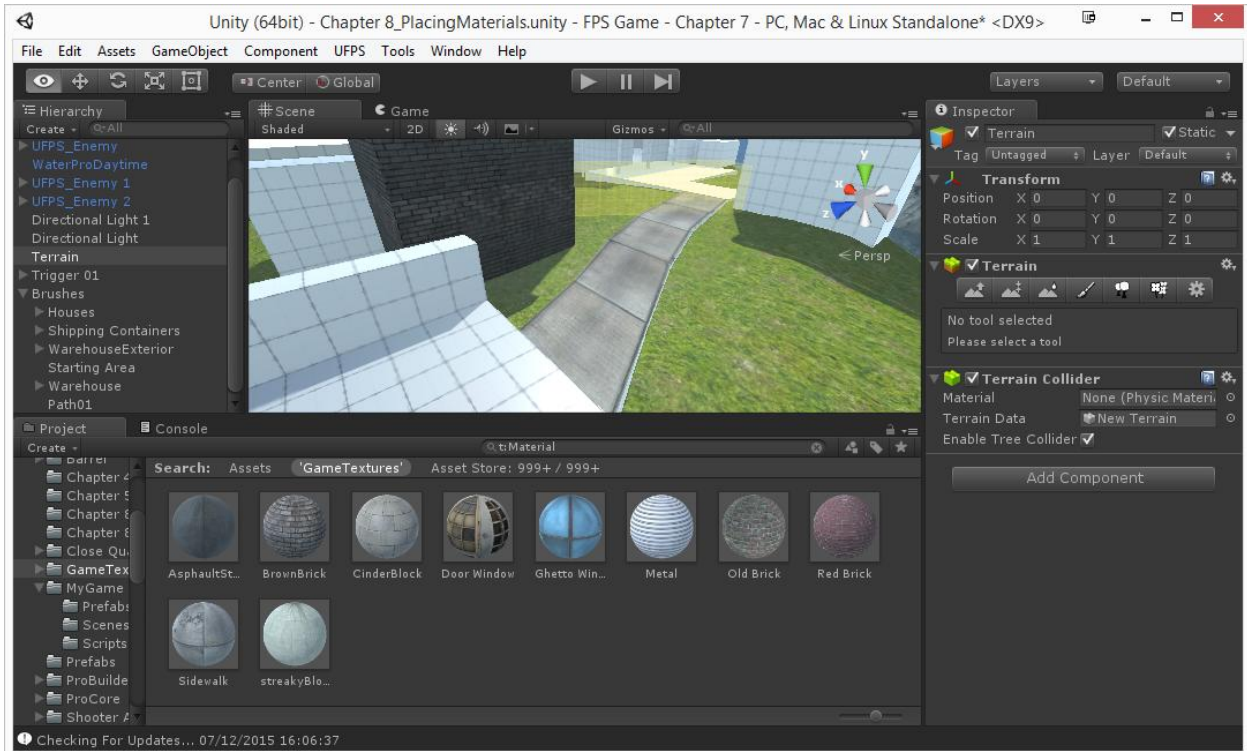


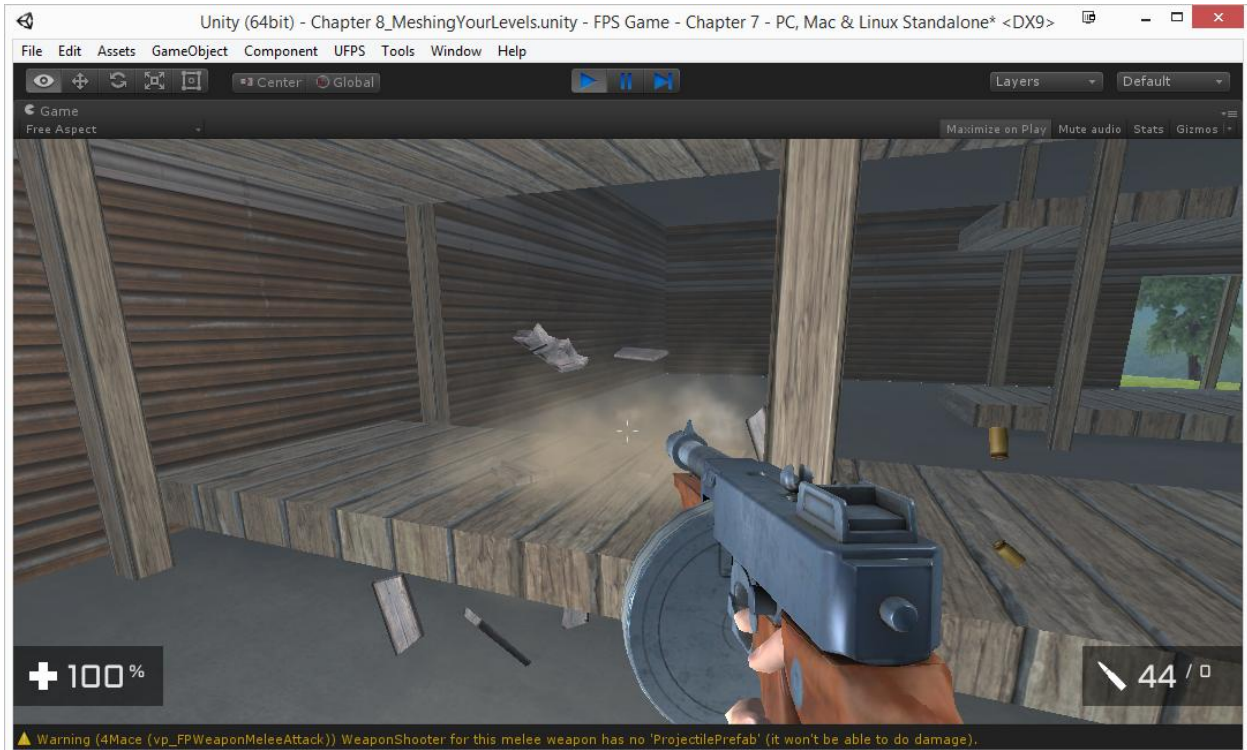
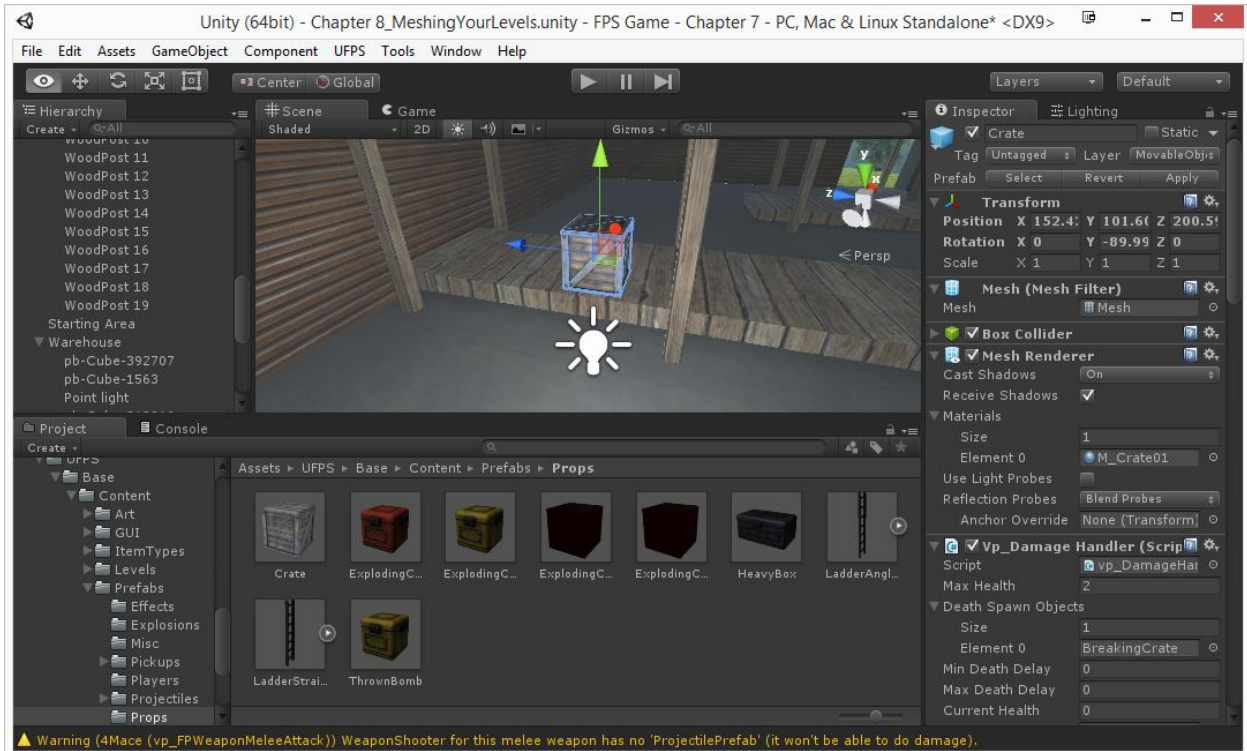


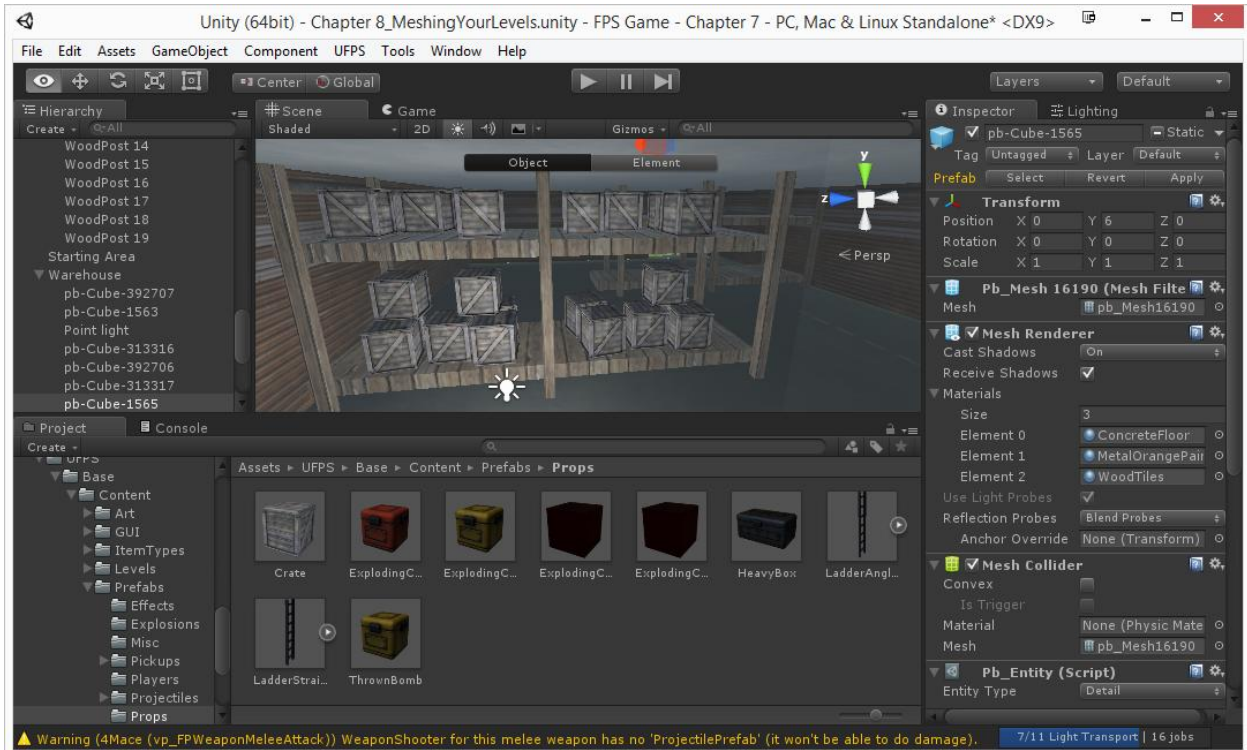
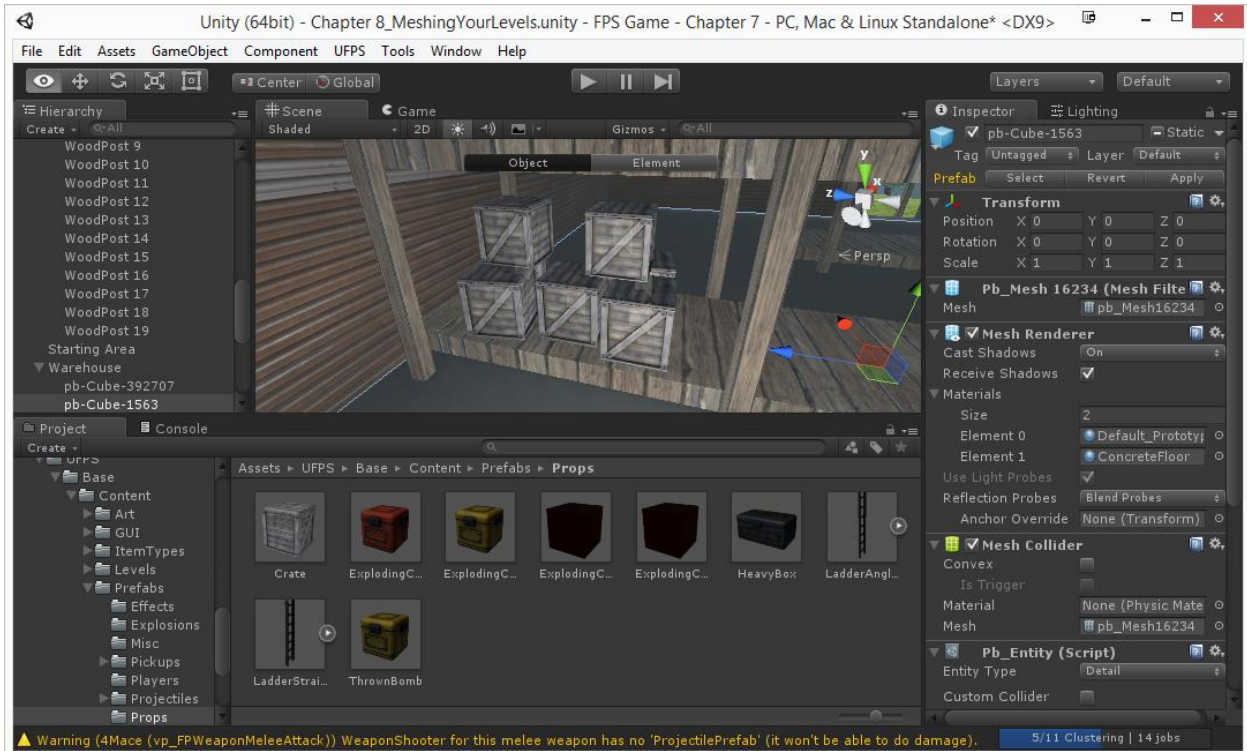


