

About "PathFinder3D"

Thanks for purchasing our asset! Now you have a flexible and efficient tool for path searching in 3D space!

Our asset is based on an unique modified algorithm of searching the path A * with weighted heuristics.

The main features of our suite:

- Possibility to find the route in space on scenes of any size and complexity
- Simplicity of settings and using
- Absence of preliminary manual preparation for the scene (fully automatic search)
- High speed of the search
- Possibilities to optimize and smooth the found trajectory
- Built-in tool for moving along the found path
- Possibility of choosing between speed and optimization of the search
- Intuitive samples of using
- Absence of any preliminary calculation on the game scene
- Algorithm is realized as a coroutine, that allows to find the path without freezing the main thread
- Exhaustive documentation and user's manual
- Users procedures and functions for simplifying the search control and the moving along the path
- Finite state machine facilitating the management of objects

Our future plans:

- Accelerating the search
- Avoidance of dynamic obstacles
- Messaging system for simplifying of integration into AI systems
- Realization of post-check and correction the path
- Expansion of standard Inspector menu
- Automatic selection of appropriate parameters based on the scene configuration

"User's guide.pdf" will provide you with all needed information on adjusting and using the asset.