

# Class NavigationController

Class for handling the navigation line to show the player the way to the target.

## Inheritance

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↳ System.Object  
↳ NavigationController

**Namespace:** DocFx (DocFx.html)

**Assembly:** DocFx.dll

## Syntax

```
public class NavigationController : MonoBehaviour
```

## Fields

### line

Line created to show the player the way to the target.

#### Declaration

```
public LineRenderer line
```

#### Field Value

Type	Description
LineRenderer	

### navigationYOffset

Slider to adapt the height of the line.

#### Declaration

```
public Slider navigationYOffset
```

#### Field Value

Type	Description
Slider	

### path

Path created to show player the way to the target

#### Declaration

```
public NavMeshPath path
```

Field Value

Type	Description
NavMeshPath	

## Properties

### TargetPosition

Position of the selected target.

Declaration

```
public Vector3 TargetPosition { get; set; }
```

Property Value

Type	Description
Vector3	

## Methods

### AddLineOffset()

Method used to create an array of positions to create the path.

Declaration

```
public Vector3[] AddLineOffset()
```

Returns

Type	Description
Vector3[]	Returns an array of position were the line to show the path is placed.

### Start()

When game starts a new NavMeshPath gets creates and the display dimming get disabled.

Declaration

```
public void Start()
```

### ToggleLineVisibility()

Method for the togglelinevisibility button to show or hide the line towards the target.

Declaration

```
public void ToggleLineVisibility()
```

## **Update()**

Method used to constantly update the path towards the target while player is standing or moving.

Declaration

```
public void Update()
```