📘 How to Use – the A Path & Follow Toolkit for 2D*

🎬 Step-by-Step Setup

1. Add a Follower Path Agent

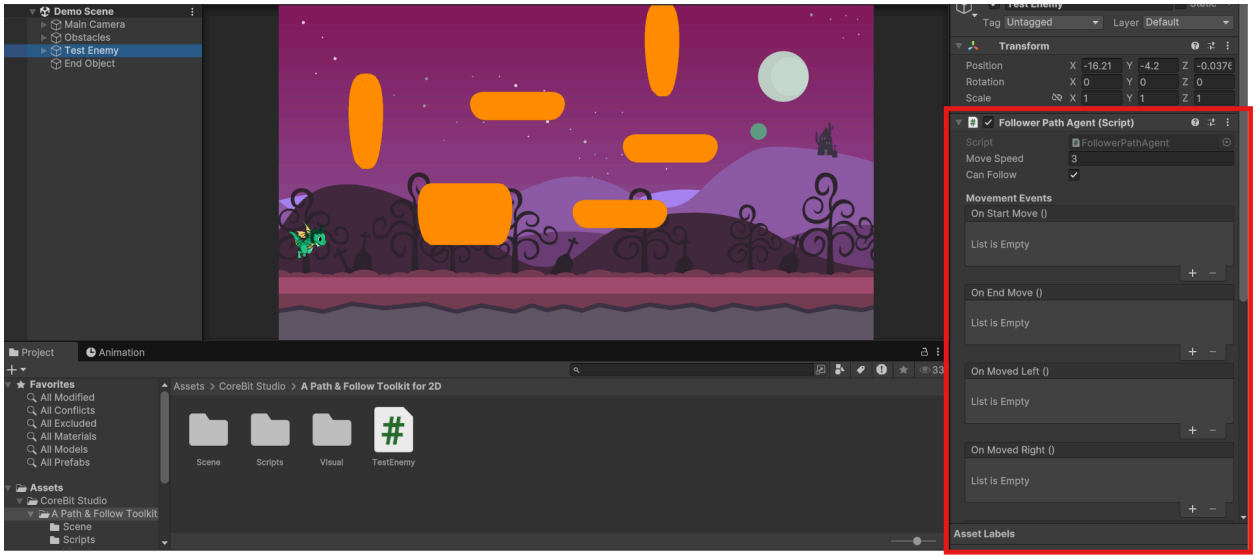
- **Create or use a character GameObject.**
- **Add the `FollowerPathAgent` component.**
- **Move Speed** — Controls how fast the agent moves.
- **Can Follow** — Enable or disable pathfinding at runtime.

Events

The `FollowerPathAgent` provides several useful events you can hook into for custom behavior:

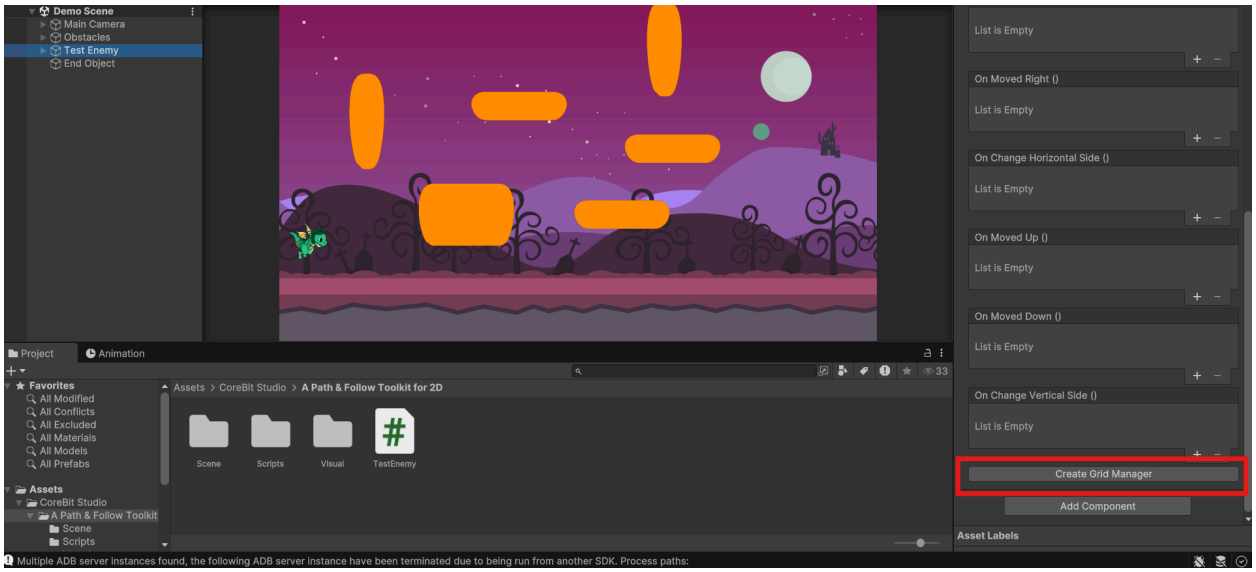
Event Name	Description
OnStartMove	Triggered when the agent starts moving.
OnEndMove	Triggered when the agent stops moving.
OnMoveLeft	Triggered when the agent moves left.
OnMoveRight	Triggered when the agent moves right.
OnChangeHorizontalSide	Triggered when the horizontal movement direction changes.

