



Quick Start Guide

Version 1.4.0

03/24/24

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Table of Contents

Introduction.....	3
Getting Started.....	3
Scene Setup.....	3
Basic Scene Setup.....	3
AI Setup.....	4
Spawning Rules.....	4
Debugging.....	8

Introduction

This document will get you up and running with SoulLink Spawner as quickly as possible. Please follow all instructions in order for the best results.

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. Before proceeding with this document, read the *Installation Guide* for preparing your project for use with Spawner.

Scene Setup

Depending on the features you require and whether or not you are using any integrations, scene setup may involve different steps. For the basic scene setup using only SoulLink Spawner components and no integrations, do the following:

Basic Scene Setup

Step 1: Prepare your scene

Before setting up your scene for Spawner, you should ensure that you have added all the necessary elements such as a terrain, a sky system, and a player controller. While these elements can be added later, it is best to prepare them up front.

If you do not have a third party sky system to keep track of time, you can use the provided SoulLinkGameTime prefab. Drag the SoulLinkGameTime prefab into your scene. This prefab can be found in SoulLink/Demos/Resources. This object will provide some primitive day/night cycle capability and will track game time. Be sure to delete any unnecessary Directional Lights from your scene if you use this component because the prefab already contains a Sun and Moon light

If you are using MapMagic 2 and/or Core GameKit, follow the steps found in the *SoulLink Integration Guide* in order to prepare them in your scene before proceeding to Step 2.

Step 2: Setup Scene for Spawner

From the Unity Tools menu select SoulLink/Spawner/Setup Scene in order to add all the required SoulLink components to your scene. This will add a SoulLinkGlobal component to your scene and a child SoulLinkSpawner component. An appropriate GameTime component, a WeatherSystem component, and a PoolManager component will also be added beneath the global object..

Assign a database to the Spawn Manager Database field. A test database is provided that is called SpawnManager Demo Database. You can simply modify this database or create your own by going to the Assets menu and selecting Create/SpawnManager/Database. Once created, you can assign it in SpawnManager.

You can also create and assign the database within the SpawnManager inspector as follows:



Type the name of the database and click the Create button. This will create the named database and automatically assign it to the Spawn Manager Database field.

Step 3: Assign a player controller

You will need to add a player controller to your scene and assign it to the Player Transform field of SpawnManager. You may choose any player controller you want such as Opsive, Invector, GKC, Sticky3D, Ootii, RFPS, etc. You can also have SpawnManager auto detect the player by a specific tag. This is useful if your player will not spawn until run-time.

AI Setup

All third party AI prefabs must have the Spawnable component attached. If you are using SoulLink AI, you can skip this step. If you are using EmeraldAI, you must use the Spawnable_EmeraldAI component instead. Do NOT attach both components. If you find that the basic Spawnable component is not working for a particular third party AI that does not have direct support, please contact support and we will look at a proper solution.

Emerald AI

In order for legacy Emerald AI to work properly with PoolManager, follow the directions in the *SoulLink Integration Guide* PDF. This requires some code changes in Emerald AI in order to avoid run-time errors with navmesh.

Note: this is not required for Emerald AI 2024.

Invector FSM AI

In order for Invector Fsm AI to work properly with PoolManager, follow the directions in the *SoulLink Integration Guide* PDF. This requires some code changes in Invector FSM AI in order to avoid pooling issues when AI instances are re-used..

Note: Version 1.1.0 and greater has an Auto Add Spawnable Interface. If you do not want to set up your AI ahead of time, you can use the Auto Add feature and SoulLink Spawner will add the appropriate component for you when you add an AI to the spawner. See the *SoulLink Spawner – Manual* for more details.

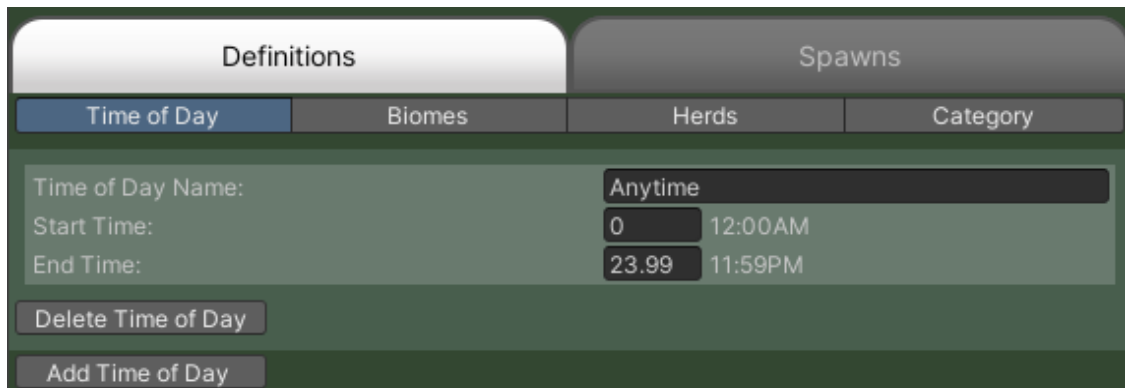
Spawning Rules

To start spawning AI in your scene, you need to first set up at least one Time of Day and at least one Biome.

