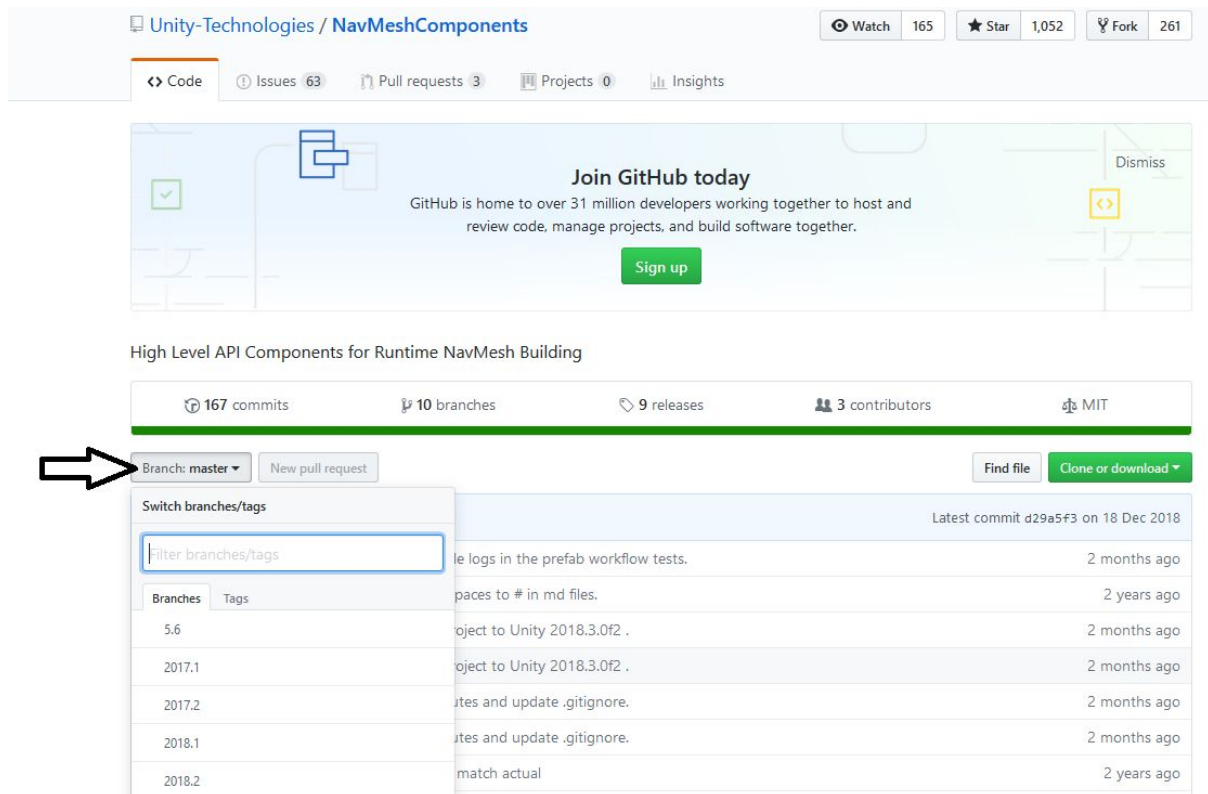
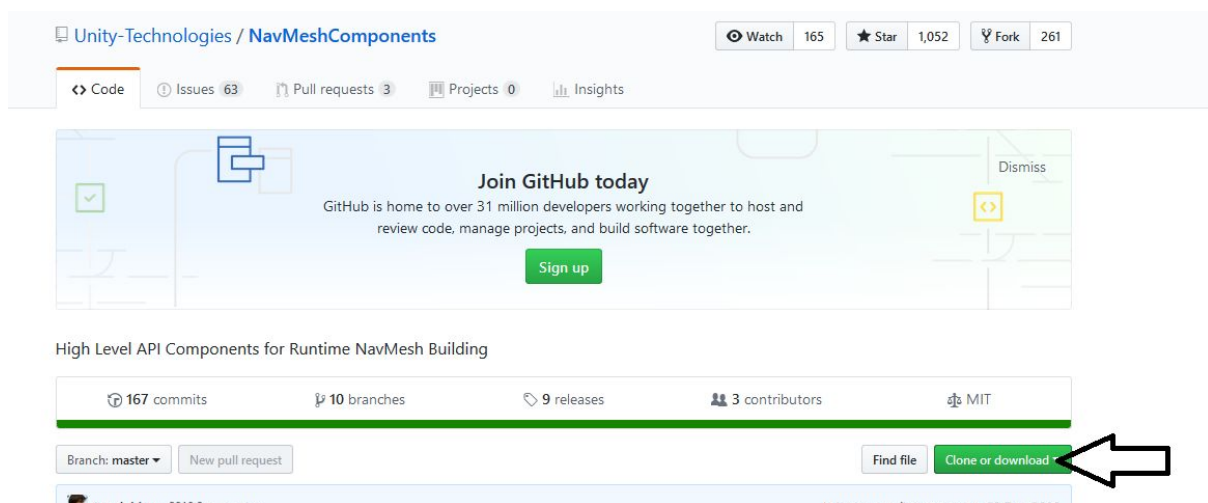


