Navmesh Path Draw Documentation

GETTING STARTED:

1. First of you need to have the Navmesh Components of your Unity version imported. Get it from here
2. Drag the *NavmeshPathDraw* prefab to your scene.
3. This already has a Line Renderer component which you can customize and use whatever material you want but there's a default material and styling that comes with this package. This prefab also contains the **NavmeshPathDraw** script.
4. Make a plane object and add a navmesh surface to it and bake the navmesh.
5. Make another object and place it anywhere on the plane.
6. Drag and drop the object into the *Destination* property inside the inspector.
7. Make sure the *NavmeshPathDraw* prefab is sitting on the navmesh of the new baked plane.
8. Make sure the **Ground Layers** property inside the **NavmeshPathDraw** script of the prefab is set to the same layer as the created plane.
9. Play game. And a path should draw to the destination.

IMPORTANT:

Adding the NavmeshPathDraw script will automatically add the line renderer component.

On drawing a path to the destination, the system will fire a downward cast to get the bottom/below navmesh point. This exists because if you have an object above the navmesh the path will not draw. You can check the script for the code to improve or remove as you wish.

PROPERTIES AND METHODS:

Draw() – This will draw the path

Stop() – This will stop drawing the path and make it disappear

destination – Takes in the transform position of the target destination

recalculatePath - Set whether the path draw should be recalculated every set amount of time

recalculationTime – Updates the path draw every set amount of time in seconds

groundLayers – *Set the layers that can be used to calculate a path*