TradeSys

A trading and

Contents

1 | About

WARNING:

- Updating TradeSys to 2.x will reset almost all options set up in TradeSys 1.x because the new system has a lot of changes and improvements such as g items and manufacturing processes. As a result, it will remove any previou options. Fortunately TradeSys 2.x makes this process a lot easier and faste

TradeSys is a trading and manufacturing system, but is capable of much more th TradeSys keeps track of all items in your game which can be bought, sold, colled consumed. This means that TradeSys could be considered a monetisation syste of an inventory system.

TradeSys 2.0 brings new features, massive performance improvements and mo to the market. This new version has been created from scratch, with all of the rewritten in an attempt to squeeze every last drop of performance out of the sy result, TradeSys can have a huge impact on the gameplay without having huge costs. The rewrite will also allow for many more new and exciting features to b simply weren't possible with the last version. This version is also more suitable platforms due to the performance benefits.

The editor interfaces for TradeSys have once again received a UI update. This m even easier, allows better organisation of goods and manufacturing, and more thanks to more options being open for you to tweak! In addition, the majority o options now have tooltips to explain how each option affects TradeSys. The Tra designed to be simple to use and are some of the longest scripts included. This editors do a lot of extra hidden work to ensure that all of the options selected w to cause problems in your game.

1 │ About

P.S. I am excited to see your creations which use any version of TradeSys, so fee
contact me using the email address above to show off your game, or post in the
forum!

If you have purchased or updated to TradeSys 2.x but require some of the featu
not yet available, contact me on the email address with your invoice number an
you the latest 1.x version.

2 | Controller
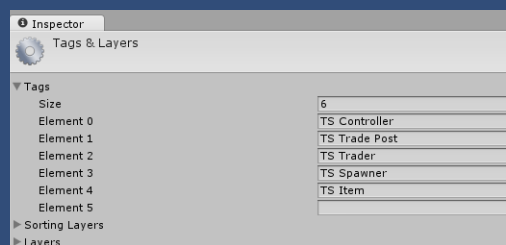
The first thing to do to get TradeSys to work is to add the correct tags. Without
added, it is not possible to add the Controller script or to get TradeSys to work.

In order to add new tags, go to Edit > Project Settings > Tags (Tags & Layers in la

versions)
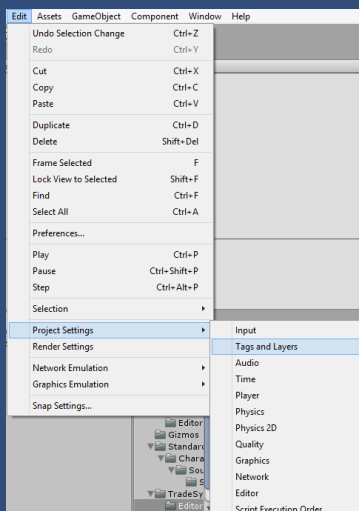
Here you can add the new tags. The tags are case sensi
to be called:

- TS Controller

- TS Trade Post

- TS Trader

- TS Spawner

- TS Item

Once they have been added, if you go to GameObject >
Create Other > TradeSys Controller, it is no longer greyed
out. Click this, and a new GameObject called
_TS Controller will be added where you can set up all of
the data for TradeSys. Everything is grouped into different
sections, available from the toolbar.

The following pages will explain each tab.
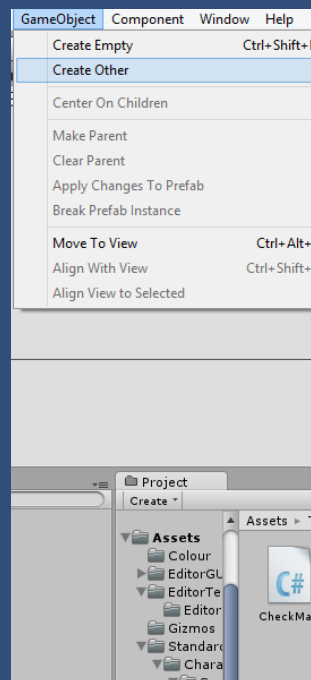
2.1 | Controller - Settings

The settings tab contains everything which can affect how trades occur using TradeSys. Each one of the options is in a collapsible group. The following pages explain each in more detail.

General options do not affect the trades, but affect how things are shown in the editor.

Game options change how TradeSys initially works.

Trade options affect the number of trades and how the best trade is selected.

Pause Options allow you to change for how long and when a trader will pause.

Expendable Traders are traders which will be created at a post and sent to another where, upon arrival, will be destroyed.

Units have some sort of unit after the mass of each cargo item.

Groups and factions are added automatically using the TagManagement package.

