Waypoint Editor

Lightweight easy to use framework for editing points on simple paths

This editor allows you to quickly and easily plot points on a path.

These paths can be used for nearly anything, such as guard paths in a stealth game, car paths on a road, or a route a camera takes in a cutscene. Think of this editor as an easy way to edit collections of transforms that define paths.

Waypoint Path

This component marks a GameObject as a path. Its children will be treated as paths on a point, and you can edit and visualize them in the scene.

Functions

Add Point - Shortcut = 'A' while a path is selected
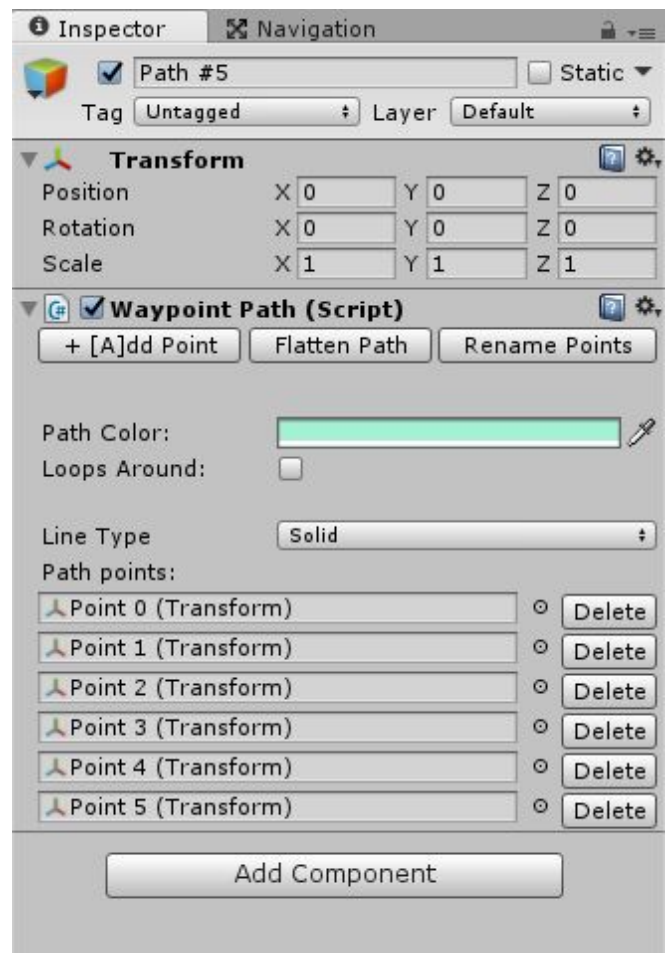
Adds a point after the last point in the path

Flatten Path

Sets the Y position of each point in the path to the path's Y position.

Rename Points

Names points on the path in the order that they are in the path (Point 0, Point 1…etc)

Waypoint Window

This window is a shortcut to adding and managing paths. You can always just add a WaypointPath Component to any object to turn it to a path instead.

Click on a path name to select it in the inspector.

Click the delete button to destroy the path and all points

The Waypoint Window also allows you to merge paths:
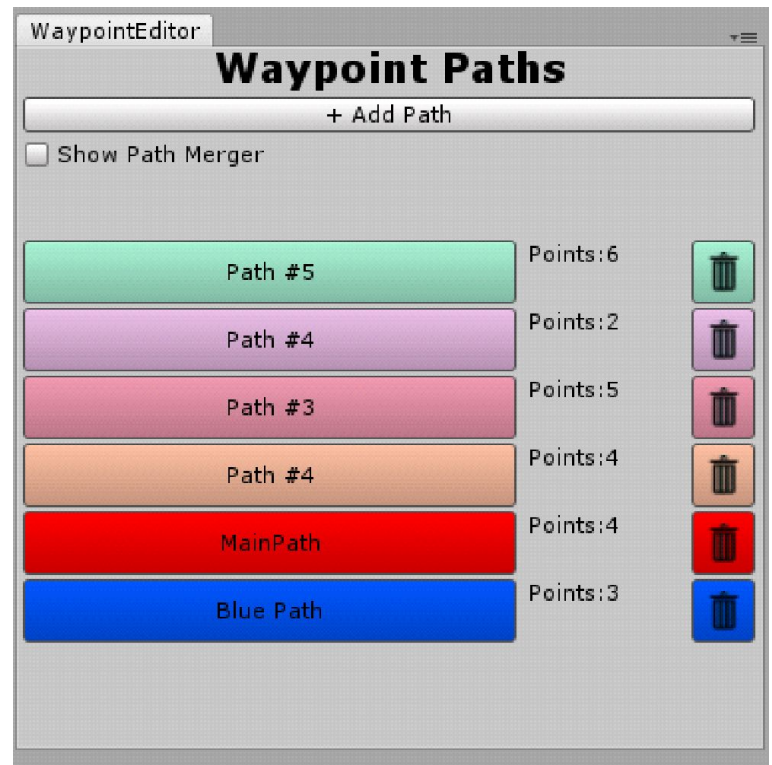
Merge Paths

Combines two paths, so the first path is added to the end of path B