**Navmesh Navigation Problem**

**P:** SetDestination Error

**A:** Make sure that the map model for the level is baked.

* Select the mesh for the level
* Go to windows up top and click navigation
* In the object tab within, tick “Navigation Static”
* Go to Bake tab
* Hit the bake button
* (will know if it worked if in the scene tab the area you made walkable is blue)