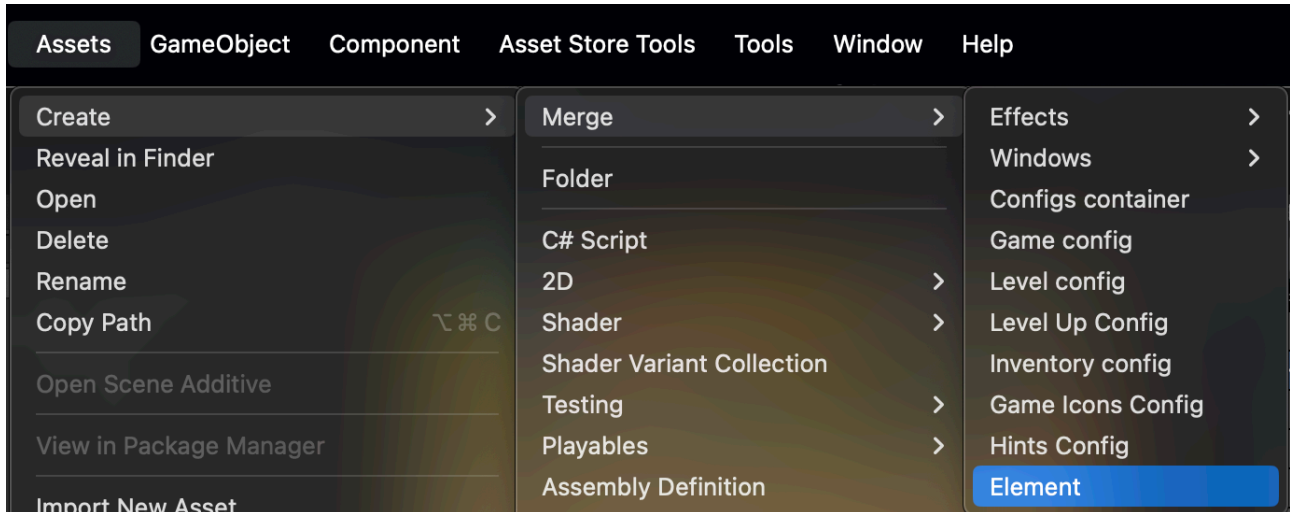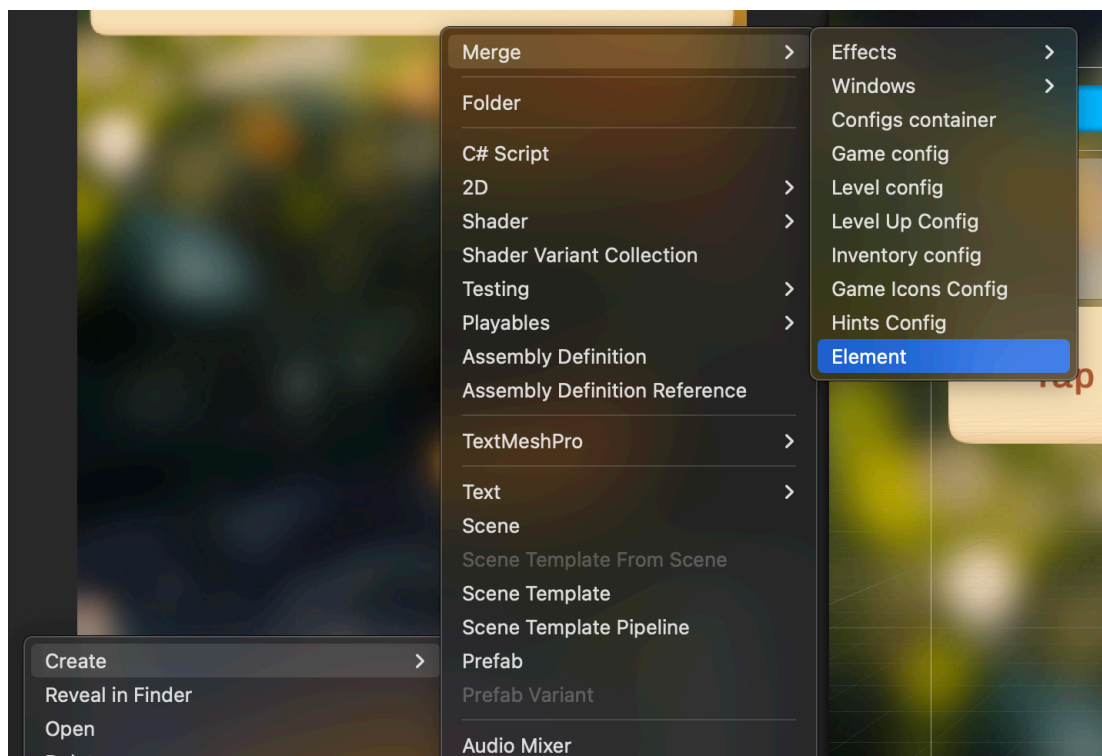# Merge Toolkit - Frequently Asked Questions

