

Segmentor mk.1

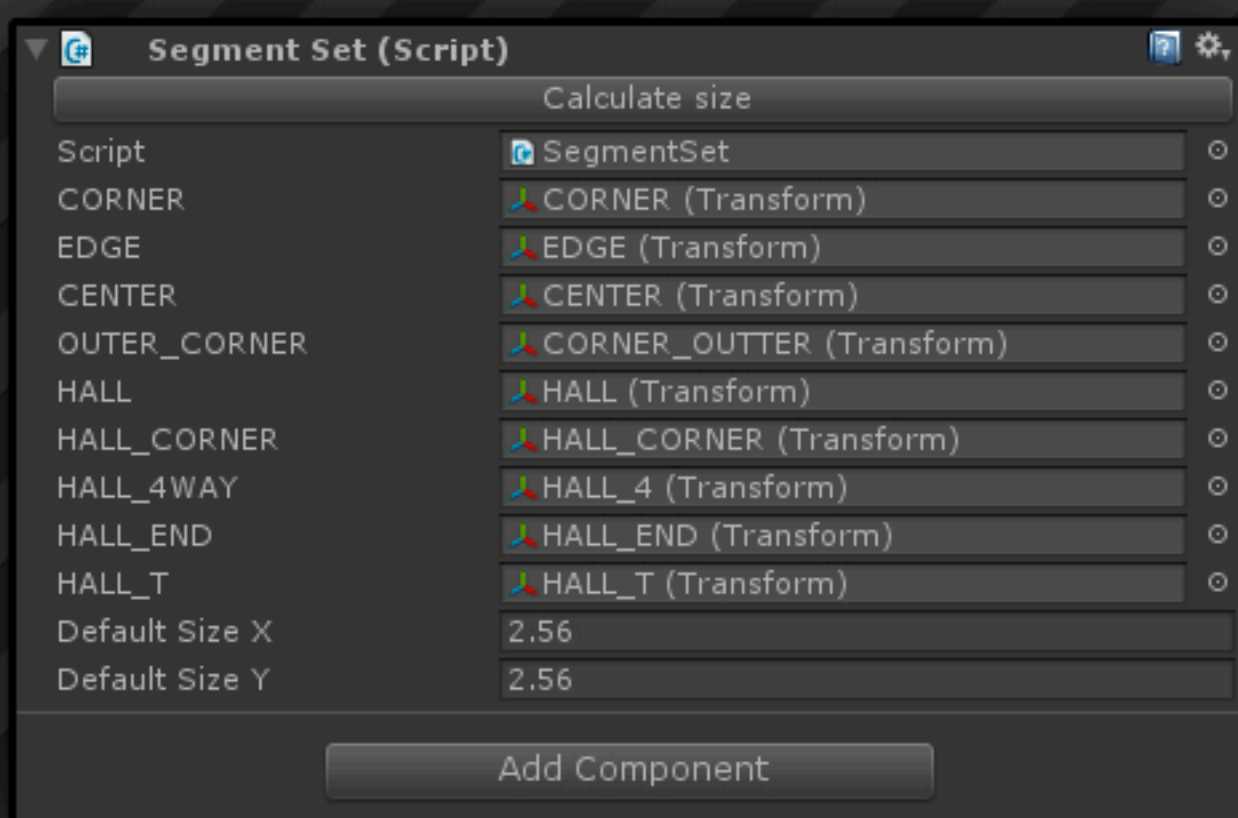
What is it?

Segmentor is an segment-based level-creation tool like the FPS Creator's one, for example.

With **Segmentor** you can create interiors much faster than without it.

How does it work?

All you need - is a «**segment set**» (pack of nine meshes, four for rooms and five for corridors and halls). All meshes in segment set must be similar by size.



Default Size X and **Y** is a size of each segment. If you don't know what to type here - just click «**Calculate size**» button above. Very simple.

