

Documentation – Navmesh Link Placer

Contents

Summary.....	1
Setup Guide.....	1
Tips for Using the Tool	2
The Demo Scene.....	2
Demo YouTube Video	2
Feedback and Suggestions	3
Support Email	3

Summary

- This tool allows you to quickly place navmesh links into your scene.
- All of the tool's functionality is contained in the "NM_Link_Placer.cs" script.
- This package contains a demo scene which includes a third person player and controller, an enemy AI that chases the player by using the navmesh to find a path.

Setup Guide

1. If not already imported and installed, import the Unity AI Navigation package in the package manager either with a git URL or by name. For both, the name/URL is "**com.unity.ai.navigation**". You can find more installation instructions for the package at <https://docs.unity3d.com/Packages/com.unity.ai.navigation@1.0/manual/index.html>
2. For starters, you can use the demo scene at any point as a reference.
3. Add the NM_Link_Placer script to the object that will contain the Navmesh surface. The navmesh surface is required for making the navmesh surface visible in the editor.
4. Create a prefab navmesh link that the NM_Link_Placer script will use to instantiate NM_Links. You can either use the prefab provided for the demo scene or create your own.
5. Set the parent variable of the NM_Link_Placer script. This is the game object that will be the parent to the create navmesh links. You can change this at any time depending on which object you want the newly created navmesh links to be the children of. If you leave the parent variable empty/null, the placer will set the navmesh link's parent to the game object containing the placer script.
6. That's it! You're all set up to begin using the tool.

Tips for Using the Tool

- You can practice using the tool in the demo scene or in your own scene if you already set it up according to the guide above.
- Before you can begin placing navmesh links, ensure you do the following:
 1. Set the placer script's parent and prefab variable in the inspector.
 2. Bake the navmesh surface.
 3. Select the game object with the placer script.
 4. Enable the "Create Link Mode". You can do this in the inspector window or use the "Ctrl" + "L" hotkey (toggles the mode). To disable "Create Link Mode" you can toggle it with the same "Ctrl" + "L" hotkey or disable it with the "Esc" hotkey.
 5. *****IMPORTANT*****: In the scene view, ensure you're using the "Hand Tool". You can select it directly in the editor or by using the "Q" hotkey.
- Once everything above is done, simply left-mouse click once on an object's surface to set the navmesh link's start point. When you left-mouse click again in a different spot, that will set the navmesh link's end point and the navmesh link will be instantiated.
 - o If you set the navmesh link's start point and subsequently disable "Create Link Mode", the navmesh link will no longer be created.
- You can change the settings of the navmesh link before instantiating it by using the inspector for the placer monobehavior script. The link settings include its width, cost modifier, bidirectionality, and agent and area type.

The Demo Scene

- I created a demo scene in the Demo folder with a simple environment, a third person player, and an enemy.
- The scene has a baked navmesh surface(using the AI -> Navigation window) and the enemy has a navmeshAgent component. The enemy also has a script that sets the player as its target, causing it to hunt down the player.
- I created a gameobject called "Navmesh Links" with the "NM_Link_Placer" component. You can see it already has some navmesh links created around the scene as its children.

Demo YouTube Video

<https://youtu.be/cuQan32gT3A>

Feedback and Suggestions

I would really appreciate any feedback, suggestions, or reviews you have regarding this package so that I can improve it.. Below is a link to the package on the asset store.

<https://assetstore.unity.com/packages/tools/ai/navmesh-link-placer>

Support Email

Feel free to shoot me an email if you need any assistance or clarification. Below is the best email to reach me.

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