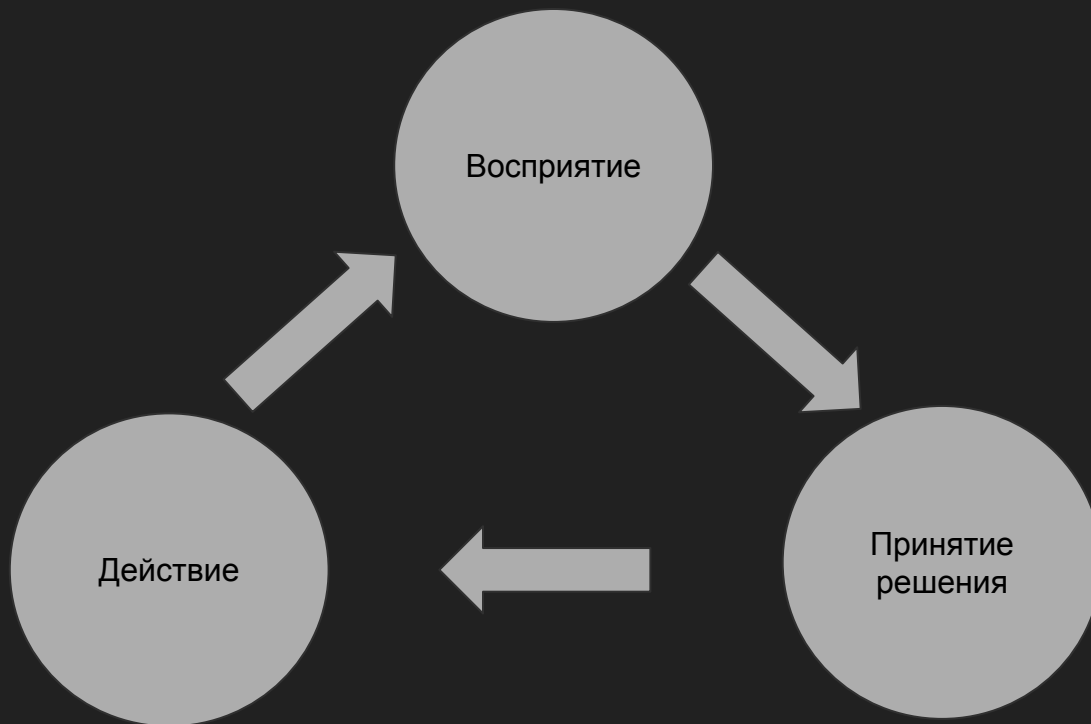
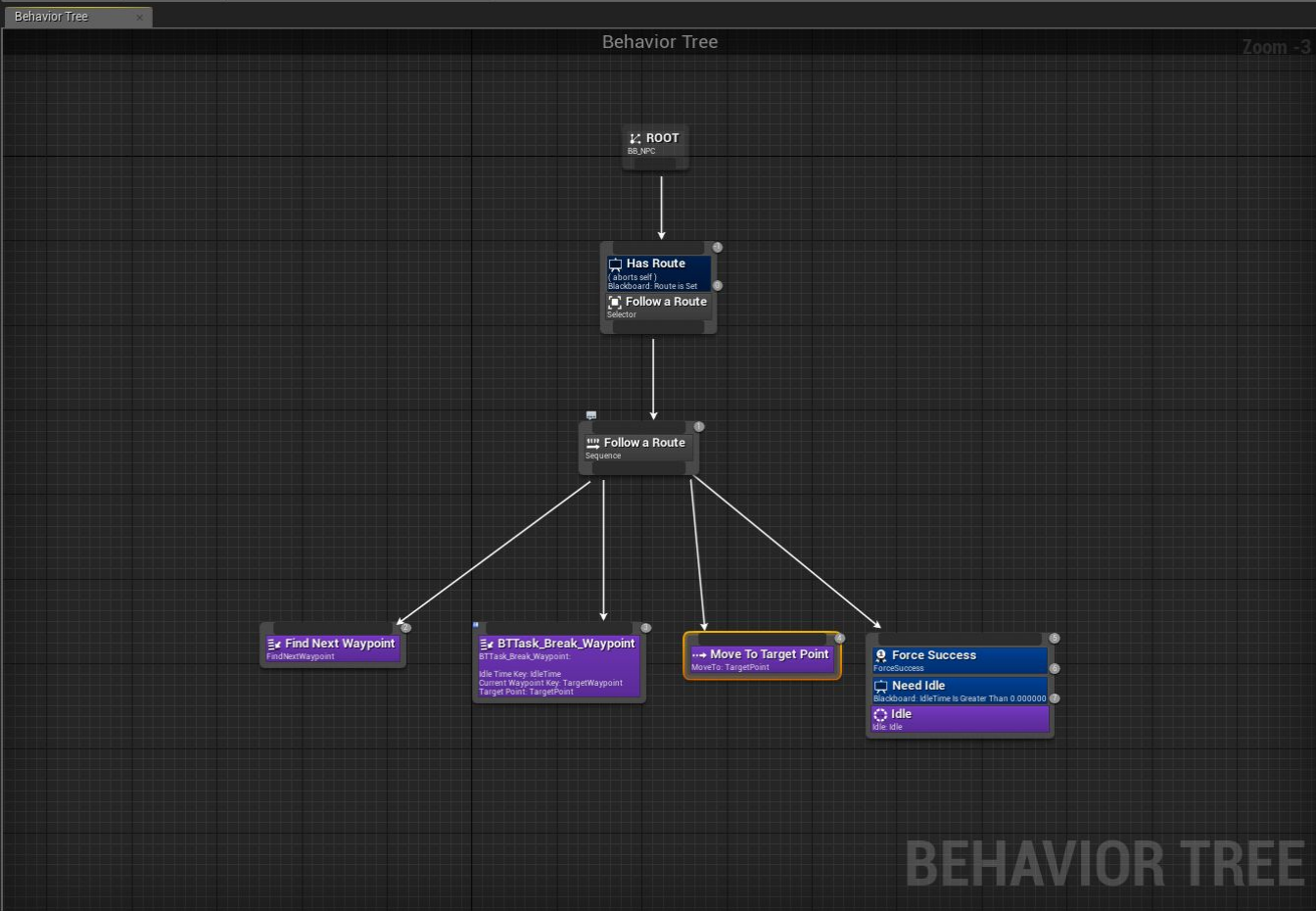


