About "PathFinder3D"

Thanks for purchasing our asset! Now you have flexible and efficient tool, which enables you to find paths in a three-dimensional space!

Our asset is based on an unique pathfinding algorithm which is a specially modified version of an A* pathfinding algorithm.

Here is the main features of our solution:

- Ability of pathfinding in three-dimensional space of any complexity and size;
- Ease of tuning and using;
- High pathfinding performance;
- Ability to choose between two search algorithms(mod. Astar, Wave trace alg.);
- Use of multithreading. All necessary computations are being executed in parallel threads which allows us to support high framerate;
- There is an ability to optimize and smoothen the found trajectory;
- Possibility of serialization / deserialization of spatial graphs;
- Ability to search for a path for several spatial graphs of different scales at once;
- Built-in solution for moving along the found path;
- Built-in solution for pursuing moving targets;
- Demonstrative examples of using;
- Full documentation and user's manual;
- There are lots of user API functions that make control of pathfinding and object moving more easy;
- There are a state machine and event system, which allows us to control objects easier.

Our future plans:

- Implementation of local avoidance for dynamic obstacles;
- Accelerating of pathfinding algorithms;
- Improving path optimization and smoothing algorithms;
- Expanding user API.

All necessary information on tuning and using the asset you can find in the "User's guide.pdf" file.