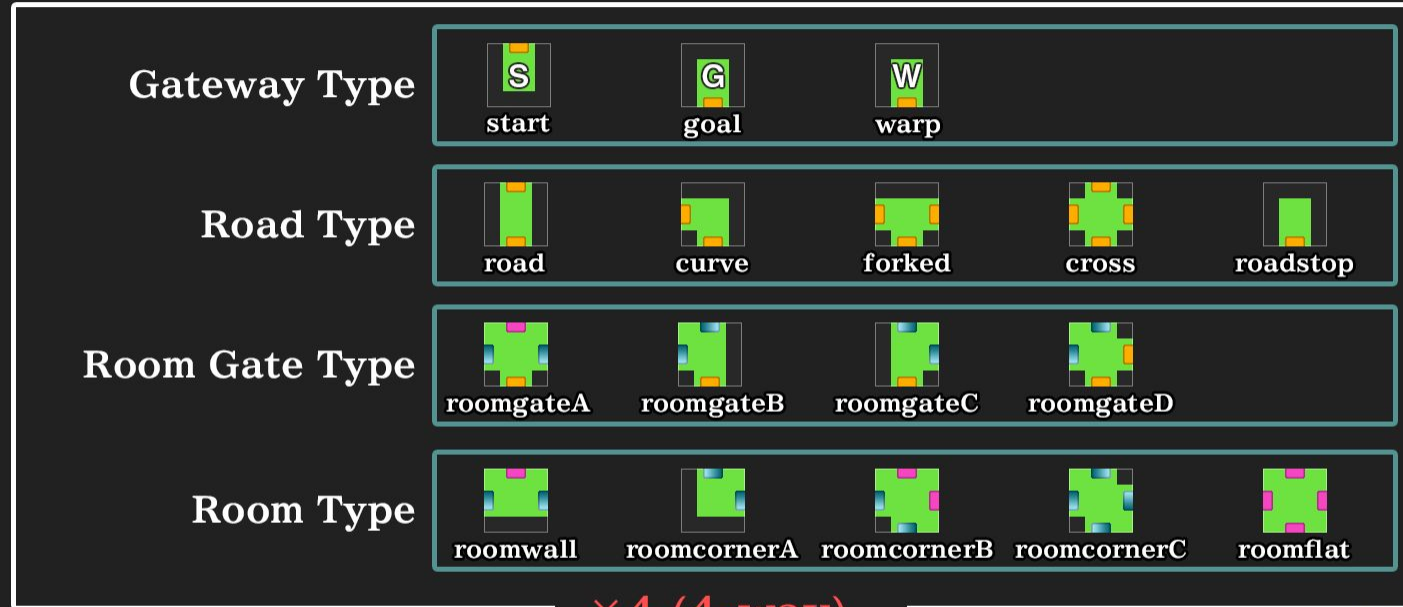# Catstudio - Map Series

Manual

Types of map parts

Gateway Type	start	goal	warp		
Road Type	road	curve	forked	cross	roadstop
Room Gate Type	roomgateA	roomgateB	roomgateC	roomgateD	
Room Type	roomwall	roomcornerA	roomcornerB	roomcornerC	roomflat

×4 (4-way)

(Y 0-degree) (90-degree) (180-degree) (270-degree)

http://www.catstudio.jp/

Parts list

Rule of arrangement Part 1

If the marks at the end of the road are the same color, they will be connected.

✓ OK

✓ OK

✓ OK

× NG

× NG

× NG
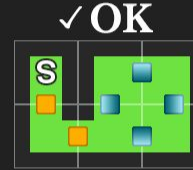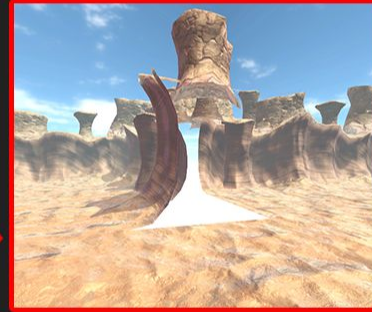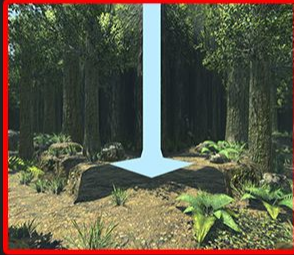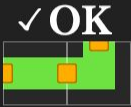
Type placed
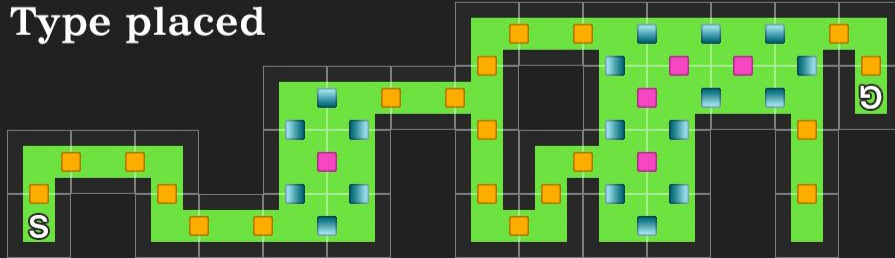
Placement example
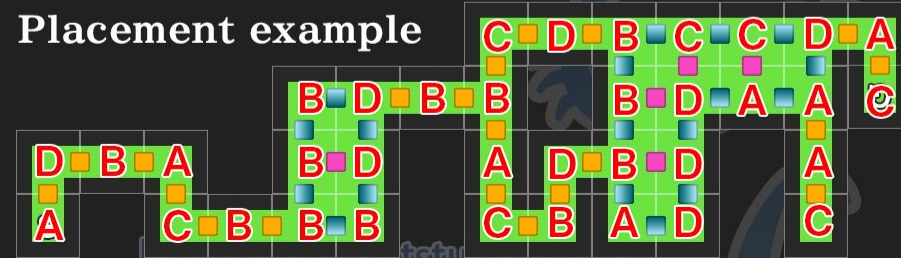
Rule of arrangement Part 2