Time of Day

If you started by selecting the SpawnManager Demo Database then you can skip this part. That database already has several time of day definitions.

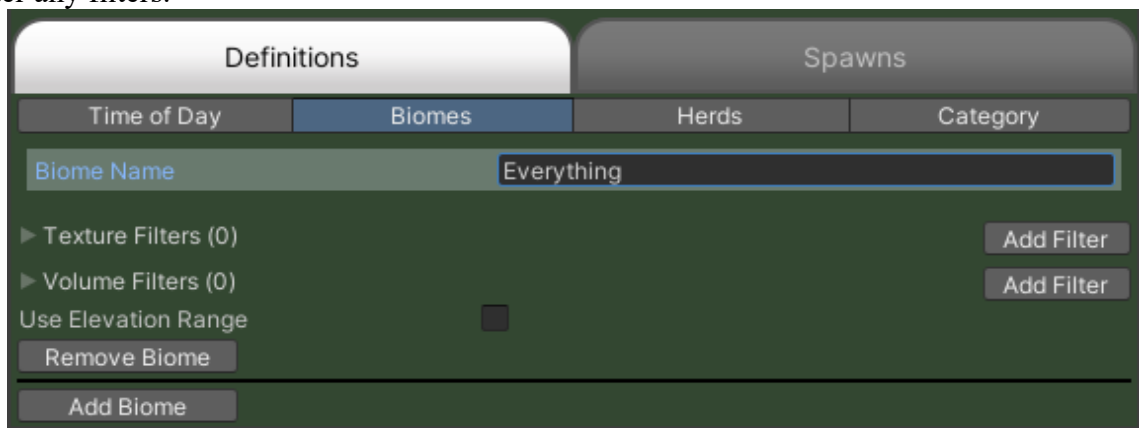
If you are starting with your own database then go to the Definitions/Time of Day tab. You will see that the system has already created an Anytime time of day definition with a Start Time of 0 and End Time of 23.99.



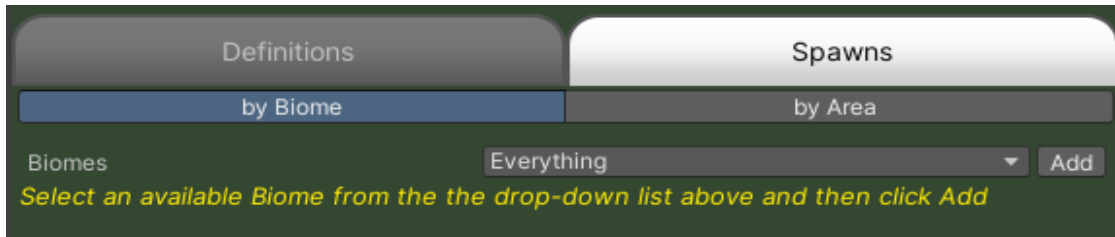
For quick start purposes, this one definition is sufficient. To create more definitions, click the Add Time of Day button, give the new definition a name and set the Start and End times. These values are the time in hours for a 24 hour period. Note that the fractional part is the fractional unit of an hour and not a representation of actual minutes. Therefore, the value 24.99 represents 11:59 pm.

Biome

To get started quickly, you can define a special biome with no filters. Go to the Definitions/Biomes tab and click the Add Biome button. In the Biome Name field, give it a name such as Everything and do not enter any filters.



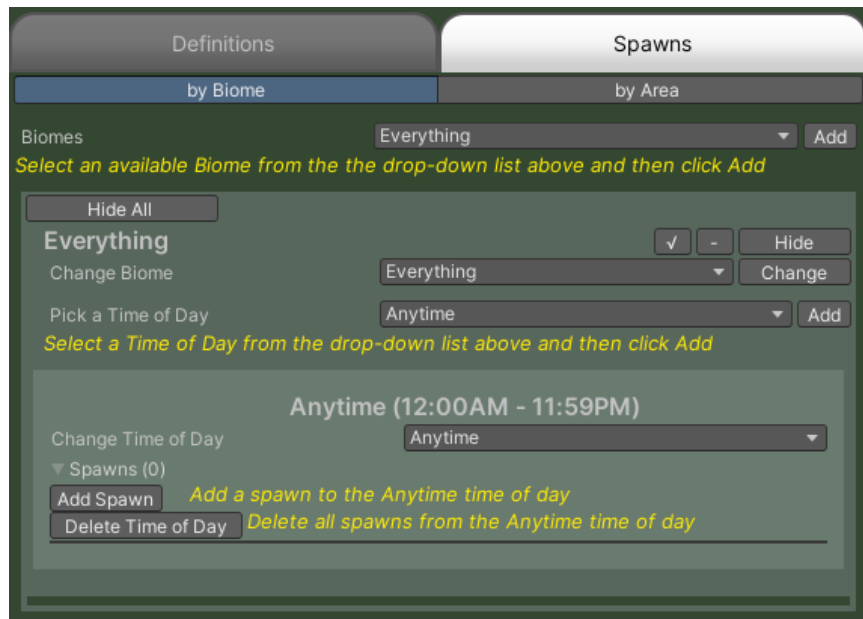
Now, you are ready to start adding spawns to your scene. Go to the Spawns/by Biome tab and you should see a drop list of available biomes. For purposes of this guide, you should just see the Everything biome option.