Using NavMeshSurface read this Documentation or watch following video:

Unfortunately NavMeshSurface.cs is not a part of standard Unity Bibliothek, its a part of High Level API Components for Runtime NavMeshBuilding. So for Using NavMeshSurface please go to <https://github.com/Unity-Technologies/NavMeshComponents> choose you Unity Version from Branch:



than clone or download ZIP

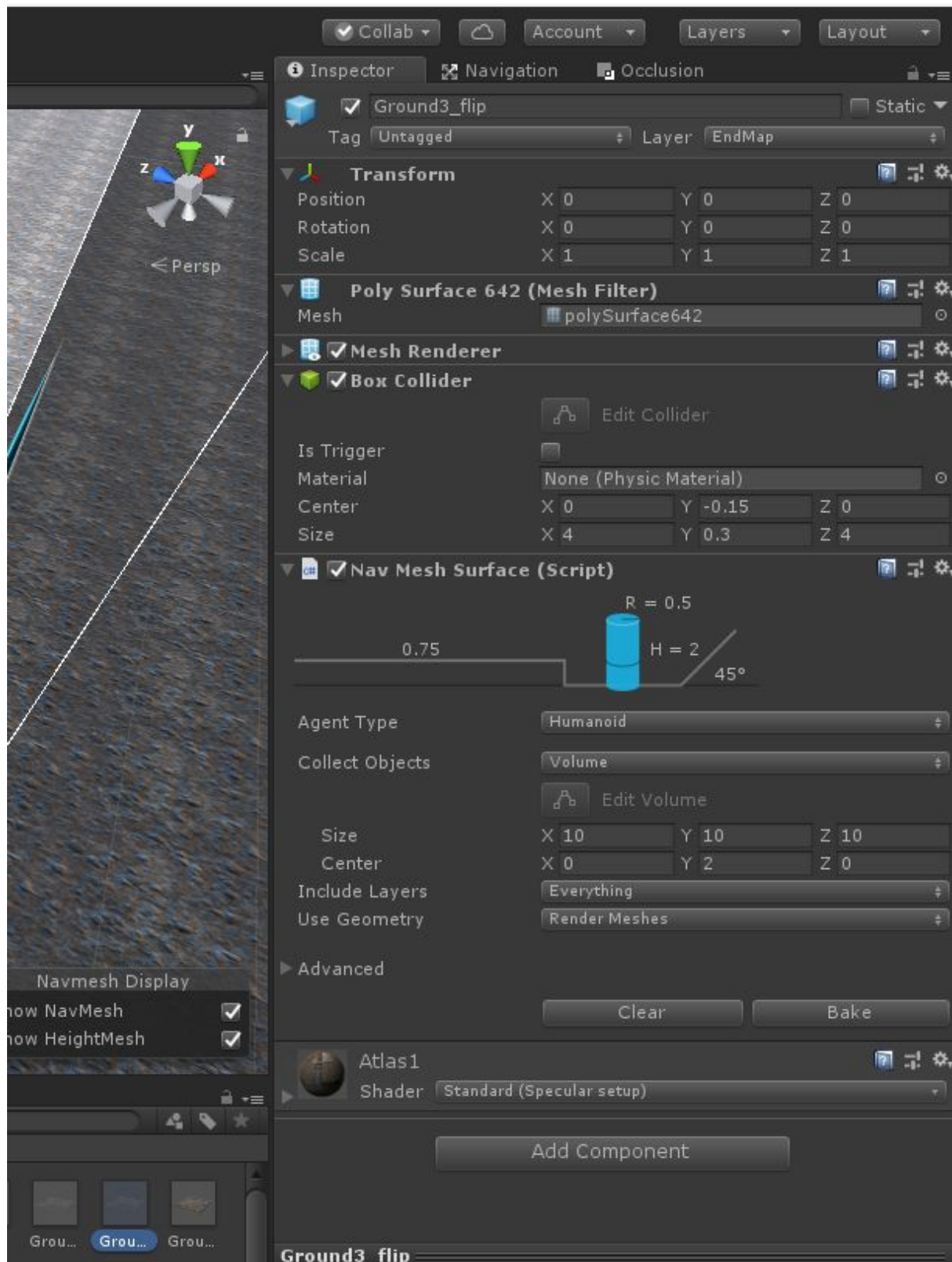


Copy the contents of Assets/NavMeshComponents to your Assets package.

Now you can use
InfinityDungeonNavMeshSurface.cs

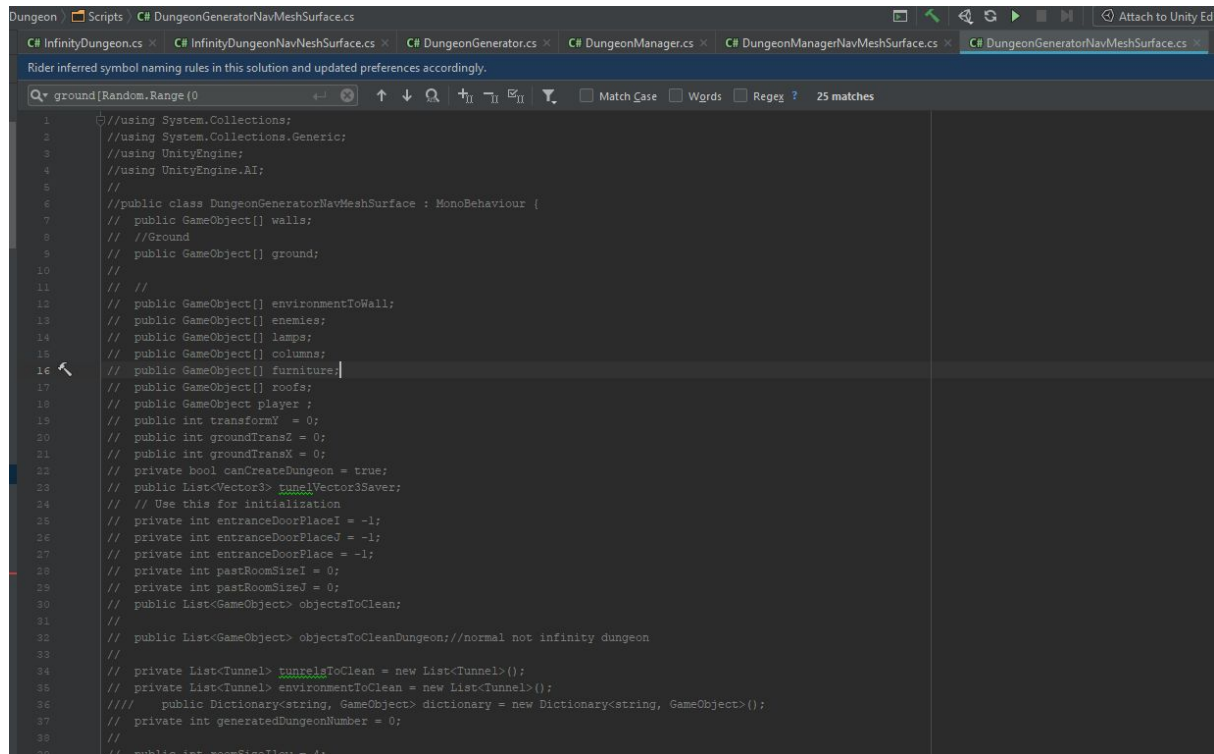
DungeonManagerNavMeshSurface.cs
DungeonGeneratorNavMesh.cs
from Infinity Dungeon Generator Asset.

