Crowd Manager

Crowd Manager section of the Unreal Engine Project Settings.

Crowd Manager

Config

Section	Description
Avoidance Config	Obstacle avoidance parameters.
Sampling Patterns	Obstacle avoidance parameters.
Max Agents	Maximum number of agents supported by crowd.
Max Agent Radius	Maximum radius of an agent that can be added to the crowd.
Max Avoided Agents	Maximum number of neighbor agents for velocity avoidance.
Max Avoided Walls	Maximum number of wall segments for velocity avoidance.
NavMesh Check Interval	Defines how often the agents should check their position after moving off NavMesh.
Path Optimization Interval	Defines how often agents should try to optimize their paths.
Separation Dir Clamp	Clamp the separation force to the left or right when the neighbor is behind the agent (that is, when the dot product between the agent's facing direction and the direction of the neighbor is less than this threshold value). This can be any value between -1 (no effect) and 1 (applies all the time), but is typically set to a value of 0 or below. The effect is that the agent will try to give a way to the agents coming from behind. To tune the behavior, change this value gradually from -1 towards 1. 0 means that to avoid neighbor agents strictly behind.

Section	Description
Path Offset Radius Multiplier	Agent radius multiplier for offsetting paths around corners.
Resolve Collisions	Defines whether crowd simulation should resolve collisions between agents. If not, this will be handled by their movement components.