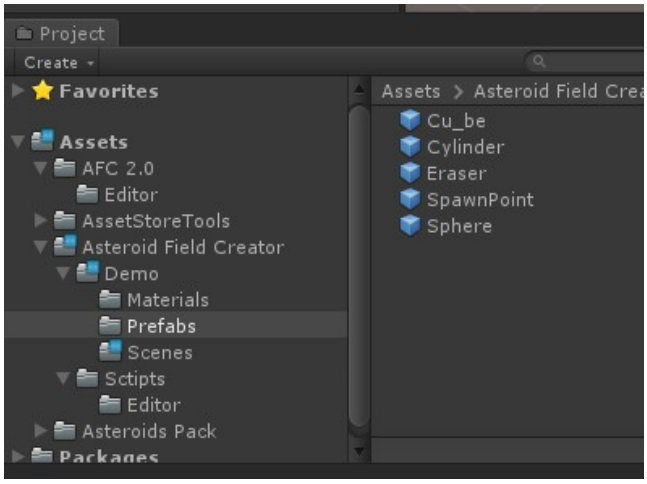
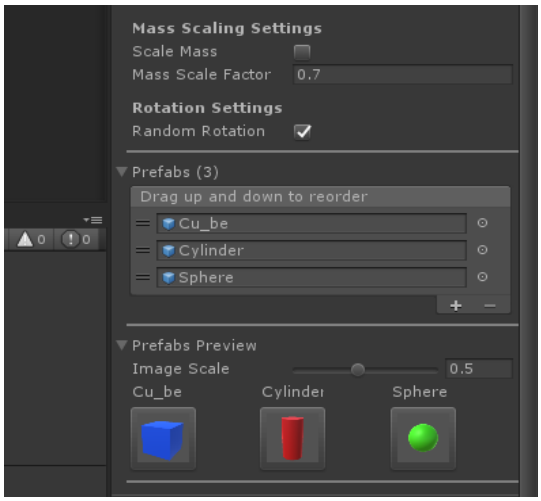
Asteroid Field Creator
Quick Start Guide

Be sure to create the demo prefabs. See the last page for details

Thank you for purchasing Asteroid Field Creator (AFC). This guide is intended to give you a quick run down on getting AFC up and running in your project. This document is a work in progress.

1. Import the package from the Unity Asset Store. After importing, you will have a folder in your project view called “Asteroid Field Creator.” The demo folder has a scene with everything set up except the prefabs. You will need to create the prefabs from the demo scene. See the last page “**Creating the demo prefabs**” then add the prefabs to the “**Prefabs**” array in the Asteroid Field Creator script on the “Asteroid Field 1” object in the scene.



