Emerald AI Integration with Opsive

**Updated 10/08/21

Preliminary Steps

- 1. Change Emerald Al layer to Enemy.
- 2. Make sure your Unity tag for your AI is set properly (e.g. to Emerald AI)
- 3. Change Detection Layers to Character

NOTE: This version of the integration is greatly simplified. I am providing the OpsiveBridge script within a Unity package and this one script will work with all versions of Opsive and Emerald AI. By default it works with the latest Opsive (2.3.2 at the time of this writing) and the latest Emerald AI (2.4.2 at the time of this writing). If you need the script for versions of Opsive prior to 2.2 and versions of Emerald AI prior to 2.2 then you simply need to open the script and modify it as specified at the top of the script. As follows:

```
// Comment out EMERALD_LBD define you are using a version of Emerald AI that does not have Location Based Damage
#define EMERALD_LBD
// Uncomment LEGACY_OPSIVE if you are using Opsive prior to 2.2
//#define LEGACY_OPSIVE
// Uncomment LEGACY_EMERALD if you are using Emerald AI prior to 2.2
//#define LEGACY_EMERALD
```

Once you have modified the script per the instructions, attach the script to your Emerald AI object. And follow the instructions below based on the appropriate versions of Opsive and Emerald AI that you have.

For Emerald AI Versions before 2.2

Attach the OpsiveBridge script to your Emerald Al

For the Emerald AI agents to be able to fight back, it requires changes to the Emerald_AI script similar to other integrations. In the DamagePlayer function add the following code:

```
var tpcHealth =
CurrentTarget.GetComponentInParent<Opsive.UltimateCharacterController.Traits.Health>();
    if (CurrentTarget != null && tpcHealth)
    {
        tpcHealth.Damage(CurrentDamageAmount);
    }
}
```

For Emerald Al 2.2 or Later

**Updated 9/17/19

Attach the OpsiveBridge script to your Emerald Al.

To insure that EmeraldAl agents do not attack a dead Opsive player character, add the following code to the very top of the SetCombatTarget function in the EmeraldAlEventsManager script:

```
// Make sure Opsive target is not dead
var tpcHealth =
Target.GetComponent<Opsive.UltimateCharacterController.Traits.Health>();
if (tpcHealth)
{
    if (tpcHealth.HealthValue <= 0)
    {
        return;
    }
}</pre>
```

and the following code to the very top of the SetDetectedTarget function in the EmeraldAlDetection script.

```
// Make sure Opsive target is not dead
var tpcHealth =
DetectedTarget.GetComponent<Opsive.UltimateCharacterController.Traits.Health>();
if (tpcHealth)
{
    if (tpcHealth.HealthValue <= 0) return;
}</pre>
```

For the Emerald AI agents to be able to fight back, it requires changes to the EmeraldAIPlayerDamage script:. Please note the code in bold red text for special instructions.

Add the following function:

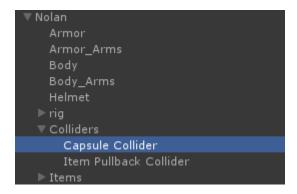
```
void DamageOpsivePlayer(int DamageAmount, Transform target)
            var tpcHealth =
GetComponentInParent<Opsive.UltimateCharacterController.Traits.Health>();
            if (tpcHealth)
                tpcHealth.Damage(DamageAmount, target.position, target.forward, 1f,
target.gameObject);
                if (tpcHealth.HealthValue <= 0)</pre>
                    EmeraldAISystem emeraldAI = target.GetComponent<EmeraldAISystem>();
                    EmeraldAIEventsManager emeraldAIEvents =
                           target.GetComponent<EmeraldAIEventsManager>();
                    if (emeraldAIEvents != null && emeraldAI != null &&
                        emeraldAI.CurrentTarget == this.gameObject.transform)
                    {
                        // For Emerald AI prior to v3.0 uncomment the following line
                        //emeraldAI.ClearTarget();
                        // For Emerald AI prior to v3.0 comment out the following line
```

```
emeraldAlEvents.ClearTarget();
}
}
}
```

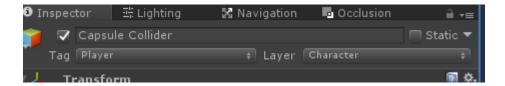
And update the SendPlayerDamage function to the following:

Final Steps

- 1. Make sure your Opsive character has the Die or Ragdoll ability
- 2. Go into your Opsive character hierarchy and find the Capsule Collider object under Colliders :



3. Make sure the Tag is set to Player and the Layer is set to Character



Credits

This integration is provided by Magique Productions, Ltd.

http://www.magiqueproductions.com/

E-Mail: tscott@magiqueproductions.com Discord: https://discord.gg/ncW9UmU