1. **How is to create a config of element or other merge config?**
   a. Top menu bar: Assets —> Create —> Merge and choose any config you want to create
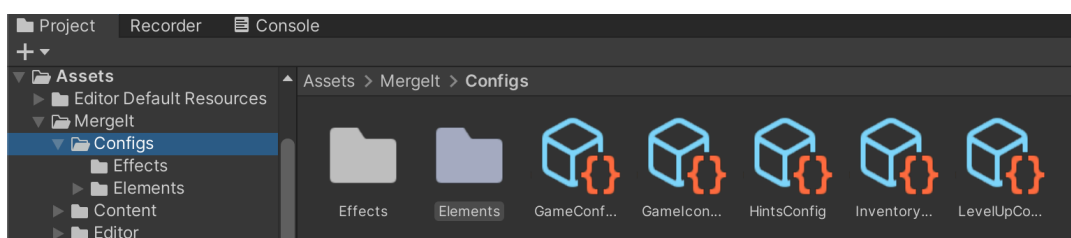

   b. Another way it is to use "Create" menu by clicking the right mouse button in any project folder
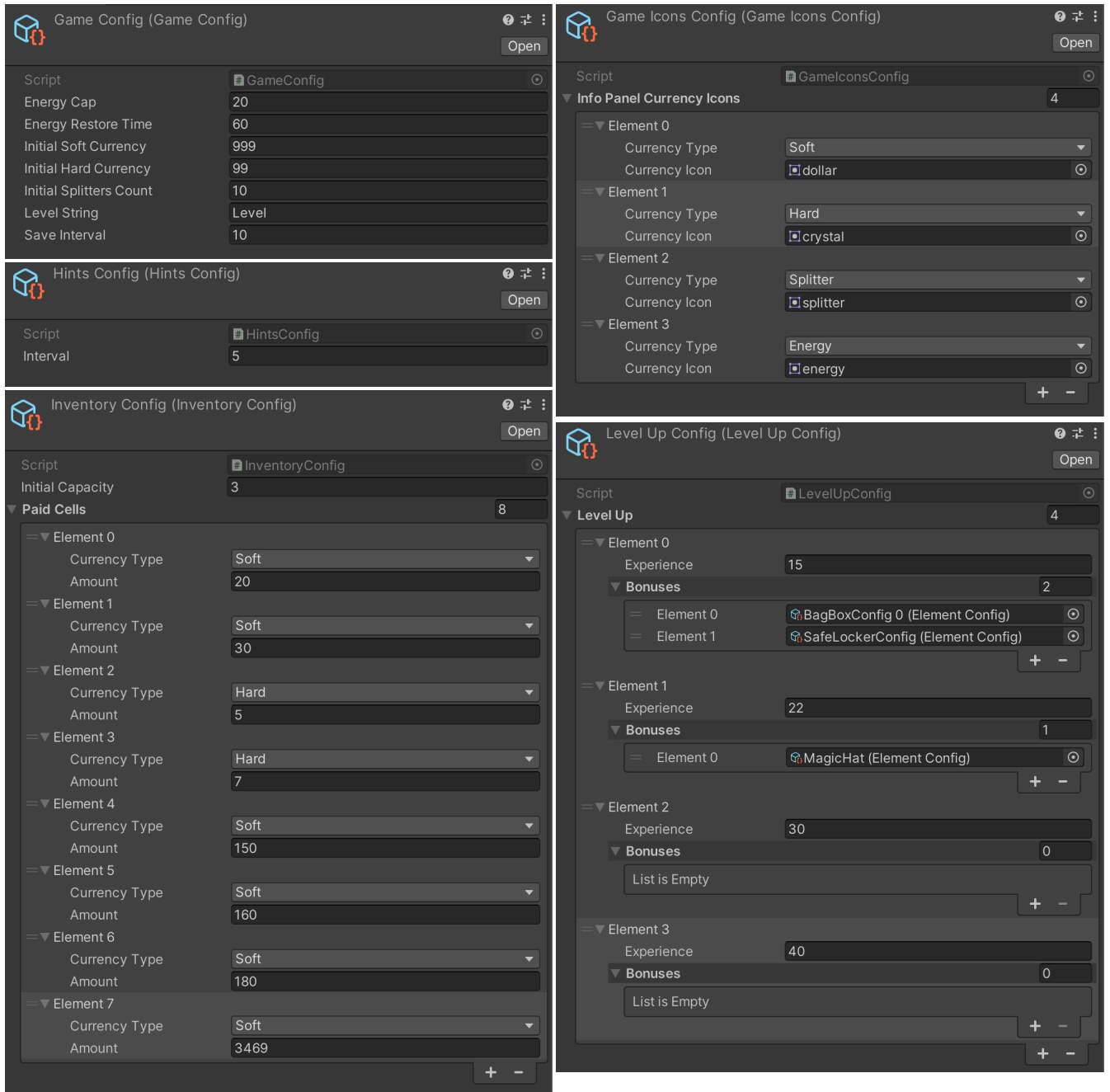

