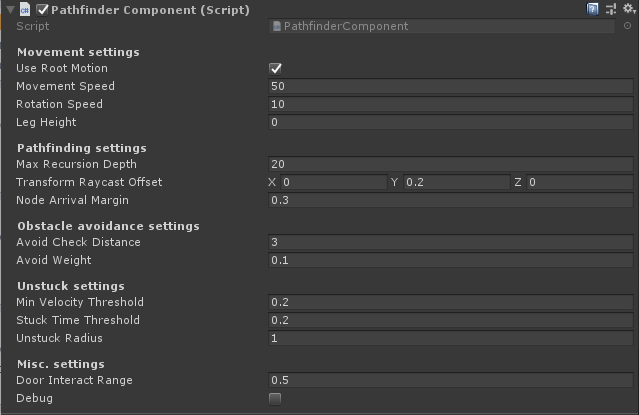
Pathfinding documentation

(To be expanded)



# Movement settings

### Use root motion

Whether the agent should move through root motion from the animator component or if the component is to move the agent itself.

### Movement speed

How fast the agent should move. Does nothing if *Use root motion* is enabled.

### Rotation speed

How fast the agent can turn.

### Leg height

The distance between the ground and the agents origin.

# Pathfinding settings

### Max recursion depth

How many times the stringpull algorithm can recurse before aborting. Mostly a safety feature.

### Transform raycast offset

The offset from the agents origin to where the component raycasts from. Mostly to avoid hitting the floor if the origin is low.

### Node arrival margin

How close the agent has to be to a point to consider it self at the point.

# Obstacle avoidance settings

### Avoid check distance

How close another agent has to be for the agent to start steering away from it.

### Avoid weight

How strongly the agent is to avoid other nearby minions.

# Unstuck settings

### Min velocity threshold

How slow the agent has to move to be considered stationary (stuck).

### Stuck time threshold

How long the agent has to be “stationary” to start trying to unstuck itself.

### Unstuck radius

How far the agent can move to unstuck itself.

# Miscellaneous settings

### Door interact range

How far in front of the agent to start looking for doors to open.

### Debug

Enables/disables debug info.