

# Nav-Mesh Cleaner

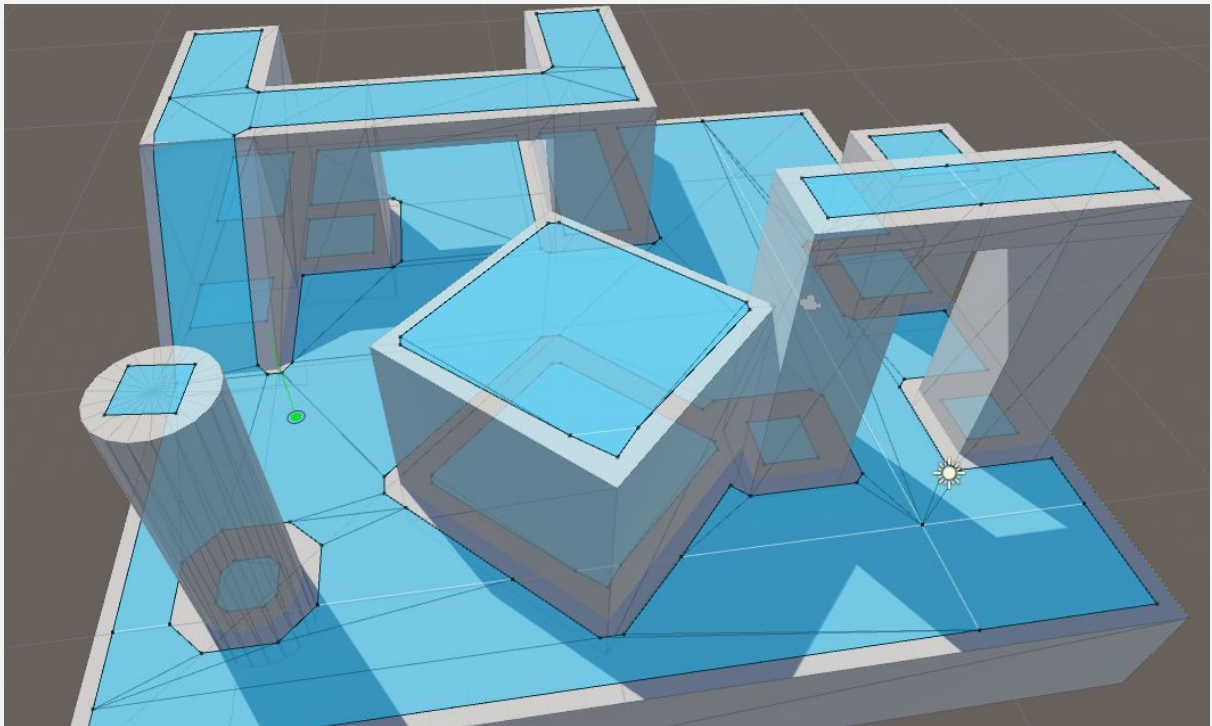
for Unity3D

VisualWorks

Make only movable nav-meshes. It makes to reduce file size and increase performance. It eliminates problems of moving into random areas.

## HOW TO USE

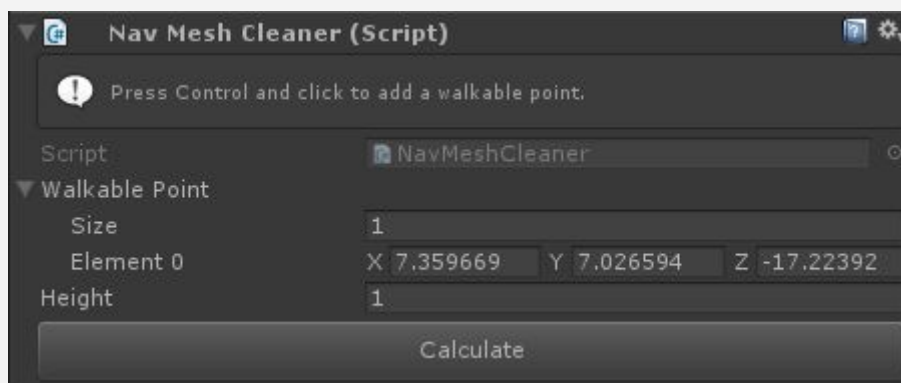
### 1. Building a NavMesh.



