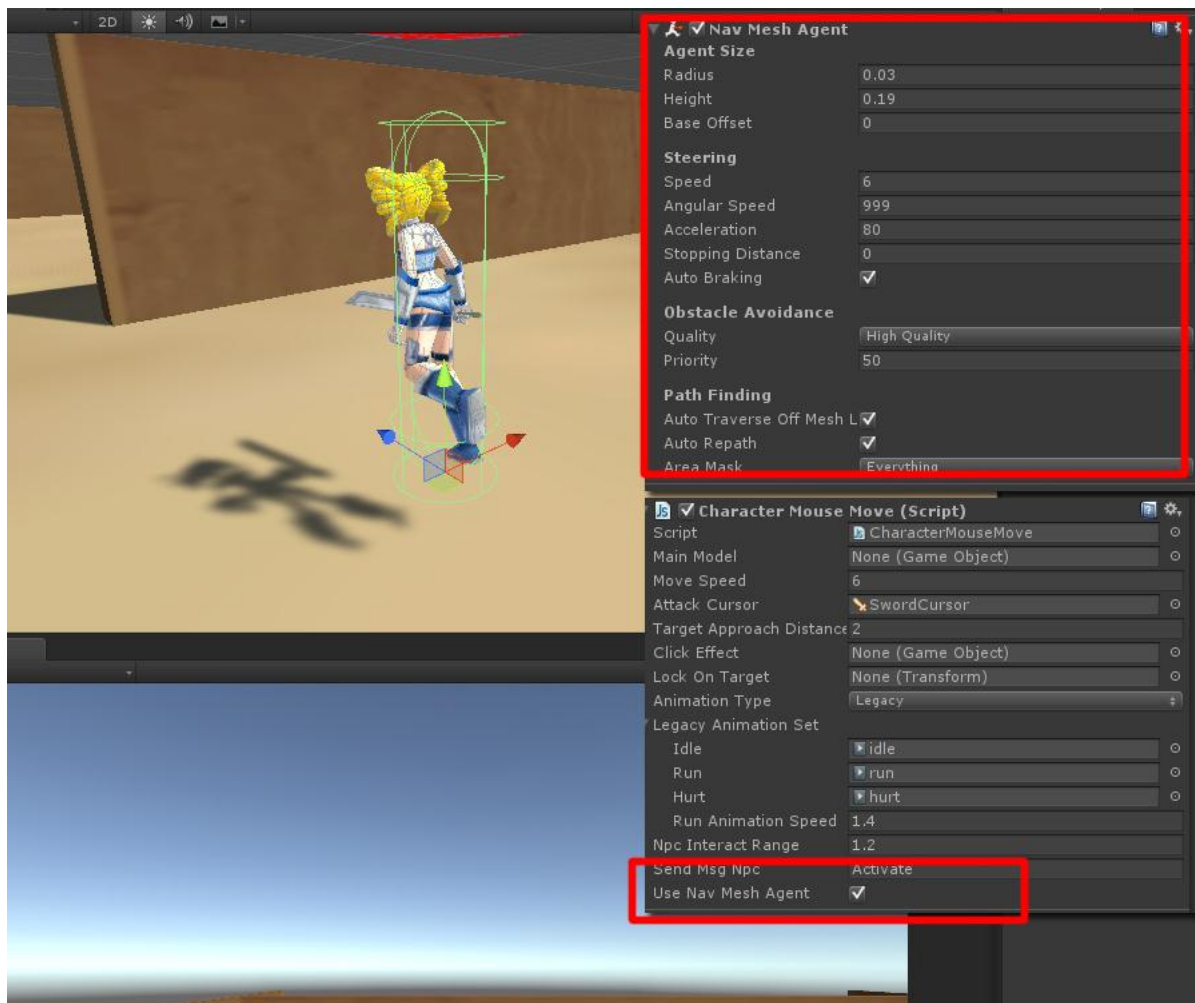


For Player

First the player object must have Nav Mesh Agent Component (Component / Navigation / Nav Mesh Agent)

Then Mark on “Use Nav Mesh Agent” in “Character Mouse Move” component.



For Enemy

First the enemy object must have Nav Mesh Agent Component (Component / Navigation / Nav Mesh Agent)

Then Mark on “Use Nav Mesh Agent” in “Ai Enemy” component.

You have to set Stopping Distance in Nav Mesh Agent component = “Approach Distance” in “Ai Enemy”