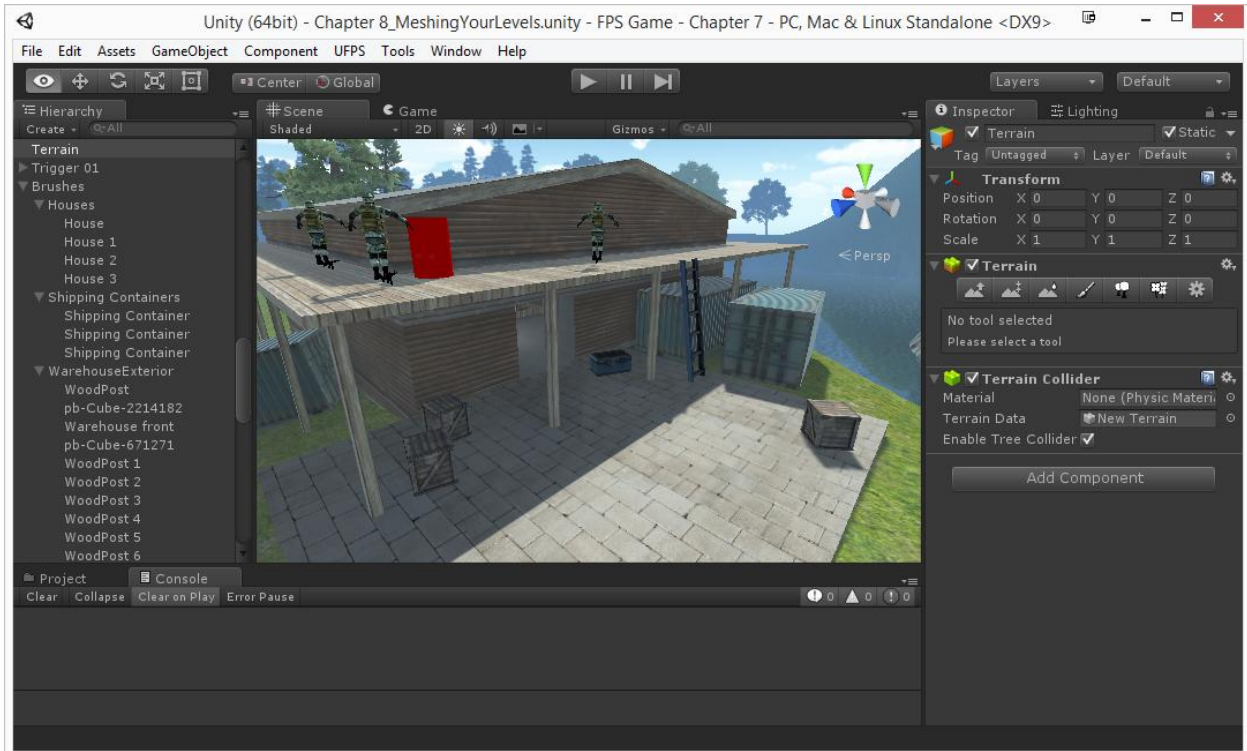




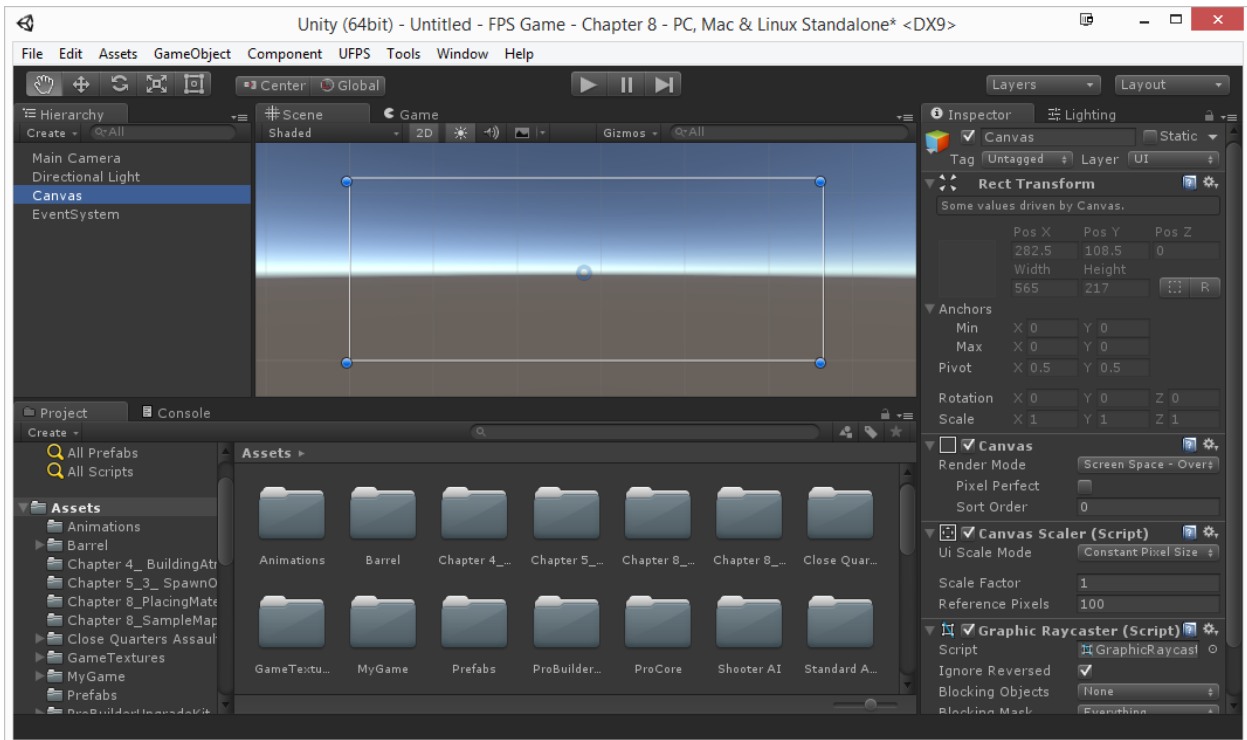
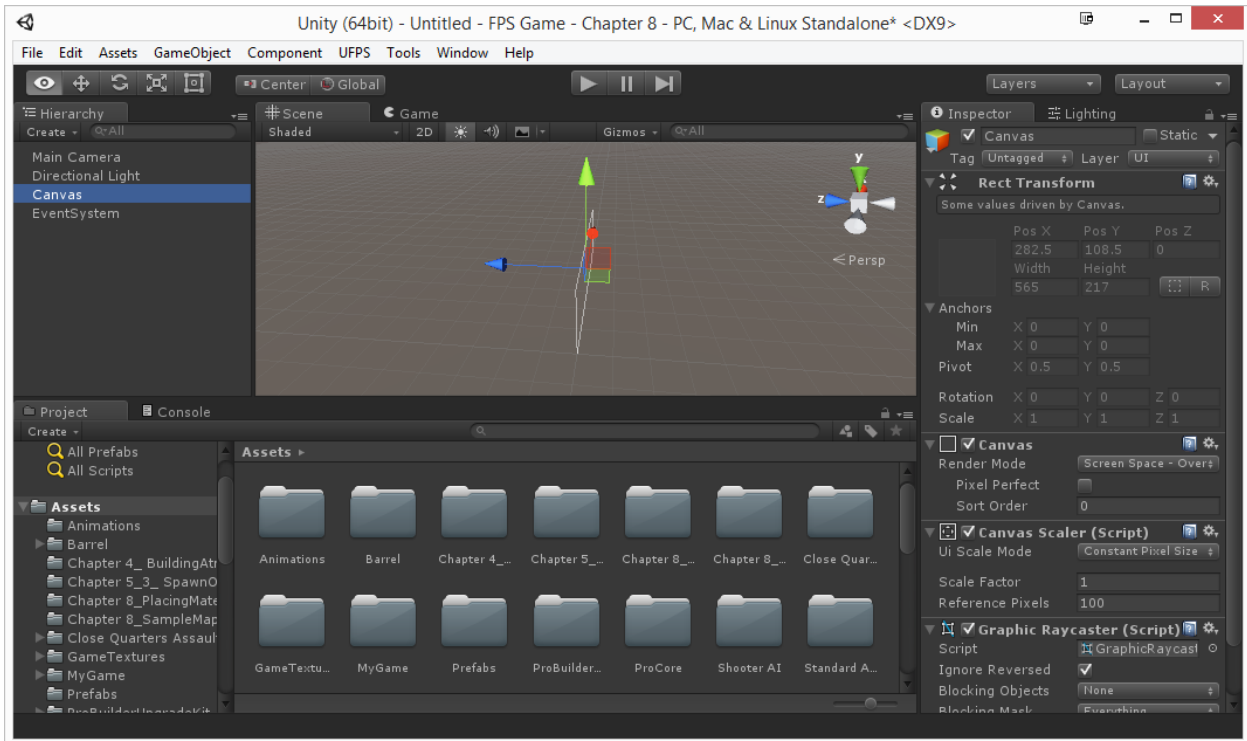