Prefab filename placed
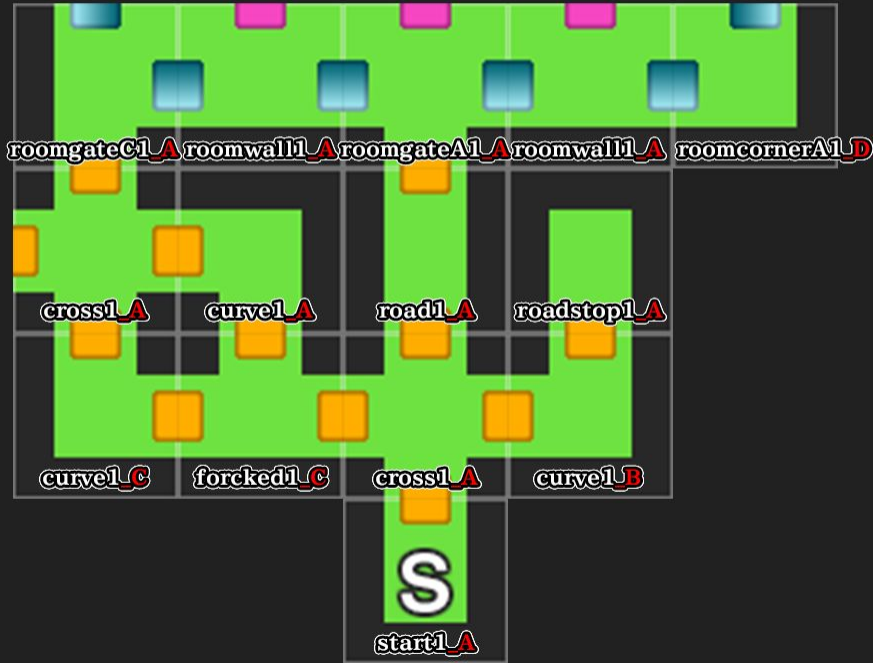
1 Parts Size = 16m x 16m
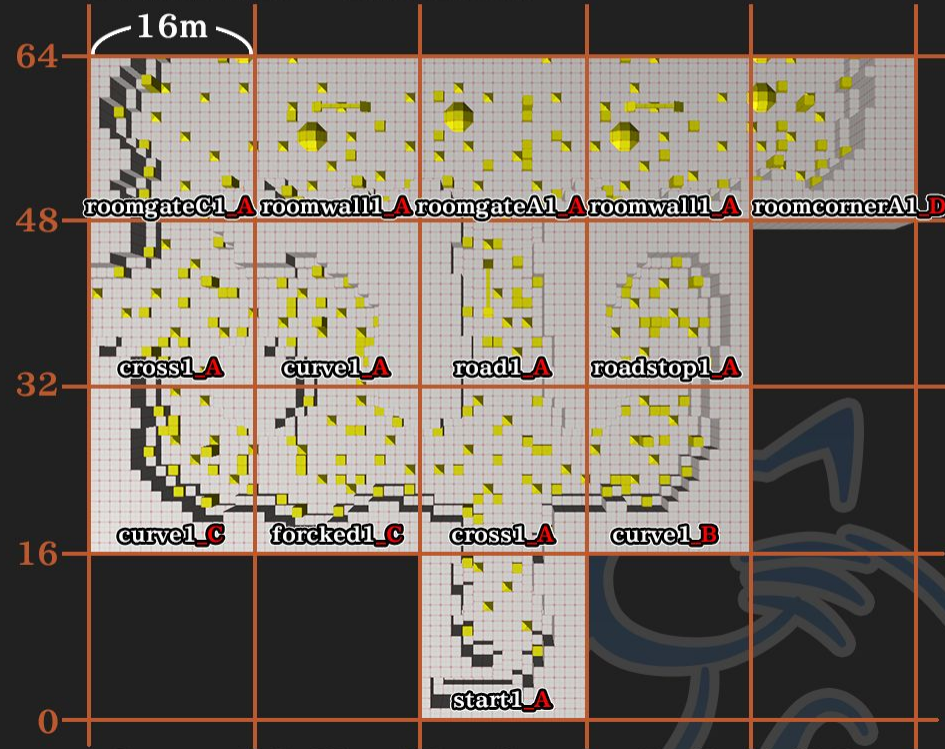
Here is an example of arranging prefab file with reference to the left figure

