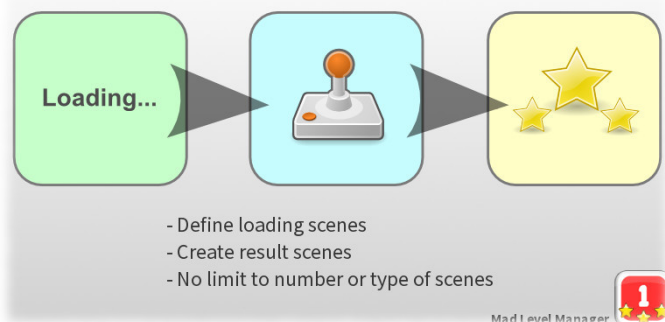# MadPixelMachine

software

MAD LEVEL MANAGER

Level manager. With powerful and easy level configurator you can set your own level workflow in a matter of minutes. You can even prepare multiple configurations!

Extend levels by loading and results scenes

Loading...

- Define loading scenes
- Create result scenes
- No limit to number or type of scenes

Mad Level Manager

Level selector. Based on the previous level configuration quickly generate your level select screen. You can make a grid or a map. It's optimized for mobiles and stationaries!

Generate stunning level select screens

Mad Level Manager

New scene loading API. Throw away Application.LoadLevel()! From now on you can use MadLevel.LoadNext() and next level will be loaded based on your level configuration.

All progress is automatically saved and loaded when the game is launched. How cool is that?!

Define your levels

- create groups

- add levels

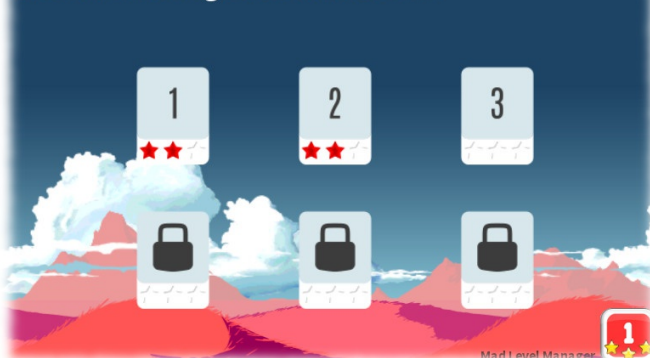- set locked state

- define type

- extend

Mad Level Manager

PlayMaker integration. Mad Level Manager offers PlayMaker support package, that allows to access most of API features directly from the PlayMaker.

Can be used with PlayMaker

Included in the package

Mad Level Manager

New themes for Mad Level Manager will make your select screens even more fantastic!

Download New themes!
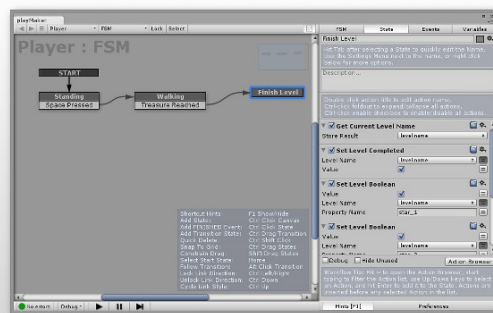
Get many extra level select themes
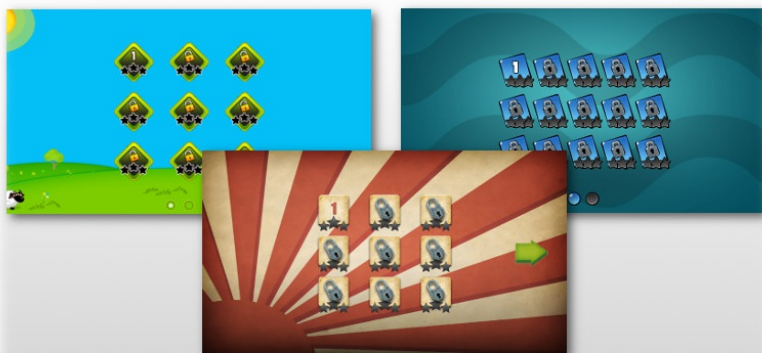
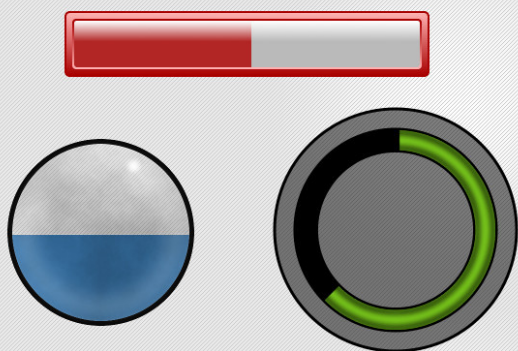Available in Unity Asset Store

Mad Level Manager

ENERGY BAR TOOLKIT

Energy Bar Toolkit is the most complete progress bar solution available in Unity Asset Store. It's powerful and simple because you don't need any scripting knowledge to create many kinds of beautiful and functional bars in a matter of minutes.

