NavMesh Walkable Area Exporter

Documentation (v1.0)

By LogerLaw

1. Introduction

NavMesh Walkable Area Exporter plugin is a simple tool to help you export walkable area of navmesh in current world to .obj file, or create a copy of it in the world.

ATTENTION: This plugin is a by-product of another plugin NavMesh Matched Field of Vision Renderer. If you have bought or intend to buy that one, you don't need to buy this plugin.

Features

- Two functions: export to .obj file for Editor, or create a copy for Runtime.
- Extremely simple to use.

2. How to Use

2.1. Initialization

2.1.1. Install the plugin

Use Unreal Launcher to install the plugin to your engine, or copy the plugin files to "Plugins" folder in your project folder.

2.1.2. Enable the plugin in your project

Open your project, click "Edit - Plugins" to open the Plugins panel, search to find "NavMesh Walkable Area Exporter" and enable it, then restart the editor.
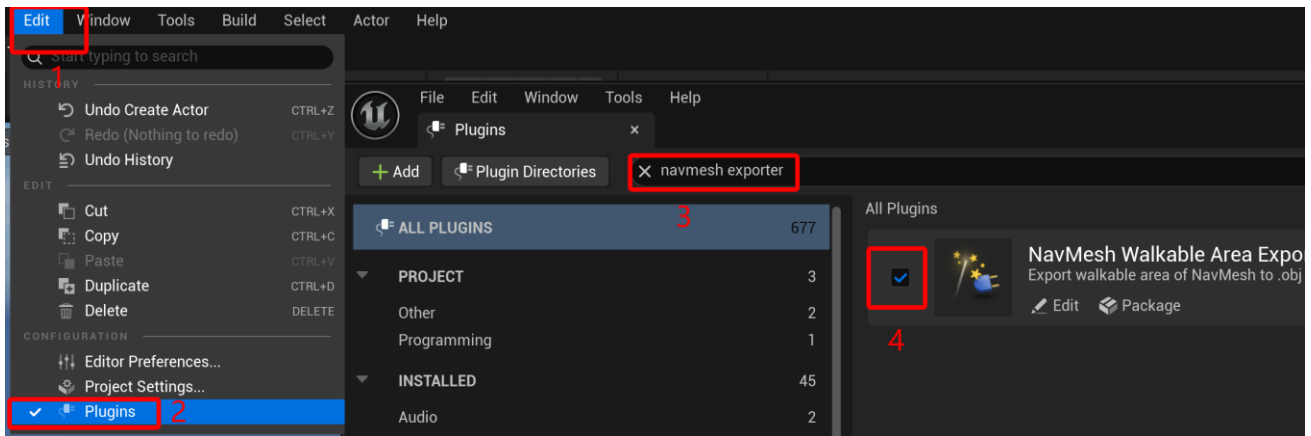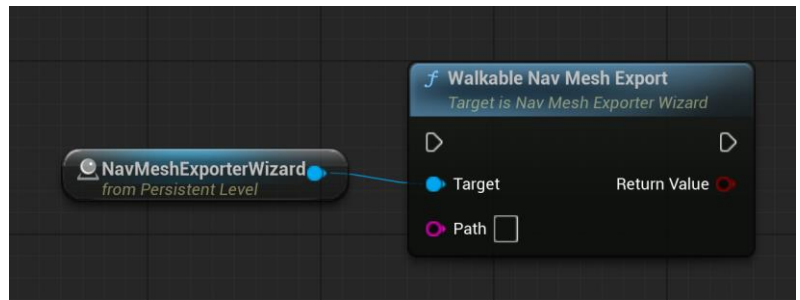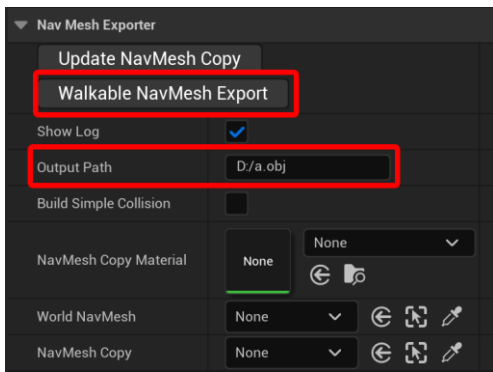
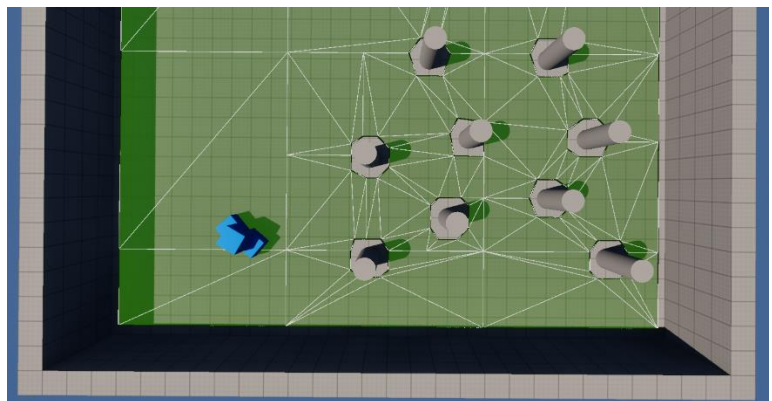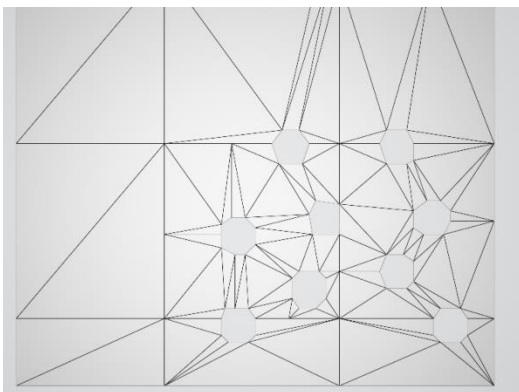## 2.1.3. Add NavMesh Exporter Wizard actor to your map
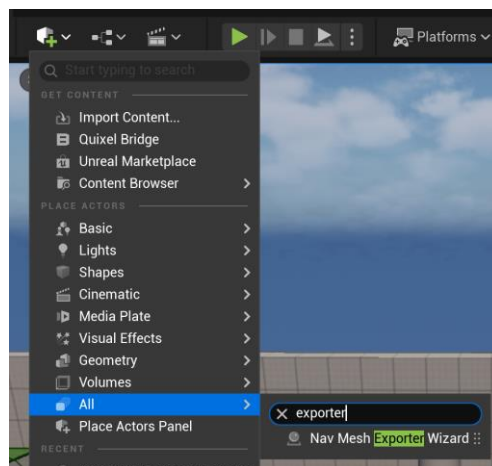
Add the actor to your world with navmesh and it's done.