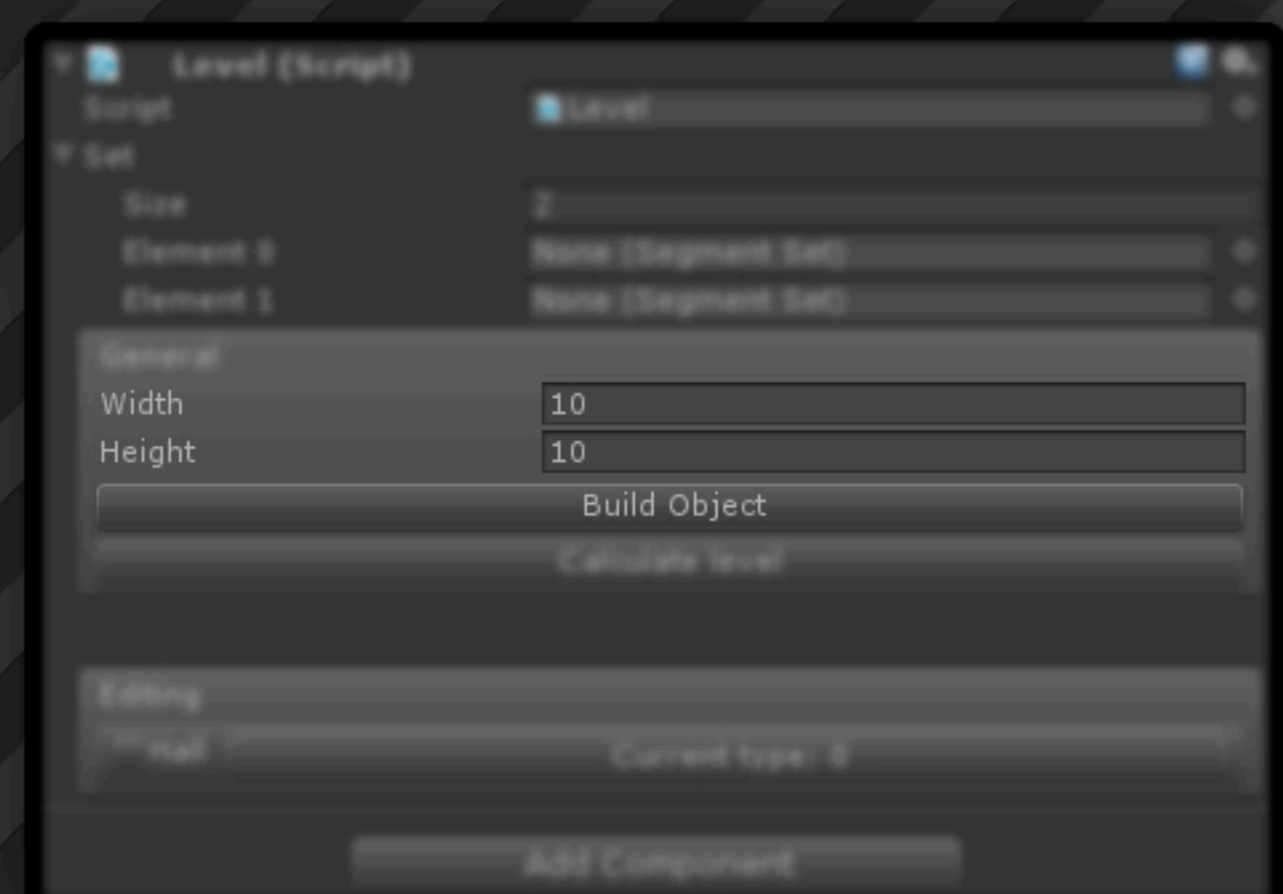
When your segment set is ready you can start creating level. Click «**GameObject -> Create other -> Segmentor -> New Level**» in a menu in the top of the screen and instance of «Segmentor Level» will be added to your scene. Select it.

Now you need to define the size of level.

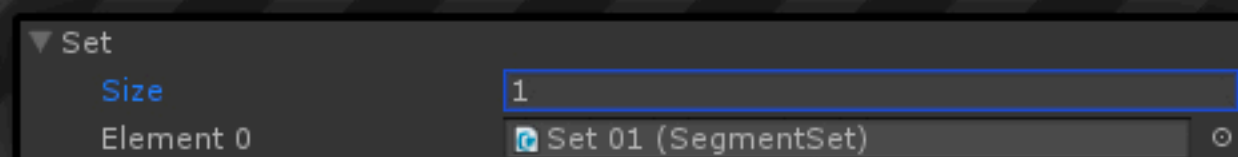
Width and **Height** are variables you need.

