

UniStorm Quick Start Guide

Documentation

Documentation can be found in Unity by going to Windows>UniStorm>Documentation

Quick Start

We have supplied many demos to help you get the most out of UniStorm. Below, we'll explain what each one does.

Auto Player Setup: It is now easier than ever to setup UniStorm with a custom player using our new tool Auto Player Setup. Auto Player Setup works by auto spawning, assigning, placing, and positioning all needed UniStorm components for custom players. It then gets the player's camera and assigns it to UniStorm with the necessary settings. Lastly, it will automatically assign all these components to UniStorm. This process takes just 1 second and saves users time from having to do it manually.

Climate Generation: UniStorm's Climate Generator makes it easy to generate realistic climates to suit your terrain/environment's needs. It works by generating realistic climates based off of real-world data. This includes Precipitation, realistic Seasonal Temperatures with seasonal averages generation, weather odds (deserts have less rain and rainforests have more), starting weather, starting season, and much more. This will all be generated according to realistic real-world data according to the specific Climate, but will be different every time. This is all done with the click of a button and UniStorm does the rest.

Climate Zones: While climate generation for a whole terrain is great, some of you have requested having controllable factors for specific areas of your terrain. This is why we have also creating a new system called Climate Zones. It will work by using trigger areas to switch climates or by detecting your player's height. When your players hit these Climate Zones, or heights, it changes UniStorm's climate. So, if your terrain has a mountain section, and you'd like the climate to be Mountainous, you would simple generate a Mountainous Climate Zone for your mountains and place the zone over your mountains. When your player exits, or enters a new Climate Zone, UniStorm can then switch to it. Multiple Climate Zones can be used throughout your terrain allowing.

Advanced UniStorm UI: The new UniStorm UI allows you to see UniStorm's variables such as Date, Time, Weather, Temperature, Season, and Moon Phase all with text and icons. This of course is completely optional and is available as a demo that's included.

Alien Climate Generator: Generates a randomized alien-like climate with extreme temperatures, randomized color values, and other settings that may only be found on alien planets.

Dynamic Plant Growth System: Grows plants based off of UniStorm's Weather, Temperature, Sunlight, Time, Seasons and more! To see this feature see our post ([Here](#))

Survival Demo: Demonstrates accessing UniStorm variables for a player's food, warmth, and dryness.

Player Save and Load example: Allows you to save the UniStorm time, date, weather, and temperature. You can then load it again when needed.

Spawning a Player Example: Lets you spawn a player which then grabs all components automatically on start to make UniStorm function.

Dynamic Snow Example: Shows dynamic building snow.

Support

For support regarding Emerald, you can email us at: Support@BlackHorizonStudios.com