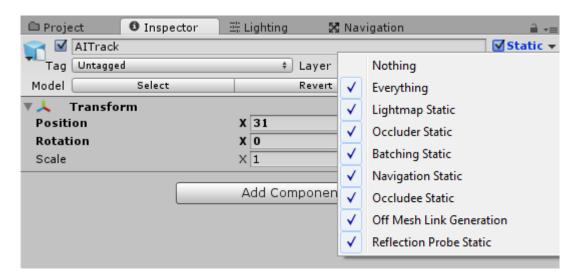
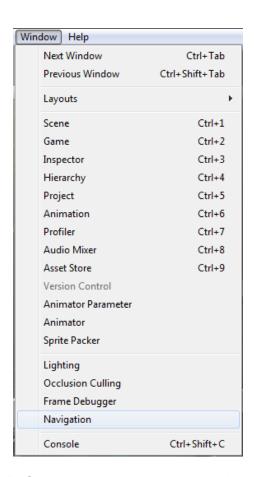
## **Creating NavMesh For Scene**

Al is using **Unity's Nav Mesh** for calculating the path. Therefore, you must bake and create navigation mesh for your scene first. Select your all static objects (including road too). And set them "**Static**".



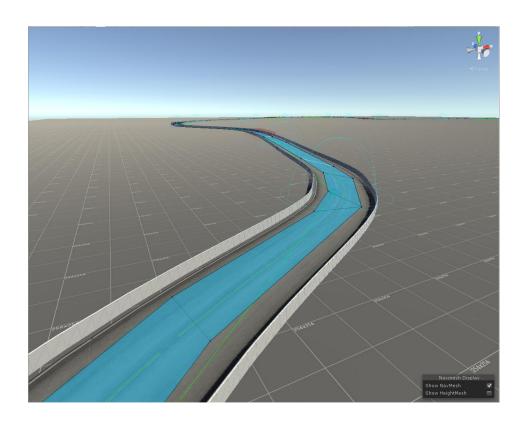
When all your static objects are marked as "**Static**", then you can bake your navigation mesh. Open "Navigation" window from Window → Navigation.



Default settings should be like this;

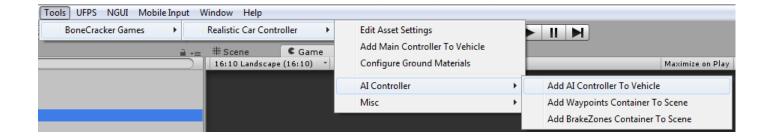
□ Project	1 Inspector	亞 Lighting	Navigatio	n +=
Obje	ect	Bake		Areas
Baked Agent S	ize			
1.5	5	R = 4	H = 2 45	
Agent Radius	4			
Agent Height	2			
Max Slope	_			45
Step Height	1.5			
Consider de		ax Slope. This makes so ope to < 36.9 degrees. > 2.00.	ome slopes unw	alkable.
Generated Off	Mesh Links			
Drop Height	0			
Jump Distance	0			
► Advanced				

And then, click the bake button and bake your scene. Check your blue navigation mesh. Al will use this mesh for pathfinding. Should be like this;



## **Adding Al Controller To Vehicle**

First, build and configurate your vehicle. Be sure it's working properly. When everything works fine and results are as expected, you can add RCC\_AlController to your vehicle by clicking "Tools > BoneCracker Games > RCC > Al Controller > Add Al Controller To Vehicle".

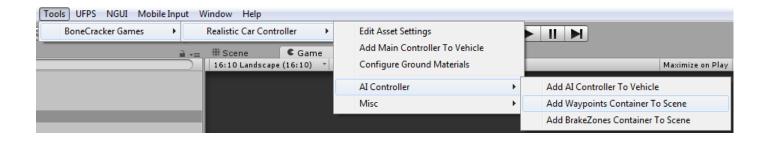


This will add "RCC\_AlController" to the root of your vehicle;



Vehicle will use "Nav Mesh Agent" for road path based on your waypoints, and will use raycasts for dynamic objects. If you have specified gameobjects to ignore raycasts, you can select specific layers from the obstale layers.

## **Adding Waypoints Container To Scene**



This will add "RCC Al Waypoints Container" to your scene. Simply hold Shift and left click on your road to create a new waypoints. Create your path with them;

	Delete Waypoints	
Vaypoints		
Size	24	
Element 0	↓0 (Transform)	
Element 1	↓1 (Transform)	
Element 2	↓2 (Transform)	
Element 3	↓3 (Transform)	
Element 4	↓4 (Transform)	
Element 5	↓5 (Transform)	
Element 6	↓6 (Transform)	
Element 7	↓7 (Transform)	
Element 8	↓8 (Transform)	
Element 9	↓9 (Transform)	
Element 10	↓10 (Transform)	
Element 11	↓11 (Transform)	
Element 12	↓12 (Transform)	
Element 13	↓13 (Transform)	
Element 14	↓14 (Transform)	
Element 15	↓15 (Transform)	
Element 16	↓16 (Transform)	
Element 17	↓17 (Transform)	
Element 18	↓18 (Transform)	
Element 19	↓19 (Transform)	
Element 20	🙏 20 (Transform)	
Element 21	↓21 (Transform)	
Element 22	↓22 (Transform)	
Element 23	↓23 (Transform)	

Note: Do not use CTRL + D for duplicating any waypoint.

Each waypoint has a target speed. Vehicle will adapt its speed to this target speed when radius.

**Note**: Be sure Al vehicle is close enough to the nav mesh. If it's too far away from it, pathfinding won't work.