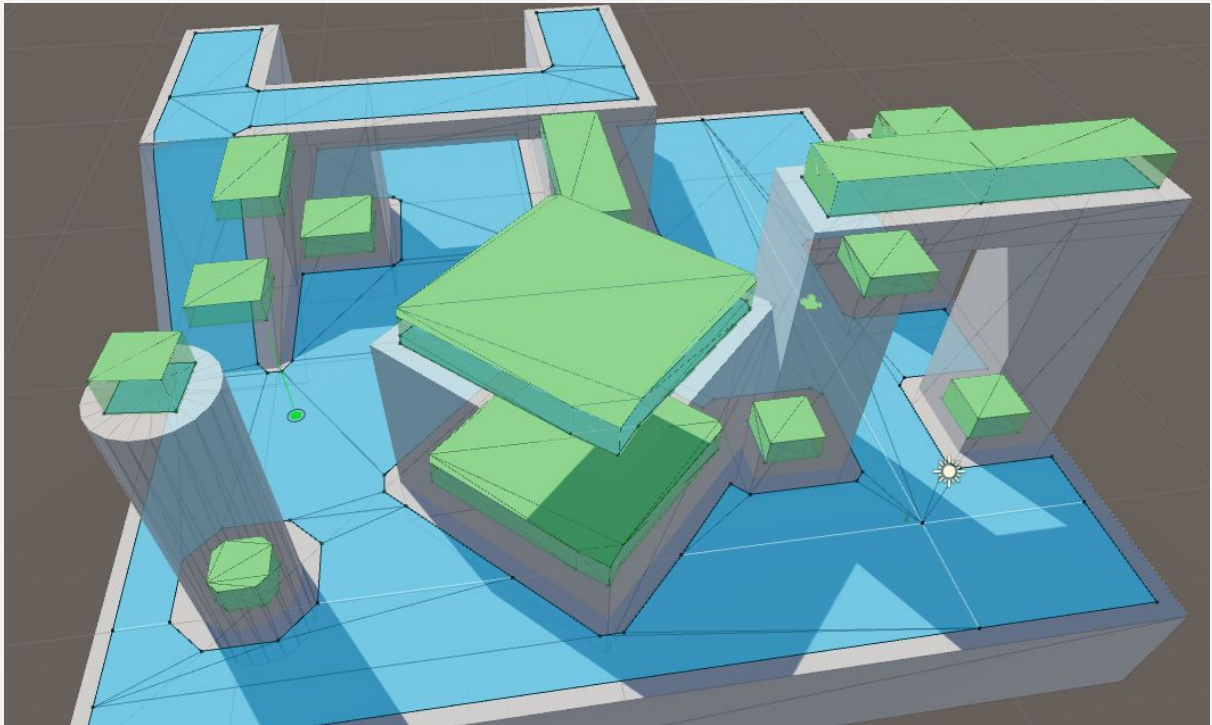
### 2. Create an object containing a "NavMesh Cleaner" Component. And add points to movable areas.

Hold down the control key and click to add a point. If you want to remove it, press the control key on the point and click. You do not need to add multiple points if there are connected.

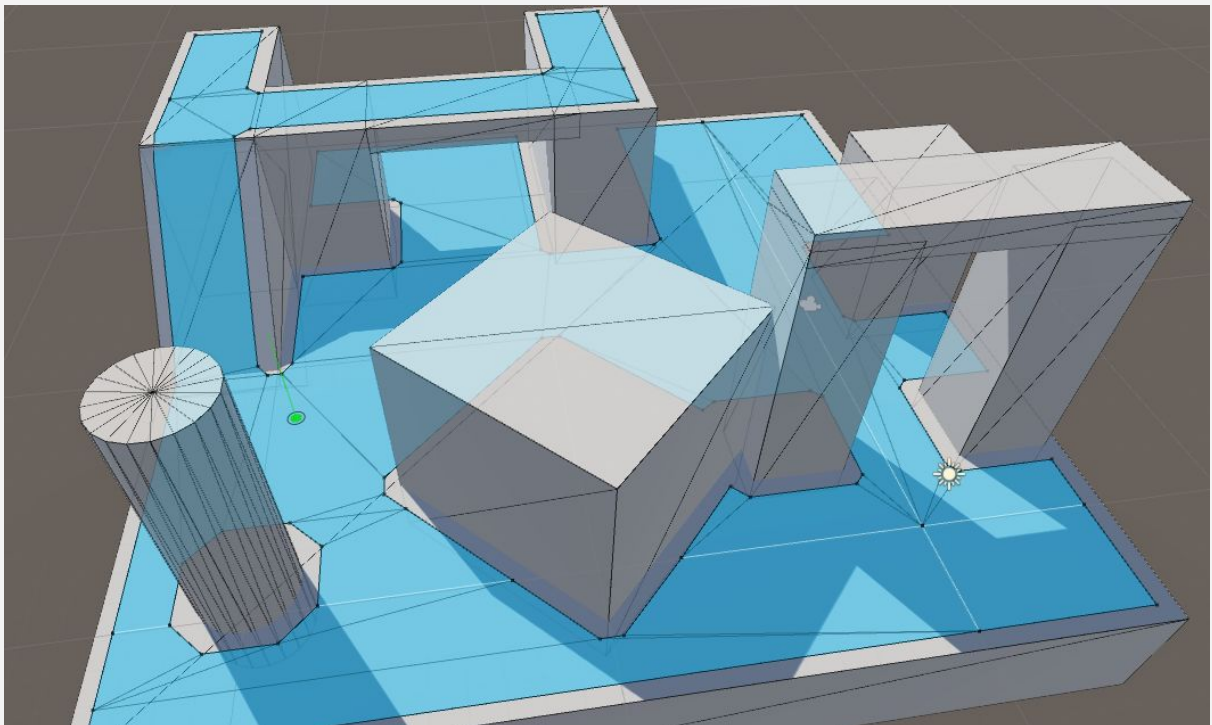
### 3. Click the Calculate button.



Non-walkable meshes are created.



4. Rebuild a NavMesh with the non-walkable mesh enabled. Complete.



## TIP

If the slope of the Nav Mesh is high, it can still form non-walkable areas. In this case, duplicate the NavMeshCleaner object and create new non-walkable meshes.

Thanks for downloading NavMesh Cleaner.

Also, take a look at our other assets. <https://assetstore.unity.com/publishers/40160>

If you have any questions, suggestions or feedback, please feel free to contact me at [ksi@softnette.com](mailto:ksi@softnette.com)