

# VOXEL MASTER

**Version 1.1.1.0**

Welcome and thank you for buying Voxel Master.  
This quick readme will help you getting started with Voxel Master.

## **Documentation**

You can refer to Voxel Master's documentation by either Intellisense in your preferred IDE, or by opening up the generated documentation in "VoxelMaster/Documentation/Voxel Master Script Reference.zip" then in "html/index.html".

You can of course extract the generated documentation (Don't extract it in your project's folder, it might break stuff!)

## **How to use**

In order to create a voxel terrain, create an empty GameObject, and add the component "Voxel Terrain".

Now your Game Object is ready to handle terrains, but not quite yet, using scripts, you need to create blocks using "VoxelTerrain.SetBlockID()", when you are done generating your terrain, you can use "VoxelTerrain.FastRefresh()"

Don't forget to assign a material and a block dictionary to your terrain, else nothing will render.

## **Block Dictionaries**

Block Dictionaries are an important part of Voxel Master, it's what gives simple block IDs their names and textures.

To create a Block Dictionary, right-click in your project window > "Create" > "Block Dictionary".

You'll notice that a block dictionary takes in block infos.

To create a Block Info, right-click in your project window > "Create" > "Block Info".

In a Block Info object, you can assign the ID of the block, a name, and it's 6 sides textures.

You'll notice that you can only put numbers in here, those numbers is the index of the texture we should take from the material.

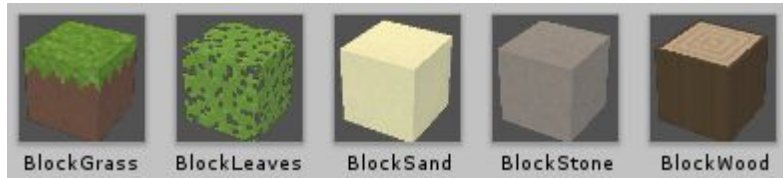
Here is an example on how the texture ID lookup works.



So if I were to create a new Block Info that would be purple at the sides and pink at the top and bottom, the following texture IDs should look like this.

▼ Block Texture	
Front	<input type="text" value="7"/>
Left	<input type="text" value="7"/>
Back	<input type="text" value="7"/>
Right	<input type="text" value="7"/>
Top	<input type="text" value="4"/>
Bottom	<input type="text" value="4"/>

You can preview how the block will look like in real-time, don't forget to put a material and the correct tiling! If a Voxel Terrain already exists in your scene, these two will be filled automatically.



Please be wary that Voxel Master's texture ID lookup will work well only with square textures, meaning that they must be of the same width & height (64x64, 128x128, 256x256, etc...)

## **Procedural Generation**

Voxel Master contains an easy to use integrated procedural generation system.

The procedural generation system can generate infinitely many chunks in real-time, whilst disposing of unused ones along the way to save memory.

It can be as simple or as complex as you wish, from a simple flat terrain, to mountains & deserts & oceans!

You can see the procedural generation system in action in the "Voxel Terrain Test" scene.

If you want to create your own procedural generation, you can have a look at the "GenerationExample.cs" file, and refer to "BlankGeneration.cs" for templates.

## **FAQ**

Q: My block preview is not showing up.

A: Please ensure that you have a material and tiling assigned to the block preview fields in BlockInfo, these fields will be filled automatically if you already have a Voxel Terrain that has a material and tiling assigned.

Q: How do I enable/disable batching?

A: If you want to enable batching, just make the Static Batching Interval variable superior or equals to 0, an interval of 1 is a good value (1 batching operation every second)

If you want to disable batching, change the Static Batching Interval to -1.

## **Additional Information**

You can seek additional information in the script reference, in the source code, but also within the Unity Editor, tooltips have been added along the way, so if you are unsure what that or this does, just hover on the field.

[Unity Thread](#)

## **Contact**

If you have any problems with Voxel Master, you can contact me @  
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