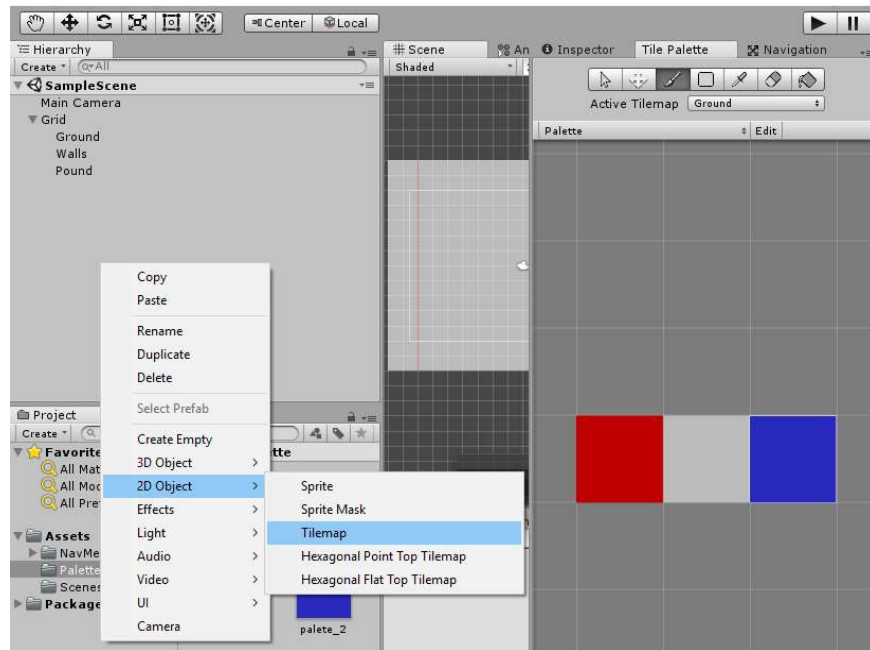


NAVMESH PLUS

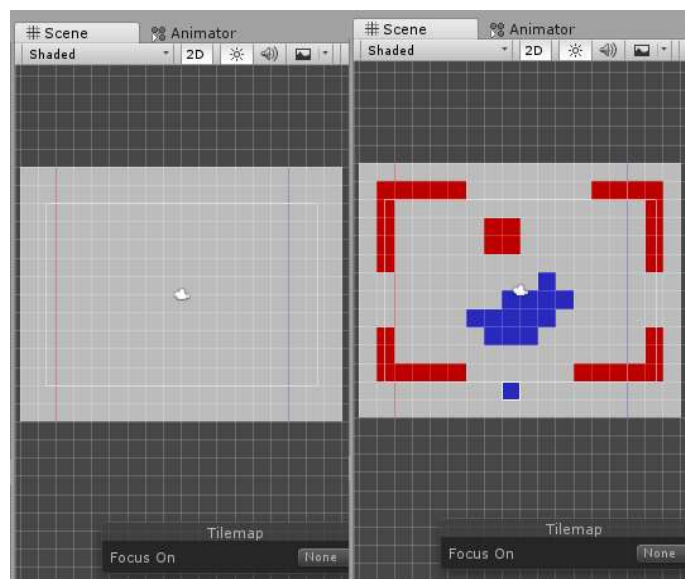
HOW TO

Launch Unity and create new project from 2D Template. Now copy NavMeshComponents into your asset folder.

