

Namespace NavMeshPlus.Components

Classes

[NavMeshLink](#)

[NavMeshModifier](#)

[NavMeshModifierTilemap](#)

[NavMeshModifierVolume](#)

[NavMeshSurface](#)

Structs

[NavMeshModifierTilemap.TileModifier](#)

Enums

[CollectObjects](#)

Enum CollectObjects

Namespace: [NavMeshPlus.Components](#)

Assembly: NavMeshPlus.dll

```
public enum CollectObjects
```

Fields

All = 0

Children = 2

Volume = 1

Class NavMeshLink

Namespace: [NavMeshPlus.Components](#)

Assembly: NavMeshPlus.dll

```
[ExecuteInEditMode]
[DefaultExecutionOrder(-101)]
[AddComponentMenu("Navigation/Navigation Link", 33)]
[HelpURL("https://github.com/Unity-Technologies/NavMeshPlus#documentation-draft")]
public class NavMeshLink : MonoBehaviour
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← NavMeshLink

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ,
[MonoBehaviour.StartCoroutine Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,
MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>() ,
[Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , Component.GetComponentsInParent<T>() ,
[Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>()

Component.GetComponentIndex() , Component.CompareTag(string) ,
Component.SendMessageUpwards(string, object, SendMessageOptions) ,
Component.SendMessageUpwards(string, object) , Component.SendMessageUpwards(string) ,
Component.SendMessageUpwards(string, SendMessageOptions) ,
Component.SendMessage(string, object) , Component.SendMessage(string) ,
Component.SendMessage(string, object, SendMessageOptions) ,
Component.SendMessage(string, SendMessageOptions) ,
Component.BroadcastMessage(string, object, SendMessageOptions) ,
Component.BroadcastMessage(string, object) , Component.BroadcastMessage(string) ,
Component.BroadcastMessage(string, SendMessageOptions) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
Object.Equals(object) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform) ,
Object.InstantiateAsync<T>(T, Vector3, Quaternion) ,
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) , Object.InstantiateAsync<T>(T, int) ,
Object.InstantiateAsync<T>(T, int, Transform) ,
Object.InstantiateAsync<T>(T, int, Vector3, Quaternion) ,
Object.InstantiateAsync<T>(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>) ,
Object.InstantiateAsync<T>(T, int, Transform, Vector3, Quaternion) ,
Object.InstantiateAsync<T>(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>) ,
Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) ,
Object.Instantiate(Object, Transform, bool) , Object.Instantiate<T>(T) ,
Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
Object.Instantiate<T>(T, Transform, bool) , Object.Destroy(Object, float) , Object.Destroy(Object) ,
Object.DestroyImmediate(Object, bool) , Object.DestroyImmediate(Object) ,
Object.FindObjectsOfType(Type) , Object.FindObjectsOfType(Type, bool) ,
Object.FindObjectsByType(Type, FindObjectsSortMode) ,
Object.FindObjectsByType(Type, FindObjectsInactive, FindObjectsSortMode) ,
Object.DontDestroyOnLoad(Object) , Object.DestroyObject(Object, float) ,
Object.DestroyObject(Object) , Object.FindSceneObjectsOfType(Type) ,
Object.FindObjectsOfTypeIncludingAssets(Type) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , Object.FindObjectsOfType<T>(bool) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
ObjectFindObjectOfType<T>() , Object.FindObjectType<T>(bool) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , Object.FindObjectsOfTypeAll(Type) ,
Object.FindObjectType(Type) , Object.FindFirstObjectByType(Type) ,

[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Properties

agentTypeID

```
public int agentTypeID { get; set; }
```

Property Value

[int](#)

area

```
public int area { get; set; }
```

Property Value

[int](#)

autoUpdate

```
public bool autoUpdate { get; set; }
```

Property Value

[bool](#)

bidirectional

```
public bool bidirectional { get; set; }
```

Property Value

[bool ↗](#)

costModifier

```
public int costModifier { get; set; }
```

Property Value

[int ↗](#)

endPoint

```
public Vector3 endPoint { get; set; }
```

Property Value

Vector3

startPoint

```
public Vector3 startPoint { get; set; }
```

Property Value

Vector3

width

```
public float width { get; set; }
```

Property Value

[float](#) ↗

Methods

UpdateLink()

```
public void UpdateLink()
```

Class NavMeshModifier

Namespace: [NavMeshPlus.Components](#)

Assembly: NavMeshPlus.dll

```
[ExecuteInEditMode]
[AddComponentMenu("Navigation/Navigation Modifier", 32)]
[HelpURL("https://github.com/Unity-Technologies/NavMeshComponents#documentation-draft")]
public class NavMeshModifier : MonoBehaviour
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← NavMeshModifier

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,
MonoBehaviour.DestroyCancelledToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.RunWithEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>() ,
[Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , Component.GetComponentsInParent<T>() ,
[Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
Component.GetComponentIndex() , [Component.CompareTag\(string\)](#) ,

[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform) ,
Object.InstantiateAsync<T>(T, Vector3, Quaternion) ,
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) , [Object.InstantiateAsync<T>\(T, int\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) ,
[Object.Instantiate\(Object, Transform, bool\)](#) , Object.Instantiate<T>(T) ,
Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
ObjectFindObjectOfType<T>() , [Object.FindObjectType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectType\(Type, bool\)](#) ,

[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Properties

activeModifiers

```
public static List<NavMeshModifier> activeModifiers { get; }
```

Property Value

[List](#) <[NavMeshModifier](#)>

area

```
public int area { get; set; }
```

Property Value

[int](#)

ignoreFromBuild

```
public bool ignoreFromBuild { get; set; }
```

Property Value

[bool](#)

overrideArea

```
public bool overrideArea { get; set; }
```

Property Value

bool ↗

Methods

AffectsAgentType(int)

```
public bool AffectsAgentType(int agentTypeID)
```

Parameters

agentTypeID int ↗

Returns

bool ↗

Class NavMeshModifierTilemap

Namespace: [NavMeshPlus.Components](#)

Assembly: NavMeshPlus.dll

```
[AddComponentMenu("Navigation/Navigation Modifier Tilemap", 33)]
[HelpURL("https://github.com/Unity-Technologies/NavMeshComponents#documentation-draft")]
[RequireComponent(typeof(Tilemap))]
[RequireComponent(typeof(NavMeshModifier))]
[DisallowMultipleComponent]
[ExecuteInEditMode]
public class NavMeshModifierTilemap : MonoBehaviour
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← NavMeshModifierTilemap

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,
MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>() ,
[Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , Component.GetComponentsInParent<T>() ,
[Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) ,

[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
Component.GetComponentIndex() , [Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode()
[Object.Equals\(object\)](#) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform)
Object.InstantiateAsync<T>(T, Vector3, Quaternion) ,
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) , [Object.InstantiateAsync<T>\(T, int\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) ,
[Object.Instantiate\(Object, Transform, bool\)](#) , Object.Instantiate<T>(T) ,
Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
ObjectFindObjectOfType<T>() , [Object.FindObjectType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,

[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectOfType\(Type\)](#) ,
[Object.FindAnyObjectOfType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectOfType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectOfType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Methods

AffectsAgentType(int)

```
public bool AffectsAgentType(int agentTypeID)
```

Parameters

agentTypeID [int](#)

Returns

[bool](#)

CacheModifiers()

```
public void CacheModifiers()
```

GetModifierMap()

```
public Dictionary<TileBase, NavMeshModifierTilemap.TileModifier> GetModifierMap()
```

Returns

[Dictionary](#)<TileBase, [NavMeshModifierTilemap.TileModifier](#)>

TryGetTileModifier(Vector3Int, Tilemap, out TileModifier)

```
public virtual bool TryGetTileModifier(Vector3Int coords, Tilemap tilemap, out  
NavMeshModifierTilemap.TileModifier modifier)
```

Parameters

coords Vector3Int

tilemap Tilemap

modifier [NavMeshModifierTilemap.TileModifier](#)

Returns

[bool](#)

Struct NavMeshModifierTilemap.TileModifier

Namespace: [NavMeshPlus.Components](#)

Assembly: NavMeshPlus.dll

```
[Serializable]
public struct NavMeshModifierTilemap.TileModifier
```

Inherited Members

[ValueType.Equals\(object\)](#) , [ValueType.GetHashCode\(\)](#) , [ValueType.ToString\(\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Fields

area

```
public int area
```

Field Value

[int](#)

overrideArea

```
public bool overrideArea
```

Field Value

[bool](#)

tile

```
public TileBase tile
```

Field Value

TileBase

Class NavMeshModifierVolume

Namespace: [NavMeshPlus.Components](#)

Assembly: NavMeshPlus.dll

```
[ExecuteInEditMode]
[AddComponentMenu("Navigation/Navigation ModifierVolume", 31)]
[HelpURL("https://github.com/Unity-Technologies/NavMeshComponents#documentation-draft")]
public class NavMeshModifierVolume : MonoBehaviour
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← NavMeshModifierVolume

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,
MonoBehaviour.DestroyCancelledToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.RunWithEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>() ,
[Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , Component.GetComponentsInParent<T>() ,
[Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
Component.GetComponentIndex() , [Component.CompareTag\(string\)](#) ,

[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform) ,
Object.InstantiateAsync<T>(T, Vector3, Quaternion) ,
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) , [Object.InstantiateAsync<T>\(T, int\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) ,
[Object.Instantiate\(Object, Transform, bool\)](#) , Object.Instantiate<T>(T) ,
Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
ObjectFindObjectOfType<T>() , [Object.FindObjectType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectType\(Type, bool\)](#) ,

[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Properties

activeModifiers

```
public static List<NavMeshModifierVolume> activeModifiers { get; }
```

Property Value

[List](#) <[NavMeshModifierVolume](#)>

area

```
public int area { get; set; }
```

Property Value

[int](#)

center

```
public Vector3 center { get; set; }
```

Property Value

Vector3

size

```
public Vector3 size { get; set; }
```

Property Value

Vector3

Methods

AffectsAgentType(int)

```
public bool AffectsAgentType(int agentTypeID)
```

Parameters

agentTypeID [int](#)

Returns

[bool](#)

Class NavMeshSurface

Namespace: [NavMeshPlus.Components](#)

Assembly: NavMeshPlus.dll

```
[ExecuteAlways]
[DefaultExecutionOrder(-102)]
[AddComponentMenu("Navigation/Navigation Surface", 30)]
[HelpURL("https://github.com/Unity-Technologies/NavMeshComponents#documentation-draft")]
public class NavMeshSurface : MonoBehaviour
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← NavMeshSurface

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ,
[MonoBehaviour.StartCoroutine Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,
MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>() ,
[Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , Component.GetComponentsInParent<T>() ,
[Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>()

Component.GetComponentIndex() , Component.CompareTag(string) ,
Component.SendMessageUpwards(string, object, SendMessageOptions) ,
Component.SendMessageUpwards(string, object) , Component.SendMessageUpwards(string) ,
Component.SendMessageUpwards(string, SendMessageOptions) ,
Component.SendMessage(string, object) , Component.SendMessage(string) ,
Component.SendMessage(string, object, SendMessageOptions) ,
Component.SendMessage(string, SendMessageOptions) ,
Component.BroadcastMessage(string, object, SendMessageOptions) ,
Component.BroadcastMessage(string, object) , Component.BroadcastMessage(string) ,
Component.BroadcastMessage(string, SendMessageOptions) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
Object.Equals(object) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform) ,
Object.InstantiateAsync<T>(T, Vector3, Quaternion) ,
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) , Object.InstantiateAsync<T>(T, int) ,
Object.InstantiateAsync<T>(T, int, Transform) ,
Object.InstantiateAsync<T>(T, int, Vector3, Quaternion) ,
Object.InstantiateAsync<T>(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>) ,
Object.InstantiateAsync<T>(T, int, Transform, Vector3, Quaternion) ,
Object.InstantiateAsync<T>(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>) ,
Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) ,
Object.Instantiate(Object, Transform, bool) , Object.Instantiate<T>(T) ,
Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
Object.Instantiate<T>(T, Transform, bool) , Object.Destroy(Object, float) , Object.Destroy(Object) ,
Object.DestroyImmediate(Object, bool) , Object.DestroyImmediate(Object) ,
Object.FindObjectsOfType(Type) , Object.FindObjectsOfType(Type, bool) ,
Object.FindObjectsByType(Type, FindObjectsSortMode) ,
Object.FindObjectsByType(Type, FindObjectsInactive, FindObjectsSortMode) ,
Object.DontDestroyOnLoad(Object) , Object.DestroyObject(Object, float) ,
Object.DestroyObject(Object) , Object.FindSceneObjectsOfType(Type) ,
Object.FindObjectsOfTypeIncludingAssets(Type) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , Object.FindObjectsOfType<T>(bool) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
ObjectFindObjectOfType<T>() , Object.FindObjectType<T>(bool) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , Object.FindObjectsOfTypeAll(Type) ,
Object.FindObjectType(Type) , Object.FindFirstObjectByType(Type) ,

[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Properties

NevMeshExtensions