Some of many features:
- Multiple render methods: OnGUI, NGUI, Meshes
- Atlases support; Only one draw call!
- Instancing 3D bars outside the panel (scripting)
- Easy positioning in 3D space
- Mesh sequence renderer
- Easy to setup (no scripting!)
- Built-in event system
- Tested on PC & Android
- Full inspector integration
- No need to hit Play to see the results
- Support for multiple resolutions
- Attachable to 3D objects

ENERGY BAR TOOLKIT

Filled Renderer
Fill to any direction, radial fill, visual effects

Watch our video tutorials to see how easy this can happen!

ENERGY BAR TOOLKIT
Repeat Renderer
Create coins, hearts, credits

ENERGY BAR TOOLKIT
Sequence Renderer
Create bar from sequence of images

ENERGY BAR TOOLKIT
3D Anchoring
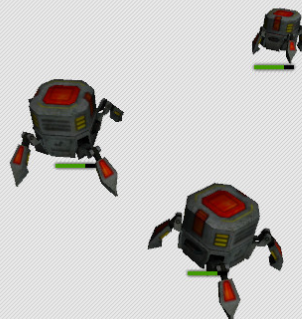
Create your fleet of robots and give each one of them a health bar!
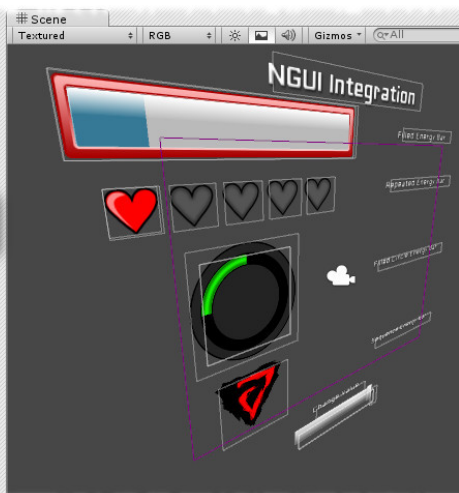
It's super easy!

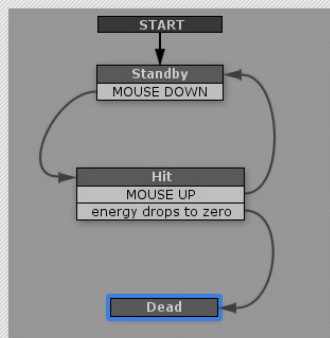| Anchor | healthBar |
| Anchor Camera | botCamera (Camera) |

Integration with NGUI and playMaker.

ENERGY BAR TOOLKIT
NGUI Integration

NGUI NEXT-GEN UI
support

ENERGY BAR TOOLKIT
玩 playMaker support

START
Standby
MOUSE DOWN

Hit
MOUSE UP
energy drops to zero

Dead

Energy Bar Toolkit	
Change Bar Value	[1]
Change Bar Value Percent	[3]
Get Bar Value	[1]
Get Bar Value Percent	[3]
Set Bar Value	
Set Bar Value Percent	

MAD MESH COMBINER

Mad Mesh Combiner
the simplest way to optimize your mobile game

Did you know that the performance of your mobile game is mostly dependent on the number of draw calls your scene is generating?

We're proud to present a tool that will help you to reduce significantly the number of draw calls.

Mad Mesh Combiner merges meshes and materials to reduce draw call count on your scenes.

Features:
- Atlases support
- Combines multiple materials into one
- Tiled meshes support
- Easy switching between source and combined objects
- Ability to adjust object transform even after combination
- Option to leave source scripts enabled
- Limit number of vertices per mesh
- Normal maps support
- Cube maps support
- No scripting abilities required!
- Super easy: select and combine!

How To Combine Meshes
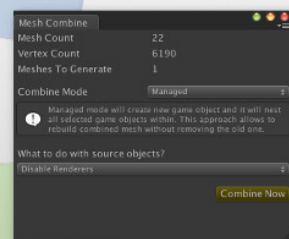3-step tutorial to reduce your draw calls

1. Select your game objects
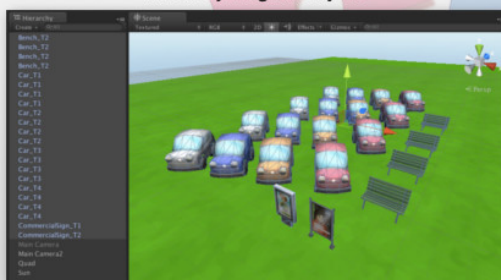
2. Execute Combine Selected command

3. Review and click on "Combine Now"

Mad Mesh Combiner

How To Modify Combined Meshes
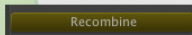All source objects are preserved, so you can modify them later

1. Click on the Toggle button

2. Modify your source objects

3. Recombine

Mad Mesh Combiner