Set their value and click «**Build Object**».

Don't forget that bigger values causes longer calculation.

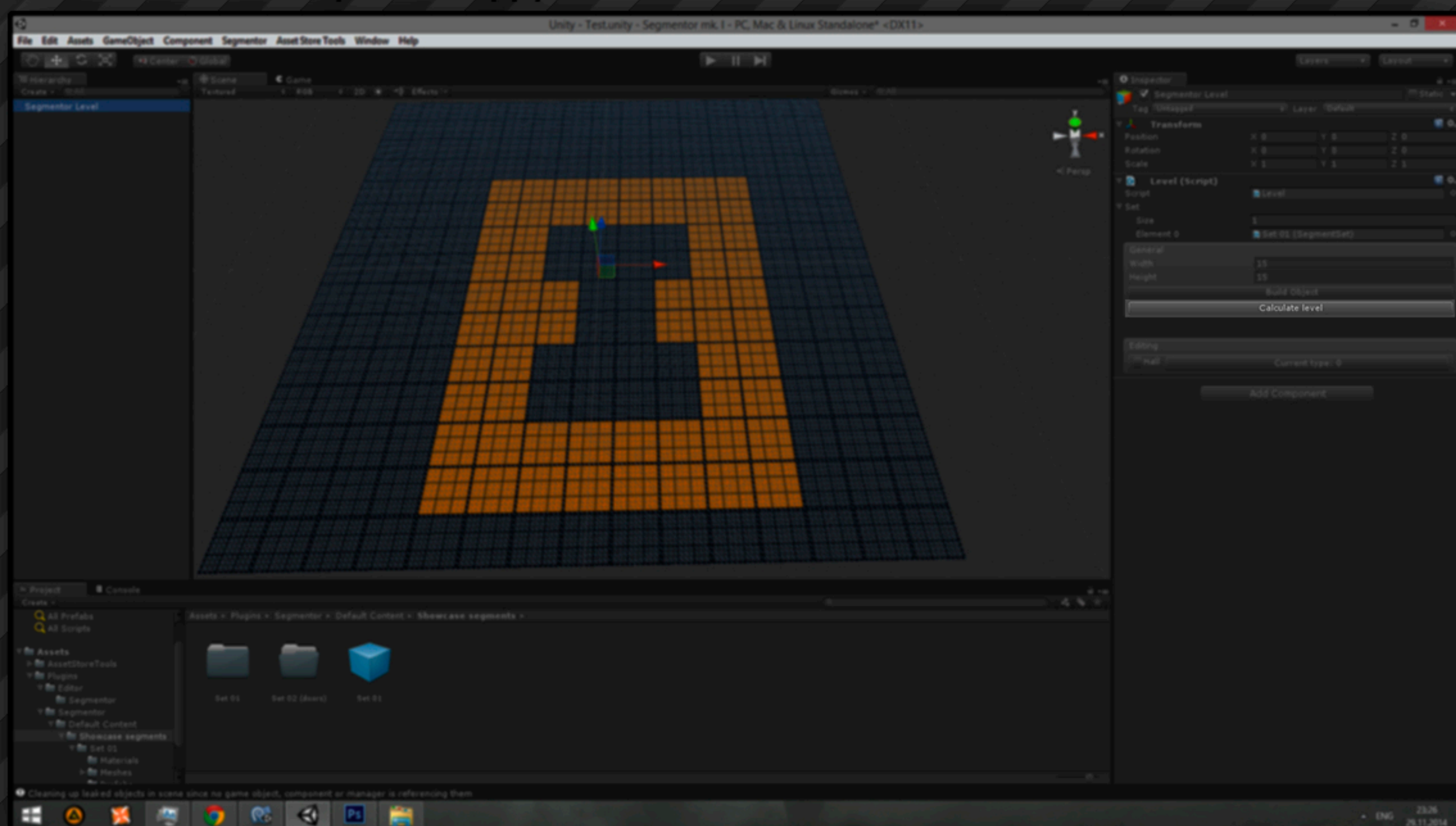


Now you need to add your segment set to level's set list.