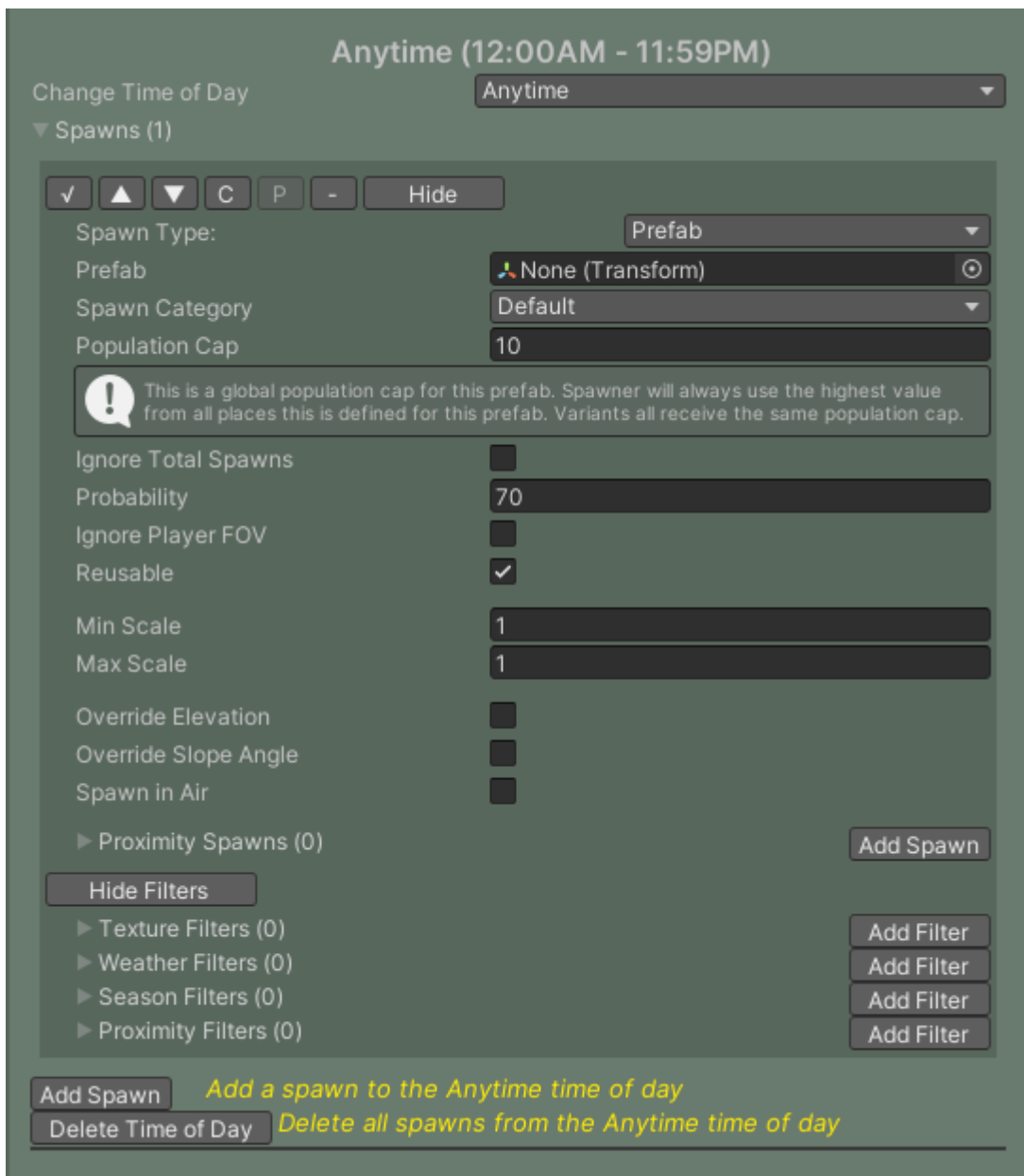
Click the Add button and you will see the following:



Select the Time of Day for your spawn from the Pick a Time of day drop-down and click the Add button.



Click the Add Spawn button.



Drag an AI prefab into the Prefab field and adjust the various parameter as you see fit. For this quick start, we won't change any parameters.

Save your scene and press Play. You should now start seeing AI spawning in your scene around the player.

Debugging

For some simple on-screen Spawner debugging, drag the SpawnerDebugCanvas prefab from the SoulLink/Spawner/Prefabs folder into your scene. When the game is running, you will see the Total Spawns, Time of Day, and weather information in the bottom right corner.

For comprehensive debug messages to the Unity console and to a physical file, enable Debug Mode on the SoulLinkGlobal component:

