

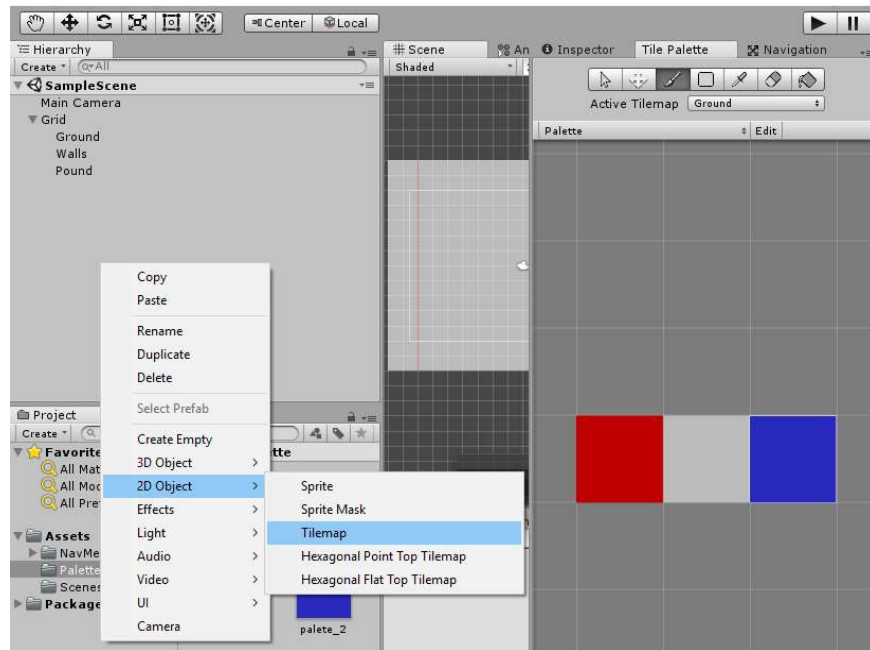
NAVMESH PLUS

HOW TO

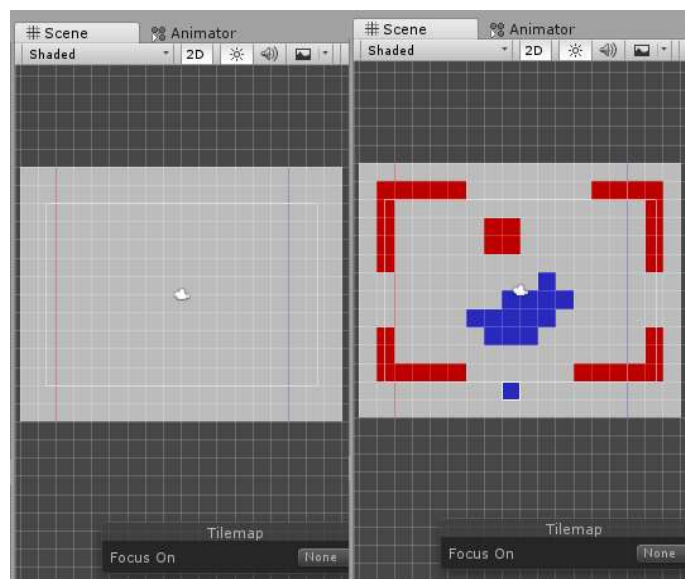
by h8man

Launch Unity and create new project from 2D Template. Now copy NavMeshComponents into your asset folder.

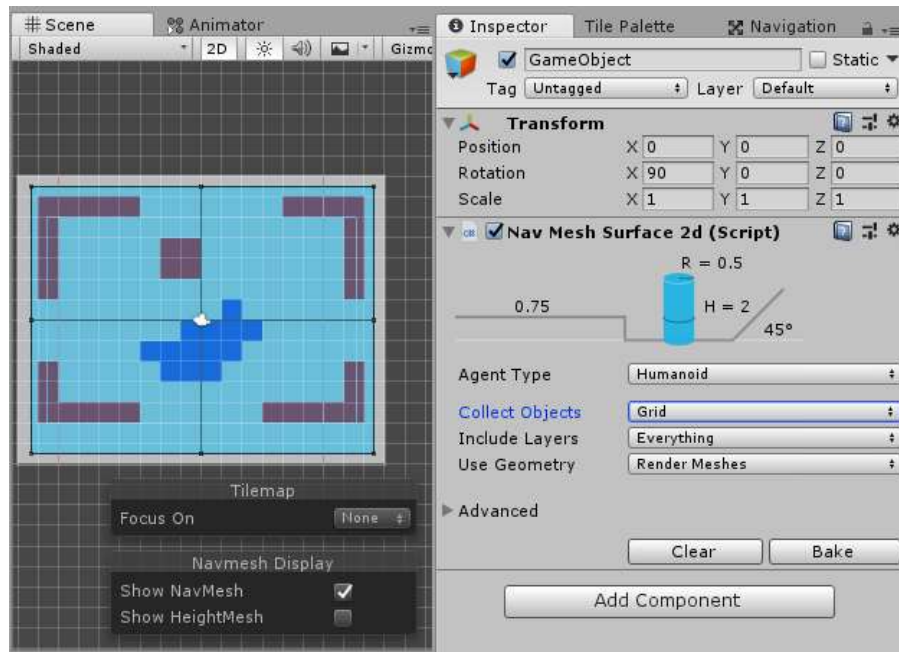
Add Tilemap to the scene, add three of them and call Ground, Walls and Pond. Import sprites that will be used as palette. For example 3 solid colored sprites. Create new palette and drag your imported sprites



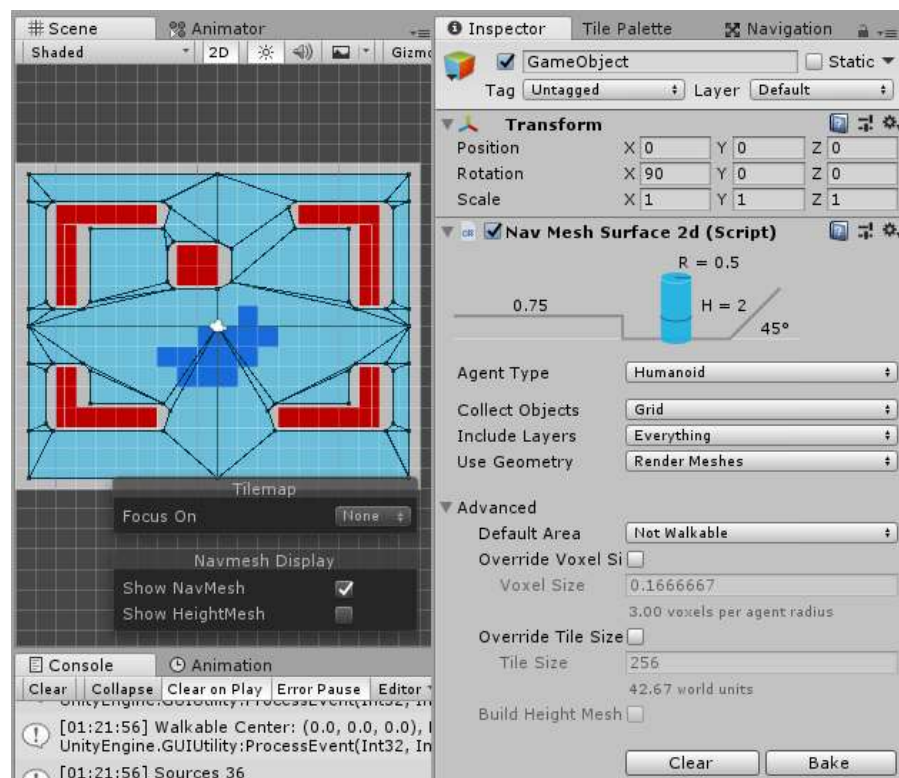
Paint your ground in any mean. For example by solid white brush. Change "Active Tile Map" in palette to "Walls", paint some obstacles, than select "Pond" and draw body of water



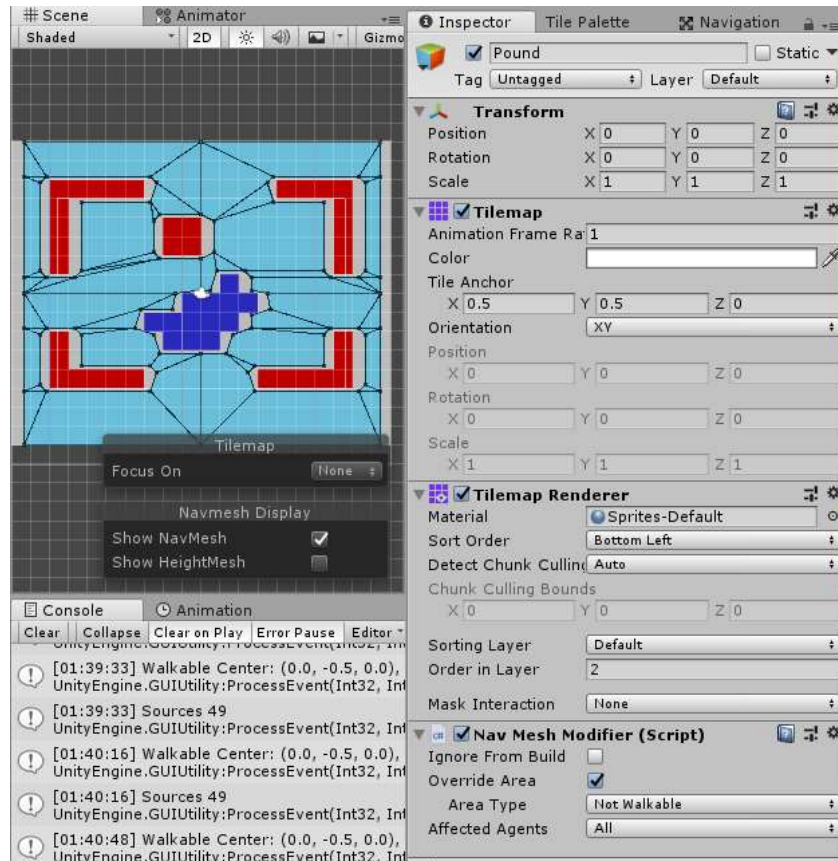
Now add EmptyObject in the root, rotate (90;0;0). Add NavMeshSurface2d Component, select CollectionSource to Grid and hit bake.



As you see all area is walkable. Lets override it, add TilemapCollider2D component to "Walls" Tilemap, select EmptyObject and unfold Advanced, select there Default Area - Not Walkable and hit bake. Collidable areas will be carved out



Now add NamMeshModifier Component to "Pond" Tilemap, override area as Not Walkable, and bake again. Now pond is also carved out form mesh.

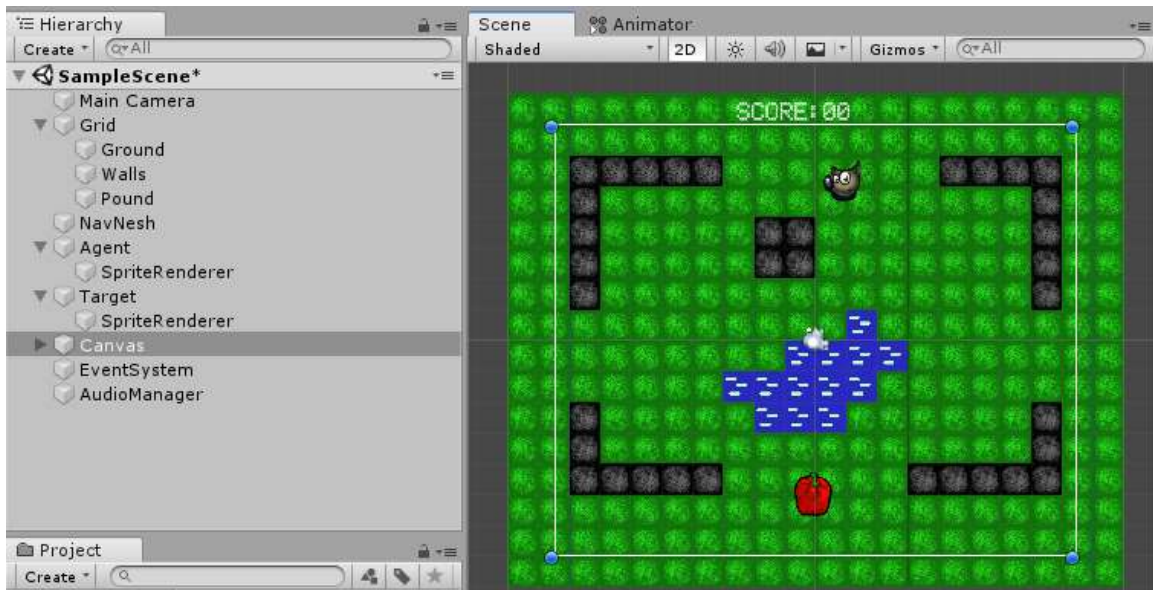


Add NavMeshAgents and details, be aware that agent tend to rotate game object, that can be undesirable, so you should fix its rotation:

Code (CSharp):

```
void Start()
{
    agent = GetComponent<NavMeshAgent>();
    agent.updateRotation = false;
    agent.updateUpAxis = false;
}
```


Add this on Start for every of agents, and you ready to chase with obstacle avoidance



Enjoy "fully featured" 2D run and chase game "RedHotSweetPeper"