2.1 | Controller - Settings

General Options

- Show group names: In the manufacturing item lists, show which group the item belo
  two or more items share the same name
- Smaller scroll views: Keep a toolbar and other information at the top and everything
  view
- Show trade links: Show all of the possible trade links in the scene view. The colours
  indicate the factions

Game Options

- Update interval & frequency: Change how often TradeSys checks for possible trades.
  frequency or increase the time interval to improve performance
- Generate at start: If you are creating the trade posts via code, disable this option an
  `GenerateDistances()` in the controller. If the trade posts are defined in the s
  are not dynamically created, select this option. This is so that TradeSys can generate
  distances matrix that is used in determining trades
- Allow pickup: This will allow you to set the GameObject prefab crates for each item
  collection of dropped items. This will also display the option discussed below
- Default crate: If you don't select a prefab crate for an item, this is the crate which w

Trade Options

- Closest posts: Select how many of the closest posts traders check to determine the b
  with or to move to. Set this to 0 so that all of the trade posts are checked. See tips fo
  information
- Buy multiple: If the quantity of an item that the trade post has multiplied by this valu
  average number for that item, a trade post will want to buy that item
- Sell multiple: If the average quantity of an item multiplied by this value is greater tha
  that the trade post has, then the trade post will want to sell this item
- Distance & profit weights: Use these to affect where the trader views as the best trad
  positive impact while distance is negative. Expendable traders being enabled will hid
  weight
- Purchase percent: The percentage of the selling price that a trade post is willing to p
- Update prices: Update the price of an item each time a trader buys a single unit of th
- Move option: Select what a trader does when there are no trades available at the cu

# 2.1 | Controller - Settings

Pause Options

- Dropdown options:
    - Set time: All traders will pause for the specified time
    - Trader specific: The trader will pause for the time specified on each t
    - Cargo mass: For each mass unit traded, the trader will pause for this
    - Cargo mass specific: For each mass unit traded, the trader will pause of time. Each type of good has a different time specified in each good
- Pause on entry / exit: Pause when a trader enters or exits a trade post for length of time

Expendable Traders

If enabled, any standalone traders will not work. Set the maximum number of expendable traders to have in a scene at once. Set this to 0 for infinite, and add prefabs of traders. These will be the traders

that can be selected by TradeSys to use. The trader will be created at a post, un and then be destroyed when it gets there. This does not involve the use of cred options involving credits will be hidden.
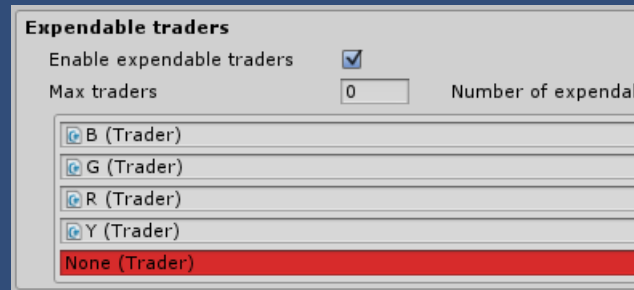
Units

Click the g, kg, t button to get the units to be set up as displayed in the screens button is available because these units are probably the most likely to be used

- Unit suffix: The ending of the unit that will be displayed e.g. 1 t
- Min: The minimum mass that the unit will be applied to. This will be equa maximum mass of the previous item
- Max: The maximum mass that the unit will be applied to

2.2 | Controller - Goods

Now it's time to set up the most important part of TradeSys: the goods which can be traded!

The total number shows the number of items over all of the groups.

Groups can be added to help separate your items and make them easier to sort.

The number shows the number in the selected group.

Click the add group button to add your first good.

Options:

- Name: The name of the good

- Mass: The mass of the good. This is used to limit the quantity that a trader can carry. The mass is also displayed in brackets with the correct unit applied. The mass of an item with the correct unit is found in called unit for each item, as this is calculated and sorted automatically by
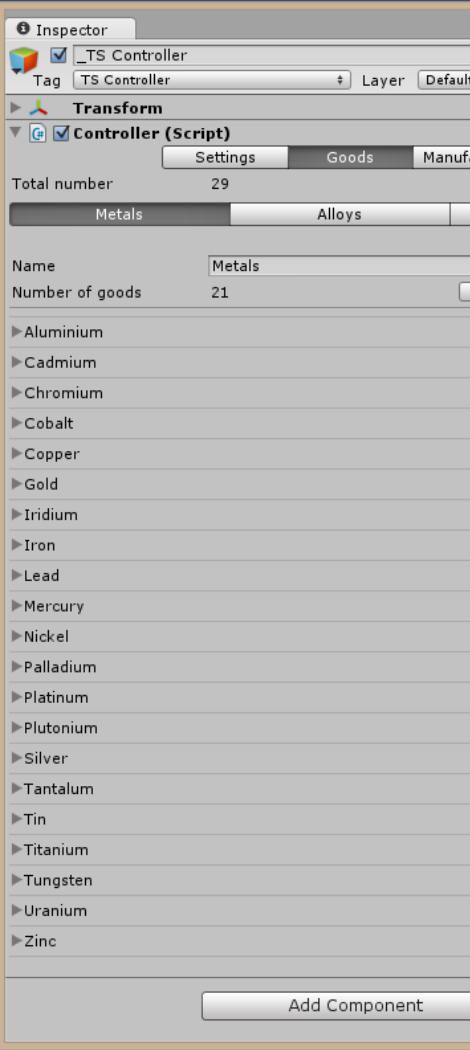
- Pause time: This will be displayed if the pause option is cargo mass specific you to set how long to pause per item