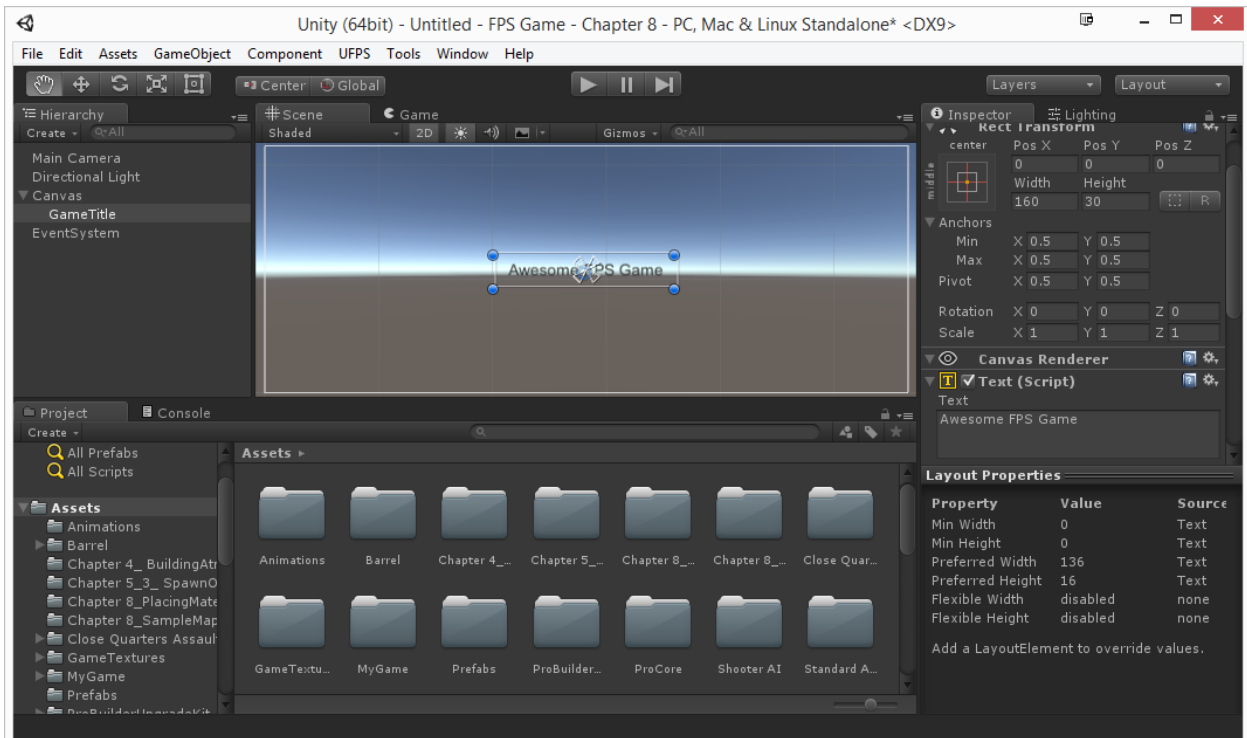


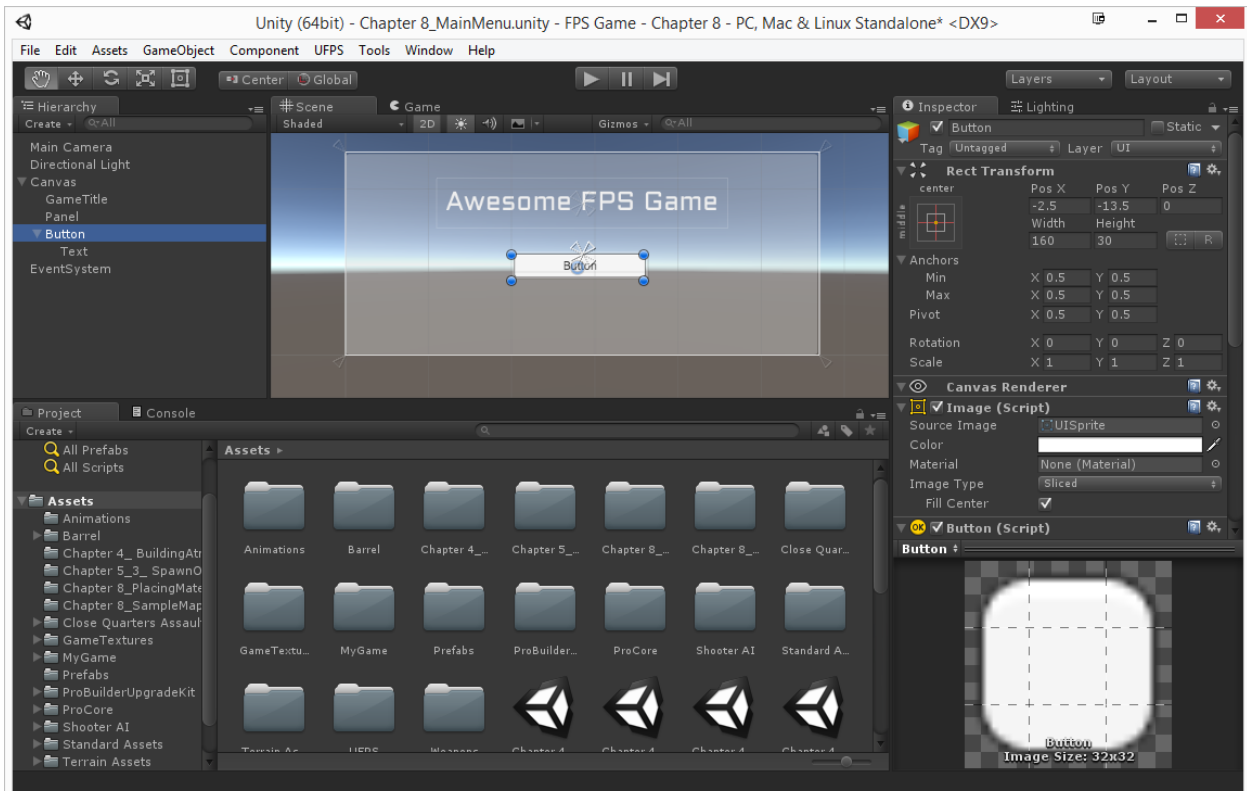
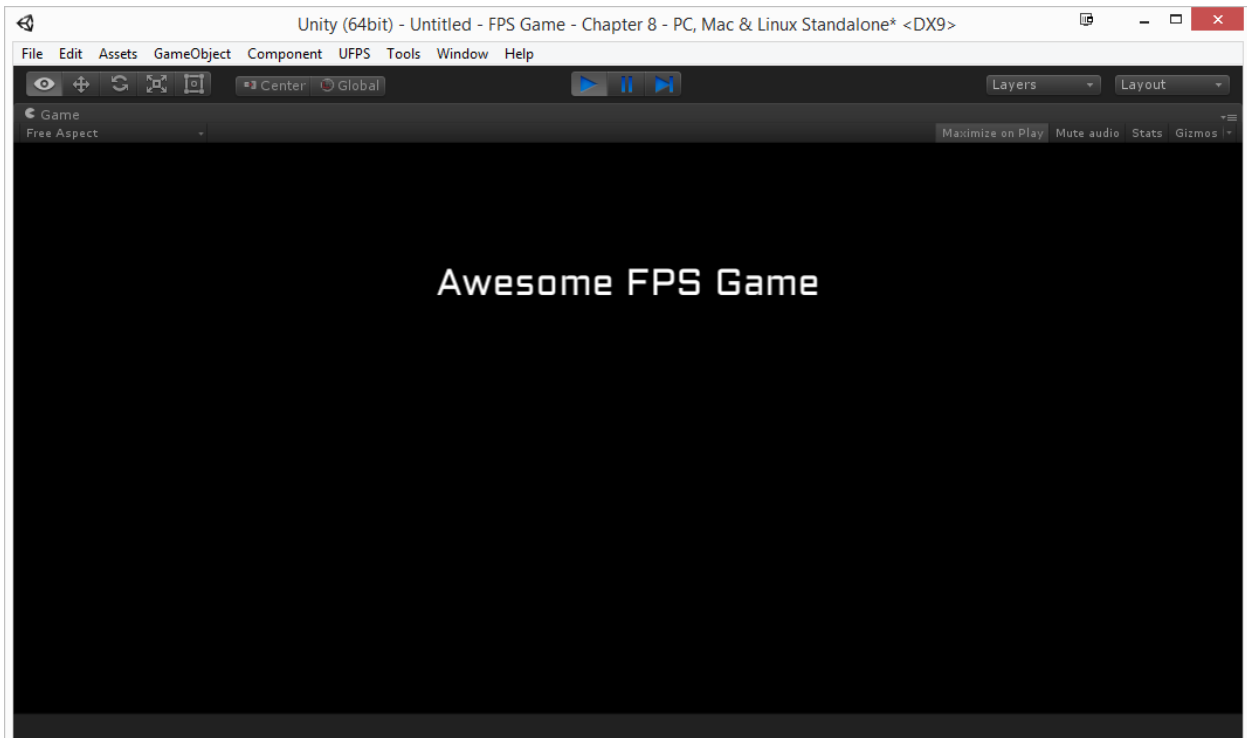


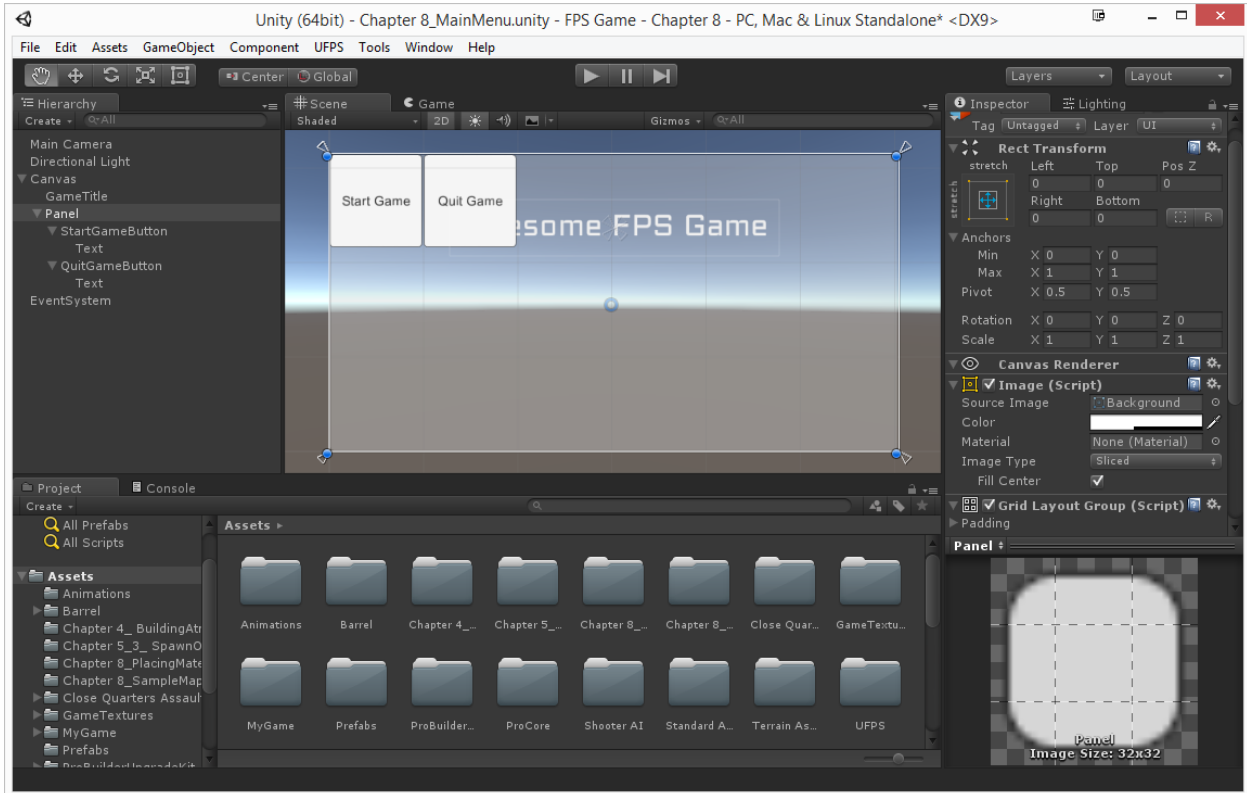
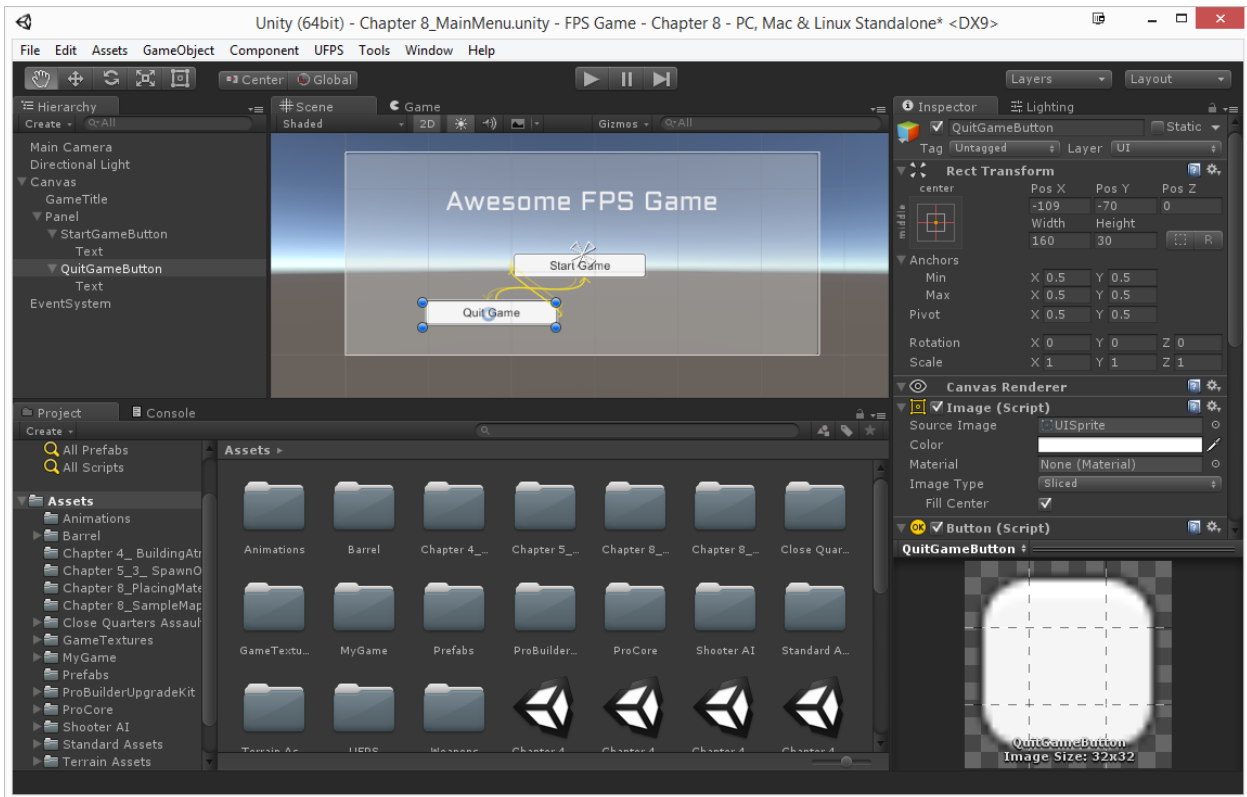