2. **Where I can find all configs and settings of the game example?**
   "MergeIt/Configs" - at this path you can find all the game example configs
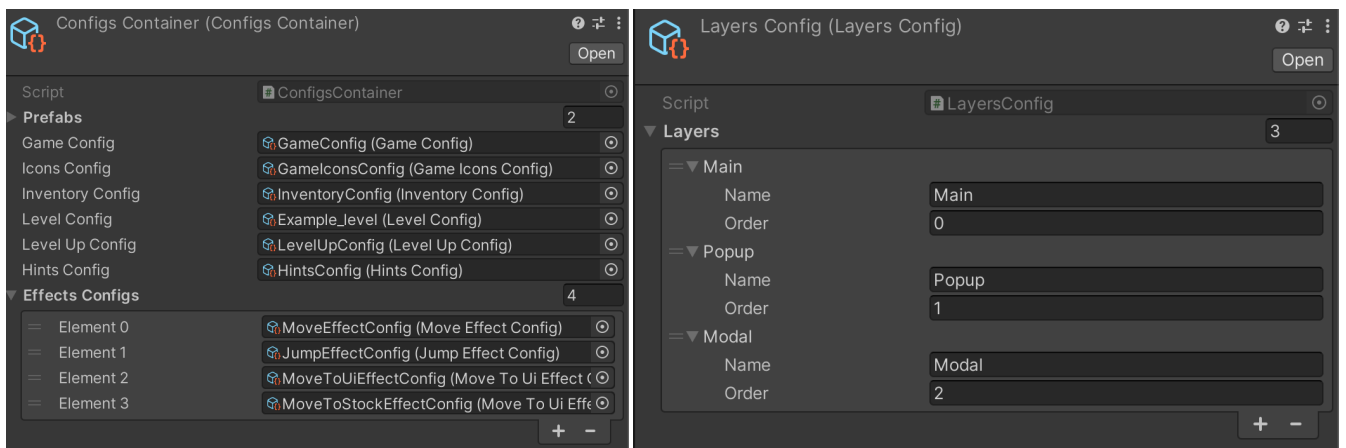
In the root "Config" folder you can find different configs and their settings

Game Config (Game Config) Open

Script	GameConfig
Energy Cap	20
Energy Restore Time	60
Initial Soft Currency	999
Initial Hard Currency	99
Initial Splitters Count	10
Level String	Level
Save Interval	10

