



Installation Guide

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magique
productions ltd

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Introduction

This document will help you to install SoulLink Spawner as quickly as possible. Please follow all instructions in order for the best results.

Upgrading from an earlier version

The SoulLink folder should be removed before updating to this version. This version changes the location of some files and removes some files. A complete re-import is necessary. **Please make a backup before removing the folders.**

Getting Started

Before using Spawner, you will have to perform some setup steps and make sure your Unity project and scene is ready with all the required components. Start with Project Setup below and then move to Scene Setup.

Project Setup

(Optional) Step 1: Install The Unity AI Navigation Package

For run-time navmesh generation to work, you'll also need to install the Unity AI Navigation package. Follow these instructions to get the package:

Special Note for Survival/Farming Engine users

Do not install the Unity AI Navigation Package and be sure to install Survival/Farming Engine before installing SoulLink Spawner.

To install the package from package manager, follow these instructions:

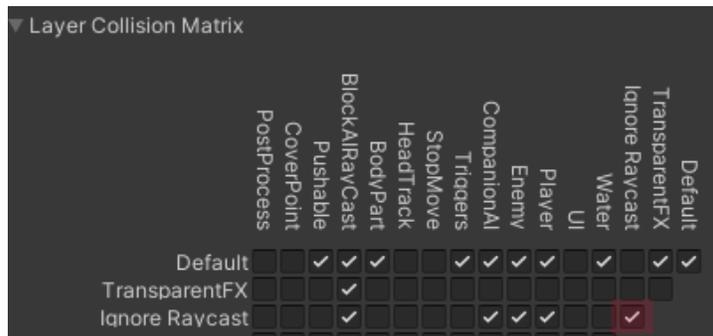
<https://docs.unity3d.com/Packages/com.unity.ai.navigation@1.0/manual/index.html>

Step 2: Install SoulLink Spawner Unity package

From the package manager, search your assets for SoulLink Spawner and Download and then Import the package to your project.

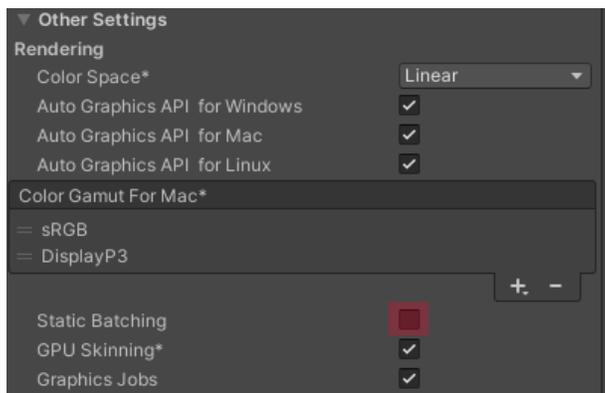
Step 3: Physics

Go to Project Settings/Physics and enable Ignore Raycast/Ignore Raycast in the Layer Collision Matrix.



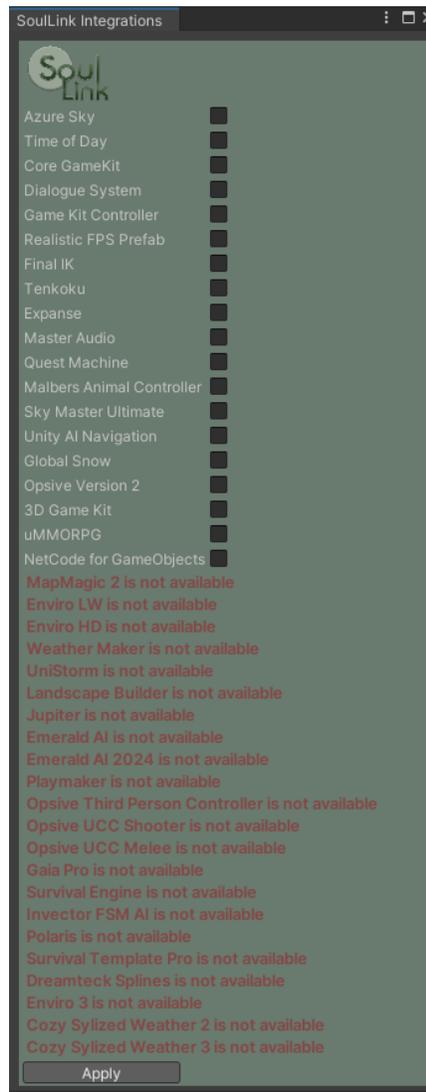
(Optional) Step 4: Disable Static Batching

If you are using dynamic navmesh generation, go to Project Settings/Player and uncheck Static Batching. This step is not necessary if you are not using dynamic navmesh generation.



Step 5: Enable integrations as necessary

In order for some integrations to work, you'll need to enable them by clicking the toggle button in the integrations window. From the Tools menu go to SoulLink/Integrations and you will see the following window:



Click on each integration that you have installed that you want enabled. Then click the Apply button. This will add a scripting define symbol for each asset selected. Some assets are automatically detected and these will be shown in the window, but may not be changed. If you don't see the asset you are looking for then you will need to install it.

Step 6: Optionally Install Alternate Rendering Pipeline Demos

SoulLink Spawner installs with a Demos folder that contains content specific to the Built-In rendering pipeline. If you are using URP or HDRP, you may remove this Demos folder and install the RP specific Demos content instead. SoulLink Spawner comes with 2 embedded installation packages with all the

demo materials included. You can find the demo installers in the Assets\SoulLink\Spawner\Demo Installers folder. Pick the appropriate installer for your rendering pipeline and double click it to install. The following are provided:

Demos-URP.unitypackage

Demos.HDRP.unitypackage

Note: Not all of the provided demos have a URP or HDRP equivalent. You can update those demos manually.

AI Setup

Please refer to the SoulLink Integration Guide for information on setting up various third party AI systems for use with Spawner.

If you find that there is no suitable solution for a specific third party AI system, please contact support and we will look at a proper solution.

NavMeshAgent

If your AI uses the NavMeshAgent, disable it on your prefab.* It will automatically be enabled by Spawner when necessary.

* - Except for Emerald AI 2024. Leave it enabled in this version.

IMPORTANT NOTE: It is essential that you perform the necessary code changes to legacy Emerald AI and/or Invector FSM AI in order for Spawner to work properly with those systems. Note that Emerald AI 2024 does not require any changes.