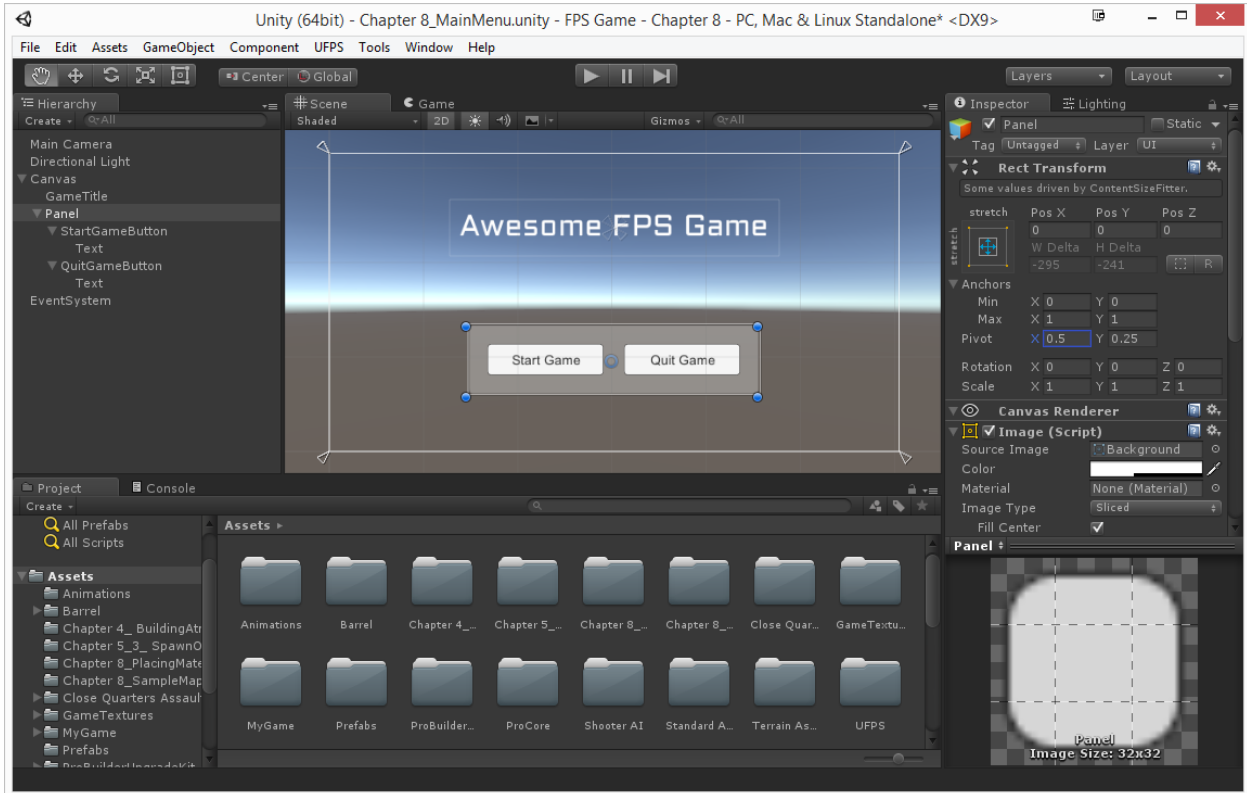
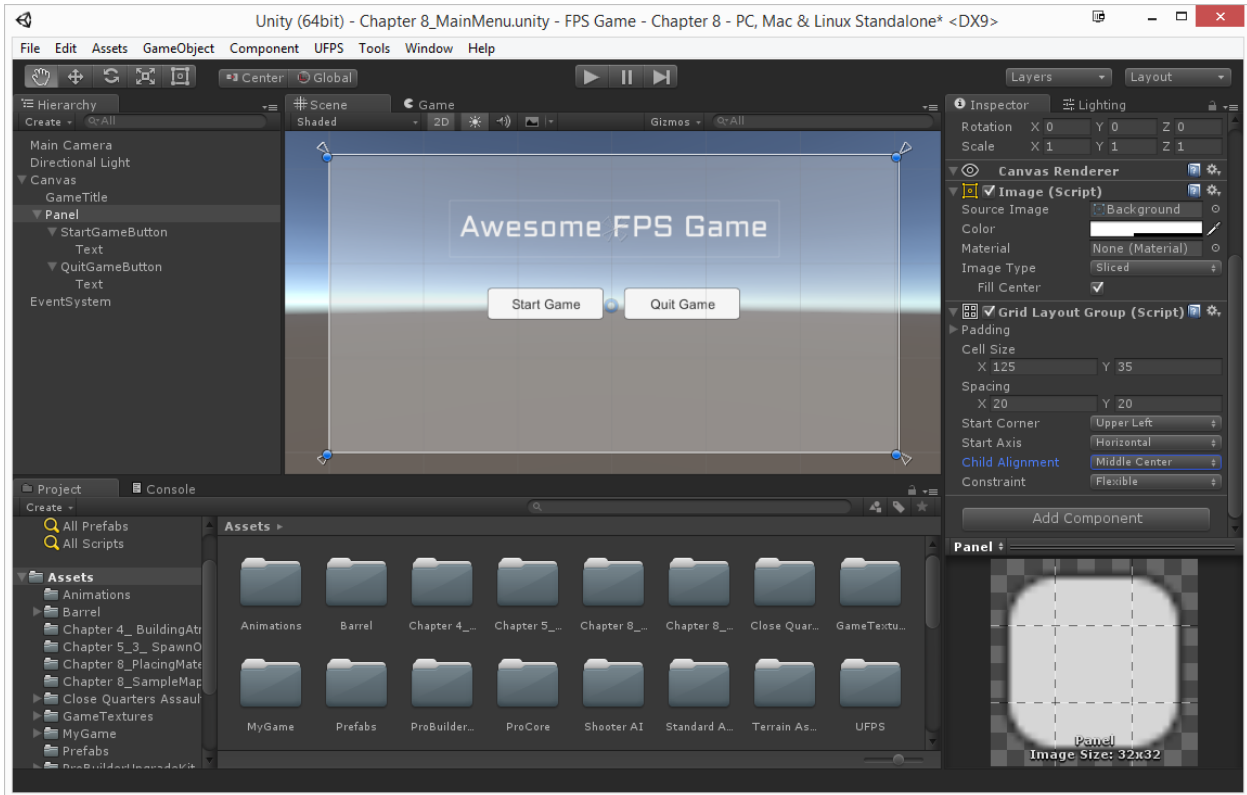
Chapter 8

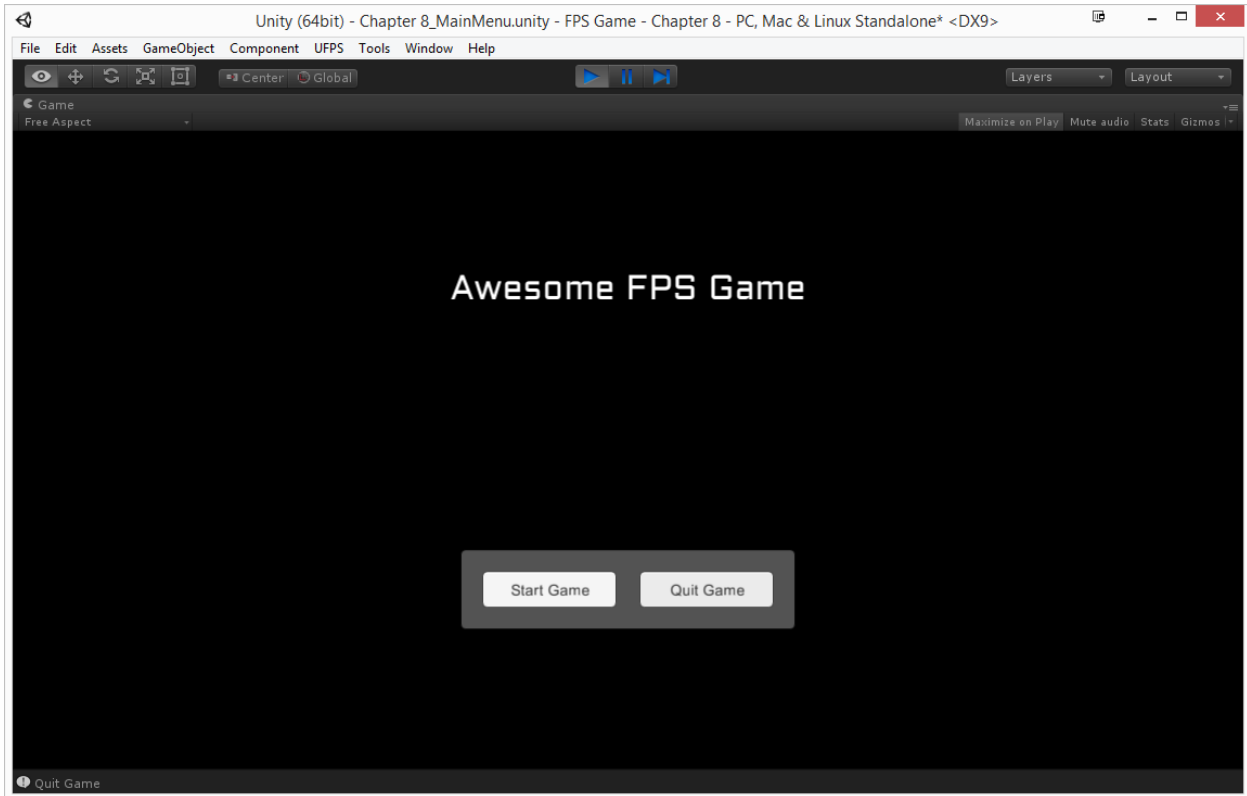
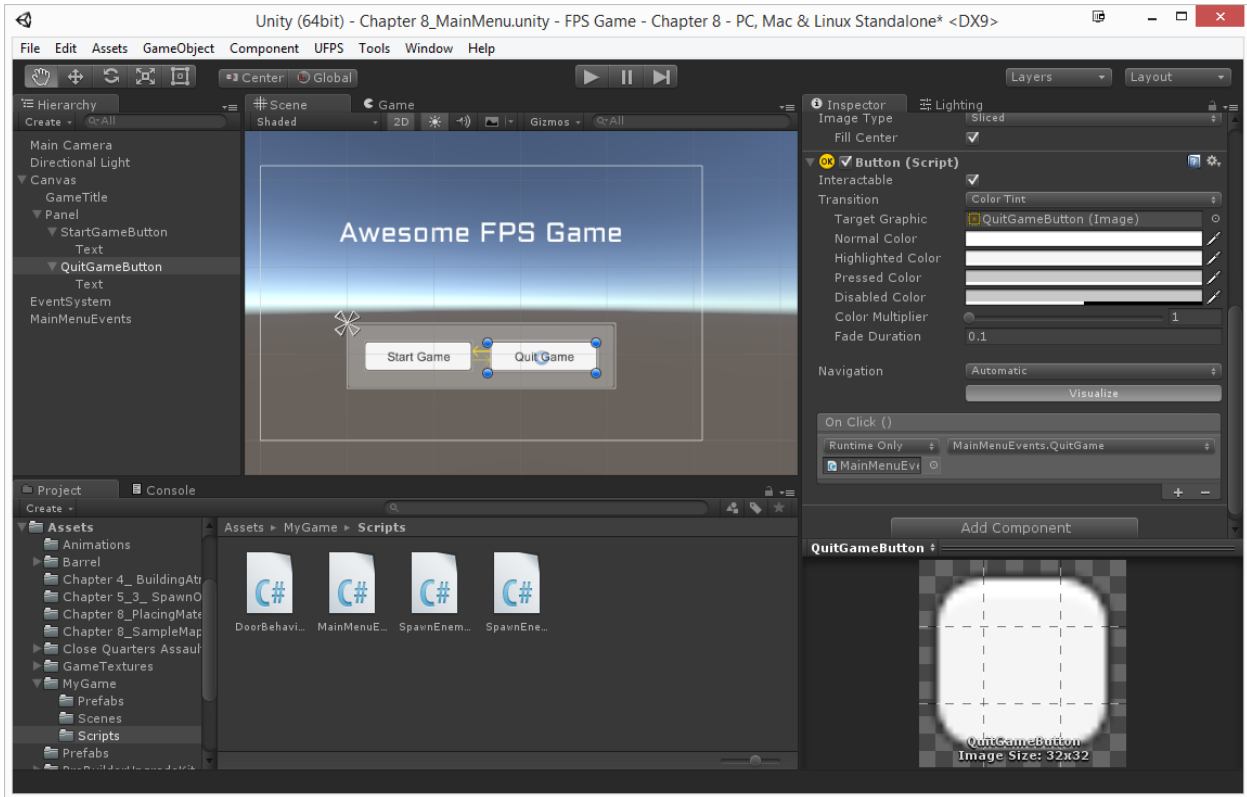


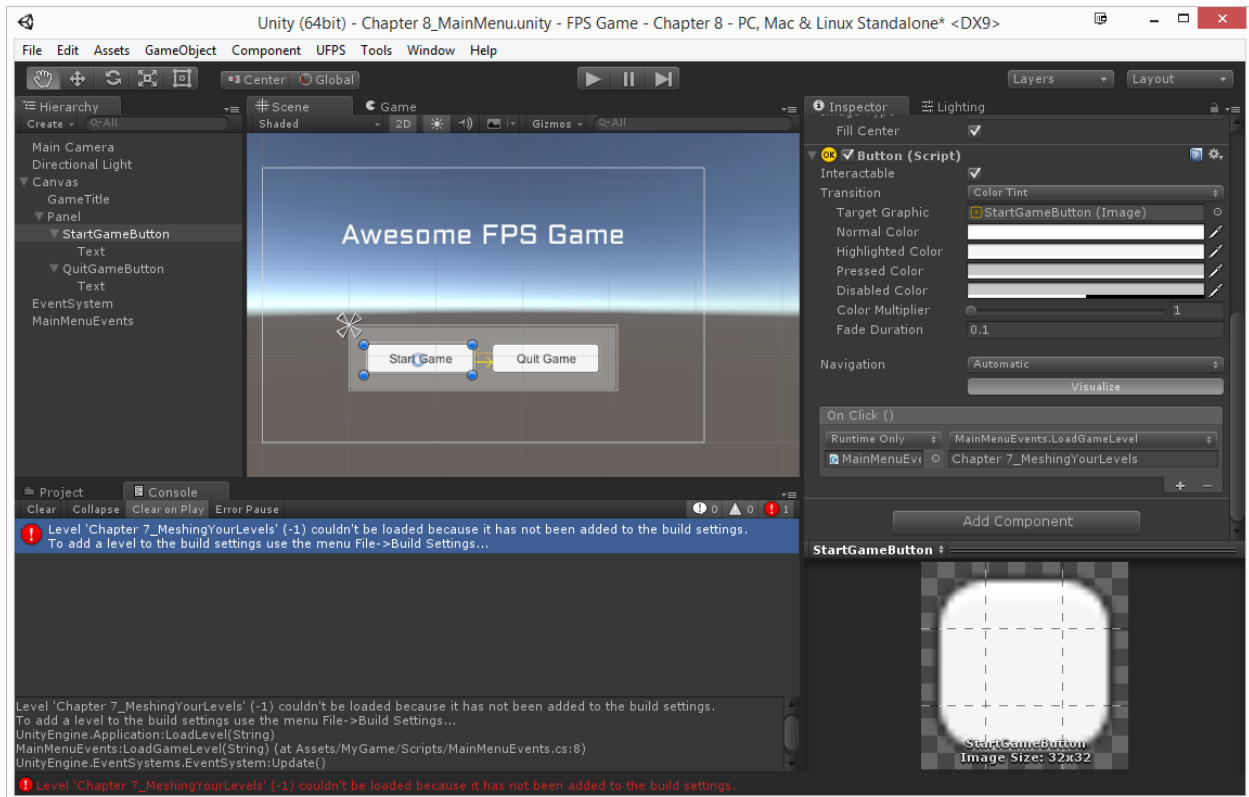












Build Settings



Scenes In Build

- UFPS/Base/Content/Levels/DemoScene3/UFPS_DemoScene3.unity
- UFPS/Base/Content/Levels/DemoScene1/UFPS_DemoScene1.unity
- UFPS/Base/Content/Levels/DemoScene2/UFPS_DemoScene2.unity
- UFPS/Base/Content/Levels/CleanScene/UFPS_CleanScene.unity
- UFPS/Base/Content/Levels/SkyCity/UFPS_SkyCity.unity
- UFPS/Multiplayer/Content/Levels/Examples/UFPSMP_GameModes.unity
- UFPS/Multiplayer/Content/Levels/HelipadEscape/UFPSMP_HelipadEscape.unity
- UFPS/Multiplayer/Content/Levels/Examples/UFPSMP_SimpleChat.unity