```
public INavMeshExtensionsProvider NevMeshExtensions { get; set; }
```

Property Value

[INavMeshExtensionsProvider](#)

activeSurfaces

```
public static List<NavMeshSurface> activeSurfaces { get; }
```

Property Value

[List](#) <[NavMeshSurface](#)>

agentTypeID

```
public int agentTypeID { get; set; }
```

Property Value

[int](#)

buildHeightMesh

```
public bool buildHeightMesh { get; set; }
```

Property Value

[bool ↗](#)

center

```
public Vector3 center { get; set; }
```

Property Value

Vector3

collectObjects

```
public CollectObjects collectObjects { get; set; }
```

Property Value

[CollectObjects](#)

defaultArea

```
public int defaultArea { get; set; }
```

Property Value

[int ↗](#)

hideEditorLogs

```
public bool hideEditorLogs { get; set; }
```

Property Value

[bool](#) ↗

ignoreNavMeshAgent

```
public bool ignoreNavMeshAgent { get; set; }
```

Property Value

[bool](#) ↗

ignoreNavMeshObstacle

```
public bool ignoreNavMeshObstacle { get; set; }
```

Property Value

[bool](#) ↗

layerMask

```
public LayerMask layerMask { get; set; }
```

Property Value

LayerMask

navMeshData

```
public NavMeshData navMeshData { get; set; }
```

Property Value

NavMeshData

navMeshDataInstance

```
public NavMeshDataInstance navMeshDataInstance { get; }
```

Property Value

NavMeshDataInstance

overrideTileSize

```
public bool overrideTileSize { get; set; }
```

Property Value

[bool](#) ↗

overrideVoxelSize

```
public bool overrideVoxelSize { get; set; }
```

Property Value

[bool](#) ↗

size

```
public Vector3 size { get; set; }
```

Property Value

Vector3

tileSize

```
public int tileSize { get; set; }
```

Property Value

[int](#)

useGeometry

```
public NavMeshCollectGeometry useGeometry { get; set; }
```

Property Value

NavMeshCollectGeometry

voxelSize

```
public float voxelSize { get; set; }
```

Property Value

[float](#)

Methods

AddData()

```
public void AddData()
```

BuildNavMesh()

```
public void BuildNavMesh()
```

BuildNavMeshAsync()

```
public AsyncOperation BuildNavMeshAsync()
```

Returns

AsyncOperation

CalculateWorldBounds(List<NavMeshBuildSource>)

```
public Bounds CalculateWorldBounds(List<NavMeshBuildSource> sources)
```

Parameters

sources [List](#)<NavMeshBuildSource>

Returns

Bounds

GetBuildSettings()

```
public NavMeshBuildSettings GetBuildSettings()
```

Returns

GetWorldBounds(Matrix4x4, Bounds)

```
public static Bounds GetWorldBounds(Matrix4x4 mat, Bounds bounds)
```

Parameters

mat Matrix4x4

bounds Bounds

Returns

Bounds

RemoveData()

```
public void RemoveData()
```

UpdateNavMesh(NavMeshData)

```
public AsyncOperation UpdateNavMesh(NavMeshData data)
```

Parameters

data NavMeshData

Returns

AsyncOperation

Namespace NavMeshPlus.Components.Editors

Classes

[NavMeshAssetManager](#)

[NavMeshComponentsGUIUtility](#)

Class NavMeshAssetManager

Namespace: [NavMeshPlus.Components.Editors](#)

Assembly: NavMeshPlusEditor.dll

```
public class NavMeshAssetManager : ScriptableSingleton<NavMeshAssetManager>
```

Inheritance

[object](#) ← Object ← ScriptableObject ← ScriptableSingleton<[NavMeshAssetManager](#)> ← NavMeshAssetManager

Inherited Members

[ScriptableSingleton<NavMeshAssetManager>.Save\(bool\)](#) ,
[ScriptableSingleton<NavMeshAssetManager>.GetFilePath\(\)](#) ,
[ScriptableSingleton<NavMeshAssetManager>.instance](#) , [ScriptableObject.SetDirty\(\)](#) ,
[ScriptableObject.CreateInstance\(string\)](#) , [ScriptableObject.CreateInstance\(Type\)](#) ,
[ScriptableObject.CreateInstance<T>\(\)](#) , [Object.GetInstanceId\(\)](#) , [Object.GetHashCode\(\)](#) ,
[Object.Equals\(object\)](#) , [Object.InstantiateAsync<T>\(T\)](#) , [Object.InstantiateAsync<T>\(T, Transform\)](#) ,
[Object.InstantiateAsync<T>\(T, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, Transform, Vector3, Quaternion\)](#) , [Object.InstantiateAsync<T>\(T, int\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
[Object.Instantiate\(Object, Vector3, Quaternion\)](#) ,
[Object.Instantiate\(Object, Vector3, Quaternion, Transform\)](#) , [Object.Instantiate\(Object\)](#) ,
[Object.Instantiate\(Object, Scene\)](#) , [Object.Instantiate\(Object, Transform\)](#) ,
[Object.Instantiate\(Object, Transform, bool\)](#) , [Object.Instantiate<T>\(T\)](#) ,
[Object.Instantiate<T>\(T, Vector3, Quaternion\)](#) ,
[Object.Instantiate<T>\(T, Vector3, Quaternion, Transform\)](#) , [Object.Instantiate<T>\(T, Transform\)](#) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , [Object.Destroy\(Object\)](#) ,
[Object.DestroyImmediate\(Object, bool\)](#) , [Object.DestroyImmediate\(Object\)](#) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
[Object.DontDestroyOnLoad\(Object\)](#) , [Object.DestroyObject\(Object, float\)](#) ,
[Object.DestroyObject\(Object\)](#) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , [Object.FindObjectsOfType<T>\(\)](#) ,

Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
Object.FindObjectOfType<T>() , [Object.FindObjectOfType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Methods

ClearSurfaces(Object[])

```
public void ClearSurfaces(Object[] surfaces)
```

Parameters

surfaces Object[]

IsSurfaceBaking(NavMeshSurface)

```
public bool IsSurfaceBaking(NavMeshSurface surface)
```

Parameters

surface [NavMeshSurface](#)

Returns

[bool](#)

StartBakingSurfaces(Object[])

```
public void StartBakingSurfaces(Object[] surfaces)
```

Parameters

surfaces Object[]

Class NavMeshComponentsGUIUtility

Namespace: [NavMeshPlus.Components.Editors](#)

Assembly: NavMeshPlusEditor.dll

```
public static class NavMeshComponentsGUIUtility
```

Inheritance

[object](#) ← NavMeshComponentsGUIUtility

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

AgentMaskPopup(string, SerializedProperty)

```
public static void AgentMaskPopup(string labelName, SerializedProperty agentMask)
```

Parameters

labelName [string](#)

agentMask SerializedProperty

AgentTypePopup(Rect, string, SerializedProperty)

```
public static void AgentTypePopup(Rect rect, string labelName,  
SerializedProperty agentTypeID)
```

Parameters

rect Rect

labelName [string](#)

`agentTypeID` SerializedProperty

AreaPopup(Rect, string, SerializedProperty)

```
public static void AreaPopup(Rect rect, string labelName, SerializedProperty areaProperty)
```

Parameters

`rect` Rect

`labelName` [string](#)

`areaProperty` SerializedProperty

CreateAndSelectGameObject(string, GameObject)

```
public static GameObject CreateAndSelectGameObject(string suggestedName, GameObject parent)
```

Parameters

`suggestedName` [string](#)

`parent` GameObject

Returns

GameObject

IsAgentSelectionValid(SerializedProperty)

```
public static bool IsAgentSelectionValid(SerializedProperty agentTypeID)
```

Parameters

`agentTypeID` SerializedProperty

Returns

bool ↗

Namespace NavMeshPlus.Extensions

Classes

[AgentDefaultOverride](#)

[AgentOverride2d](#)

[AgentRotate2d](#)

[CollectSources2d](#)

[CollectSourcesCache2d](#)

[CollectTilemapSourcesCache2d](#)

[NavMeshAgentAttribute](#)

[NavMeshAreaAttribute](#)

[NavMeshBuilderState](#)

[NavMeshExtension](#)

[RootSources2d](#)

[RotateAgentInstantly](#)

[RotateAgentSmoothly](#)

Interfaces

[IAgentOverride](#)

[INavMeshExtensionsProvider](#)

Class AgentDefaultOverride

Namespace: [NavMeshPlus.Extensions](#)

Assembly: NavMeshPlus.dll

```
public class AgentDefaultOverride : IAgentOverride
```

Inheritance

[object](#) ← AgentDefaultOverride

Implements

[IAgentOverride](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

UpdateAgent()

```
public void UpdateAgent()
```

Class AgentOverride2d

Namespace: [NavMeshPlus.Extensions](#)

Assembly: NavMeshPlus.dll

```
public class AgentOverride2d : MonoBehaviour
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← AgentOverride2d

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,
MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>() ,
[Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , Component.GetComponentsInParent<T>() ,
[Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
Component.GetComponentIndex() , [Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,

[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform) ,
Object.InstantiateAsync<T>(T, Vector3, Quaternion) ,
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) , [Object.InstantiateAsync<T>\(T, int\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) ,
[Object.Instantiate\(Object, Transform, bool\)](#) , Object.Instantiate<T>(T) ,
Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
ObjectFindObjectOfType<T>() , [Object.FindObjectType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,

`Object.hideFlags` , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Properties

Agent

```
public NavMeshAgent Agent { get; }
```

Property Value

NavMeshAgent

agentOverride

```
public IAgentOverride agentOverride { get; set; }
```

Property Value

[IAgentOverride](#)

Class AgentRotate2d

Namespace: [NavMeshPlus.Extensions](#)

Assembly: NavMeshPlus.dll

```
public class AgentRotate2d : MonoBehaviour
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← AgentRotate2d

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,
MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>() ,
[Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , Component.GetComponentsInParent<T>() ,
[Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
Component.GetComponentIndex() , [Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,

[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform) ,
Object.InstantiateAsync<T>(T, Vector3, Quaternion) ,
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) , [Object.InstantiateAsync<T>\(T, int\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) ,
[Object.Instantiate\(Object, Transform, bool\)](#) , Object.Instantiate<T>(T) ,
Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
ObjectFindObjectOfType<T>() , [Object.FindObjectType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,

`Object.hideFlags` , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Class CollectSources2d

Namespace: [NavMeshPlus.Extensions](#)

Assembly: NavMeshPlus.dll

```
[ExecuteAlways]
[AddComponentMenu("Navigation/Navigation CollectSources2d", 30)]
public class CollectSources2d : NavMeshExtension
```

Inheritance

[Object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← [NavMeshExtension](#) ← CollectSources2d

Inherited Members

[NavMeshExtension.Order](#) ,
[NavMeshExtension.PostCollectSources\(NavMeshSurface, List<NavMeshBuildSource>, NavMeshBuilderState\)](#) ,
[NavMeshExtension.NavMeshSurfaceOwner](#) , [NavMeshExtension.Awake\(\)](#) ,
[NavMeshExtension.OnEnable\(\)](#) , [NavMeshExtension.OnDestroy\(\)](#) ,
[NavMeshExtension.ConnectToVcam\(bool\)](#) , MonoBehaviour.IsInvoking() ,
MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,
MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>() ,
[Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>()

[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) ,
[Component.GetComponentInParent<T>\(bool, List<T>\)](#) , Component.GetComponentInParent<T>()
,
[Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>()
,
Component.GetComponentIndex() , [Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform
,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode()
,
[Object.Equals\(object\)](#) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform)
,
Object.InstantiateAsync<T>(T, Vector3, Quaternion)
,
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) , [Object.InstantiateAsync<T>\(T, int\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
Object.Instantiate(Object, Vector3, Quaternion)
,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object)
,
Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform)
,
[Object.Instantiate\(Object, Transform, bool\)](#) , Object.Instantiate<T>(T)
,
Object.Instantiate<T>(T, Vector3, Quaternion)
,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform)
,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object)
,
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object)
,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>()
,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode)
,

Object.FindObjectOfType<T>() , [Object.FindObjectOfType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Properties

compressBounds

```
public bool compressBounds { get; set; }
```

Property Value

[bool](#)

overrideByGrid

```
public bool overrideByGrid { get; set; }
```

Property Value

[bool](#)

overrideVector

```
public Vector3 overrideVector { get; set; }
```

Property Value

Vector3

useMeshPrefab

```
public GameObject useMeshPrefab { get; set; }
```

Property Value

GameObject

Methods

CalculateWorldBounds(NavMeshSurface,
List<NavMeshBuildSource>, NavMeshBuilderState)

```
public override void CalculateWorldBounds(NavMeshSurface surface, List<NavMeshBuildSource>  
sources, NavMeshBuilderState navNeshState)
```

Parameters

surface [NavMeshSurface](#)

sources [List](#)<NavMeshBuildSource>

navNeshState [NavMeshBuilderState](#)

CollectSources(NavMeshSurface, List<NavMeshBuildSource>,
NavMeshBuilderState)

```
public override void CollectSources(NavMeshSurface surface, List<NavMeshBuildSource>  
sources, NavMeshBuilderState navNeshState)
```

Parameters

surface [NavMeshSurface](#)

`sources` [List](#) <NavMeshBuildSource>

`navNeshState` [NavMeshBuilderState](#)

Class CollectSourcesCache2d

Namespace: [NavMeshPlus.Extensions](#)

Assembly: NavMeshPlus.dll

```
[ExecuteAlways]
[AddComponentMenu("Navigation/Navigation CacheSources2d", 30)]
public class CollectSourcesCache2d : NavMeshExtension
```

Inheritance

[Object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← [NavMeshExtension](#) ← CollectSourcesCache2d

Inherited Members

[NavMeshExtension.Order](#) ,
[NavMeshExtension.CalculateWorldBounds\(NavMeshSurface, List<NavMeshBuildSource>, NavMeshBuilderState\)](#) ,
[NavMeshExtension.NavMeshSurfaceOwner](#) , [NavMeshExtension.OnEnable\(\)](#) ,
[NavMeshExtension.ConnectToVcam\(bool\)](#) , MonoBehaviour.IsInvoking() ,
MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,
MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>() ,
[Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
[Component.GetComponentInChildren<T>\(bool, List<T>\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,

[Component.GetComponentInParent<T>\(bool\)](#) ,
[Component.GetComponentInParent<T>\(bool, List<T>\)](#) , Component.GetComponentInParent<T>()
[Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>()
Component.GetComponentIndex() , [Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode()
[Object.Equals\(object\)](#) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform)
Object.InstantiateAsync<T>(T, Vector3, Quaternion) ,
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) , [Object.InstantiateAsync<T>\(T, int\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) ,
[Object.Instantiate\(Object, Transform, bool\)](#) , Object.Instantiate<T>(T) ,
Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>()
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectInactive, FindObjectsSortMode) ,
Object.FindObjectOfType<T>() , [Object.FindObjectOfType<T>\(bool\)](#) ,

Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Properties

Cache

```
public List<NavMeshBuildSource> Cache { get; }
```

Property Value

[List](#)<NavMeshBuildSource>

CahcheCount

```
public int CahcheCount { get; }
```

Property Value

[int](#)

IsDirty

```
public bool IsDirty { get; protected set; }
```

Property Value

[bool](#)

SourcesCount

```
public int SourcesCount { get; }
```

Property Value

[int ↗](#)

Methods

AddSource(GameObject, NavMeshBuildSource)

```
public bool AddSource(GameObject game0bject, NavMeshBuildSource source)
```

Parameters

game0bject GameObject

source NavMeshBuildSource

Returns

[bool ↗](#)

Awake()

```
protected override void Awake()
```

CollectSources(NavMeshSurface, List<NavMeshBuildSource>, NavMeshBuilderState)

```
public override void CollectSources(NavMeshSurface surface, List<NavMeshBuildSource>
```

```
sources, NavMeshBuilderState navMeshState)
```

Parameters

surface [NavMeshSurface](#)

sources [List](#)<NavMeshBuildSource>

navMeshState [NavMeshBuilderState](#)

OnDestroy()

```
protected override void OnDestroy()
```

PostCollectSources(NavMeshSurface, List<NavMeshBuildSource>, NavMeshBuilderState)

```
public override void PostCollectSources(NavMeshSurface surface, List<NavMeshBuildSource>  
sources, NavMeshBuilderState navNeshState)
```

Parameters

surface [NavMeshSurface](#)

sources [List](#)<NavMeshBuildSource>

navNeshState [NavMeshBuilderState](#)

RemoveSource(GameObject)

```
public bool RemoveSource(GameObject gameObject)
```

Parameters

gameObject GameObject

Returns

bool ↗

UpdateNavMesh()

```
public AsyncOperation UpdateNavMesh()
```

Returns

AsyncOperation

UpdateNavMesh(NavMeshData)

```
public AsyncOperation UpdateNavMesh(NavMeshData data)
```

Parameters

data NavMeshData

Returns

AsyncOperation

UpdateSource(GameObject)

```
public bool UpdateSource(GameObject gameObject)
```

Parameters

gameObject GameObject

Returns

bool ↗

Class CollectTilemapSourcesCache2d

Namespace: [NavMeshPlus.Extensions](#)

Assembly: NavMeshPlus.dll

```
[ExecuteAlways]
[AddComponentMenu("Navigation/Navigation CacheTilemapSources2d", 30)]
public class CollectTilemapSourcesCache2d : NavMeshExtension
```

Inheritance

[Object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← [NavMeshExtension](#) ← CollectTilemapSourcesCache2d

Inherited Members

[NavMeshExtension.Order](#) ,
[NavMeshExtension.CollectSources\(](#)[NavMeshSurface](#), [List<NavMeshBuildSource>](#), [NavMeshBuilderState](#)[\)](#) ,
[NavMeshExtension.CalculateWorldBounds\(](#)[NavMeshSurface](#), [List<NavMeshBuildSource>](#),
[NavMeshBuilderState](#)[\)](#) ,
[NavMeshExtension.NavMeshSurfaceOwner](#) , [NavMeshExtension.OnEnable\(\)](#) ,
[NavMeshExtension.ConnectToVcam\(bool\)](#) , MonoBehaviour.IsNullOrInvoking() ,
MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsNullOrInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,
MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>() ,
[Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>()

[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) ,
[Component.GetComponentInParent<T>\(bool, List<T>\)](#) , Component.GetComponentInParent<T>()
,
[Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>()
,
Component.GetComponentIndex() , [Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform
,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode()
,
[Object.Equals\(object\)](#) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform)
,
Object.InstantiateAsync<T>(T, Vector3, Quaternion)
,
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) , [Object.InstantiateAsync<T>\(T, int\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
Object.Instantiate(Object, Vector3, Quaternion)
,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object)
,
Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform)
,
[Object.Instantiate\(Object, Transform, bool\)](#) , Object.Instantiate<T>(T)
,
Object.Instantiate<T>(T, Vector3, Quaternion)
,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform)
,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object)
,
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object)
,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>()
,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode)
,

Object.FindObjectOfType<T>() , [Object.FindObjectOfType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Methods

Awake()

