

Planar Mesh Generator

V 1.0

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PMG is a simple tool for generating 2D meshes in Unity's editor.

Usage Guide:

- Add a the "Mesh Generator" Script to a new gameObject.
- In the Mesh Generator script's inspector, toggle the "Edit Mode" to "on".
- In the Scene View, you can now edit the mesh the same way you would edit a Unity 2D Polygon Collider.
 - Click near a corner point and drag to move.
 - Zoom in/click near lines between corners to add a new corner point.
 - With the cursor near a point, hit the "Delete" key (not "Backspace") to remove it.
- Press the "Rebuild Mesh" button to build the mesh

Rim Generation

- *Generate Rim* will generate an extra rim around the mesh. If you then use one of the included Rim shaders in a material for your mesh, the mesh will be drawn with a rim.
 - If you making your own material, make sure you set your textures' *Wrap Mode* to "repeat"
- *Rim Width* modifies the thickness of the generated rim
- *Rim Fade Modifier* modifies how softly the rim's texture blends into the rest of the mesh's texture.

Adding Colliders

Add Collider Buttons - The add collider buttons add a collider matching the mesh's shape.

Linked To Clones

Checking *Linked To Clones* in both an original Mesh Generator object and one or more of its children makes the group of them share the same MeshFilter.sharedMesh object. The result is that if you edit and rebuild one of these meshes, the others in the group will be affected as well.