Add Current

Platform

- Web Player
- PC, Mac & Linux Standalone
- iOS
- Android
- BlackBerry
- Windows Store
- Windows Phone 8



PC, Mac & Linux Standalone

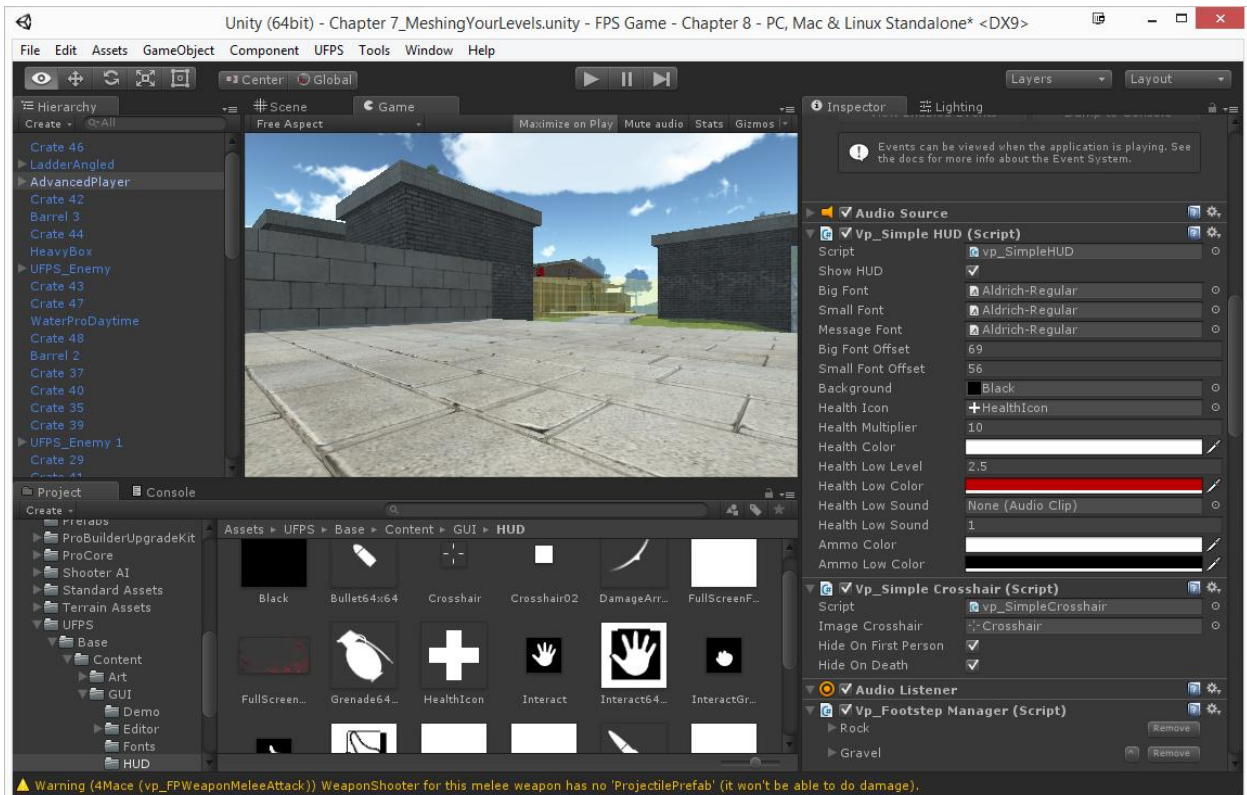
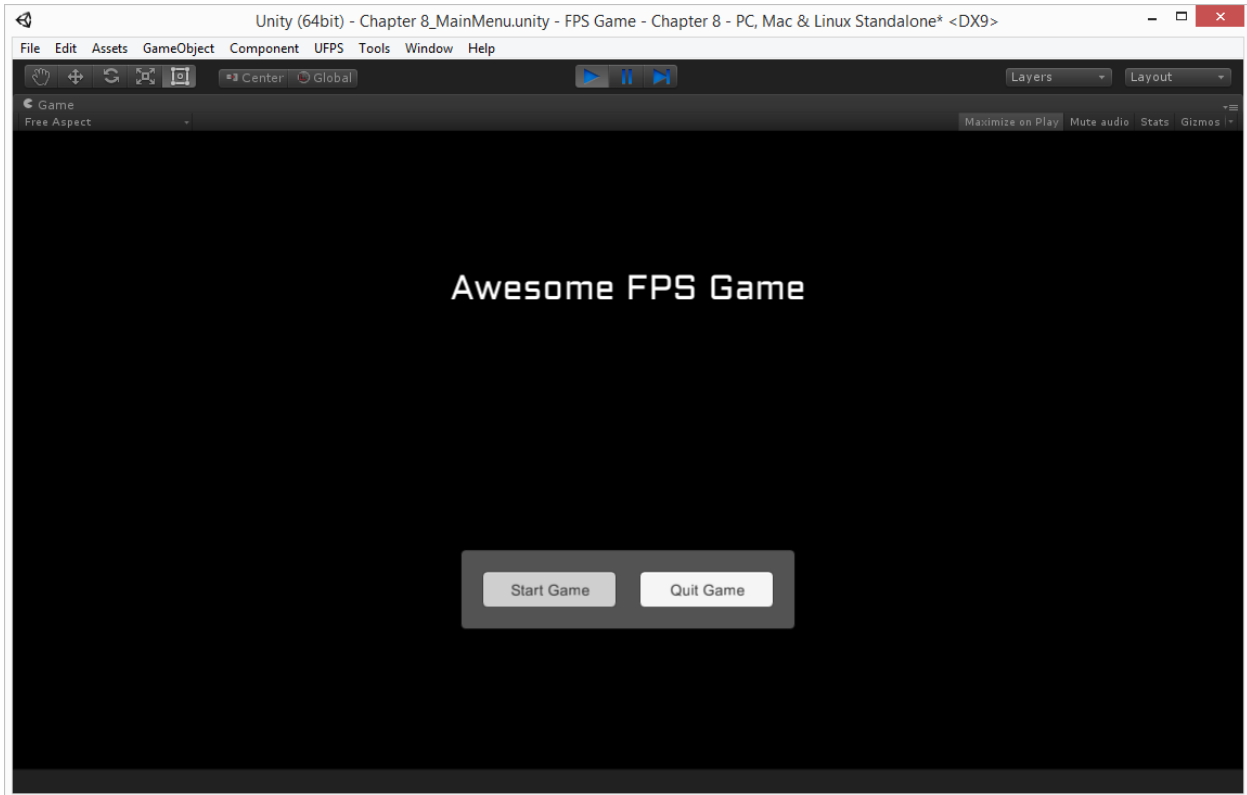
- Target Platform
- Architecture
- Development Build
- Autoconnect Profiler
- Script Debugging

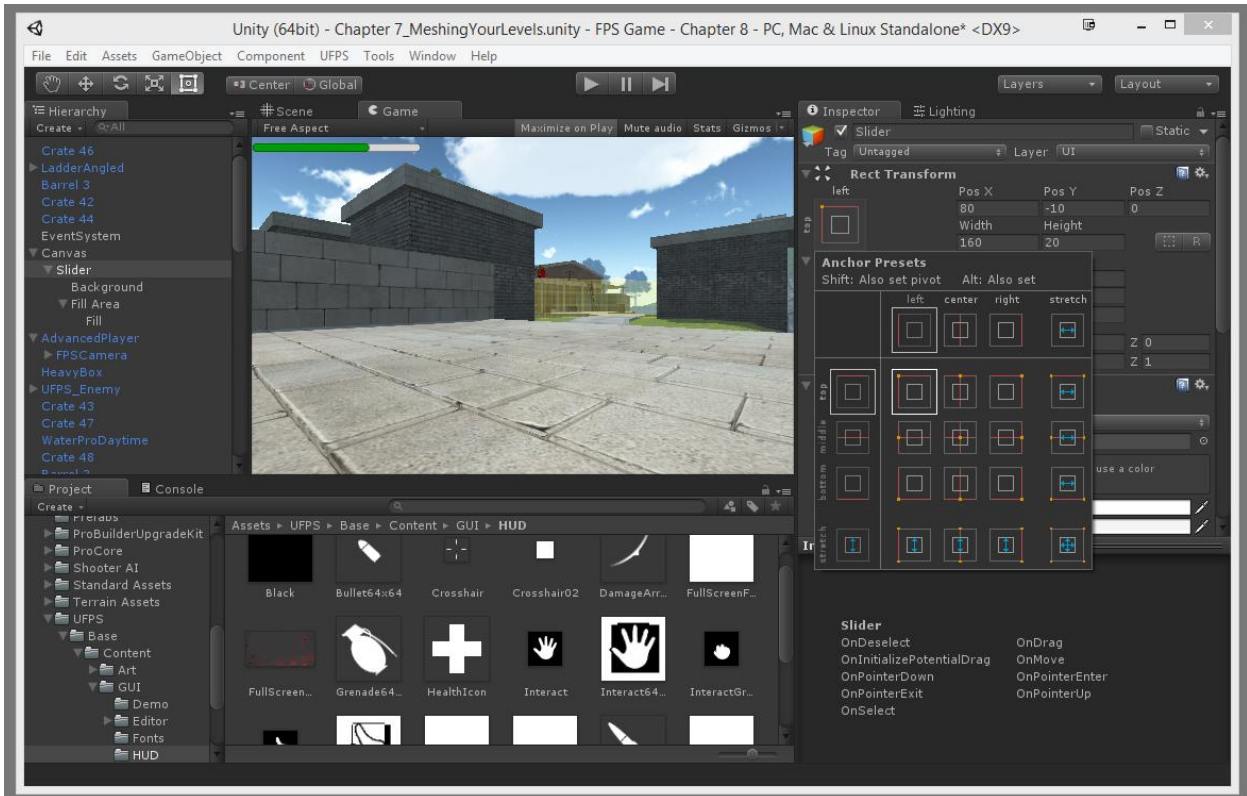
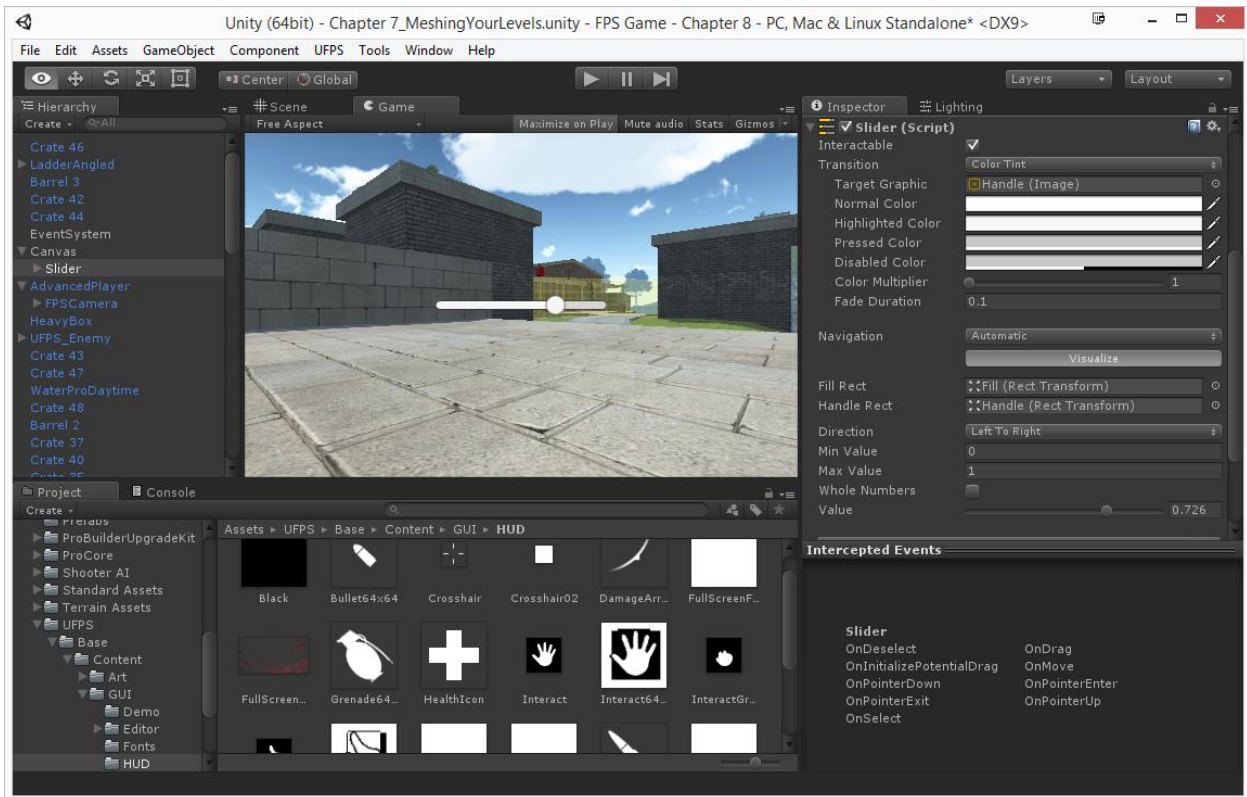
Switch Platform

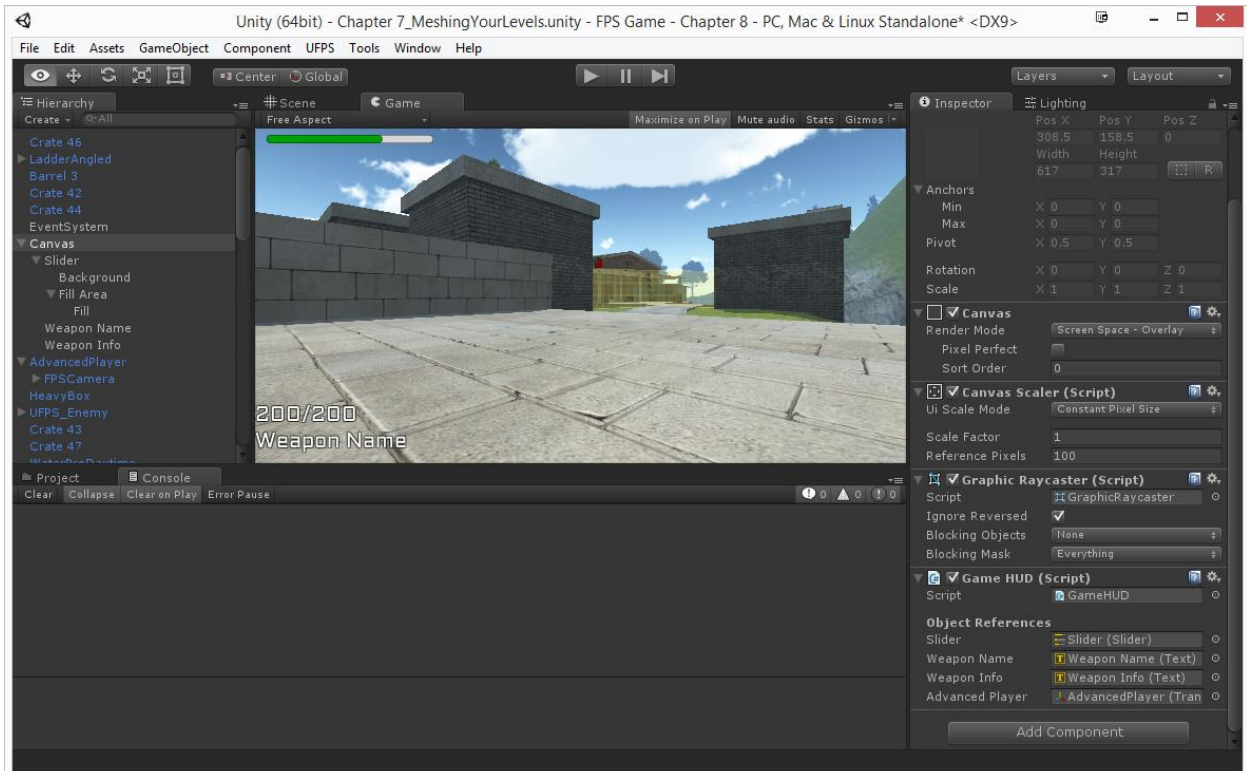
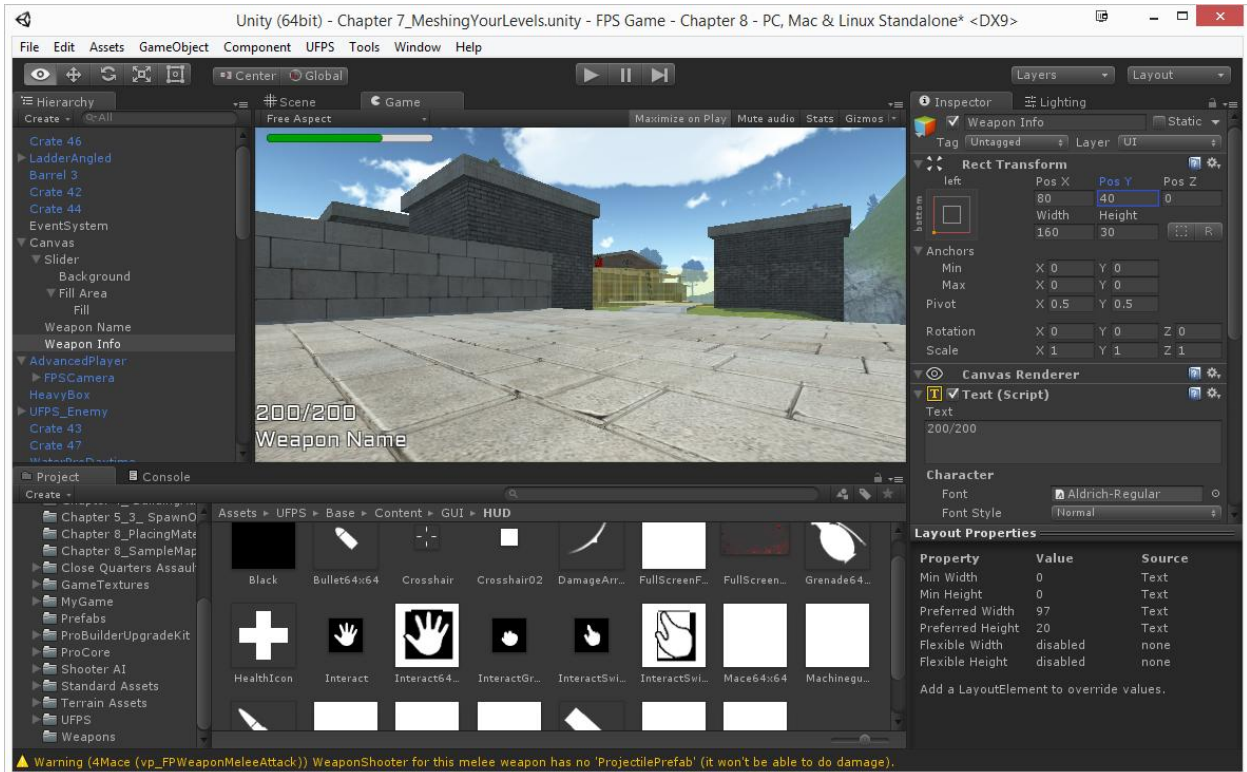
Player Settings...

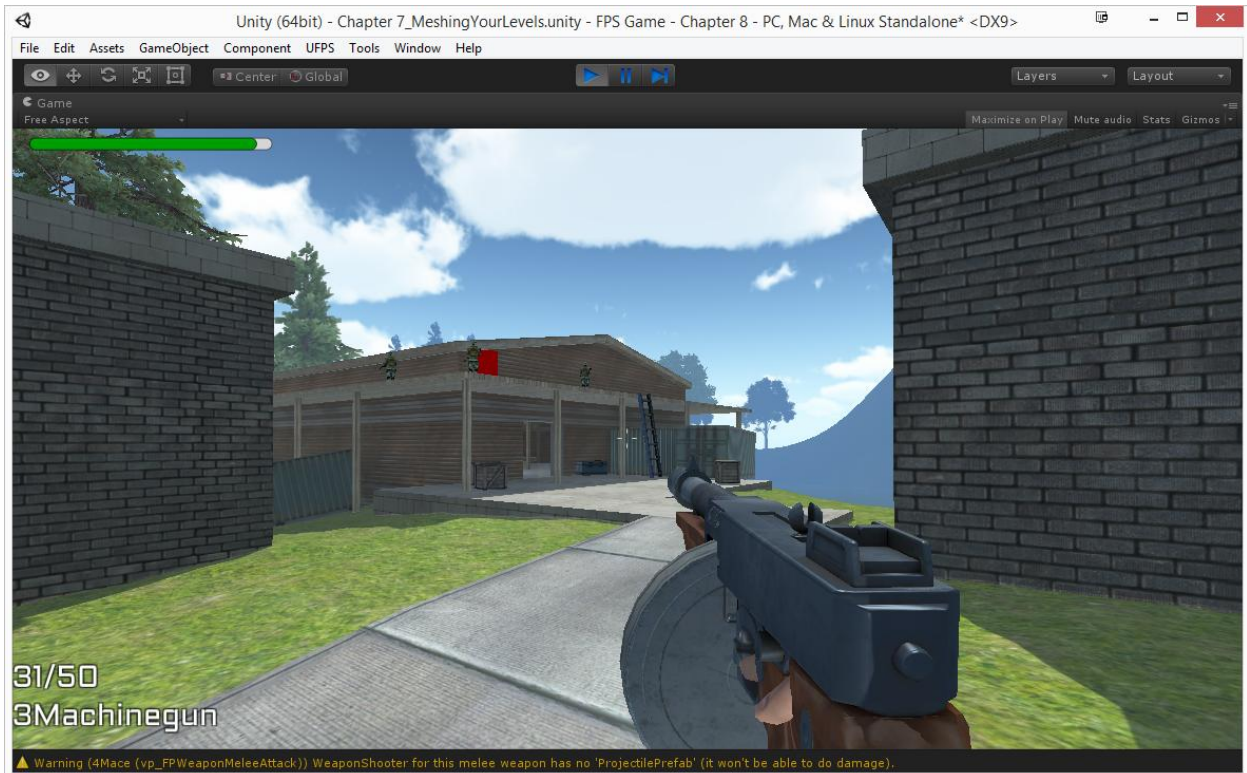
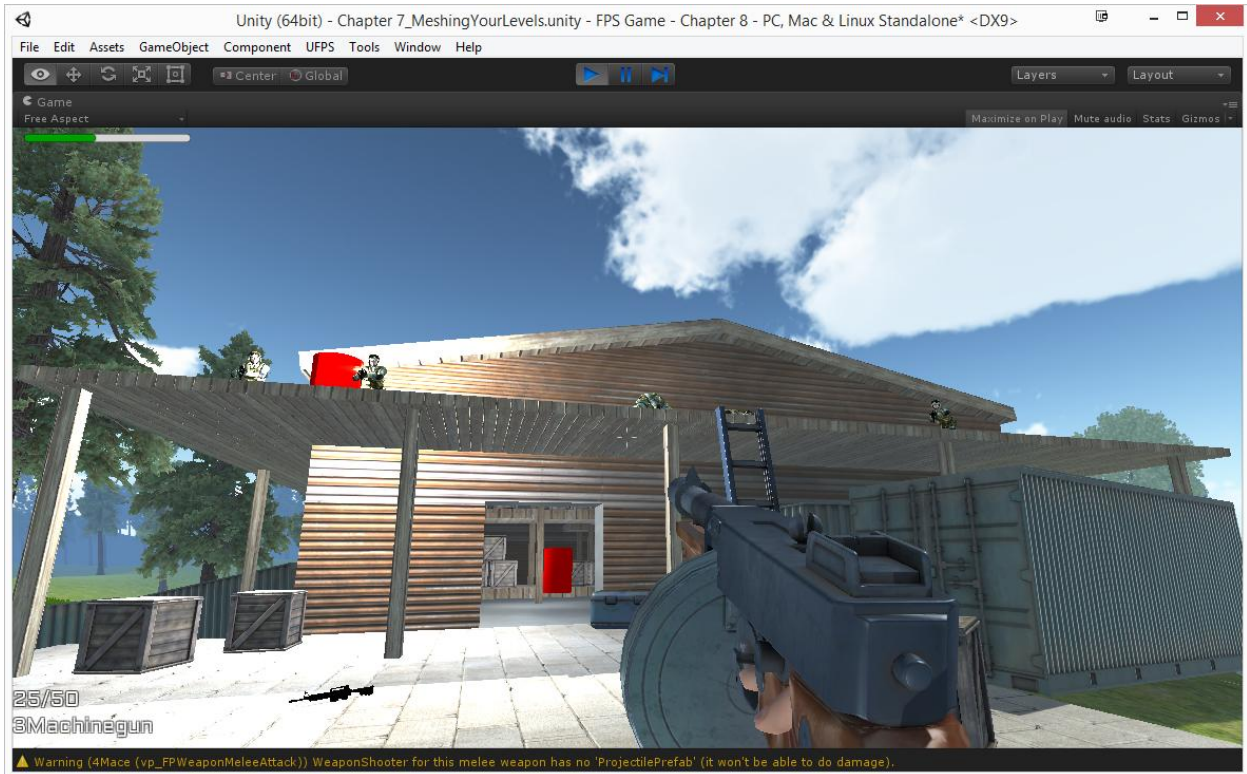
Build

