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MESHES (TOTAL: 45)

- 20 Holds (smooth (A) and detailed (B) subtypes): ~ 150-200 verts, 190-500 tris
- 10 Wedges (sharp and smooth subtypes): ~ 12-18 verts, 20-30 tris
- 3 Single-sided walls (5 m high): 32-113 verts, 46-192 tris
- 2 Carabiners (oval and pear-shaped): 157 verts, 298 tris
- 1 Quickdraw carabiners: 342 vers, 644 tris
- 1 Link: 96 verts, 192 tris
- 1 Rope: 992 verts, 768 tris
- 1 Crash mat: 24 verts, 44 tris
- 1 Double-sided wall (12 m high): 153 verts, 256 tris
- 1 Boulder (4 m high): 93 verts, 182 tris
- 1 H-beam: 24 verts, 44 tris
- 1 Support beam: 80 verts, 88 tris
- 1 Metal Roof: 92 verts, 88 tris
- 1 Lamp: 385 verts, 762 tris

PREFABS (TOTAL: 44)

Rope and Carabiners (4)

- 2 carabiners (oval and pear-shaped)
- 1 quickdraw carabiner, rigged for physics
- 1 rope, rigged for physics

Holds (20)

- A set of handholds and footholds in various sizes and detail. Default color is blue.

Wedges (10)

- A set of 5 different wedge shapes, to be equipped with holds for strenght training or decoration. Each wedge has its sharp counterpart (for lowpoly usage and colliders).

Walls (6)

- A set of 5-m high climbing walls with crash mats; 1 high (12 m) climbing wall with ropes and quickdraws, one boulder and one overhang. Default color is white.

Other (4)

- Simple beam
- H-Beam
- Support Beams with roof
- Lamp

TEXTURES

- PNG and TGA format 2048x2048 resolution
- Maps: base color, normal, and roughness/metallic maps are available. Climbing Wall has a Detail map too. Smooth metal objects such as carabiners and support beams etc. are made with material only.

POPULATOR SCRIPT

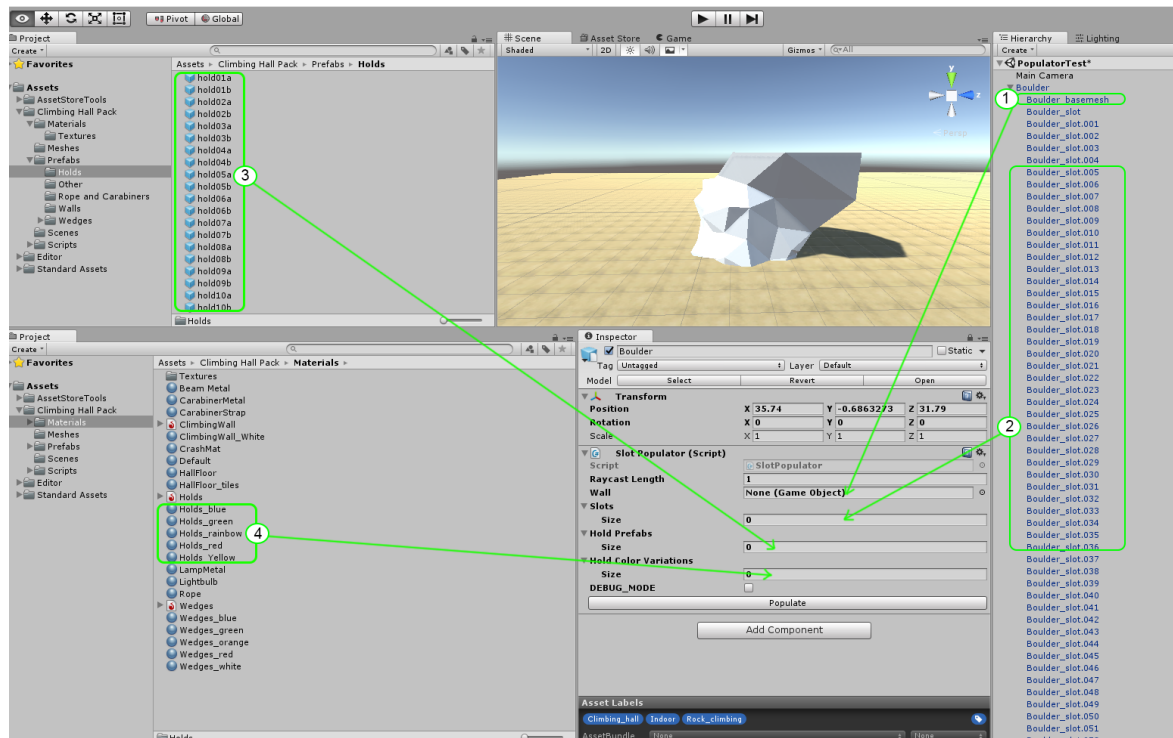
The package contains a handy surface populator script, which places the chosen holds neatly onto the wall's surface. You can choose where do you want to place holds (slots), which holds do you want to use, and in what color variation. You can use the script with any kind of mesh (except terrain), but slots have to be made ready (any Empty on the surface will do).

USING THE POPULATOR SCRIPT:

- Drag the script onto the wall's Empty, and lock it in the Inspector (click on the Lock icon).
- Fill out the following input fields by dragging and dropping the inputs on the corresponding fields:
 - 1) **Wall:** Drag the basemesh into the field.
 - 2) **Slots:** Drag all the needed slot Empties into this field. (Note: you can add or remove slot Empties to your liking, just make sure the slot empty is on the surface of the basemesh. The premade slot empties have a helper mesh on them, but you can delete these components; the script only needs the position of the slot empties.)
 - 3) **Hold Prefabs:** Drag the preferred Hold prefabs into the field.
 - 4) **Hold Color Variations:** Drag the Holds materials into the field, or leave blank for default color.
 - 5) Hit „Populate“.

Note for custom meshes: If no holds are placed, increase Raycast Length.

Debug Mode: By checking this box and in Runtime Mode you can see the raycast process for the script.



VERSION CHANGES

Version 1.1: Removed SBSAR Materials due compatibility issues. Replaced the dependencies with individual texture maps.