

Docs

Easy Build System

[Ads Studio 12](#)

Version 3.3

Note : The system is still in development it is possible that some component changes.

About : You can also find guides about asset on the site (AdsStudio12.net).

Components :

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What's Build Manager Component ?

This component allows to load a **Build Collection** who contains the prefabs at scene starting. It also allows to store in cache all the components during the runtime such as Socket, Parts, Etc.

You will find and drag and drop in your scene this prefab already configured in the folder :
(Easy Build System > Plugins > Resources > Easy Build System - Build Manager).

Note : It is very important to have this component in your scene as well as a **Build Collection** attach, otherwise you will not be able to use the system.

What's Build Storage Component ?

This component allows to save or load all the **Base Parts** in your scene as the position, rotation, Scale also that the appearance index.

You will find and drag and drop in your scene this prefab in the folder :

(Easy Build System > Plugins > Resources > Easy Build System - Build Storage).

Note : It is important to have the same **Build Collection** than that used during the saving. Otherwise, this can be corrupt the file and make the file unreadable.

This component has been only tested on (PC, Mac, Linux).

What's Build Collection Component ?

This component allows to store all the **Base Parts** who will be loaded by the **Build Manager**.

You can create your own **Build Collection** and add your own **Base Parts** in the menu :
(Tools > Easy Build System > Scriptable Object > Create New Build Collection).

You can then add your **Base Parts** in this collection, then add it to the **Build Manager** of your scene to load your prefabs during the runtime.

Check if you have not **Base Parts** that have the same id, otherwise this will be unreadable.

What's Input Collection Component ?

This component allows to define the inputs used by the system by input name or keycode.
This can be added to your **Base Builder Example** component to used in runtime.

If you use the custom inputs, it will be relative to the name of your **Project Settings - Inputs**.

You can create your own **Input Collection** and add your own inputs in the menu :
(Tools > Easy Build System > Scriptable Object > Create New Input Collection).

Note : This can be very useful, if you want custom inputs example (vr, gamepad, etc).

What's Base Group Component ?

This component allows to save all the **Base Parts** that this component contains.

A new **Blueprint Data** this will be created in your **Project Folder**.

This component will be improved in the next future update.

What's Base Builder Component ?

This component allows to manage all the behaviours also that placement, destruction, Edition of all the **Base Parts** during the runtime in your scene according your settings.

If you want a optimal behaviour of modes management all the parameters will be in this. As like the modes management, preview color, movement type, inputs,

For the behaviour of your parts will be in their **Base Parts** component.

This component can be added on your Main Camera or Controller by **Base Builder Example**.

Note : The component **Base Builder Example** is a derivative of **Base Builder** component.

What's Base Area Component ?

This component allows the placement and destruction of some **Base Parts** in a limited area. It can be also used for avoid the masses placement during the runtime.

This component can be placed on gameObject, or your controller to avoid the near placement of parts during the preview mode. It can also be added on your **Base Parts** to avoid the placement of some **Base Parts**.

You can create or add this component on an existing gameObject via the menu :
(Tools > Easy Build System > Tools > Create New Area).

Note : If you have already selected a gameObject in your scene, it will be added on it. Otherwise a new gameObject with this component will be created.

What's Base Socket Component ?

This component allows to snap the **Base Parts** according to the settings during the runtime.
A complete editor in the inspector allows to configure easily your offset settings.

This component modifies your **Base Part** according to the socket's offsets settings.
As like the position, rotation or scale.

Behaviour : When the mesh bounds of the **Base Part** will touch the socket who is contains in offset of this type, then, the socket will automatically disabled.

You can add this component on in empty gameObject and then the your in **Base Part**.
Of this way this component will be attached on your **Base Part**.

You can create or add this component on an existing gameObject via the menu :
(Tools > Easy Build System > Tools > Create New Socket).

Note : If you have already selected a gameObject in your scene, it will be added on it.
Otherwise a new gameObject with this component will be created.

What's Base Part Component ?

This component allows to configure the behaviour of your own part as well detection, physics...

This component modifies your **Base Part** according to the socket's offsets settings.

As like the position, rotation or scale.

You can add this component on in empty gameObject and then the your in **Base Part**.

Of this way this component will be attached on your **Base Part**.

You can create or add this component on an existing gameObject via the menu :

(Tools > Easy Build System > Tools > Create New Socket).

Note : If you have already selected a gameObject in your scene, it will be added on it.

Otherwise a new gameObject with this component will be created.

What's Base Surface Component ?

This component allows to accept the placement of the Base Parts without having the terrain.

This is the only way for the scenes featuring floors with of components Mesh Renderer as world support.

What's Blueprint Data Component ?

This component allows to save and load your **Base Parts** in edit or runtime only in editor or by code.

You can save your buildings with the **Base Group** component who allow to export your buildings data in **Blueprint data**.

This is very useful if you want place or duplicate your builds already complete, or share your Blueprint data.

The creation of this component can be done from the menu :
(Tools > Easy Build System > Scriptable Object > Create New Empty Blueprint).

You will can find your blueprint data in your project folder (Assets/).

It is recommended to read [This](#), to learn more about using this component.

Note : This component work only on PC, Mac, Linux (Standalone).