Build And Run

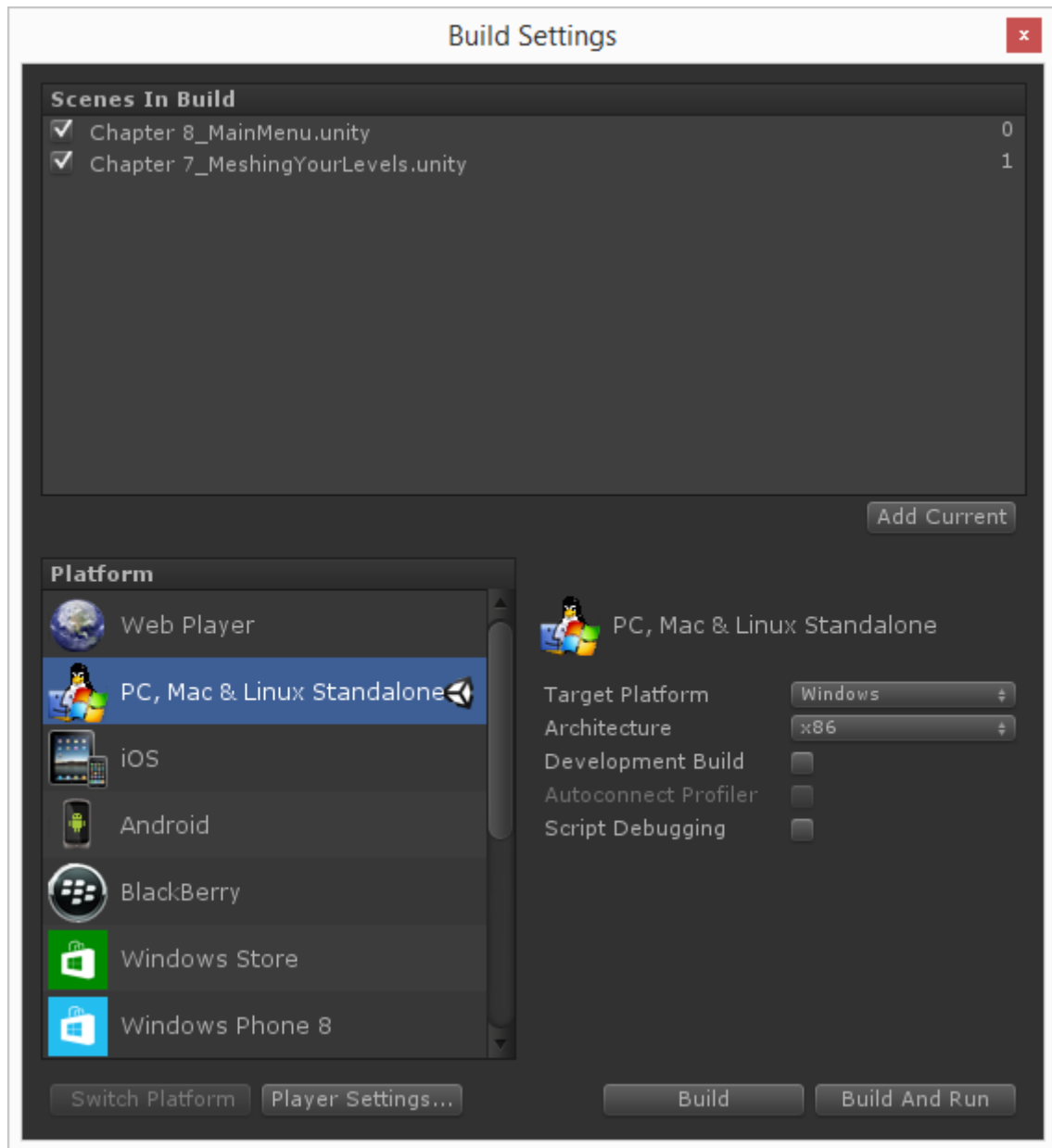


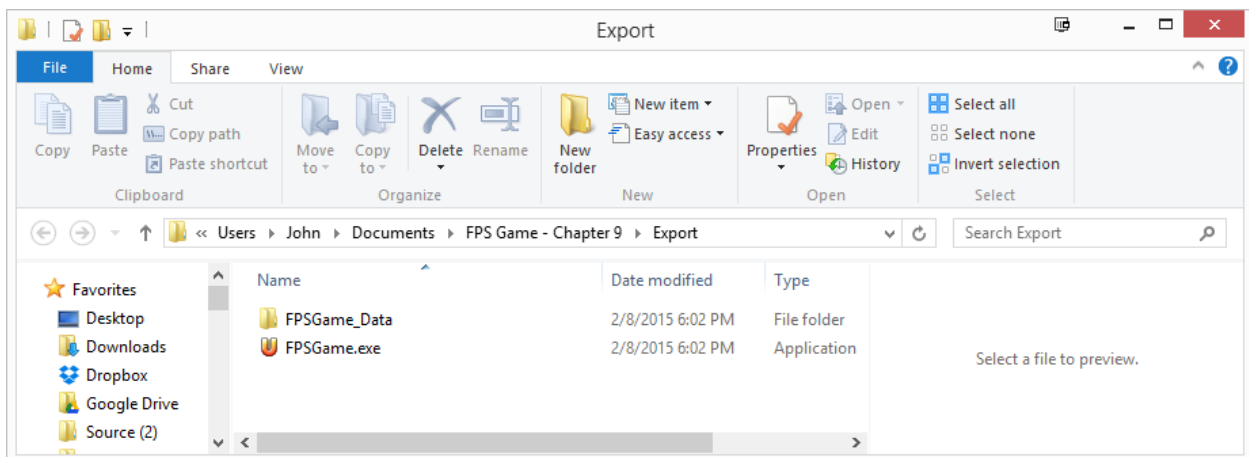
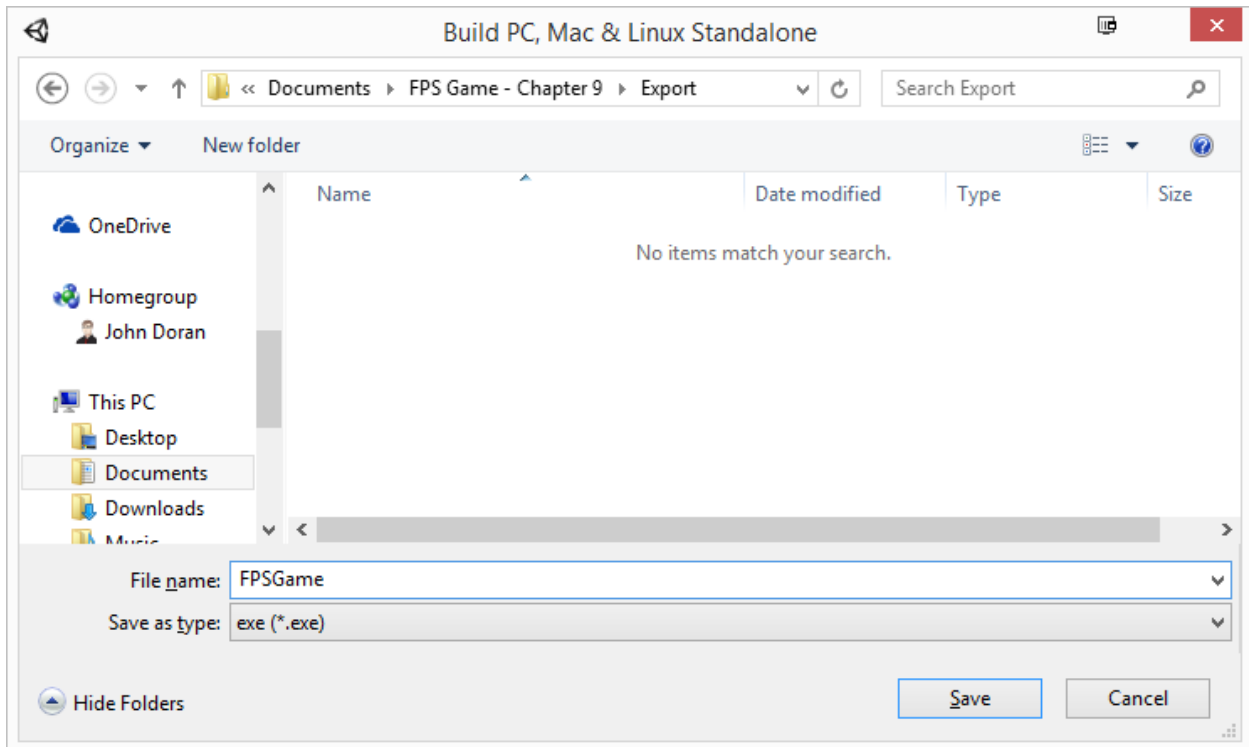






Chapter 9







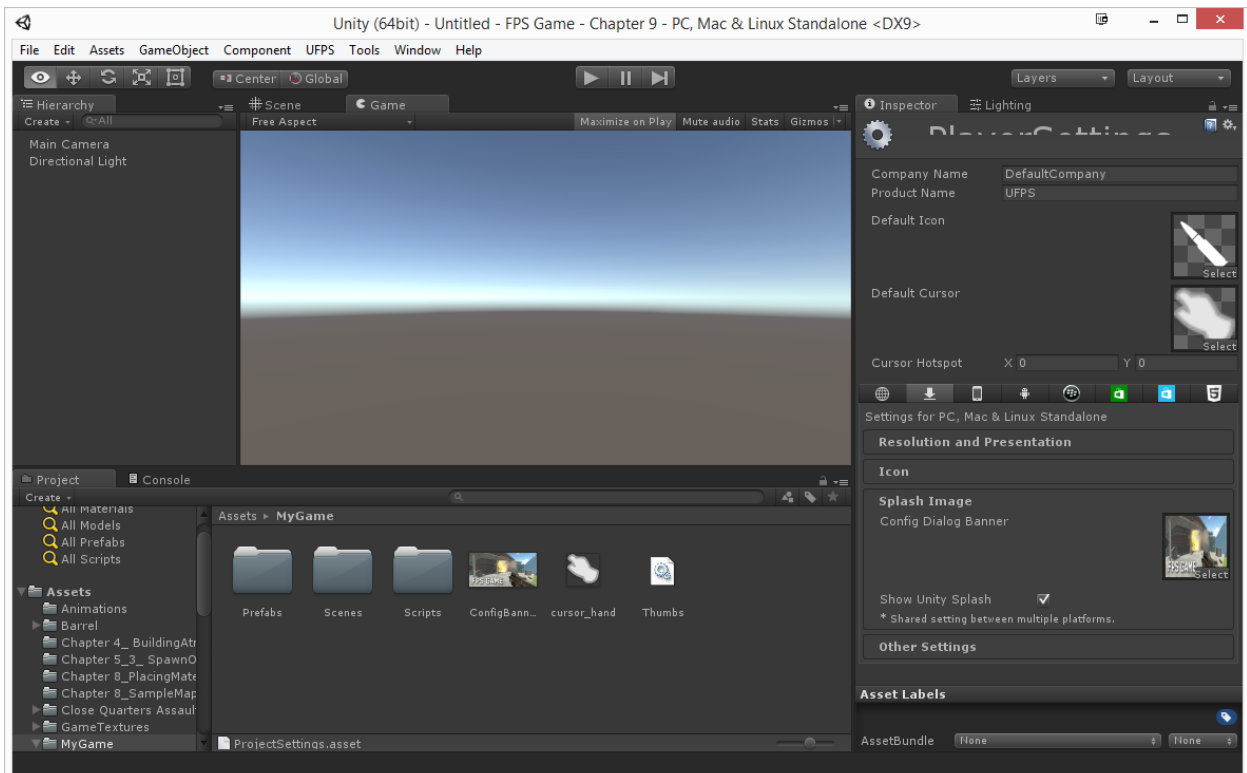
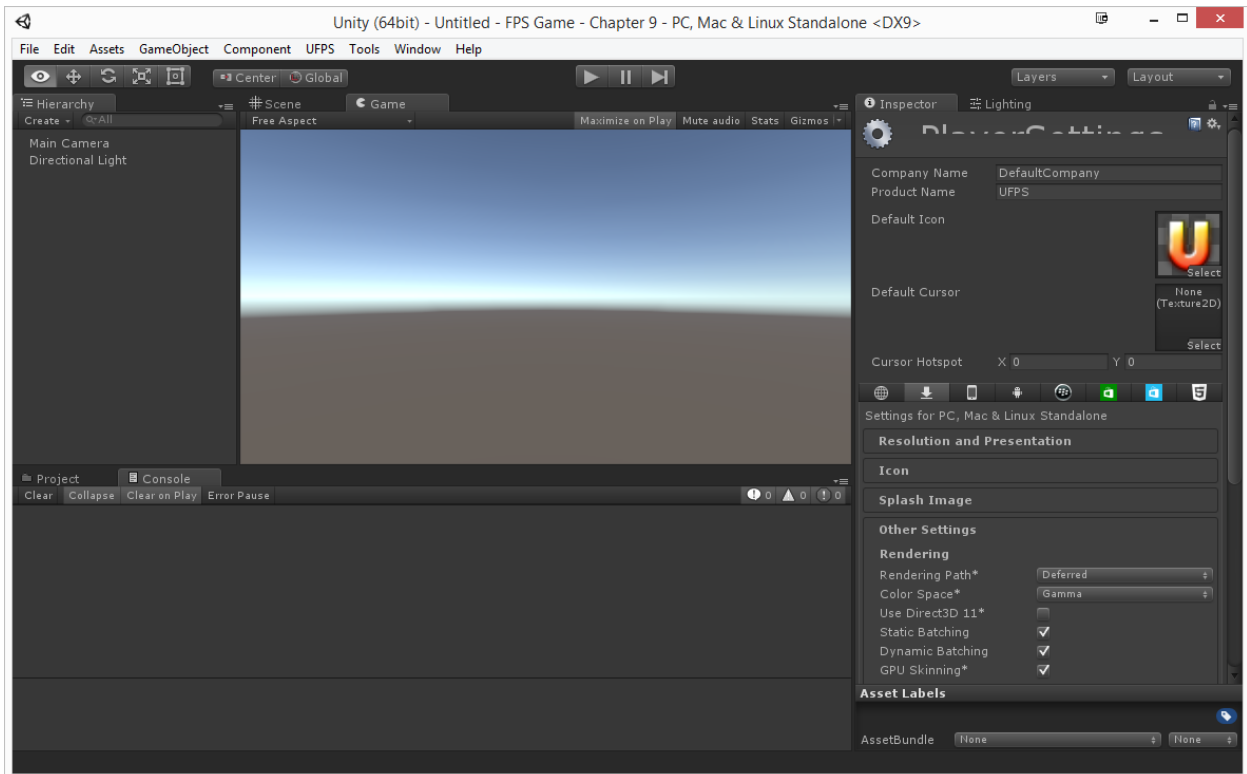
UFPS



Awesome FPS Game

Start Game

Quit Game



UFPS Configuration



Graphics

Input

- Screen resolution Windowed
- Graphics quality
- Select monitor

Play!

Quit

Inno Setup

jrsoftware.org/isinfo.php

Apps Personal Professional Tools Amazon Cloud Player The Public Domain J... 1041uuu™ RainmeterHub Is a G...

jrsoftware.org // jordan russell's software

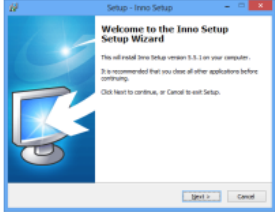
- Home
- Products**
- Inno Setup**
 - About
 - Downloads
 - Mailing List
 - Donate
 - Contribute
 - Documentation
 - FAQ
 - Knowledge Base
 - Third-Party Files
 - Translations
 - Links
- Toolbar2000
- Toolbar97
- StripReloc
- More...
- Support**
- Newsgroups
- Contact Me

Inno Setup

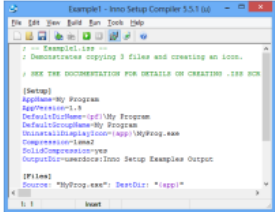
Inno Setup is a *free* installer for Windows programs. First introduced in 1997, Inno Setup today rivals and even surpasses many commercial installers in feature set and stability.