Add NavMeshSurface script to your ground/floor component



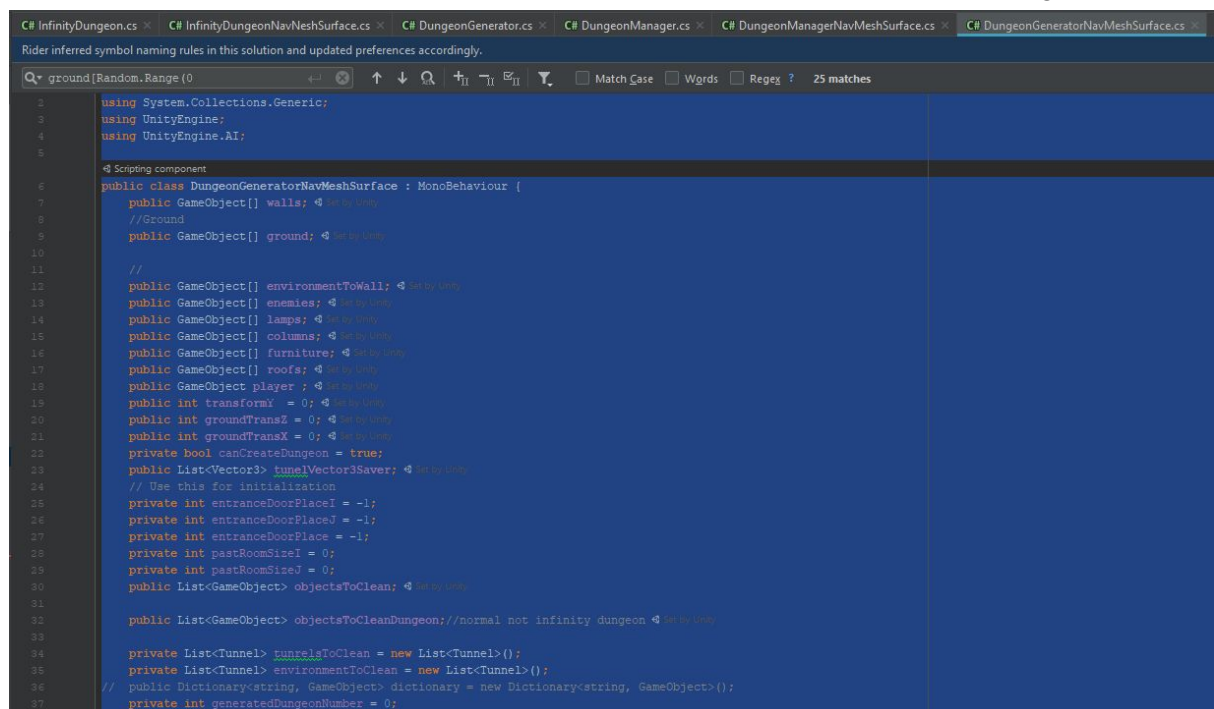
Use **Collect Objects** argument with **Volume** value. Another way it will bake everything around the object.

Now open InfinityDungeonNavMeshSurface.cs ,DungeonManagerNavMeshSurface.cs ,DungeonGeneratorNavMesh.cs and do following:



The screenshot shows the Visual Studio IDE with the file 'DungeonGeneratorNavMeshSurface.cs' open. The search bar at the top contains 'ground' and shows 25 matches. The code is a C# script for a MonoBehaviour. It includes using statements for System.Collections, System.Collections.Generic, UnityEngine, and UnityEngine.AI. The class 'DungeonGeneratorNavMeshSurface' has several public fields: walls, ground, environmentToWall, enemies, lamps, columns, furniture, roofs, player, transformY, groundTransZ, groundTransX, canCreateDungeon, tunnelVector3Saver, entranceDoorPlaceI, entranceDoorPlaceJ, entranceDoorPlace, pastRoomSizeI, pastRoomSizeJ, objectsToClean, and objectsToCleanDungeon. It also has several private fields: entranceDoorPlaceI, entranceDoorPlaceJ, entranceDoorPlace, pastRoomSizeI, pastRoomSizeJ, objectsToClean, and objectsToCleanDungeon. The code is mostly commented out.

select all and then remove comments in all scripts from NavMeshSurface package.



The screenshot shows the same Visual Studio IDE with the file 'DungeonGeneratorNavMeshSurface.cs' open. The search bar at the top contains 'ground' and shows 25 matches. The code is the same as in the previous screenshot, but all comments have been removed. The code is now fully executable.