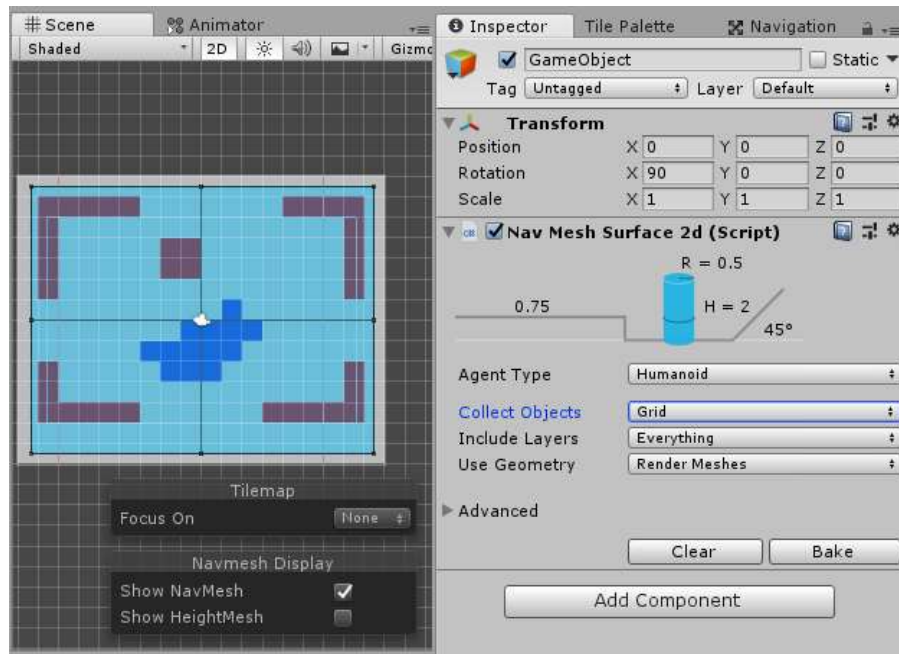
Add Tilemap to the scene, add three of them and call Ground, Walls and Pond. Import sprites that will be used as palette. For example 3 solid colored sprites. Create new palette and drag your imported sprites



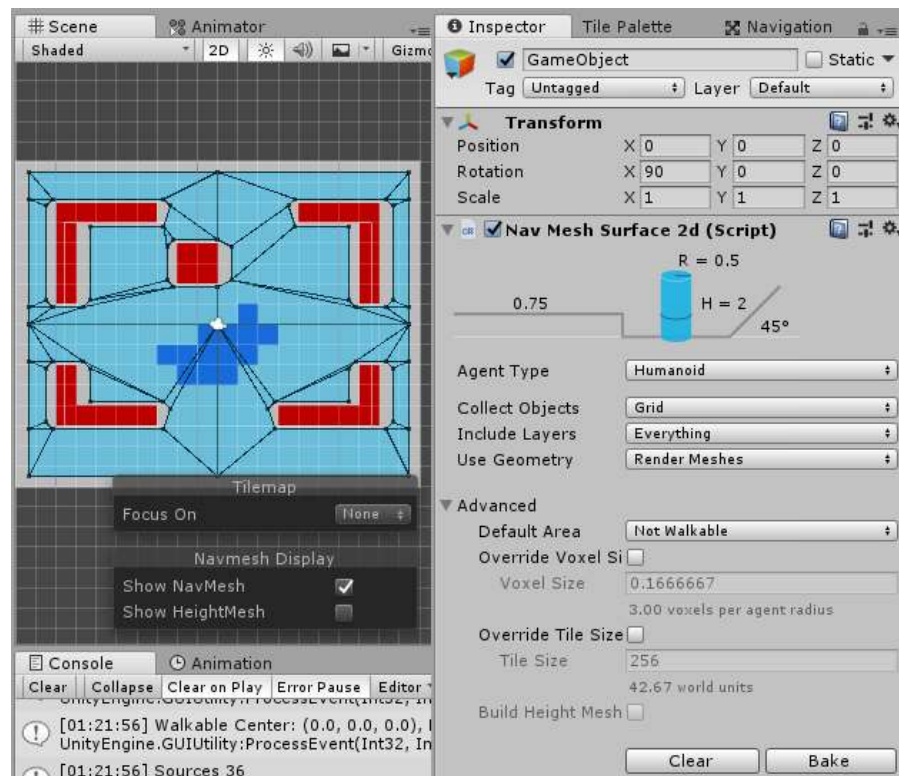
Paint your ground in any mean. For example by solid white brush. Change "Active Tile Map" in palette to "Walls", paint some obstacles, then select "Pond" and draw body of water



Now add EmptyObject in the root, rotate (90;0;0). Add NavMeshSurface2d Component, select CollectionSource to Grid and hit bake.



As you see all area is walkable. Lets override it, add TilemapCollider2D component to "Walls" Tilemap, select EmptyObject and unfold Advanced, select there Default Area - Not Walkable and hit bake. Collidable areas will be carved out



Now add NavMeshModifier Component to "Pond" Tilemap, override area as Not Walkable, and bake again. Now pond is also carved out form mesh.