Hints Config (Hints Config) Open

Script	HintsConfig
Interval	5

Inventory Config (Inventory Config) Open

Script	InventoryConfig
Initial Capacity	3
Paid Cells	8

Element 0
- Currency Type: Soft
- Amount: 20

Element 1
- Currency Type: Soft
- Amount: 30

Element 2
- Currency Type: Hard
- Amount: 5

Element 3
- Currency Type: Hard
- Amount: 7

Element 4
- Currency Type: Soft
- Amount: 150

Element 5
- Currency Type: Soft
- Amount: 160

Element 6
- Currency Type: Soft
- Amount: 180

Element 7
- Currency Type: Soft
- Amount: 3469

Game Icons Config (Game Icons Config) Open

Script	GameIconsConfig
Info Panel Currency Icons	4

Element 0
- Currency Type: Soft
- Currency Icon: dollar

Element 1
- Currency Type: Hard
- Currency Icon: crystal

Element 2
- Currency Type: Splitter
- Currency Icon: splitter

Element 3
- Currency Type: Energy
- Currency Icon: energy

Level Up Config (Level Up Config) Open

Script	LevelUpConfig
Level Up	4

Element 0
- Experience: 15
- Bonuses: 2
  - Element 0: BagBoxConfig 0 (Element Config)
  - Element 1: SafeLockerConfig (Element Config)

Element 1
- Experience: 22
- Bonuses: 1
  - Element 0: MagicHat (Element Config)

Element 2
- Experience: 30
- Bonuses: 0
  - List is Empty

Element 3
- Experience: 40
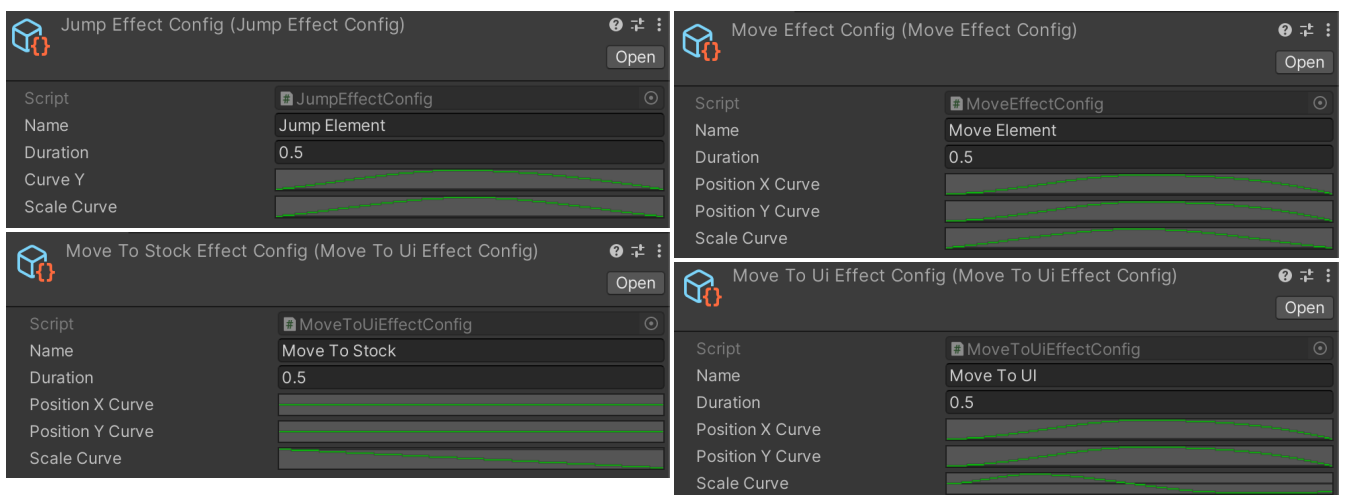- Bonuses: 0
  - List is Empty

Here you can setup default game settings:
- amount of values
- icons
- inventory expansion costs
- Level Up rewards and each level experience costs
- hints interval (in seconds, animation of available to merge items)
- and more

You can find a few additional configs in the resource folder: "MergeIt/Resources/Configs"
This is a technical configs for all connections and window layers

Configs Container (Configs Container)		❼ ⇄ ⋮
		Open
Script	ConfigsContainer	⊙
▶ Prefabs		2
Game Config	GameConfig (Game Config)	⊙
Icons Config	GameIconsConfig (Game Icons Config)	⊙
Inventory Config	InventoryConfig (Inventory Config)	⊙
Level Config	Example_level (Level Config)	⊙
Level Up Config	LevelUpConfig (Level Up Config)	⊙
Hints Config	HintsConfig (Hints Config)	⊙
▼ Effects Configs		4
= Element 0	MoveEffectConfig (Move Effect Config)	⊙
= Element 1	JumpEffectConfig (Jump Effect Config)	⊙
= Element 2	MoveToUiEffectConfig (Move To Ui Effect (	⊙
= Element 3	MoveToStockEffectConfig (Move To Ui Effe	⊙
		+ −

Layers Config (Layers Config)		❼ ⇄ ⋮
		Open
Script	LayersConfig	⊙
▼ Layers		3
= ▼ Main		
Name	Main	
Order	0	
= ▼ Popup		
Name	Popup	
Order	1	
= ▼ Modal		
Name	Modal	
Order	2	
		+ −

In the "Effects" folder you can find configs for effects

Jump Effect Config (Jump Effect Config)		❼ ⇄ ⋮
		Open
Script	JumpEffectConfig	⊙
Name	Jump Element	
Duration	0.5	
Curve Y		
Scale Curve		

Move Effect Config (Move Effect Config)		❼ ⇄ ⋮
		Open
Script	MoveEffectConfig	⊙
Name	Move Element	
Duration	0.5	
Position X Curve		
Position Y Curve		
Scale Curve		

Move To Stock Effect Config (Move To Ui Effect Config)		❼ ⇄ ⋮
		Open
Script	MoveToUiEffectConfig	⊙
Name	Move To Stock	
Duration	0.5	
Position X Curve		
Position Y Curve		
Scale Curve		

| Move To Ui Effect Config (Move To Ui Effect Config)		❼ ⇄ ⋮
		Open
Script	MoveToUiEffectConfig	⊙
Name	Move To UI	
Duration	0.5	
Position X Curve		
Position Y Curve		
Scale Curve		

