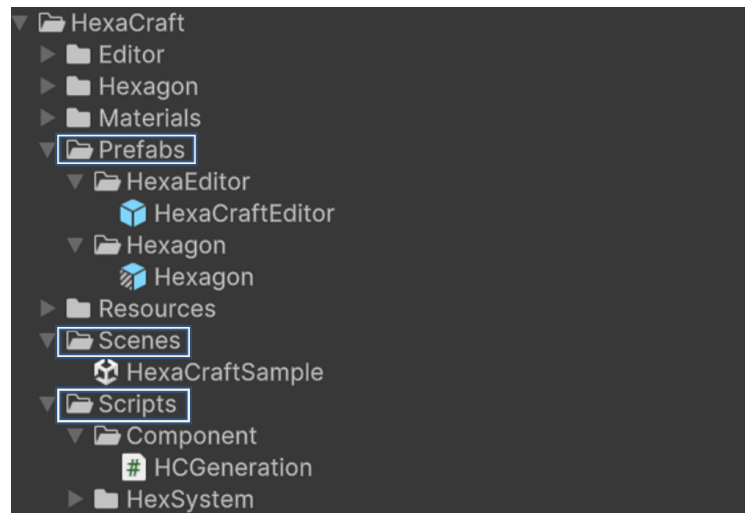


Hexa Craft v.0.1.0

Introduction

This asset is an editor for designing maps made up of HexTiles of type GameObject.

Asset Structure



1. Scenes

A sample scene is stored in the path “Assets/HexaCraft/Scenes/HexaCraftSample.unity” where you can use the feature.

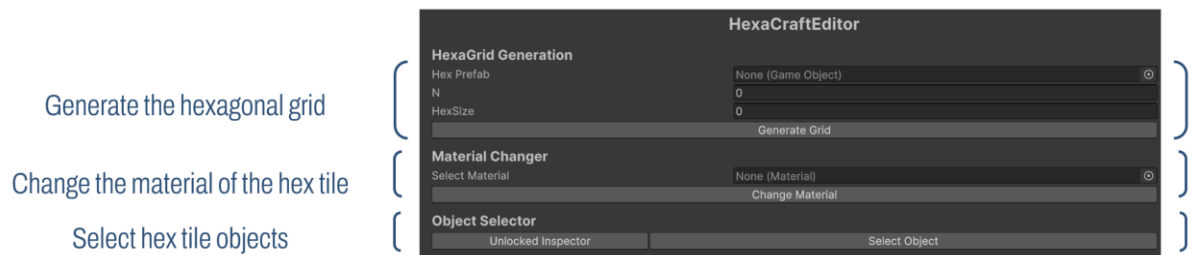
2. Prefabs

In the path “Assets/HexaCraft/Prefabs/HexaEditor/HexaCraftEditor.prefab” are stored prefabs that allow you to use the Hexa Craft Asset features. You can use these by placing them in your scene.

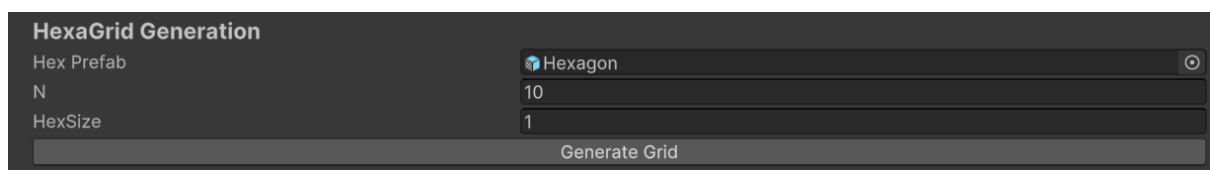
3. Scripts

The script file “Assets/HexaCraft/Scripts/Component/HCGeneration.cs” exists. Extend the Custom Editor to target that script component.