Создаем игры с ИСКУССТВЕННЫМ ИНТЕЛЛЕКТОМ на UE4

Нестерович Вадим

Что необходимо чтобы наделить персонажа интеллектом?





Details

Search

Node

- Acceptable Radius: 30.0
- Filter Class: None
- Allow Strafe:
- Stop on Overlap:

Blackboard

- Blackboard Key: TargetPoint

Task

- Ignore Restart Self:

Description

Blackboard

Search

Keys

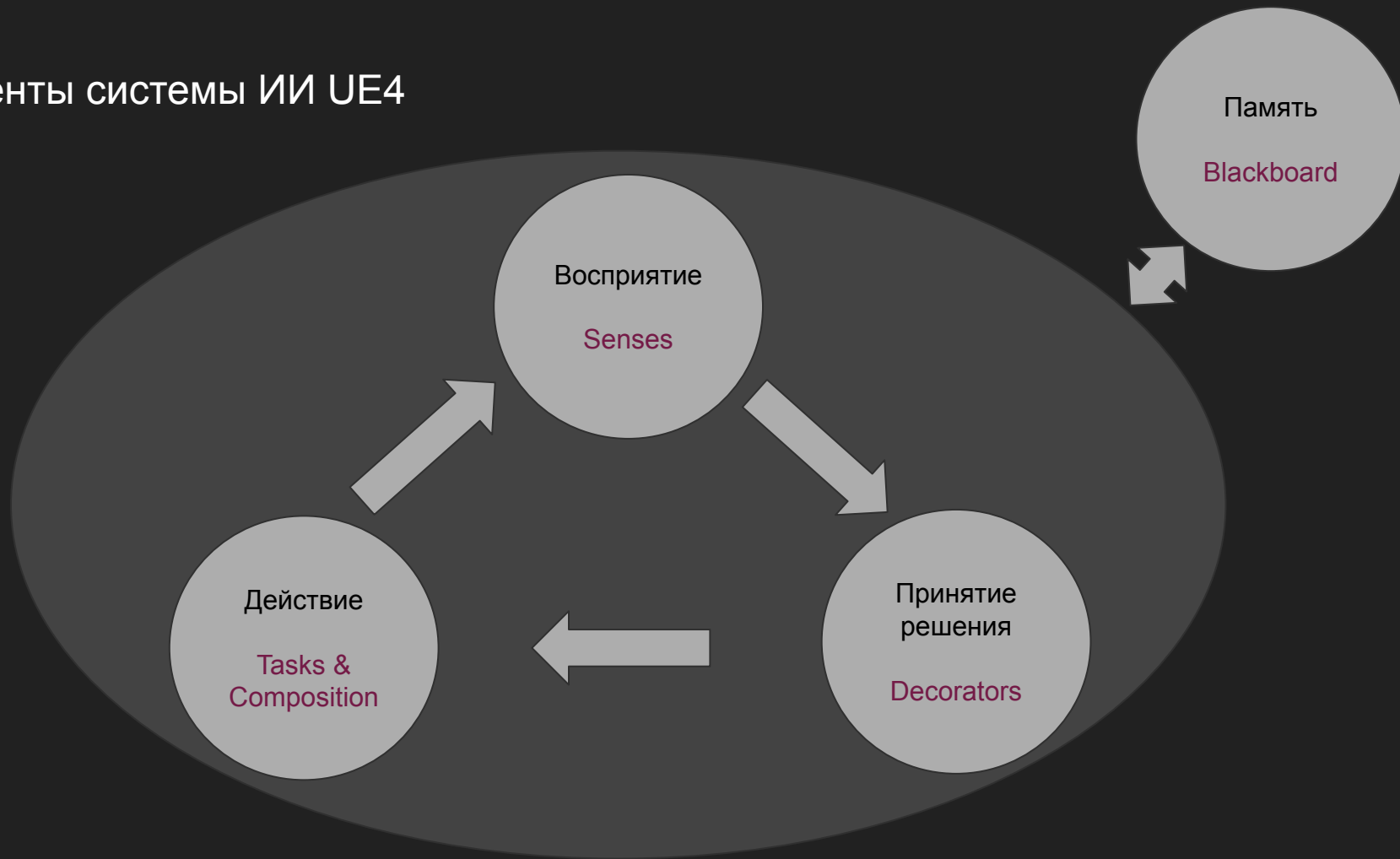
- TargetWaypoint
- RouteToken
- Enemy
- Route
- SelfActor
- IsEnemyVisible
- AttackPoint
- TargetPoint
- Shelter
- IdleTime
- PathToEnemy
- StartingAnimation
- Corpse