```
protected override void Awake()
```

OnDestroy()

```
protected override void OnDestroy()
```

PostCollectSources(NavMeshSurface, List<NavMeshBuildSource>, NavMeshBuilderState)

```
public override void PostCollectSources(NavMeshSurface surface, List<NavMeshBuildSource>  
sources, NavMeshBuilderState navNeshState)
```

Parameters

surface [NavMeshSurface](#)

sources [List](#)<NavMeshBuildSource>

navNeshState [NavMeshBuilderState](#)

UpdateNavMesh()

```
public AsyncOperation UpdateNavMesh()
```

Returns

AsyncOperation

UpdateNavMesh(NavMeshData)

```
public AsyncOperation UpdateNavMesh(NavMeshData data)
```

Parameters

data NavMeshData

Returns

AsyncOperation

Interface IAgentOverride

Namespace: [NavMeshPlus.Extensions](#)

Assembly: NavMeshPlus.dll

```
public interface IAgentOverride
```

Methods

UpdateAgent()

```
void UpdateAgent()
```

Interface INavMeshExtensionsProvider

Namespace: [NavMeshPlus.Extensions](#)

Assembly: NavMeshPlus.dll

```
public interface INavMeshExtensionsProvider
```

Properties

Count

```
int Count { get; }
```

Property Value

[int](#)

this[int]

```
NavMeshExtension this[int index] { get; }
```

Parameters

index [int](#)

Property Value

[NavMeshExtension](#)

Methods

Add(NavMeshExtension, int)

```
void Add(NavMeshExtension extension, int order)
```

Parameters

extension [NavMeshExtension](#)

order [int](#)

Remove(NavMeshExtension)

```
void Remove(NavMeshExtension extension)
```

Parameters

extension [NavMeshExtension](#)

Class NavMeshAgentAttribute

Namespace: [NavMeshPlus.Extensions](#)

Assembly: NavMeshPlus.dll

```
[Serializable]
public class NavMeshAgentAttribute : PropertyAttribute
```

Inheritance

[object](#) ← [Attribute](#) ← [PropertyAttribute](#) ← [NavMeshAgentAttribute](#)

Inherited Members

[PropertyAttribute.order](#) , [Attribute.Equals\(object\)](#) , [Attribute.GetCustomAttribute\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttribute\(Assembly, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(Module, Type\)](#) , [Attribute.GetCustomAttribute\(Module, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type, bool\)](#) , [Attribute.GetCustomAttributes\(Assembly\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, bool\)](#) , [Attribute.GetCustomAttributes\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, Type, bool\)](#) , [Attribute.GetCustomAttributes\(MemberInfo\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, bool\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type, bool\)](#) , [Attribute.GetCustomAttributes\(Module\)](#) ,
[Attribute.GetCustomAttributes\(Module, bool\)](#) , [Attribute.GetCustomAttributes\(Module, Type\)](#) ,
[Attribute.GetCustomAttributes\(Module, Type, bool\)](#) , [Attribute.GetCustomAttributes\(ParameterInfo\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, bool\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, Type\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, Type, bool\)](#) , [Attribute.GetHashCode\(\)](#) ,
[Attribute.IsDefaultAttribute\(\)](#) , [Attribute.IsDefined\(Assembly, Type\)](#) ,
[Attribute.IsDefined\(Assembly, Type, bool\)](#) , [Attribute.IsDefined\(MemberInfo, Type\)](#) ,
[Attribute.IsDefined\(MemberInfo, Type, bool\)](#) , [Attribute.IsDefined\(Module, Type\)](#) ,
[Attribute.IsDefined\(Module, Type, bool\)](#) , [Attribute.IsDefined\(ParameterInfo, Type\)](#) ,
[Attribute.IsDefined\(ParameterInfo, Type, bool\)](#) , [Attribute.Match\(object\)](#) , [Attribute.TypeId](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Class NavMeshAreaAttribute

Namespace: [NavMeshPlus.Extensions](#)

Assembly: NavMeshPlus.dll

```
[Serializable]
public class NavMeshAreaAttribute : PropertyAttribute
```

Inheritance

[object](#) ← [Attribute](#) ← [PropertyAttribute](#) ← [NavMeshAreaAttribute](#)

Inherited Members

[PropertyAttribute.order](#) , [Attribute.Equals\(object\)](#) , [Attribute.GetCustomAttribute\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttribute\(Assembly, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(Module, Type\)](#) , [Attribute.GetCustomAttribute\(Module, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type, bool\)](#) , [Attribute.GetCustomAttributes\(Assembly\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, bool\)](#) , [Attribute.GetCustomAttributes\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, Type, bool\)](#) , [Attribute.GetCustomAttributes\(MemberInfo\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, bool\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type, bool\)](#) , [Attribute.GetCustomAttributes\(Module\)](#) ,
[Attribute.GetCustomAttributes\(Module, bool\)](#) , [Attribute.GetCustomAttributes\(Module, Type\)](#) ,
[Attribute.GetCustomAttributes\(Module, Type, bool\)](#) , [Attribute.GetCustomAttributes\(ParameterInfo\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, bool\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, Type\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, Type, bool\)](#) , [Attribute.GetHashCode\(\)](#) ,
[Attribute.IsDefaultAttribute\(\)](#) , [Attribute.IsDefined\(Assembly, Type\)](#) ,
[Attribute.IsDefined\(Assembly, Type, bool\)](#) , [Attribute.IsDefined\(MemberInfo, Type\)](#) ,
[Attribute.IsDefined\(MemberInfo, Type, bool\)](#) , [Attribute.IsDefined\(Module, Type\)](#) ,
[Attribute.IsDefined\(Module, Type, bool\)](#) , [Attribute.IsDefined\(ParameterInfo, Type\)](#) ,
[Attribute.IsDefined\(ParameterInfo, Type, bool\)](#) , [Attribute.Match\(object\)](#) , [Attribute.TypeId](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Class NavMeshBuilderState

Namespace: [NavMeshPlus.Extensions](#)

Assembly: NavMeshPlus.dll

```
public class NavMeshBuilderState : IDisposable
```

Inheritance

[object](#) ← NavMeshBuilderState

Implements

[IDisposable](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Fields

roots

```
public IEnumerable<GameObject> roots
```

Field Value

[IEnumerable](#) <GameObject>

worldBounds

```
public Bounds worldBounds
```

Field Value

Bounds

worldToLocal

```
public Matrix4x4 worldToLocal
```

Field Value

Matrix4x4

Methods

Dispose()