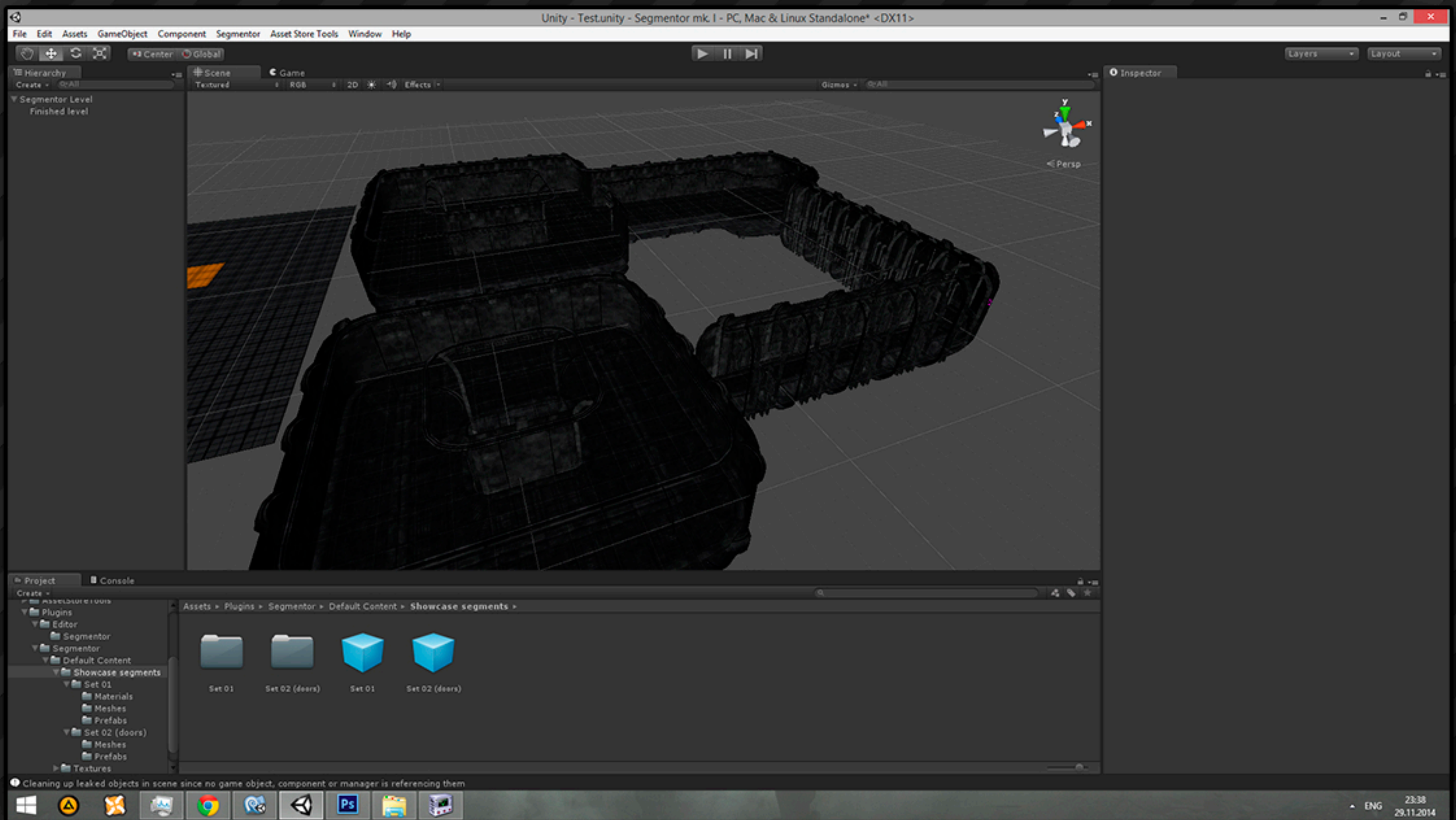
And start drawing your level. Click on «Current type: 0» and it will become «Current type: 1». You will draw by the first element of your level's segment set list. 0 is always deleting.

«Hall» is indicating that this segment is a corridor. Don't use it in the rooms and don't forget about it in halls. Simple. Just draw it until you're happy.



Now you need to calculate your level: just click «Calculate level» button. Your finished level is created as a child of «Segmentor level» game object.

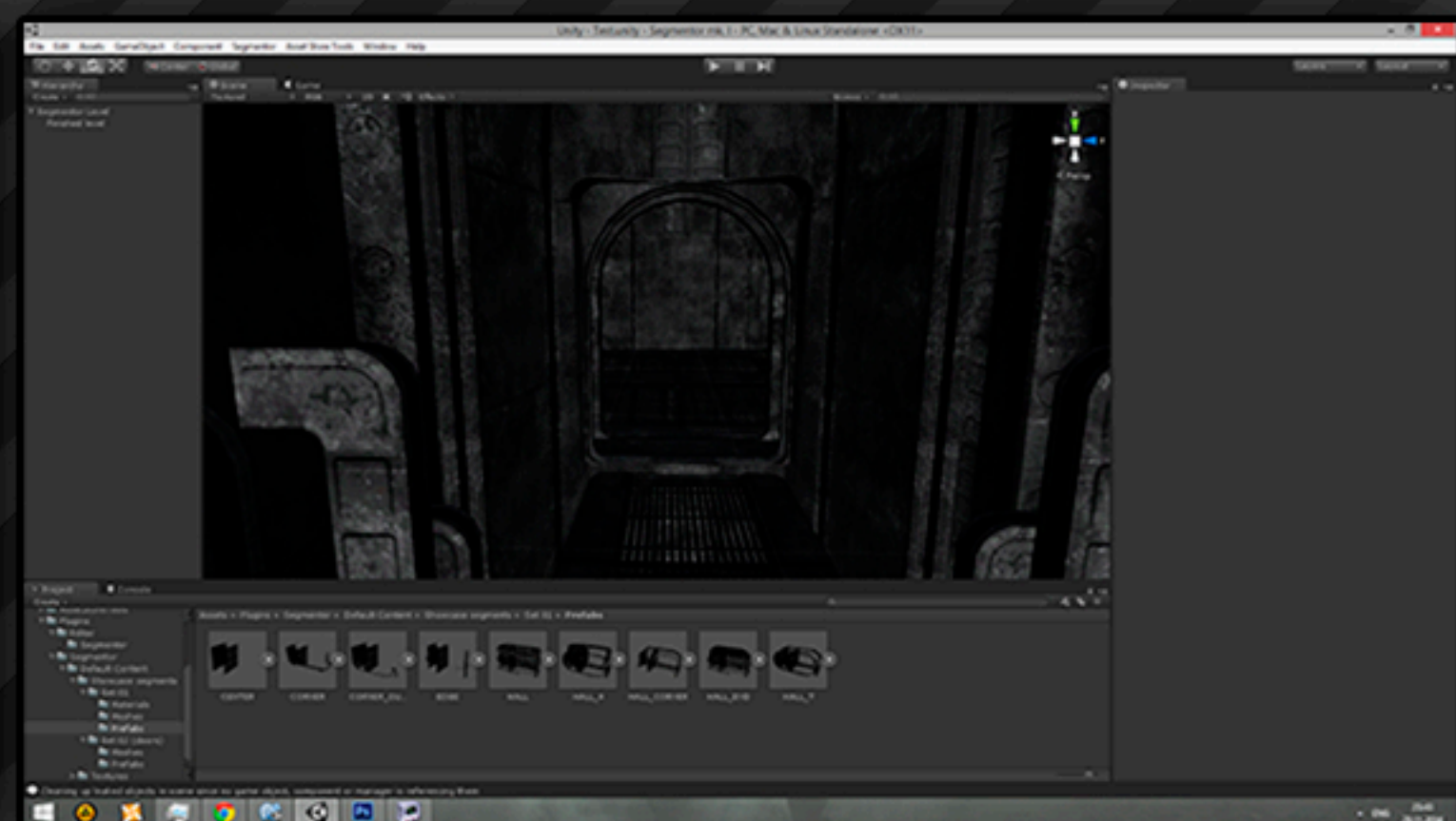