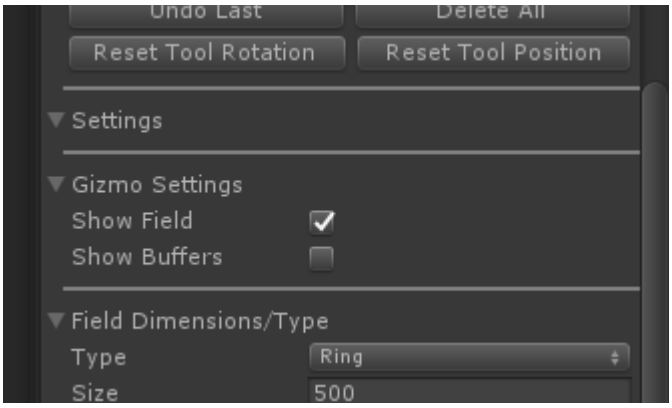


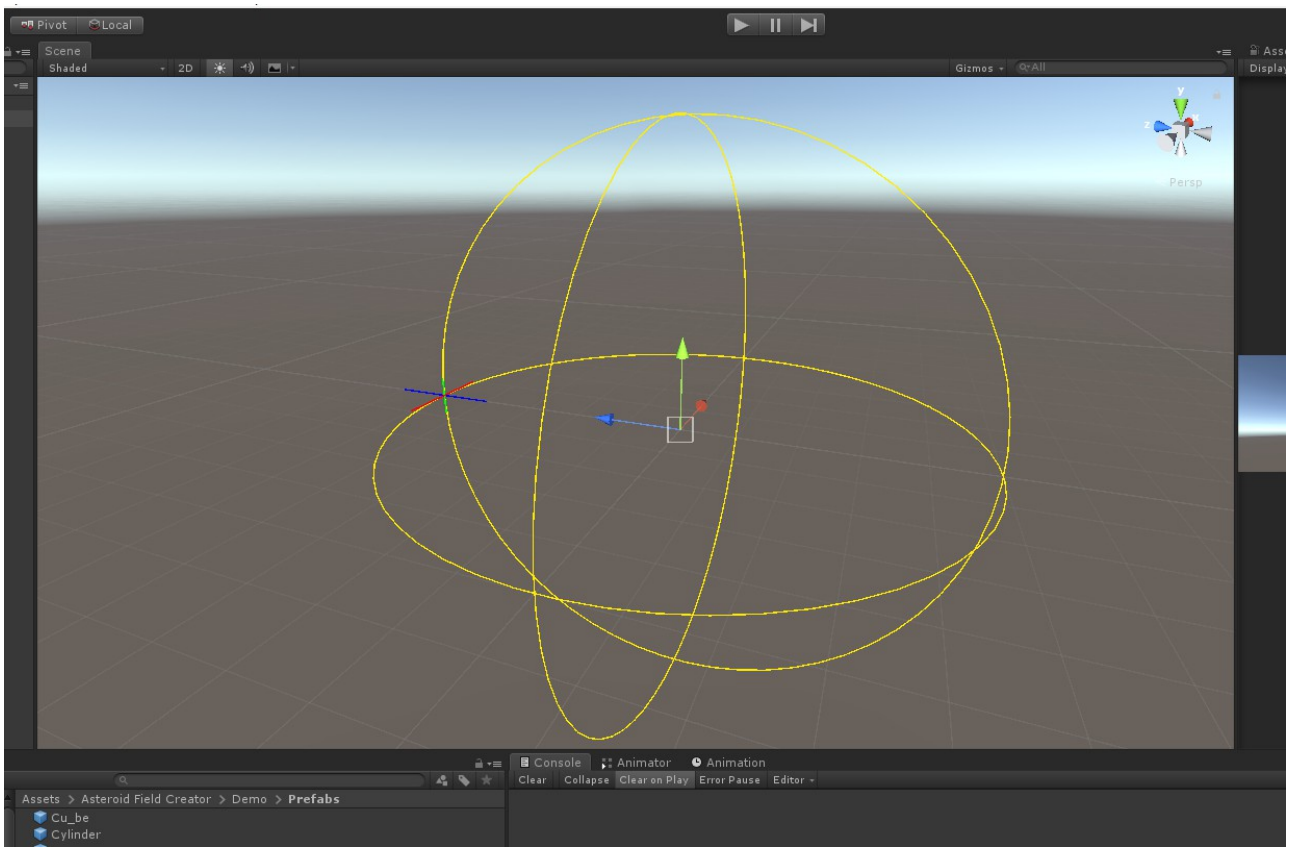
The prefabs in the demo scene have the “AstroData.cs” script on them. Prefabs must have this script on them for AFC to work correctly. More on that in a few.

The prefabs array can be reordered and you can add as many prefabs as you want. For example, if you want a higher density of a prefab in the field, you could add several instances of that prefab to the array then reorder the array so it is spread out or in a clump. Experiment with it.

Clicking on a prefab in the “**Prefab Preview**” will take you to that prefab for editing.

2. At the top of the inspector, under the buttons is the “**Gizmo Settings**.” Select “**Show Field**” to see the field gizmo in the scene view.

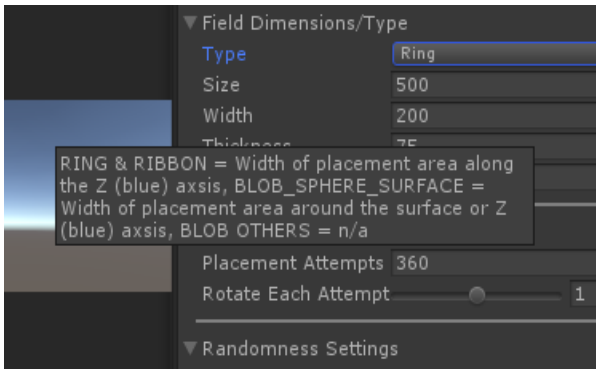




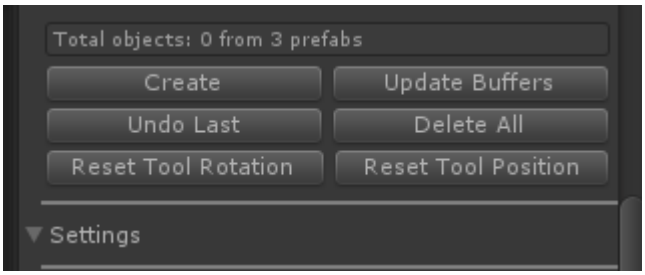
The “**Show Buffers**” is for viewing the buffer zones around the prefabs as defined by the “AstroData.cs” script on the Prefab. Again, more on that in a minute.

The Red, Green and Blue lines on the edge indicate the bounds of the spawn area. Depending on the “Field Type”, these lines indicate different things.

3. Hovering over the text of a setting will bring up a quick description of what that setting does. Currently the text is only available in English.