```
public void Dispose()
```

Dispose(bool)

```
protected virtual void Dispose(bool disposing)
```

Parameters

`disposing` [bool](#)

GetExtraState<T>(bool)

```
public T GetExtraState<T>(bool dispose = true) where T : class, new()
```

Parameters

`dispose` [bool](#)

Returns

T

Type Parameters

T

Class NavMeshExtension

Namespace: [NavMeshPlus.Extensions](#)

Assembly: NavMeshPlus.dll

```
public abstract class NavMeshExtension : MonoBehaviour
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← NavMeshExtension

Derived

[CollectSources2d](#), [CollectSourcesCache2d](#), [CollectTilemapSourcesCache2d](#), [RootSources2d](#)

Inherited Members

MonoBehaviour.IsInvoking(), MonoBehaviour.CancelInvoke(), [MonoBehaviour.Invoke\(string, float\)](#),
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#), [MonoBehaviour.CancelInvoke\(string\)](#),
[MonoBehaviour.IsInvoking\(string\)](#), [MonoBehaviour.StartCoroutine\(string\)](#),
[MonoBehaviour.StartCoroutine\(string, object\)](#), [MonoBehaviour.StartCoroutine\(IEnumerator\)](#),
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#), [MonoBehaviour.StopCoroutine\(IEnumerator\)](#),
MonoBehaviour.StopCoroutine(Coroutine), [MonoBehaviour.StopCoroutine\(string\)](#),
MonoBehaviour.StopAllCoroutines(), [MonoBehaviour.print\(object\)](#),
MonoBehaviour.destroyCancellationToken, MonoBehaviour.useGUILayout,
MonoBehaviour.runInEditMode, Behaviour.enabled, Behaviour.isActiveAndEnabled,
[Component.GetComponent\(Type\)](#), Component.GetComponent<T>(),
[Component.TryGetComponent\(Type, out Component\)](#), Component.TryGetComponent<T>(out T),
[Component.GetComponent\(string\)](#), [Component.GetComponentInChildren\(Type, bool\)](#),
[Component.GetComponentInChildren\(Type\)](#), [Component.GetComponentInChildren<T>\(bool\)](#),
Component.GetComponentInChildren<T>(), [Component.GetComponentsInChildren\(Type, bool\)](#),
[Component.GetComponentsInChildren\(Type\)](#), [Component.GetComponentsInChildren<T>\(bool\)](#),
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#),
Component.GetComponentsInChildren<T>(), [Component.GetComponentsInChildren<T>\(List<T>\)](#),
[Component.GetComponentInParent\(Type, bool\)](#), [Component.GetComponentInParent\(Type\)](#),
[Component.GetComponentInParent<T>\(bool\)](#), Component.GetComponentInParent<T>(),
[Component.GetComponentsInParent\(Type, bool\)](#), [Component.GetComponentsInParent\(Type\)](#),
[Component.GetComponentsInParent<T>\(bool\)](#),
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#), Component.GetComponentsInParent<T>(),
[Component.GetComponents\(Type\)](#), [Component.GetComponents\(Type, List<Component>\)](#),
[Component.GetComponents<T>\(List<T>\)](#), Component.GetComponents<T>(),
Component.GetComponentIndex(), [Component.CompareTag\(string\)](#),

[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform) ,
Object.InstantiateAsync<T>(T, Vector3, Quaternion) ,
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) , [Object.InstantiateAsync<T>\(T, int\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) ,
[Object.Instantiate\(Object, Transform, bool\)](#) , Object.Instantiate<T>(T) ,
Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
ObjectFindObjectOfType<T>() , [Object.FindObjectType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectType\(Type, bool\)](#) ,

[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Properties

NavMeshSurfaceOwner

```
public NavMeshSurface NavMeshSurfaceOwner { get; }
```

Property Value

[NavMeshSurface](#)

Order

```
public int Order { get; protected set; }
```

Property Value

[int](#)

Methods

Awake()

```
protected virtual void Awake()
```

CalculateWorldBounds(NavMeshSurface,
List<NavMeshBuildSource>, NavMeshBuilderState)

```
public virtual void CalculateWorldBounds(NavMeshSurface surface, List<NavMeshBuildSource>
```

```
sources, NavMeshBuilderState navNeshState)
```

Parameters

surface [NavMeshSurface](#)

sources [List](#)<NavMeshBuildSource>

navNeshState [NavMeshBuilderState](#)

CollectSources(NavMeshSurface, List<NavMeshBuildSource>, NavMeshBuilderState)

```
public virtual void CollectSources(NavMeshSurface surface, List<NavMeshBuildSource> sources, NavMeshBuilderState navNeshState)
```

Parameters

surface [NavMeshSurface](#)

sources [List](#)<NavMeshBuildSource>

navNeshState [NavMeshBuilderState](#)

ConnectToVcam(bool)

```
protected virtual void ConnectToVcam(bool connect)
```

Parameters

connect [bool](#)

OnDestroy()

```
protected virtual void OnDestroy()
```

OnEnable()

```
protected virtual void OnEnable()
```

PostCollectSources(NavMeshSurface,
List<NavMeshBuildSource>, NavMeshBuilderState)

```
public virtual void PostCollectSources(NavMeshSurface surface, List<NavMeshBuildSource>  
sources, NavMeshBuilderState navNeshState)
```

Parameters

surface [NavMeshSurface](#)

sources [List](#)<NavMeshBuildSource>

navNeshState [NavMeshBuilderState](#)

Class RootSources2d

Namespace: [NavMeshPlus.Extensions](#)

Assembly: NavMeshPlus.dll

```
[ExecuteAlways]
[AddComponentMenu("Navigation/Navigation RootSources2d", 30)]
public class RootSources2d : NavMeshExtension
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← [NavMeshExtension](#) ← RootSources2d

Inherited Members

[NavMeshExtension.Order](#) ,
[NavMeshExtension.CalculateWorldBounds\(NavMeshSurface, List<NavMeshBuildSource>, NavMeshBuilderState\)](#) ,
[NavMeshExtension.PostCollectSources\(NavMeshSurface, List<NavMeshBuildSource>, NavMeshBuilderState\)](#) ,
[NavMeshExtension.NavMeshSurfaceOwner](#) , [NavMeshExtension.OnEnable\(\)](#) ,
[NavMeshExtension.OnDestroy\(\)](#) , [NavMeshExtension.ConnectToVcam\(bool\)](#) ,
MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,
MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>() ,
[Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>(bool, List<T>) ,
Component.GetComponentsInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
Component.GetComponentInParent<T>(bool) , Component.GetComponentInParent<T>()

[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) ,
[Component.GetComponentInParent<T>\(bool, List<T>\)](#) , Component.GetComponentInParent<T>()
,
[Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>()
,
Component.GetComponentIndex() , [Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform
,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode()
,
[Object.Equals\(object\)](#) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform)
,
Object.InstantiateAsync<T>(T, Vector3, Quaternion)
,
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) , [Object.InstantiateAsync<T>\(T, int\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
Object.Instantiate(Object, Vector3, Quaternion)
,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object)
,
Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform)
,
[Object.Instantiate\(Object, Transform, bool\)](#) , Object.Instantiate<T>(T)
,
Object.Instantiate<T>(T, Vector3, Quaternion)
,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform)
,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object)
,
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object)
,
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>()
,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode)
,

Object.FindObjectOfType<T>() , [Object.FindObjectOfType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Properties

RootSources

```
public List<GameObject> RootSources { get; set; }
```

Property Value

[List](#)<GameObject>

Methods

Awake()

```
protected override void Awake()
```

CollectSources(NavMeshSurface, List<NavMeshBuildSource>,
NavMeshBuilderState)

```
public override void CollectSources(NavMeshSurface surface, List<NavMeshBuildSource>  
sources, NavMeshBuilderState navNeshState)
```

Parameters

surface [NavMeshSurface](#)

sources [List](#) <NavMeshBuildSource>

navNeshState [NavMeshBuilderState](#)

Class RotateAgentInstantly

Namespace: [NavMeshPlus.Extensions](#)

Assembly: NavMeshPlus.dll

```
public class RotateAgentInstantly : IAgentOverride
```

Inheritance

[object](#) ← RotateAgentInstantly

Implements

[IAgentOverride](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

RotateAgentInstantly(NavMeshAgent, AgentOverride2d)

```
public RotateAgentInstantly(NavMeshAgent agent, AgentOverride2d owner)
```

Parameters

agent [NavMeshAgent](#)

owner [AgentOverride2d](#)

Methods

UpdateAgent()

```
public void UpdateAgent()
```

Class RotateAgentSmoothly

Namespace: [NavMeshPlus.Extensions](#)

Assembly: NavMeshPlus.dll

```
public class RotateAgentSmoothly : IAgentOverride
```

Inheritance

[object](#) ← RotateAgentSmoothly

Implements

[IAgentOverride](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

`RotateAgentSmoothly(NavMeshAgent, AgentOverride2d, float)`

```
public RotateAgentSmoothly(NavMeshAgent agent, AgentOverride2d owner, float rotateSpeed)
```

Parameters

agent [NavMeshAgent](#)

owner [AgentOverride2d](#)

rotateSpeed [float](#)

Fields

`rotateSpeed`

```
public float rotateSpeed
```

Field Value

[float](#) ↗

Methods

RotateToWaypoints(Transform)

```
protected IEnumerator RotateToWaypoints(Transform transform)
```

Parameters

`transform` Transform

Returns

[IEnumerator](#) ↗

UpdateAgent()

```
public void UpdateAgent()
```

_RotateCoroutine()

```
protected IEnumerator _RotateCoroutine()
```

Returns

[IEnumerator](#) ↗

Namespace NavMeshPlus.Extensions.Editors

Classes

[NavMeshAgentAttributePropertyDrawer](#)

[NavMeshAreaAttributePropertyDrawer](#)

Class NavMeshAgentAttributePropertyDrawer

Namespace: [NavMeshPlus.ExtensionsEditors](#)

Assembly: NavMeshPlusEditor.dll

```
[CustomPropertyDrawer(typeof(NavMeshAgentAttribute))]  
public class NavMeshAgentAttributePropertyDrawer : PropertyDrawer
```

Inheritance

[object](#) ← GUIDrawer ← PropertyDrawer ← NavMeshAgentAttributePropertyDrawer

Inherited Members

PropertyDrawer.CreatePropertyGUI(SerializedProperty) ,
PropertyDrawer.CanCacheInInspectorGUI(SerializedProperty) , PropertyDrawer.attribute ,
PropertyDrawer.fieldInfo , PropertyDrawer.preferredLabel , [object.Equals\(object\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

GetPropertyHeight(SerializedProperty, GUIContent)

Override this method to specify how tall the GUI for this field is in pixels.

```
public override float GetPropertyHeight(SerializedProperty property, GUIContent label)
```

Parameters

property SerializedProperty

The SerializedProperty to make the custom GUI for.

label GUIContent

The label of this property.

Returns

[float](#)

The height in pixels.

OnGUI(Rect, SerializedProperty, GUIContent)

Override this method to make your own IMGUI based GUI for the property.

```
public override void OnGUI(Rect position, SerializedProperty property, GUIContent label)
```

Parameters

position Rect

Rectangle on the screen to use for the property GUI.

property SerializedProperty

The SerializedProperty to make the custom GUI for.

label GUIContent

The label of this property.

Class NavMeshAreaAttributePropertyDrawer

Namespace: [NavMeshPlus.ExtensionsEditors](#)

Assembly: NavMeshPlusEditor.dll

```
[CustomPropertyDrawer(typeof(NavMeshAreaAttribute))]  
public class NavMeshAreaAttributePropertyDrawer : PropertyDrawer
```

Inheritance

[object](#) ← GUIDrawer ← PropertyDrawer ← NavMeshAreaAttributePropertyDrawer

Inherited Members

PropertyDrawer.CreatePropertyGUI(SerializedProperty) ,
PropertyDrawer.CanCacheInInspectorGUI(SerializedProperty) , PropertyDrawer.attribute ,
PropertyDrawer.fieldInfo , PropertyDrawer.preferredLabel , [object.Equals\(object\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

GetPropertyHeight(SerializedProperty, GUIContent)

Override this method to specify how tall the GUI for this field is in pixels.

```
public override float GetPropertyHeight(SerializedProperty property, GUIContent label)
```

Parameters

property SerializedProperty

The SerializedProperty to make the custom GUI for.

label GUIContent

The label of this property.

Returns

[float](#)

The height in pixels.

OnGUI(Rect, SerializedProperty, GUIContent)

Override this method to make your own IMGUI based GUI for the property.

```
public override void OnGUI(Rect position, SerializedProperty property, GUIContent label)
```

Parameters

position Rect

Rectangle on the screen to use for the property GUI.

property SerializedProperty

The SerializedProperty to make the custom GUI for.

label GUIContent

The label of this property.