# Navmesh Path Draw Documentation

## For Support

Message me on **Discord**

Or email me: **pathiralgames@gmail.com**

*Find more assets from Pathiral* *here*

**GETTING STARTED:**

1. Drag the ***NavmeshPathDraw*** prefab to your scene. This already has the script and a **Line Renderer** component stylized. You can style everything however you need or even create your own prefab from scratch.

2. Make a plane object and place it in your scene.

3. Select your added plane and then go to **Window > AI > Navigation**.

4. Click on the *Object* tab and check on **Navigation Static** and make sure the *Navigation Area* is set to **Walkable**.

5. Now click on the *Bake* tab and then click on **Bake**.

6. Now let's go back to our prefab, select it and set your **Destination**.

7. Make sure the **Ground Layers** property set to the same layer as the created plane.

8. Play game. And a path should draw to the destination.


**ADDING OBSTACLES:**

1. Bake your plane with a navmesh.

2. ***For static obstacles*** : Click on your obstacles then go to the navigation window (found in getting started section) then *Object* tab and check on **Navigation Static** and then set the *Navigation Area* to **Not Walkable**. Then go to *Bake* tab and click on **Bake**.

3. ***For dynamic obstacles:*** Simply click on your obstacle and Add Component **Nav Mesh Obstacle**.

4. Then check on **Carve** and set both *Move Threshold* and *Time To Stationary* to 0. And lastly, set the size of the carve using the **Size** property.

**IMPORTANT:**

*On drawing a path to the destination, the system will fire a downward cast to get the below navmesh point. This exists because if you have an object above the navmesh the path will not draw. You can check the script for the code to improve or remove as you wish.*

**PROPERTIES AND METHODS:**

*Draw()* – This will draw the path.

*Stop()* – This will stop drawing the path and make it disappear.

*Destination* – Takes in the Vector3 position of the target destination.

*RecalculatePath* - Set whether the path draw should be recalculated every set amount of time.

*RecalculationTime* – Updates the path draw every set amount of time in seconds.

*GroundLayers* – *Set the layers that can be used to calculate a path.*

*OffsetHeight* – Set an offset to the height of the drawn path.