Asset Key Features and Usage



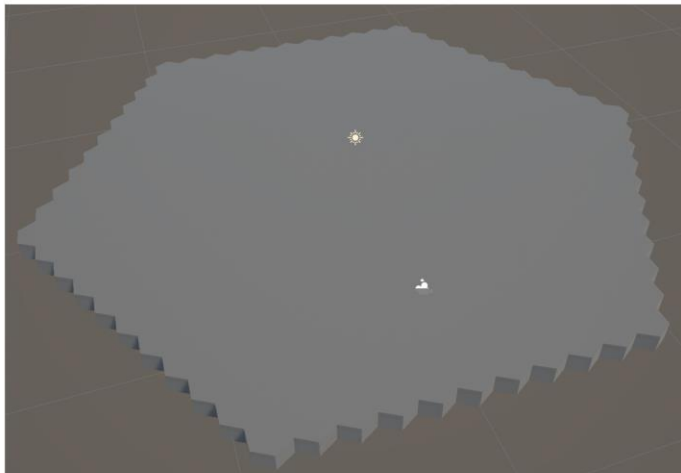
1. Create a grid of hexagonal shapes



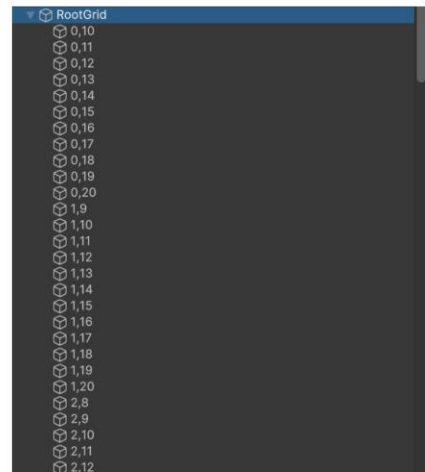
Description of each property

- Hex Prefab: Select the prefab that will be used as the hex tile
- N: When you create a hexagonal grid, you specify the size of the radius n of the entire grid
- HexSize: The radius of the circumscribed circle of the hexagonal model you are using. The built-in hex tile prefab uses 1.0f

The result of generating a hexagonal grid
in the SceneView

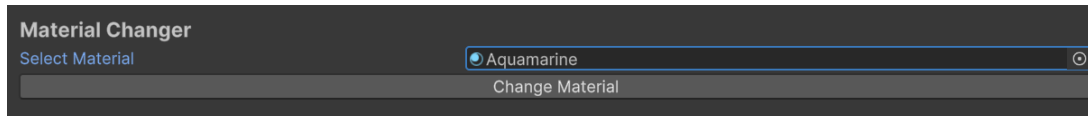


You can find it in Hierarchy
under the name "RootGrid"

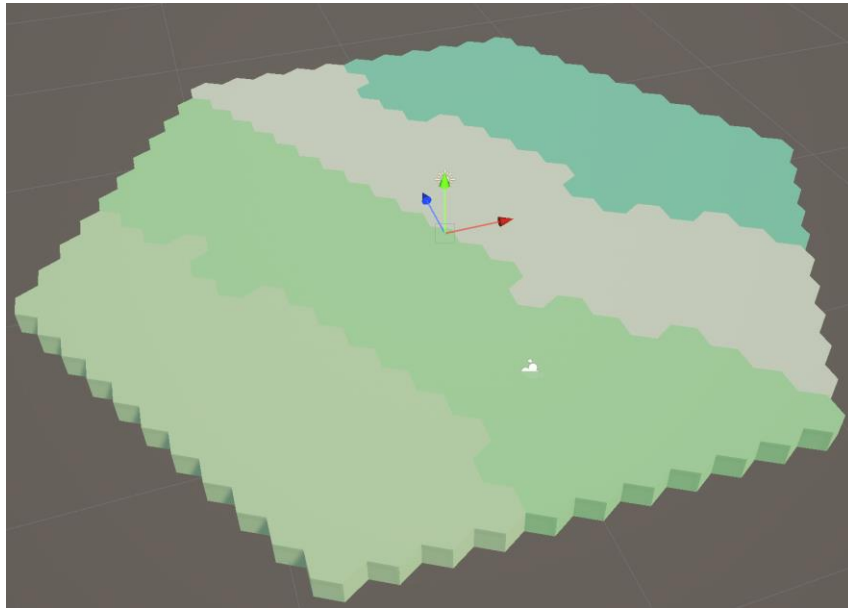


The child objects of a RootGrid are each a single HexTile. The child object names refer to coordinates along the axial coordinates.

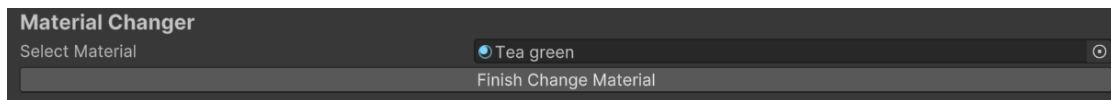
2. change materials via mouse clicks and dragging



1. Select the material you want to use, then click the “Change Material” toggle button to activate the material change mode.
2. Clicking and dragging over a hex tile in the scene view will change the material of that hex tile



3. Finally, press the Finish Change Material button to exit the material change mode.

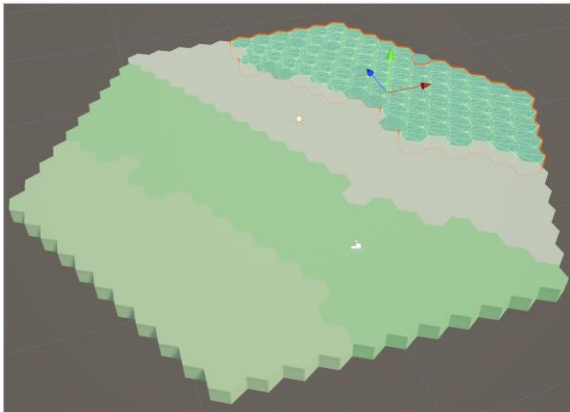


3. select objects via mouse click and drag

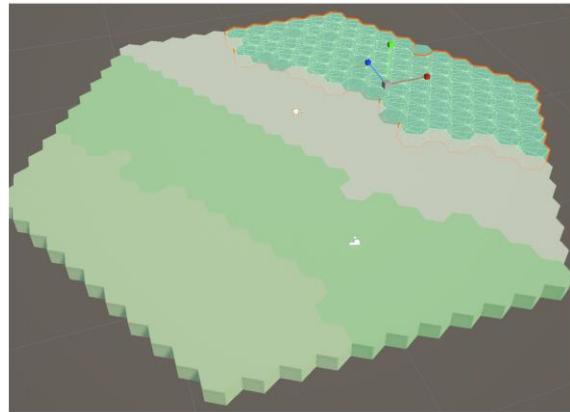


1. Click the Unlocked Inspector button on the left to keep you from leaving the current Inspector window. If you do not enable this, when you select a GameObject, the focus will change to that object and the Inspector window will change.
2. Once you are done setting up the inspector lock, click the Select Object button to activate the object selection mode.
3. Once you've completed the preparations in steps 1 and 2, click and drag your mouse to the target hex tile in the scene view

Selecting objects



Change to Unity's Move, Rotate, and Scale tools



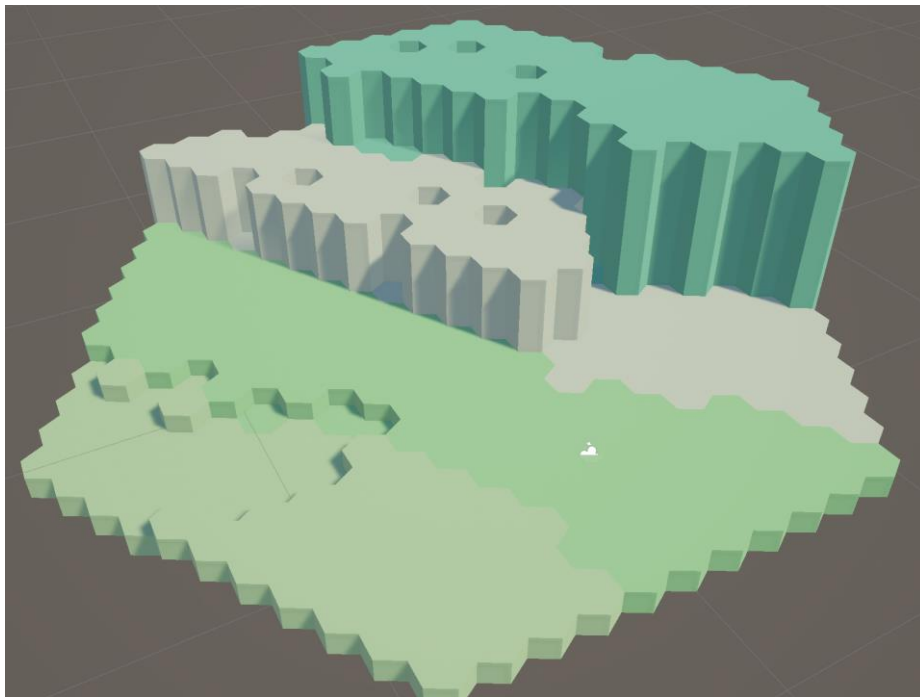
Object Selector

Locked Inspector

Finish Object Selector

Once selected, you can press Finish Object Selector to exit object selection mode and use the Move, Rotate, and Scale tools provided by Unity to adjust the Hex Tile GameObject.

Depending on the adjustments you make, you might end up with a hex grid that looks like this!



Additional features coming soon

This asset is a prototype that is still in early development. The following features will be added in the future

1. ability to install new tiles and delete tiles when attempting to hover the mouse next to a hex tile
2. specifying the start and end coordinates of a hex tile returns a path the object can move along
3. each species usability patch and UI patch