Collision

Render

Object Collision(col_o)

Wall Collision(col_w)

Partition Collision(col_p)
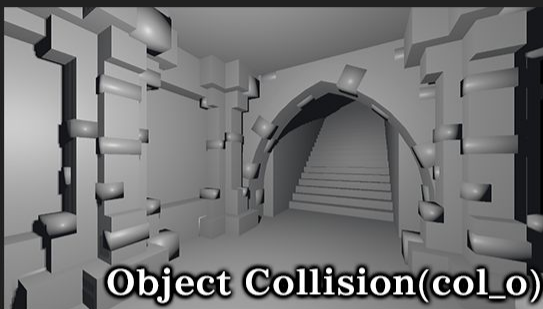
Object Collision（Name：col_o） ：It is a collision close to the appearance object
Wall Collision（Name：col_w） ：It is a collision that becomes a wall
Partition Collision（Name：col_p） ：It is a collision that is blocking a place where you can not go,
such as a gateway

Example:
col_w can be used to judge that the character strikes the ground and
col_o can be used to judge against bullets, magic and the like.

Texture
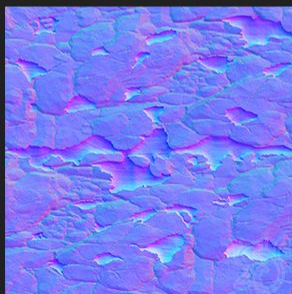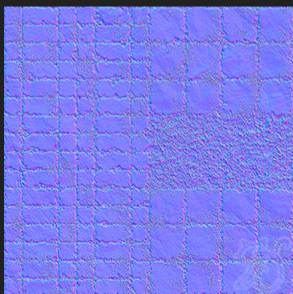
Size : Max 2048 × 2048
Type : Color Texture, Normal Map