- Item crate: This will be displayed if allow pickup has been enabled. It allows you to select a crate for the item. The button will locate a prefab in Resources/Group Name with the same name
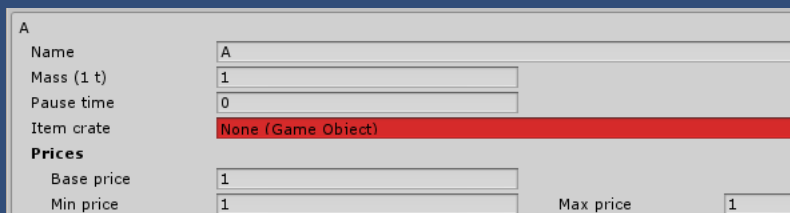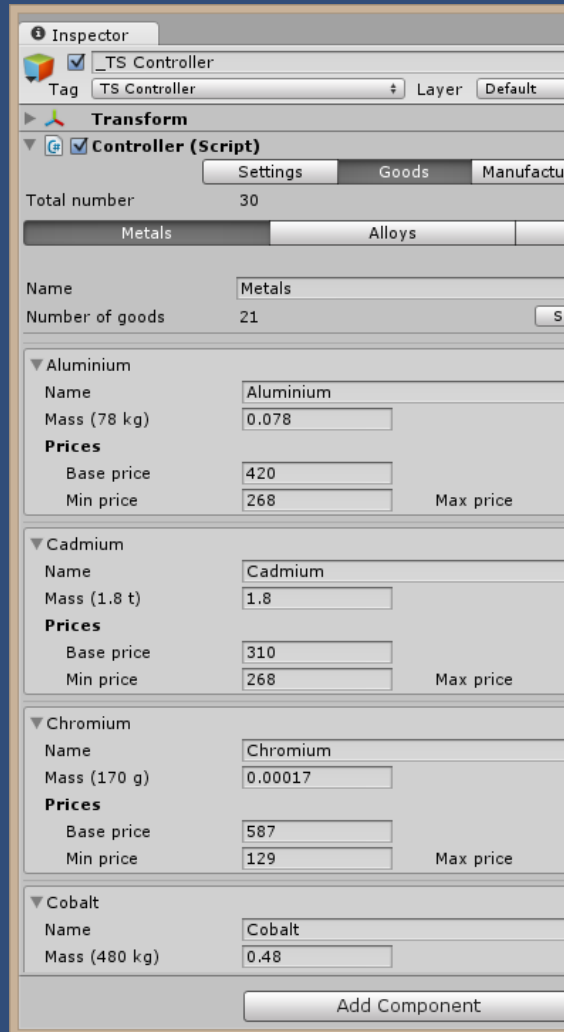
2.2 | Controller - Goods

TradeSys 2 now allows you to sort the goods alphabetically, [Sort] [Expand] so the goods can be added in any order and then sorted with ease. Simply pres button found at the top of each group.

The expand and collapse all buttons mean that it is easier to view or hide all of information for all of the goods at once.

On each good is a set of 5 options.

2.3 | Controller - Manufacturin

Another main aspect of TradeSys is manufacturing. This section will explain the options available.