New plugins are available

Manage Plugins... Dismiss

BEHAVIOR TREE

Элементы системы ИИ UE4



File Edit Asset View Debug Window Help

Components

+ Add Component

- BP_NPCController(self)
- TransformComponent (Inherited)
- PathFollowingComponent (Inherited)
- ActionsComp (Inherited)
- BehaviorComp (Inherited)
- BlackboardComp (Inherited)
- PerceptionComp (Inherited)

Compile Save Find in CB Search Class Settings Class Defaults Simulation Pause Stop No debug object selected Debug Filter

SGWM Game Preview Standalone (64-bit/PCD3D_SM5)



Details

Search

Behavior

Perception Comp AI Perception Component

AI Perception

Senses Config 2 Array elements

0 AI Hearing config

Sense

Implementation AISense_Hearing

Hearing Range 2000.0

Lo SHearing Range 0.0

Detection by Affili...

Debug Color

Max Age 0.0

Starts Enabled

1 AI Sight config

Sense

Implementation AISense_Sight

Sight Radius 1000.0

LoSe Sight Radius 1100.0

Peripheral Vision A...

Detection by Affili...

Auto Success Ran...

Debug Color

Max Age 0.0

Starts Enabled

Dominant Sense AISense_Hearing

ComponentTick

Tags

ComponentReplication

Variable

Cooking

Controller

Transform

Attach to Pawn