You can change the texture size
with Unity's Inspector

Folder structure

```
▼ 📁 Assets
   ▼ 📁 CatStudio ──────────────── Asset name
      ▼ 📁 Maps
         ▼ 📁 BambooRoadMap ─────── Readme and manual
            📁 Document ─────────── Effect materials and textures
            ▶ 📁 Effect ─────────── FBX files, materials and textures such as ground and arranged objects
            ▶ 📁 Model
            ▼ 📁 Resources ──────── Prefab files are located under this folder
               ▼ 📁 Prefab
                  📁 Effects ────── Includes effect prefab
                  📁 Map ────────── Includes map prefab file of sample with part prefab file placed
                  📁 MapParts ───── Includes ready-to-use parts pre-assembled in the 16 m x 16 m range
                  📁 Objects ────── Includes object prefab file that prefabricated each fbx file
            ▶ 📁 Sample ─────────── Sample scenes
         ▶ 📁 BottomlessCaveMap
         ▶ 📁 CaveMap
         ▶ 📁 CyberTubeMap
         ▶ 📁 ForestMap
         ▶ 📁 GridMapForFREE ────── When importing other map series, it will be added to here
         ▶ 📁 LavaMap
            📁 SampleSceneContents
         ▶ 📁 StoneRoadMap
         ▶ 📁 WaveCanyonMap
```
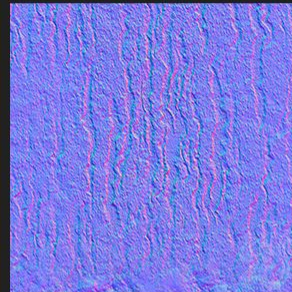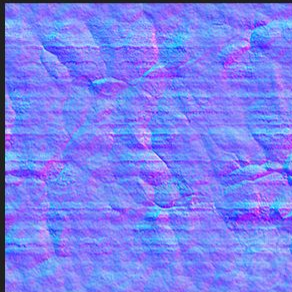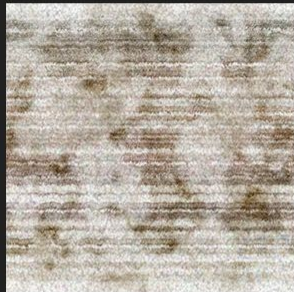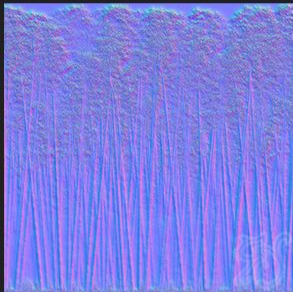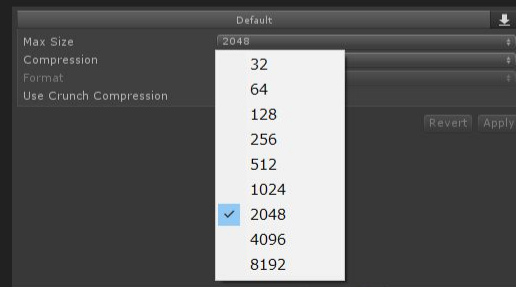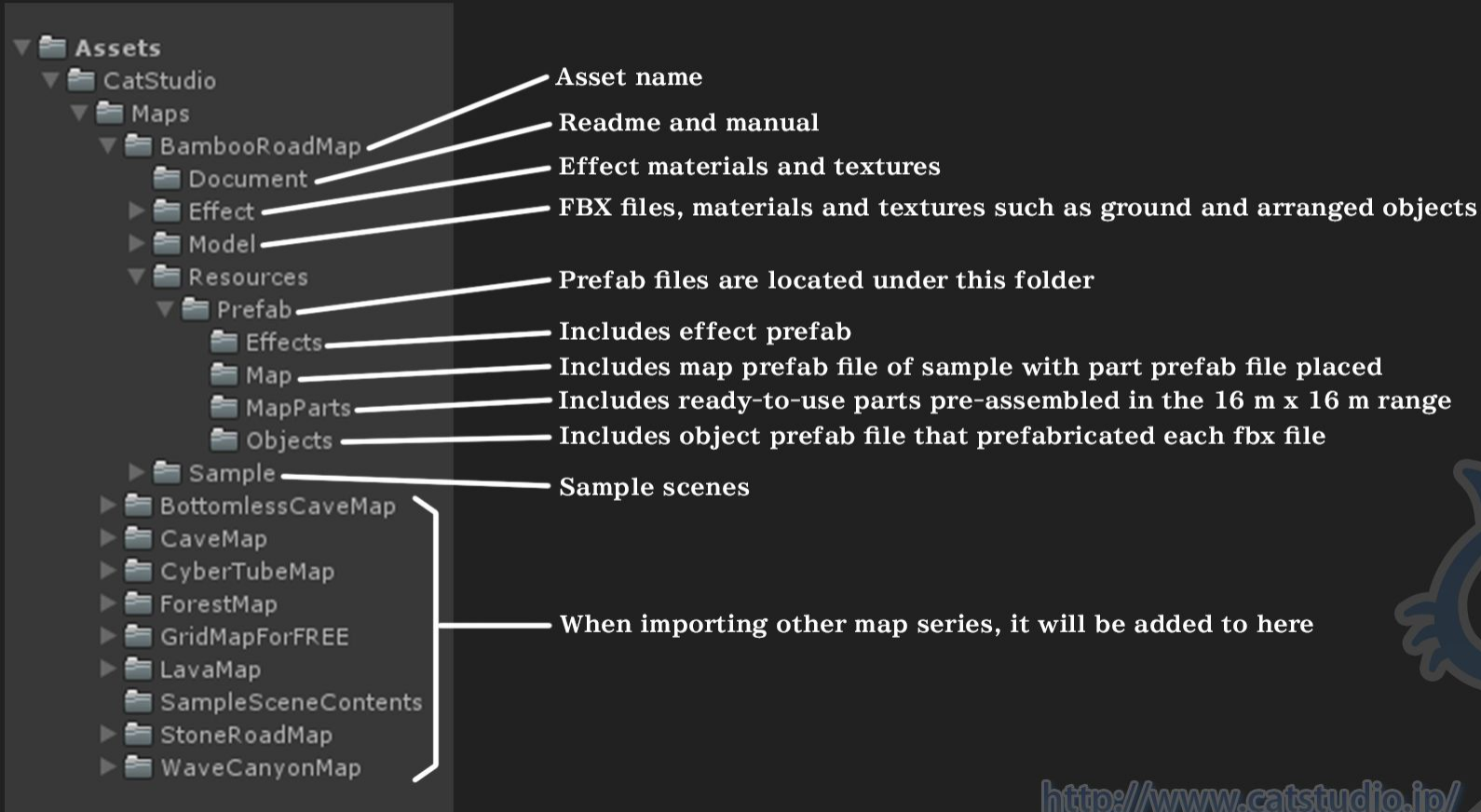
CatStudio - Map Series