- Features**
Learn more about what Inno Setup can do.
- Download Inno Setup**
Get the latest version of Inno Setup here.
- Mailing List**
Be notified by e-mail whenever major new versions are released.
- Frequently Asked Questions**
Get answers to common questions and problems.
- Third-Party Files**
Here you can find various useful tools for Inno Setup (for example, GUI script editors) and translations of the Setup text in many languages.
- Donate**
Support the Inno Setup project.

Don't forget to check out the Inno Setup [newsgroups](#), the primary source for Inno Setup support (web-based interface available). Additionally, a large number of questions and answers can be found on [Stack Overflow](#).

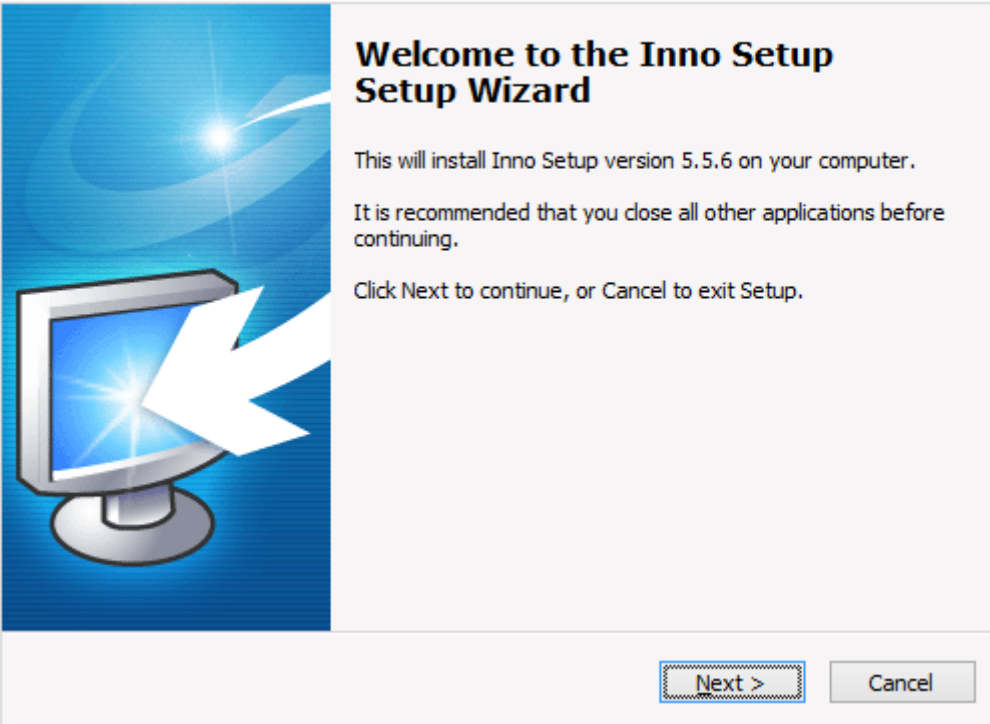


Setup Wizard



IDE

Setup - Inno Setup



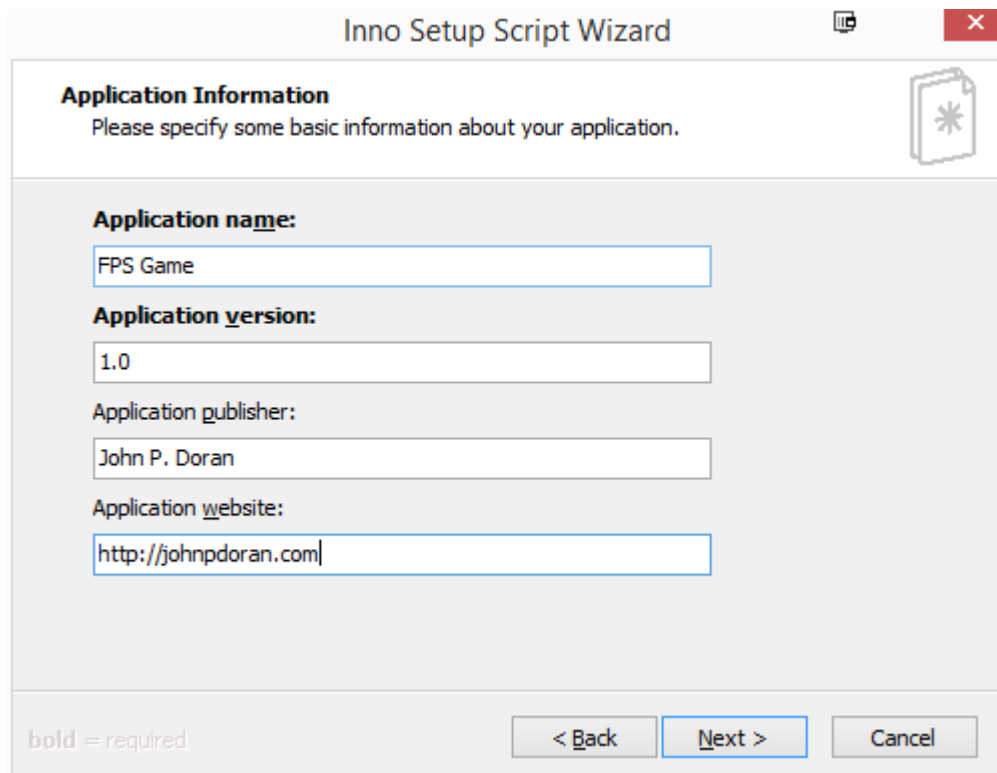
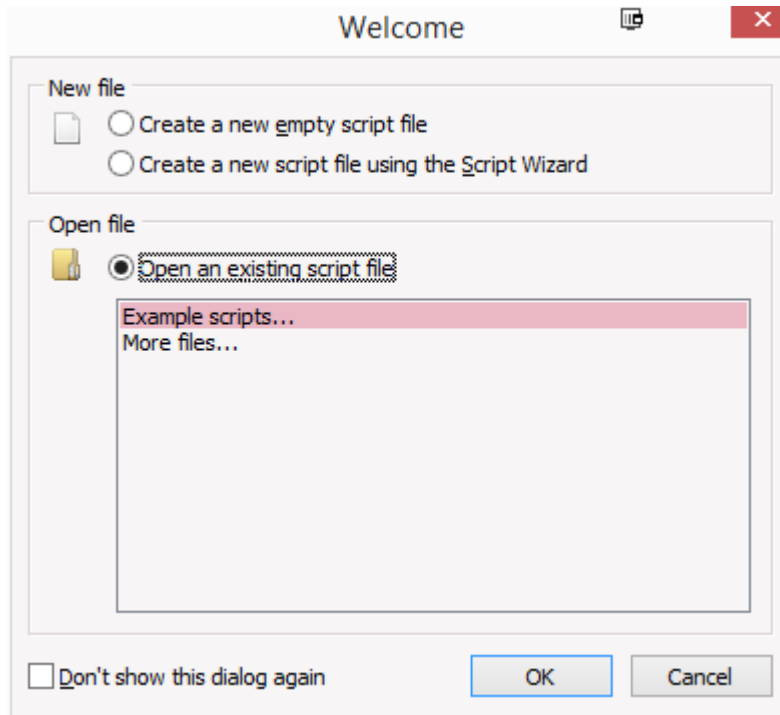
Welcome to the Inno Setup Setup Wizard

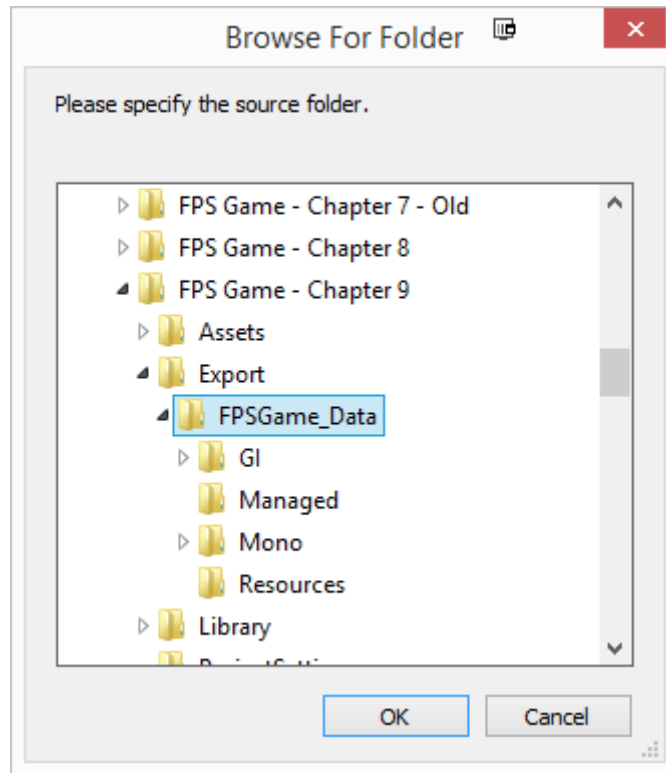
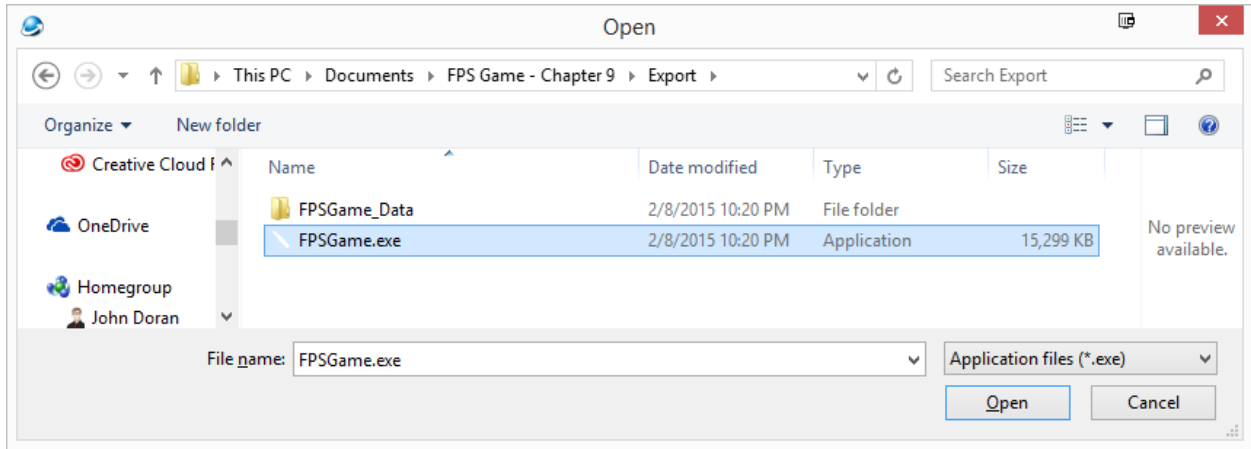
This will install Inno Setup version 5.5.6 on your computer.

It is recommended that you close all other applications before continuing.

Click Next to continue, or Cancel to exit Setup.

Next > Cancel





Script Wizard File

Source

Source file or folder:

hn\Documents\FPS Game - Chapter 9\Export\FPSGame_Data*

Recurse subfolders Include empty subfolders

Destination

Destination base folder:

Application directory

Destination subfolder:

FPSGame_Data

bold = required

OK Cancel

Inno Setup Script Wizard

Application Icons

Please specify which icons should be created for your application.

Application Start Menu folder name:

FPS Game

Allow user to change the Start Menu folder name

Allow user to disable Start Menu folder creation

Create an Internet shortcut in the Start Menu folder

Create an Uninstall icon in the Start Menu folder

Other main executable icons:

Allow user to create a desktop icon

Allow user to create a Quick Launch icon

bold = required

< Back Next > Cancel

Inno Setup Script Wizard

Compiler Settings
Please specify some basic compiler settings.

Custom compiler output folder:

Compiler output base file name:

Custom Setup icon file:

Setup password:

< Back Next > Cancel

Inno Setup Script Wizard

You have successfully completed the Inno Setup Script Wizard.

To close this wizard and generate the new script file, click Finish.

< Back Finish Cancel


```
[Tasks]
Name: "desktopicon"; Description: "{cm:CreateDesktopIcon}"; GroupDescription: "{cm:AdditionalIcc
Name: "quicklaunchicon"; Description: "{cm:CreateQuickLaunchIcon}"; GroupDescription: "{cm:Addit

Compressing: C:\Users\John\Documents\FPS Game - Chapter 9\Export\FPSGame_Data\Mono\etc\mono\2.0\settings.map
Compressing: C:\Users\John\Documents\FPS Game - Chapter 9\Export\FPSGame_Data\Mono\etc\mono\2.0\web.config
Compressing: C:\Users\John\Documents\FPS Game - Chapter 9\Export\FPSGame_Data\Mono\etc\mono\2.0\Browsers\Compat.browser
Compressing: C:\Users\John\Documents\FPS Game - Chapter 9\Export\FPSGame_Data\Mono\etc\mono\mconfig\config.xml
Compressing: C:\Users\John\Documents\FPS Game - Chapter 9\Export\FPSGame_Data\Resources\unity default resources
Compressing: C:\Users\John\Documents\FPS Game - Chapter 9\Export\FPSGame_Data\Resources\unity_builtin_extra
Compressing Setup program executable
Updating version info

*** Finished. [10:42:59 PM, 02:30.703 elapsed]

Compiler Output | Debug Output |
1: 1 | Insert
```

