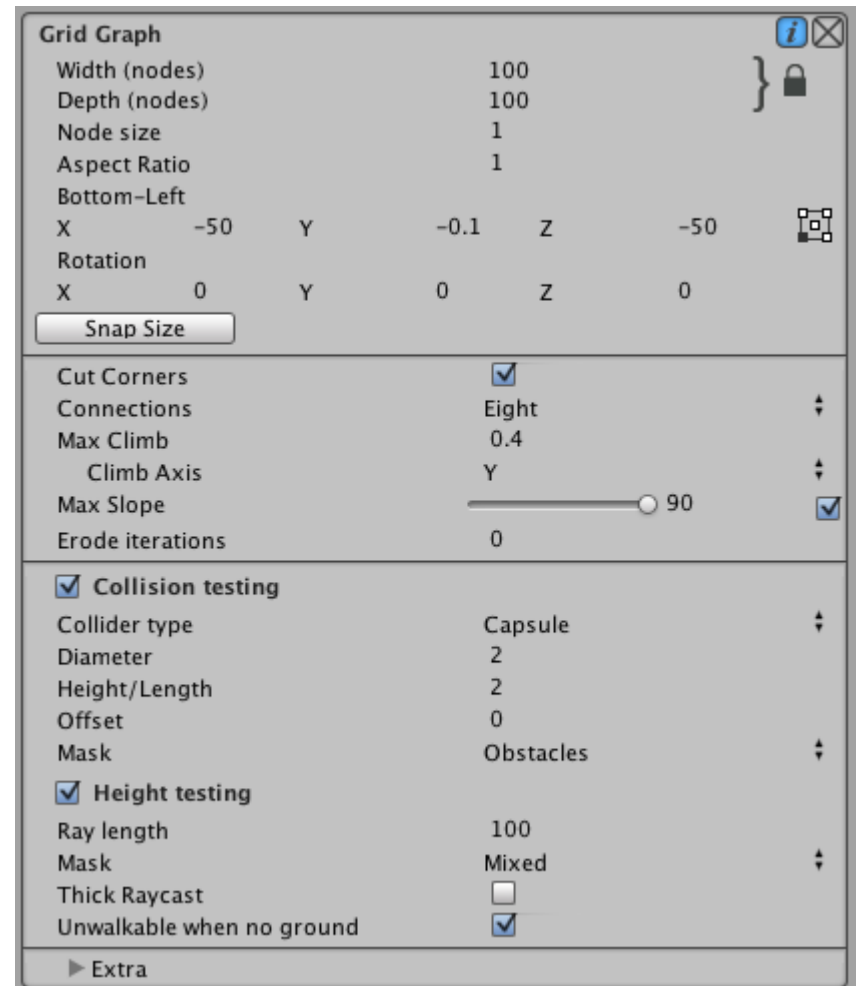


Unity pathfinding

- Στόχος: να δημιουργήσουμε αντικείμενα που «βρίσκουν το δρόμο τους» ανάμεσα σε εμπόδια
- A* Pathfinding Project
 - <http://www.arongranberg.com/unity/a-Pathfinding/download>
 - Free & Pro versions!
 - Import στο project μας

- Δημιουργούμε νέα σκηνή (PathfindingTest)
- Επίπεδο στο (0,0,0), μέγεθος 10,10,10
- Εμπόδια (π.χ. κύβοι)
- Δύο layers με ονόματα “Ground” (επίπεδο) και “obstacles” (εμπόδια)

- Empty object (A*)
- "AstarPath" component:
Components → Pathfinding → Pathfinder
- Collision testing: obstacles
- Height testing: ground
- Scan!



- Δημιουργούμε ένα αντικείμενο για το AI
- Character Controller component
- Seeker component
- Και το επόμενο script...

AstarAI.cs

```
using UnityEngine;
using System.Collections;
//Note this line, if it is left out, the script won't know that the class 'Path' exists and it will throw compiler errors
//This line should always be present at the top of scripts which use pathfinding
using Pathfinding;

public class AstarAI : MonoBehaviour {
    public Vector3 targetPosition;
    public void Start () {
        //Get a reference to the Seeker component we added earlier
        Seeker seeker = GetComponent<Seeker>();

        //Start a new path to the targetPosition, return the result to the OnPathComplete function
        seeker.StartPath (transform.position,targetPosition, OnPathComplete);
    }

    public void OnPathComplete (Path p) {
        Debug.Log ("Yay, we got a path back. Did it have an error? "+p.error);
    }
}
```