2.2. Export to .obj file

You can find "NavMesh Exporter" category in Details panel. Set "Output Path" then click "Walkable NavMesh Export" button, or call "Walkable NavMesh Export" in blueprint, then if succeed, you can find the file.
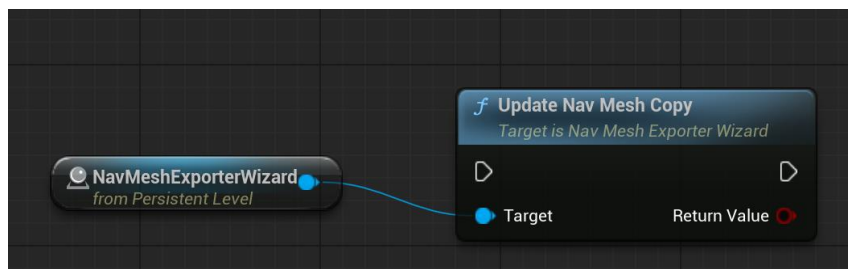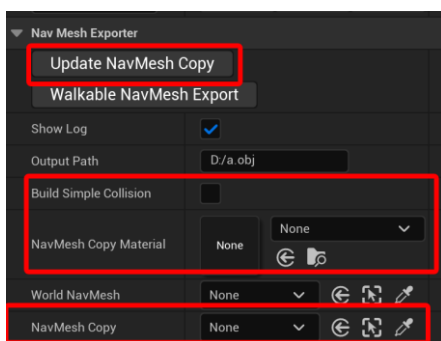
Here is the result:

2.3. Create NavMesh Copy

Just click "Update NavMesh Copy" button or call "Update NavMesh Copy" and it's done. You can get the created copy in "NavMesh Copy" parameter. The copy will use "NavMesh Copy Material" if you set one, and "Build Simple Collision" defines whether the created copy will have simple collision.

Attention 1: If you choose to build simple collision, be aware that the created copy may affect

navigation, the result when you call "Update NavMesh Copy" next time may change. If you want to build simple collision without affecting the navigation, you need to set "Can Ever Affect Navigation" false. Here are two ways to do that:
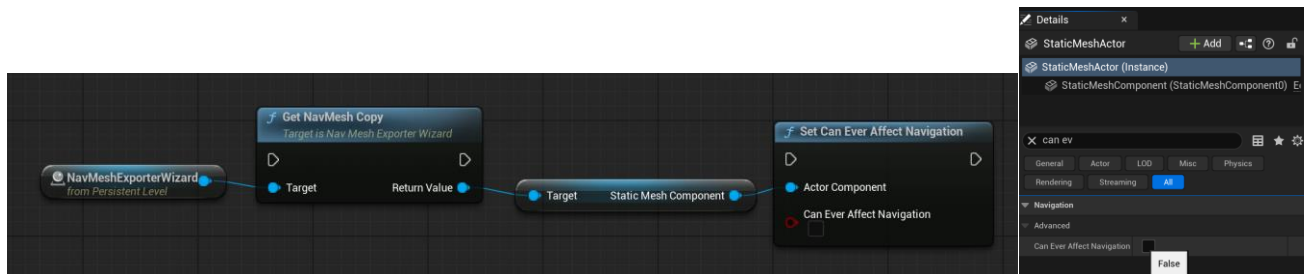
Attention 2: Static mesh of the copy is not serialized when it's created. So if you are satisfied with the result and want to modify it in editor, you'd better save your map then reopen it to make it serialized then do your modifies.

Attention 3: This method uses an engine function which will produce memory garbage when it's called. So use it as less as you can in your shipping game.

3. Bug Report

logerlaw@gmail.com