Here you can setup curves for different effects or create your own from zero

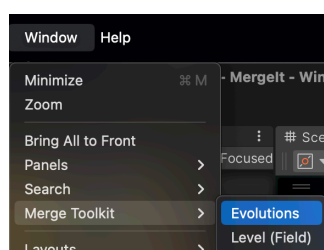In the "Elements" folder you can find configs for all elements
• Each element should have icon prefab. You can find all prefabs at the path: "MergeIt/
  Resources/Prefabs"
• Element configs will be used in the Evolution editor further
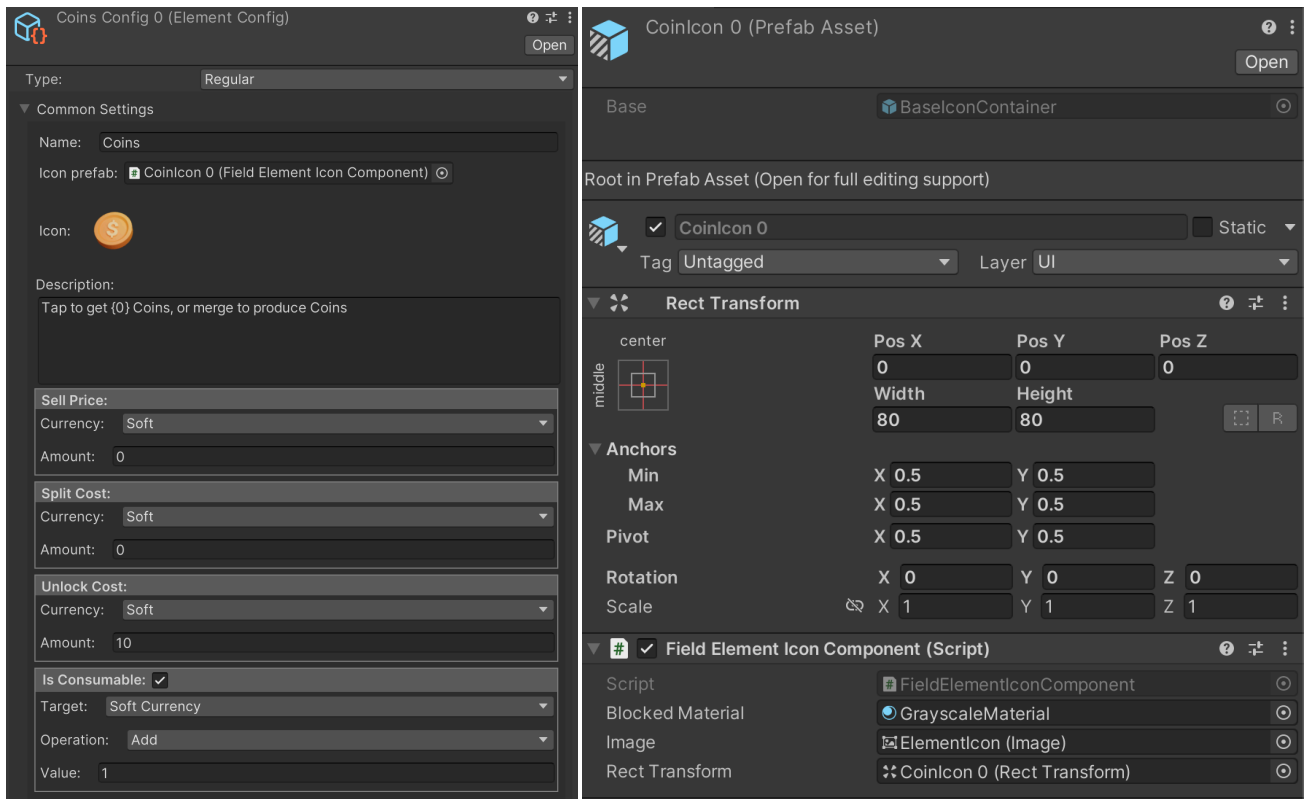
3. Where I can find the editor and how to use them?
Evolution Editor
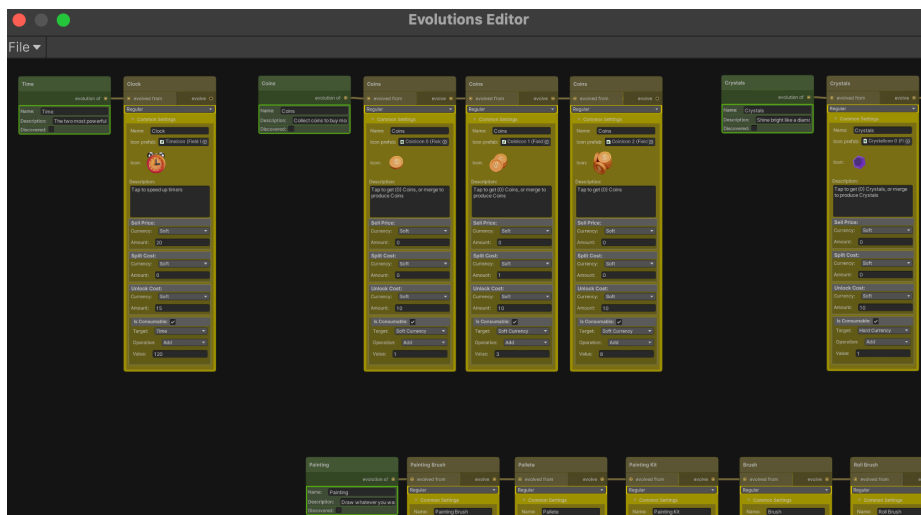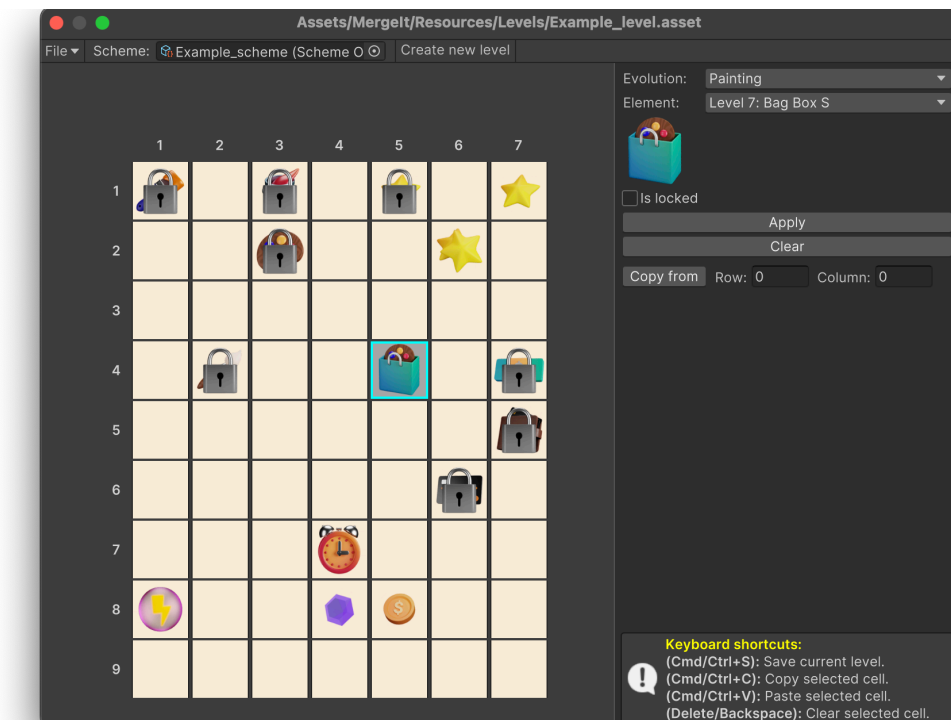