OnMovedUp	Triggered when the agent moves up.
OnMovedDown	Triggered when the agent moves down.
OnChangeVerticalSide	Triggered when the vertical movement direction changes.



Below the **FollowerPathAgent** component in the Inspector, you will find the **“Create Grid Manager”** button.

Clicking this button will automatically create and set up all the necessary objects as children of the FollowerPathAgent’s GameObject, including the Grid Manager.



2. Configure the Grid Manager

The **Grid Manager** is responsible for generating the pathfinding grid and detecting obstacles in the scene.

Here are the main variables you need to configure:

- **Start Transform** – Assign the GameObject that marks the starting point of the path. This is usually the object that contains the `FollowerPathAgent` component.

- **Target Transform** – Assign the destination point the agent should follow. You can change this dynamically at runtime.

- **Unwalkable Mask** – Select the layers that should be considered as obstacles. The system will avoid any colliders on these layers when generating paths.

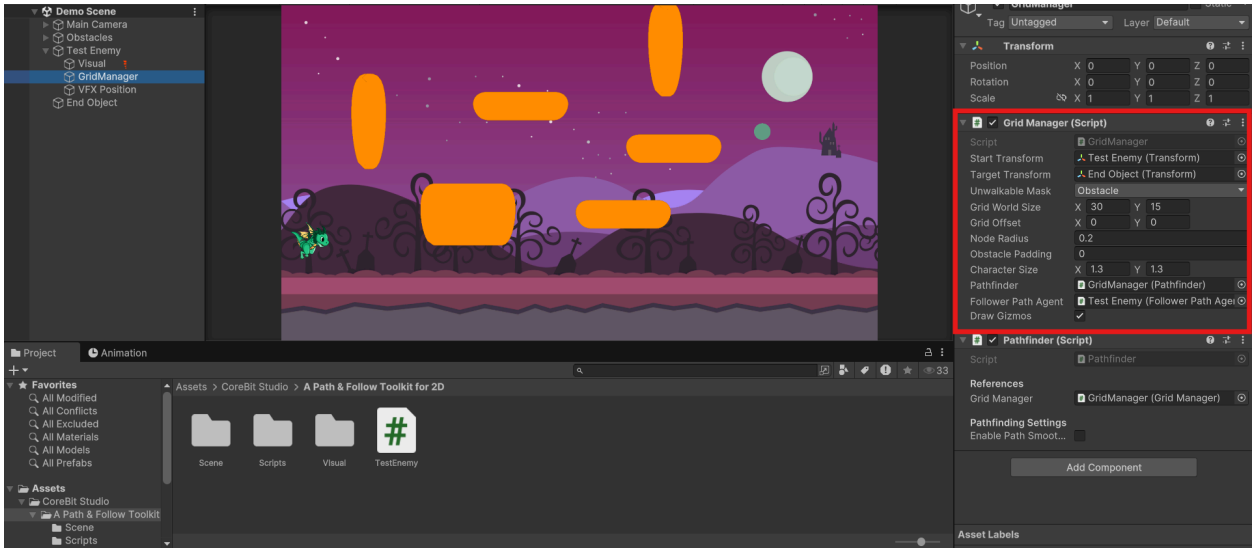
- **Grid World Size** – Defines the width and height of the area where the grid will be generated. Make sure this area covers everything your agent should walk across.

- **Grid Offset** – Moves the grid's origin point relative to the Grid Manager's position. This is useful if your visual scene and logic need slight alignment.

- **Node Radius** – Sets the size of each individual grid node. Smaller nodes increase precision but may impact performance on large maps.

- **Obstacle Padding** – Adds a buffer around unwalkable objects so the agent doesn't move too close to them.

- **Character Size** – Defines the approximate width of your agent. This ensures the agent always finds a path wide enough to fit through.



🙏 Thank You!

Thanks for using the **A* Path & Follow Toolkit for 2D**!

We designed this tool to be:

- ✨ Clean
- ⚡ Lightweight
- 🔌 Easy to integrate

So you can spend more time designing your game — and less time writing boilerplate code.

📬 *If you enjoyed the asset or have feedback, we'd love to hear from you.*

— **CoreBit Studio**