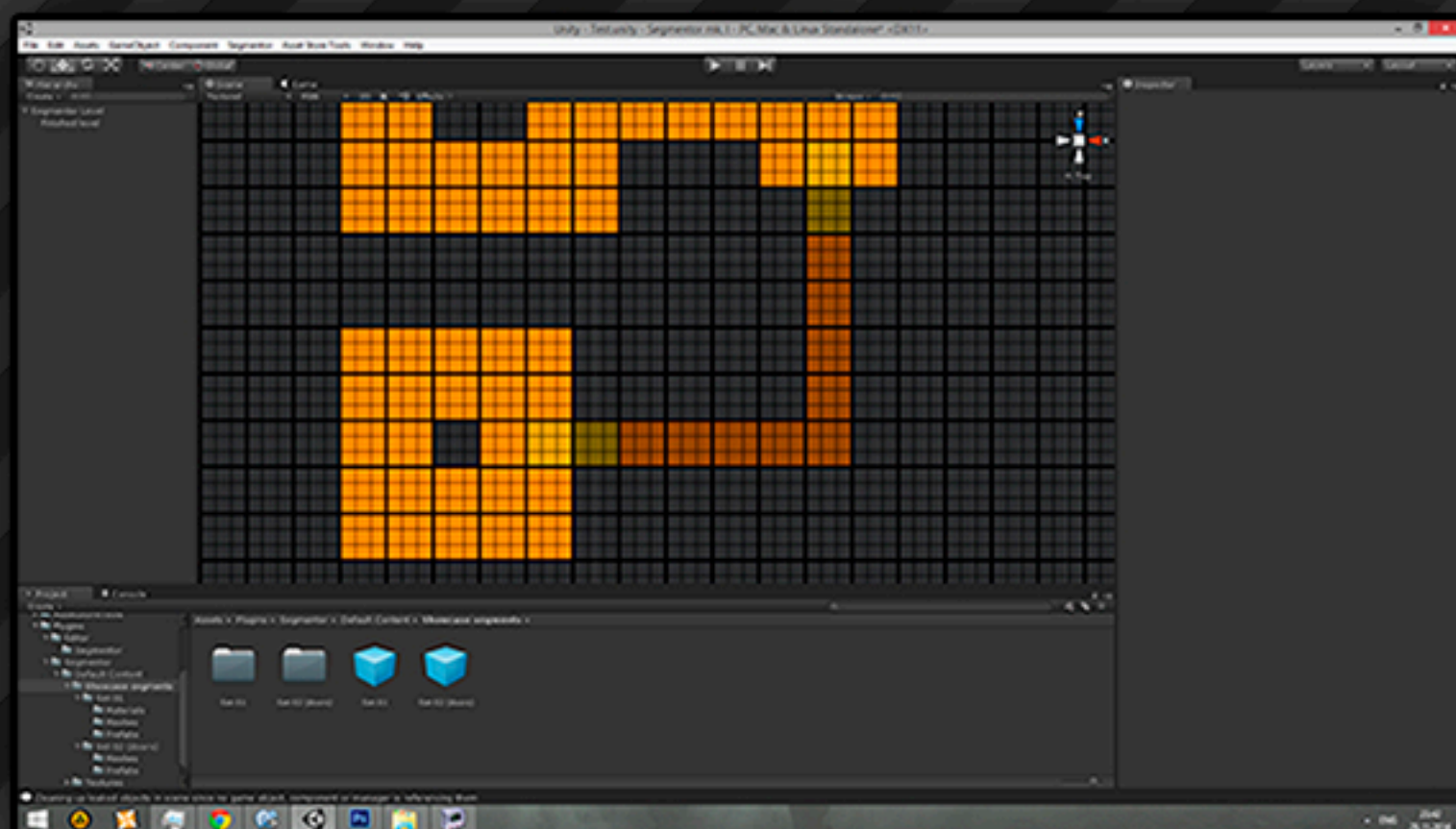
Maybe, not finished yet.



You can see the halls and rooms are not connected. No doorways or something else.

So, you need to create another segment set with meshes with doorway and add it to level's segment set list.

So, just set current type to 2 and set it in places where must be doors.



And now it look fine.