

## Runtime NavMesh

### Descriptions

One of the things that is needed for AI in the Unity game engine is how to change NavMesh during game play.

Using the Runtime NavMesh Package, you can change the NavMesh path before starting the game, in game pause mode, or during game play.

### How to use

#### First step

Go to navigation window and set the agent.

You can access the Navigation section settings by visiting Windows> Navigation.

In the Navigation window and in the Agents section you can define different types of Agents by changing the values of Radius, Height, Step Height, and Max Slope.

- The default value of Agent is defined as Humanoid with the following properties:

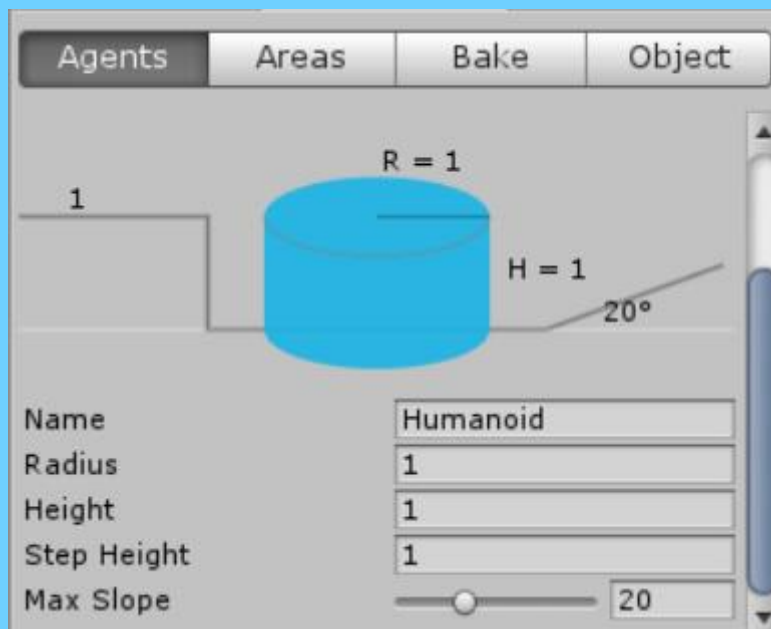
Radius: 0.5

Height: 2

Step Height: 0.75

Max Slop: 45

- To increase speed, it is better to use more Radius.

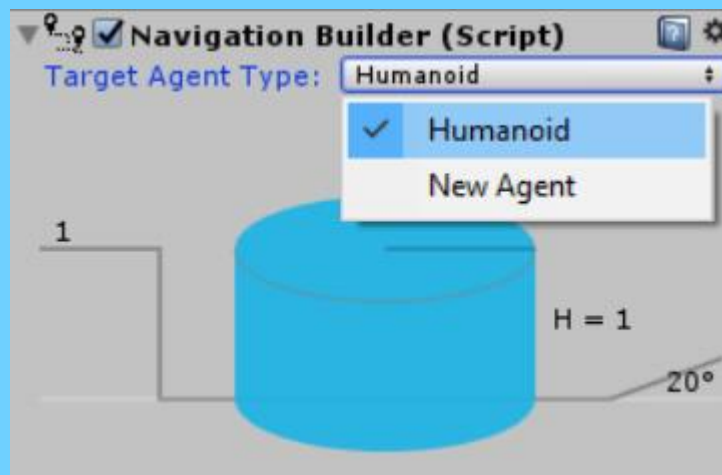


#### Second step

At this point create an object in the environment and then add the "Navigation Builder script" to it.

- Note that this script should be used once in each Scene.

In the Navigation Builder script settings section and in the Target Agent Type section select the type of Agent you defined Previous step.



### Third step

Apply the Navigation Area component to the desired environments (Various objects such as Terrain and Mesh Filter) and select the Area type.