New plugins are available

Manage Plugins... Dismiss

Элементы Behavior Tree

Task

Composite

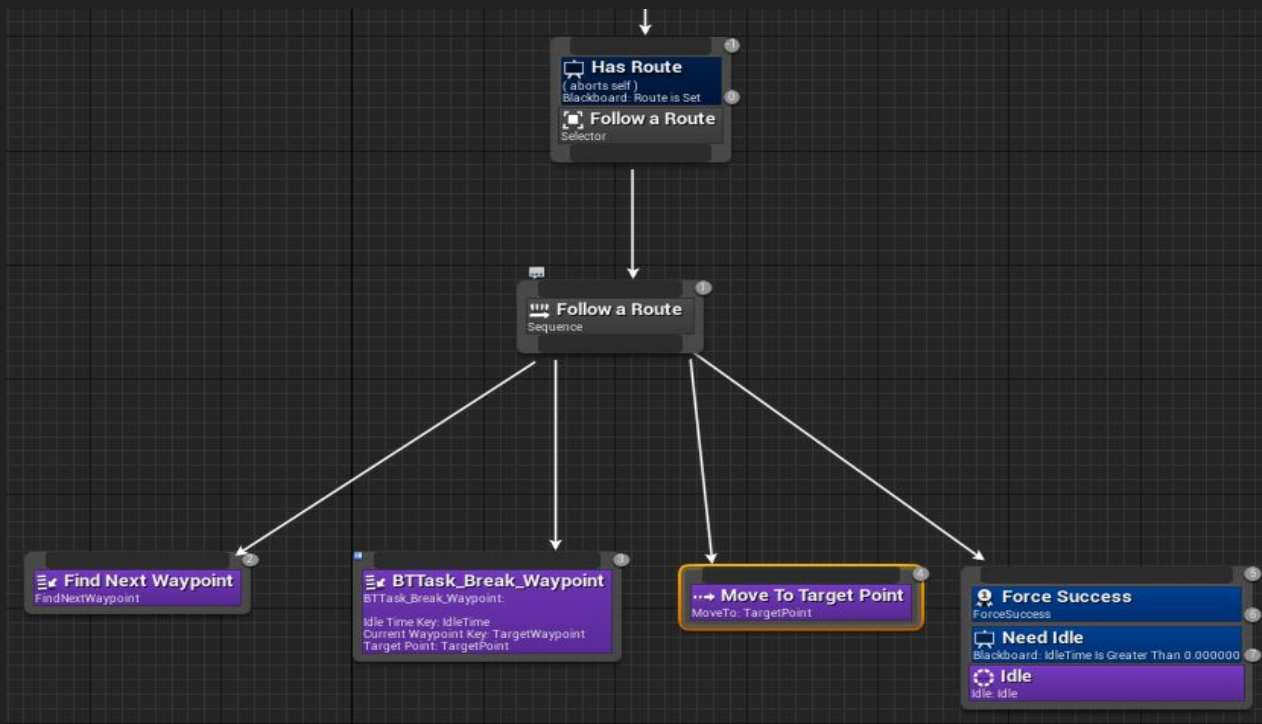
Selector

Sequence

Parallel

Decorator

Service



Элементы Behavior Tree

Task

Composite

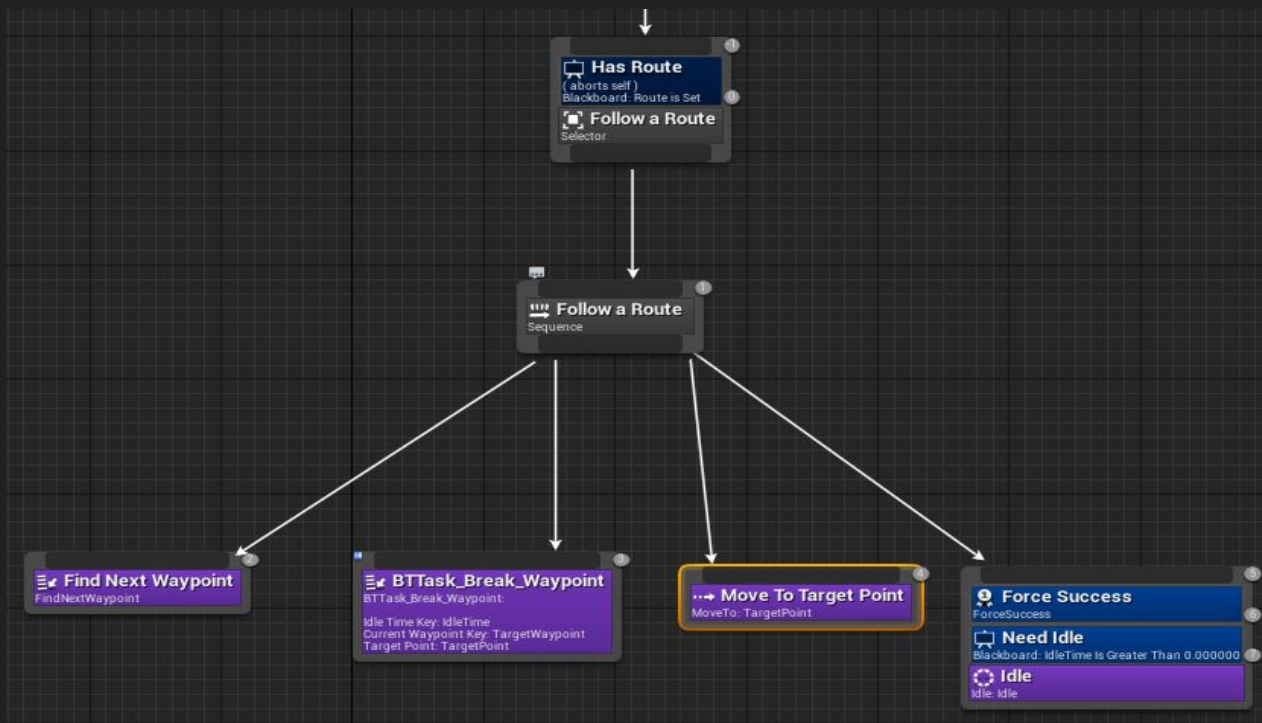
Selector

Sequence

Parallel

Decorator

Service



Элементы Behavior Tree

Task

Composite

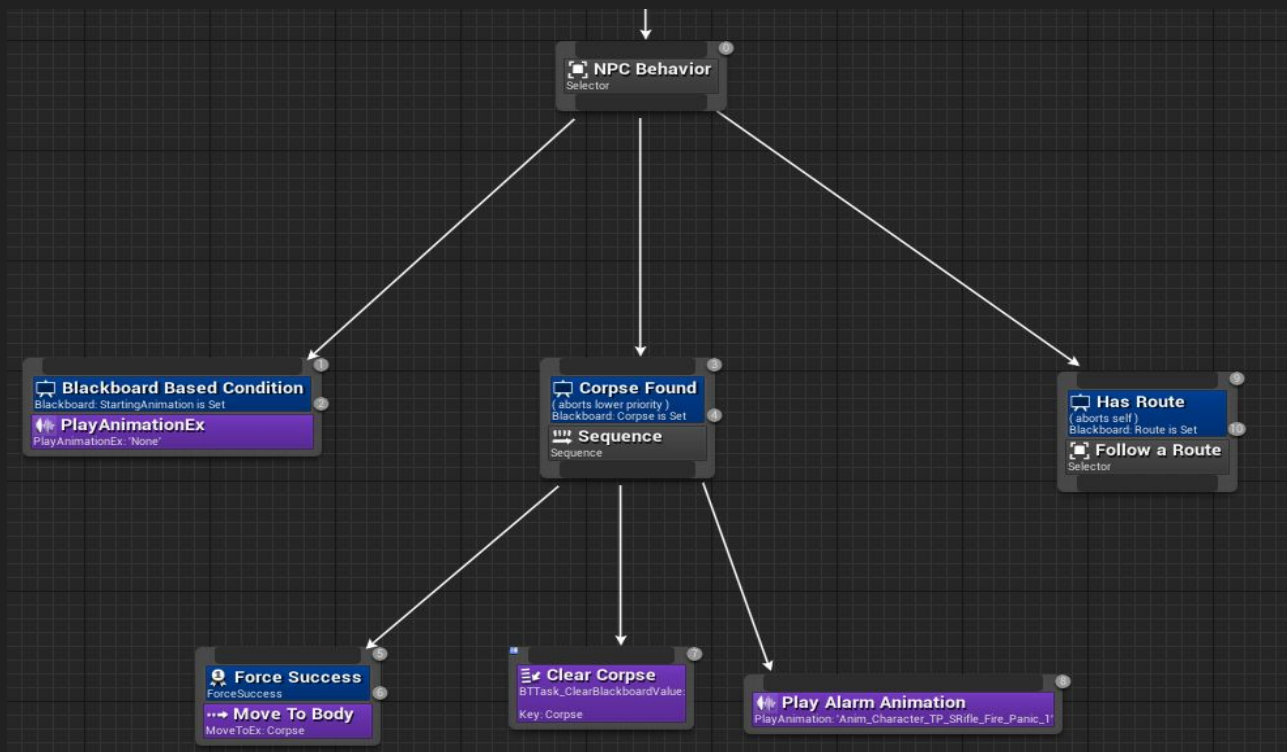
Selector

Sequence

Parallel

Decorator

Service



Элементы Behavior Tree

Task

Composite

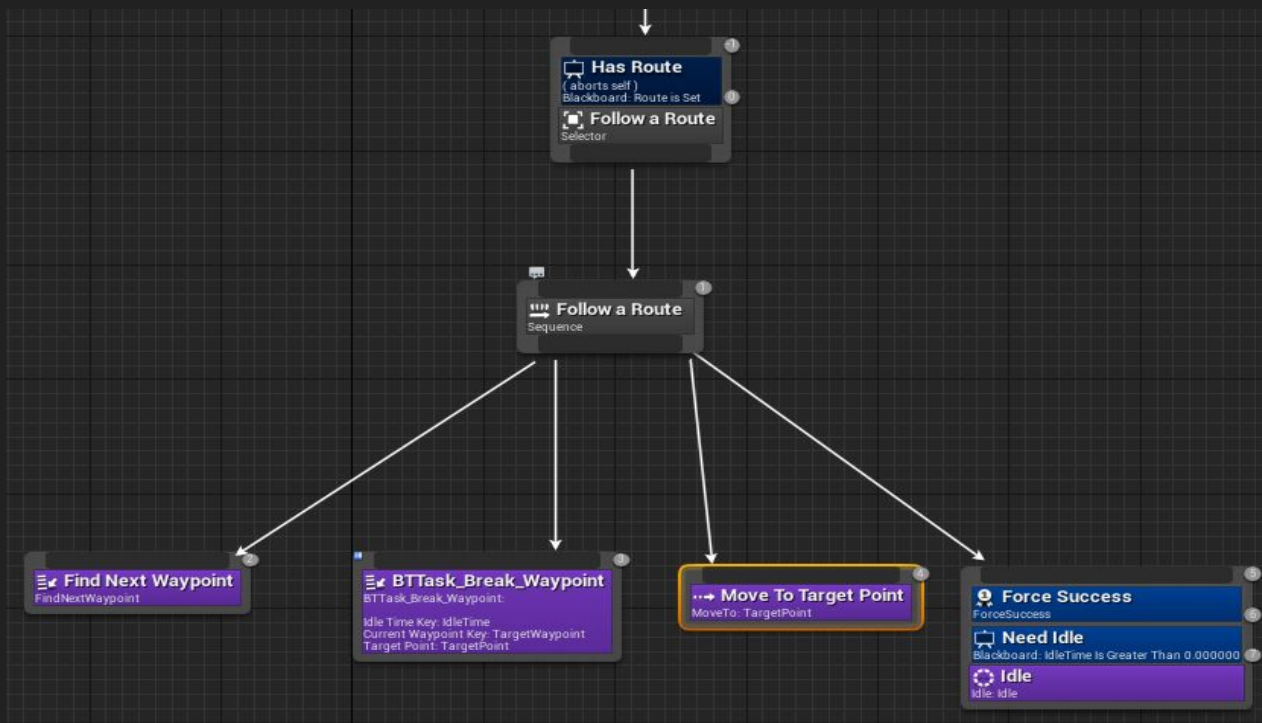
Selector

Sequence

Parallel

Decorator

Service



Элементы Behavior Tree