4. Your ready to create your first field. At the top are the editing buttons.



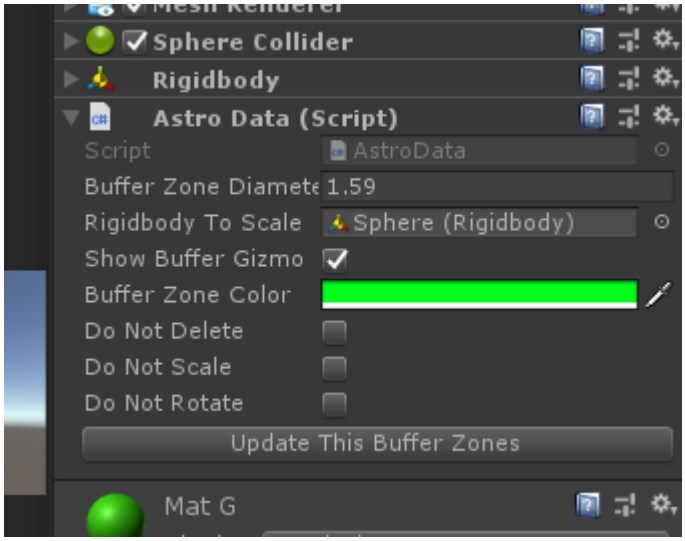
Create – Will start a single pass based on the current settings.
Update Buffers – Will remove objects that are with in a buffer zone of another object.
Undo Last – Removes objects placed during the last pass. Continue clicking to roll back multiple passes.
Delete All – Will delete all placed objects.
Reset Tool Rotation – Resets the tool rotation to 0 on all axis.
Reset Tool Position – Resets the to World Space 0.

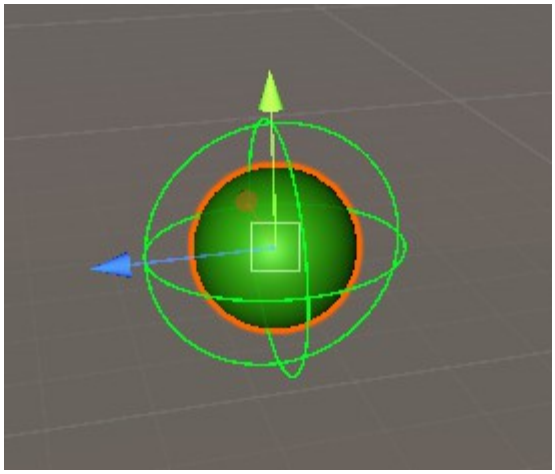
5. Click the "**Create**" button then "**Update Buffers**" button. Play with the settings and see how the generated field is affected. This is where your creativity and ingenuity can have a little fun.

Tip:

1. The field is always generated on the World Space plane. You can rotate the tool after the pass to give the field a tilt.
2. Start with the large scale and decrease the scale with each pass.
3. Lots of small objects will make the edges more noticeable. Change the object scale and field dimensions to soften the edges.
4. You can use this tool to place any object as long as it has the "AstroData.cs" script on it.

6. **AstroData.cs** must be on the prefab so AFC can use it correctly. The script is in the “Scripts” folder (*Asteroid Field Creator/Scripts).*





Buffer Zone Diameter – Shown in green above, is the area around the prefab that should remain clear. When “Update Buffers” on the main script or “Update This Buffer Zone” on the prefab after it is placed, will delete any object in the zone.
Rigidbody To Scale (mass) – If the Rigidbody is on a child object, drag and drop that Rigidbody into this field. This works with the “Scale Mass” setting on the main script.
Show Buffer Gizmo – Turns the buffer zone gizmo on/off. This is also changed by the main script's “Show Buffers” setting.
Buffer Zone Color – The color of the buffer zone gizmo.
Do Not Delete – If selected, the object will not be deleted when “Undo Last” or “Delete All” buttons are pressed on the main script.
Do Not Scale – Overrides the “Random Scale” setting of the main script.
Do Not Rotate – Overrides the “Random Rotation” setting of the main script.
Update This Buffer Zone – Clicking will delete any object in it's buffer zone EXCEPT those that are set to “Do Not Delete” after it has been placed.

Tips

1. You can use an object with the “AstroData.cs” script on it to selectively delete areas of the field. In the prefabs folder is an example prefab called “Eraser” that you can use to test this. Adjust the “Buffer Zone Diameter”, then move the object to an area you want to delete. Then click “Update This Buffer Zone” button.

Creating the demo prefabs:

1. The prefabs system between 2018 and previous versions is very different. To accommodate the two systems, you will need to create the prefabs in the version you are working in for the demo scene.

    1. Open the demo scene. There is an object called "**Make these a prefab**" in the scene hierarchy view. Drag each **child** objects down to any folder.
    2. Everything should work as intended now.

Getting Help:

Check the Asset Store page for Asteroid Field Creator for updated video guides that should be available soon and a link the Unity Forum page.

If you have any problems please let me know. Send an email to jandd661@gmail.com I will answer as soon as I can. I do have a full time job.

If your so inclined, please take a minute to rate this asset on the Asset Store page for Asteroid Field Creator.