Top menu bar: Window —> Merge Toolkit —> Evolutions

You can create new evolution chains and save them by clicking on file —> save or open the already saved scheme (MergeIt/Resources/Evolutions/Example_scheme.asset)

Each chain should start from evolution root. To create it, use right mouse button on empty space and click on "Create evolution root"

- To add elements into evolution editor, just drag and drop config files of them on the evolution editor window
- You need to connect all evolution chains and setup parameters (if needs).
- "Discovered" checkbox controls items reveals in the item info window (if it is checked, all items will be revealed for the player for that chain)
- Also Evolution editor used to setup generator drop items and their chances
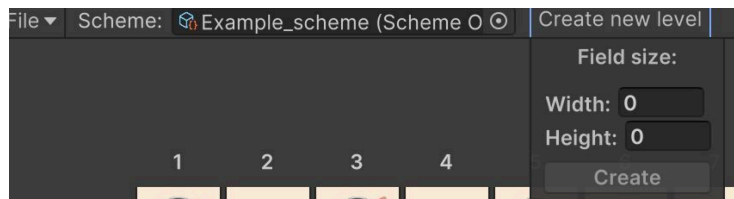
Level (Field) Editor

Top menu bar: Window —> Merge Toolkit —> Level (Field)
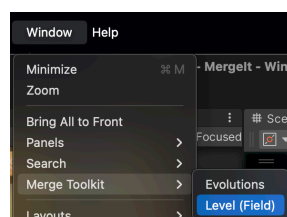
To create new level you need to choose Scheme (saved Evolution Editor file) and click on "create new level". You will be able to set field size (amount of cells for width and height).

Or you can open the already saved level (MergeIt/Resources/Levels/Example_level.asset)

Click on any cell, choose evolution, choose element, set locked state (if needs) and click on "Apply" button. If you want to clear the cell - click on "Clear" button.
Also you can use Keyboard shortcuts for fast level creation:
• (Cmd/Ctrl+S): Save current level.
• (Cmd/Ctrl+C): Copy selected cell.
• (Cmd/Ctrl+V): Paste selected cell.
• (Delete/Backspace): Clear selected cell.

Be sure that you have selected the proper level in the ConfigContainer (MergeIt/Resources/Configs/ConfigsContainer.asset)

4. How I can clear the Game Saves?
Top menu bar: Tools —> Merge Toolkit —> Clear Saves
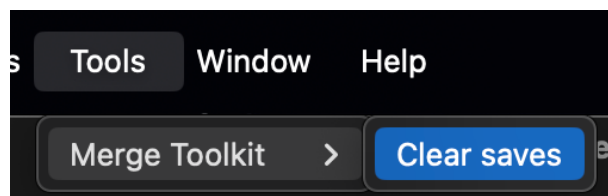
5. Where I can find the Demo Scene?
At this path: MergeIt/Scenes/Game.unity