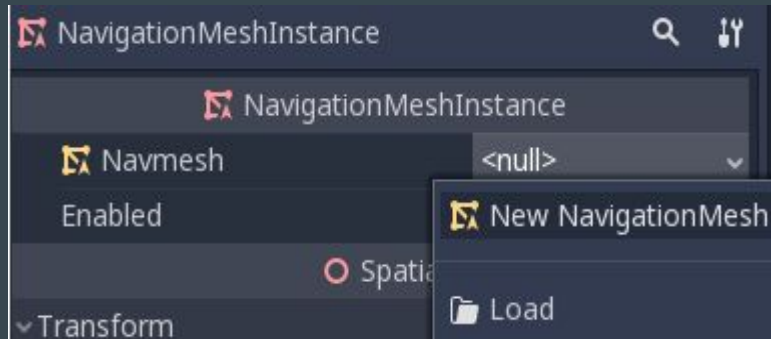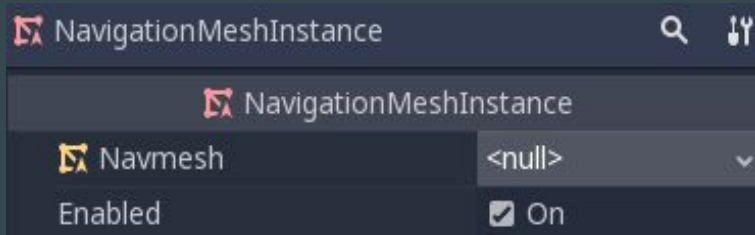# Workflow

●●●

Navigation Mesh Instance

- Click on Navigation Mesh Instance

- Create a New NavigationMesh

- Click on Layers
    - quite fast Partitioning
    - produces better triangles
    - for large open areas with small obstacles

NavigationMesh	
⌄Sample Partition Type	
Sample Partition Type	Layers
⌄Cell	
Size	1
Height	0.1
⌄Agent	
Height	3
Radius	2
Max Climb	0.1
Max Slope	45
⌄Region	
Min Size	8
Merge Size	20
⌄Edge	
Max Length	12
Max Error	1.3
⌄Polygon	
Verts Per Poly	6
⌄Detail	
Sample Distance	6
Sample Max Error	1
⌄Filter	
Low Hanging Obstacles	☐ On
Ledge Spans	☐ On
Filter Walkable Low Heig	☐ On

Default NavigationMesh Settings

These Settings should work on

most of the Maps.

Be sure to check every

Map / NavigationMesh before

you *Bake for the correct Settings.*

Mesh Baking might take a while.