

How can I address character issues stemming from disruptions in its path or difficulties navigating slopes caused by a broken NavMesh that protrudes through the floor, as indicated by red borders?

Keep adjusting the NavMesh's vertical 'Cell Height' or the 'Agent Step Height' until the problem is resolved.

Reallusion FAQ

<https://kb.reallusion.com/Product/53182/How-can-I-address-character-issues-stemming-from-disruptions->