Task

Composite

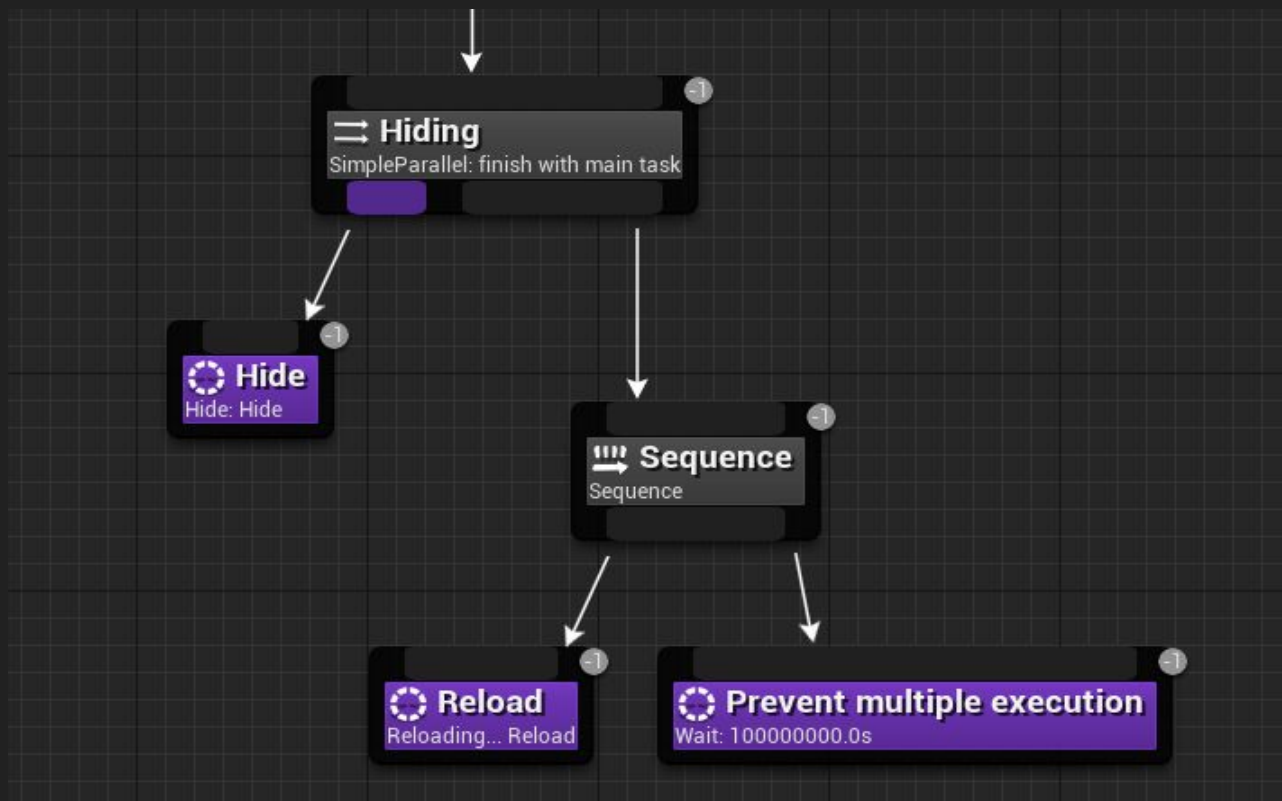
Selector

Sequence

Parallel

Decorator

Service



Элементы Behavior Tree

Task

Composite

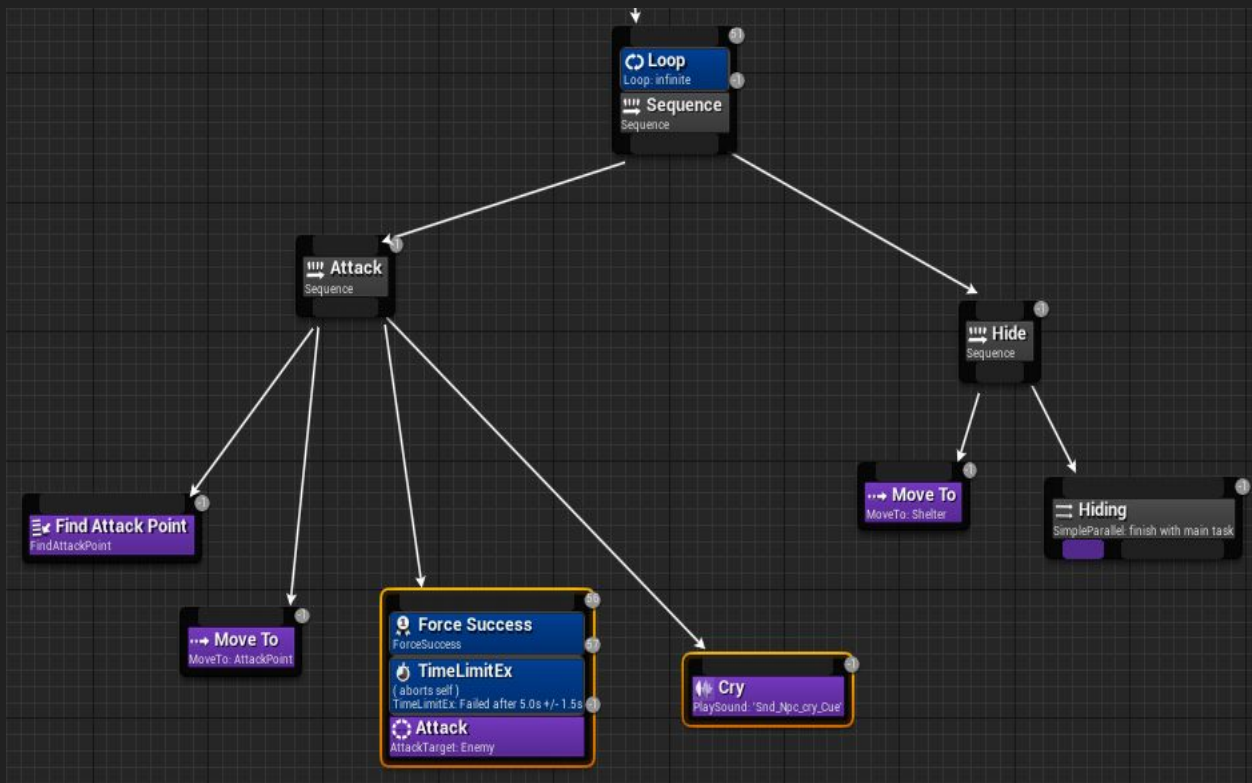
Selector

Sequence

Parallel

Decorator

Service



Элементы Behavior Tree

Task

Composite

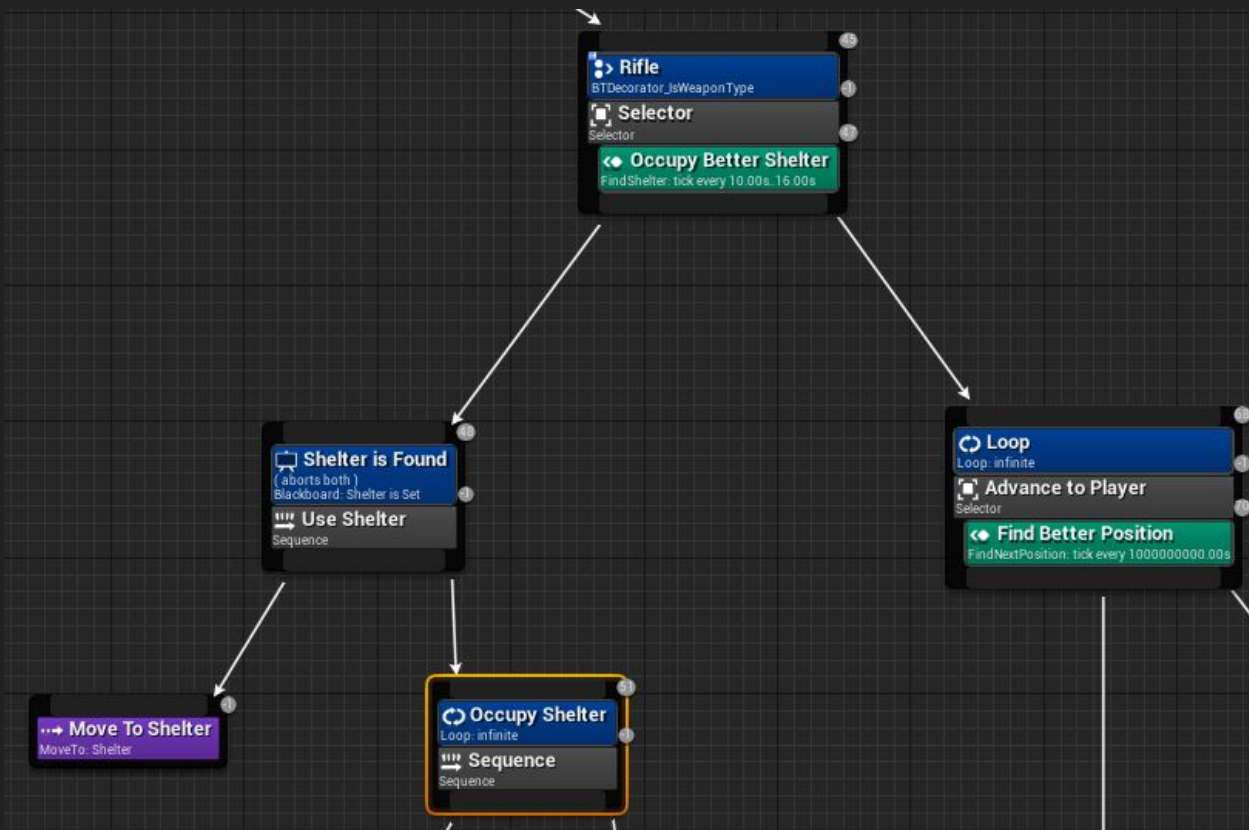
Selector

Sequence

Parallel

Decorator

Service



Blackboard

The screenshot displays the Blackboard interface within a game engine. The top window title is "Location_ShootingRange" and "BB_NPC*". The menu bar includes "File", "Edit", "Asset", "Window", and "Help". A search bar for help is located in the top right. Below the menu bar, there are icons for "Save" and "Find in CB". On the right side, there are buttons for "Behavior Tree" and "Blackboard".

The main interface is divided into two panels:

- Blackboard Panel (Left):** Contains a "New Key" button, a search bar, and a list of keys. The "Enemy" key is currently selected and highlighted.
- Blackboard Details Panel (Right):** Provides configuration options for the selected "Enemy" key.

Blackboard Keys List:

- TargetWaypoint
- RouteToken
- Enemy** (Selected)
- Route
- SelfActor
- IsEnemyVisible
- AttackPoint
- TargetPoint
- Shelter
- IdleTime
- PathToEnemy
- StartingAnimation
- Corpse

Blackboard Details Configuration:

- Key:**
 - Entry Name: Enemy
 - Entry Description: Target to attack
 - Key Type: Object
 - Instance Synced:
- Parent:**
 - Parent: None

Качественные обучающие видео на YouTube:

[Peter L. Newton](#) - автор книги "Unreal Engine 4 AI Programming Essentials"

[Zombabur](#) - преподаватель game AI из Великобритании

[Unreal Engine](#) - официальный канал

Basics of AI

Setting up Advanced AI

Complex AI & Optimization

Behavior Trees

Making Game Ready AI