Puzzle Template

PuzzleCreator.cs Fields:

1. Original Image: This field allows you to input the data of the picture you want to break into puzzles.
2. Rows: Indicates the number of puzzles divided vertically.
3. Columns: Indicates the number of puzzles divided horizontally.
4. Background Darken Amount: Specifies how much to darken the background image.
5. Size Joint: Indicates the size of the puzzle clamps.
6. Joint: Determines the shape with which the connectors will appear.
7. Seed: A key that controls the generation of connectors.
8. Color To Remove: Sets the color for generating connectors; choose a color different from the background color of the picture.
9. Color To Add: Sets the color for generating connectors (black or white).
10. Time To Drag Group: The time during which a group of puzzles attached to the selected one will move along with the selected puzzle.
11. Distance To Drag Group: The distance through which the block breaks all connections with connectors.

PuzzlePiece.cs Fields:

1. Default Material: The material attached to the puzzle in its normal state.
2. Selected Material: The material attached to the puzzle in the selected state (also works for a group).
3. Wrong Material: Highlights incorrectly connected blocks.
4. Speed Dragging: Determines how quickly the puzzle moves with the mouse or touchpad.
5. Selected Order: If the picture is in the selected state, sets the layer indicated in this field.
6. Wrong Order: If the picture is in the wrong state, sets the layer indicated in this field.
7. Default Order: If the picture is in the normal state, sets the layer indicated in this field.
8. Magnetic Order: If the picture is in a group state, assigns it the layer indicated in this field.
9. Scale Default: Normal puzzle size.
10. Scale Selected: The size of the puzzle when it is selected or in a group of puzzles.