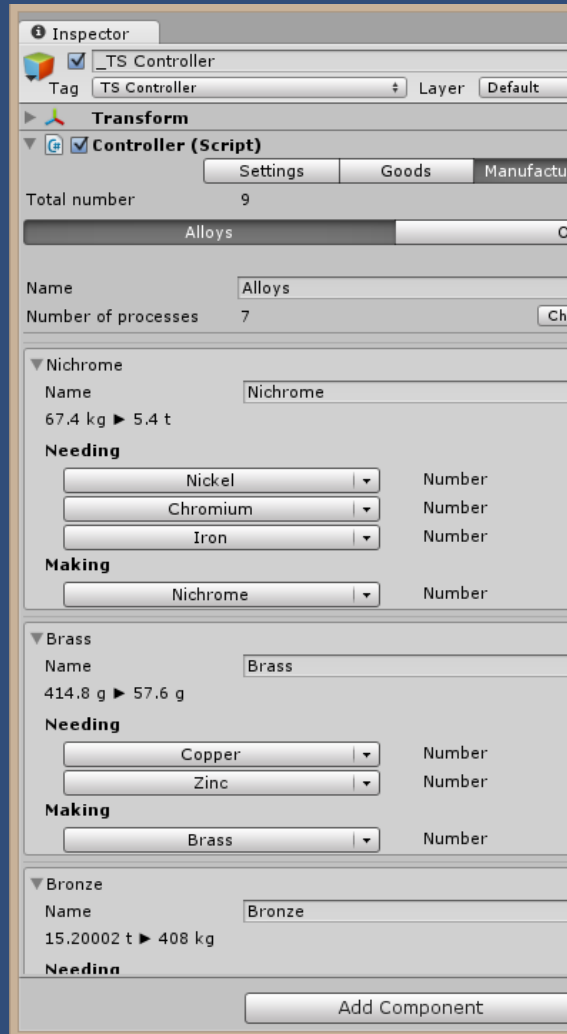Total number shows the total number of manufacturing processes that have been created.

Groups can be added to separate the different sets of processes. This could be useful if a certain type of machinery allows the use of different manufacturing processes as you could have all of the processes that it does in one group.

Number of processes shows the number in the current group.

Click the add process button to add the first process.

Options:

- Name: The name of the process. Once set up, whenever there is manufact processes, hovering over the name will show information about what is ne what is made as can be seen in the image below

- Needing / making: Select which items are needed or made in each process left blank to create a source or a sink of items

  - Dropdown options: Contains all of the different goods that have been

  - Number: The number that are needed or made by the process

On each process is a set of 5 options.

- Up / down arrows: Move the current process up or down one in the list

- +: Add in a new blank process after the current process

- C: Duplicate the current process. The copy is placed after the current process

- -: Delete the current process

At the top of each group is a set of 3 options. The expand and collapse all buttons mean that it is easier to view or hide all of the information for all once.

The check button will make TradeSys calculate whether the number of an item will in or stay the same, depending on the creations and cooldown times set up at each trad calculated is the profit that each process may make. This is a best case scenario, and s be less than displayed. If a process is showing a negative value, the process will never At the bottom of the numbers, the total item number change and credit change is sho change is based on the cost of the manufacturing process set on each trade post and window will update if you make a change and then click back onto it, making it easy t what effects your changes have. If expendable traders is enabled, item pricing will no

3 | Trade Post

Adding trade posts can be done in one of two ways. One is by specifically creating them and the other is by using a script to create them. Here, creating the trade posts by adding them to the scene will be explained.

First, select a GameObject. Then go to Component / Add component > TradeSys > Make Post
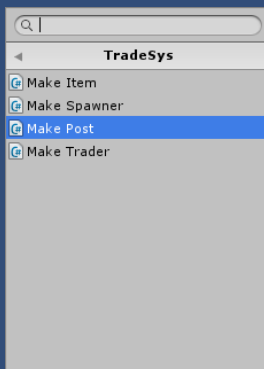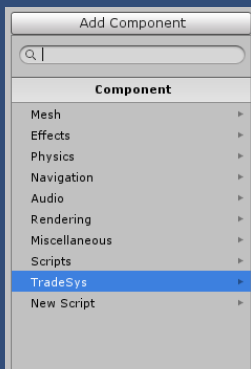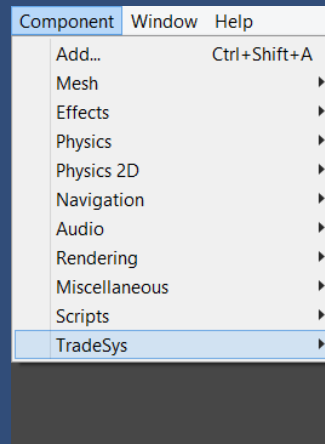
The options and the number seen on the Trade Post editor will what has been set up in the controller. For factions have been disabled, the option to at the trade post will not be displayed.

The show items vertically or horizontally o change how everything is displayed. This is so you can change the option to ho prefer to see the goods etc. displayed in the editor.

Options

- Show trade links: Show lines connecting the trade posts which are allowed each other in the scene view

- Custom pricing: Instead of having TradeSys automatically setting the prices post, have these set to specific values

- Credits: How much money the trade posts starts off with. The credits limit stock that a trade post can have, as it needs to be able to purchase the ite trader. This will be hidden when expendable traders is enabled.

- Stop processes: If number limits for goods have been selected (See stock)

3.1 │ Trade Post - Groups & Fac

Groups and factions are handled by an
ObjectTags component which will
automatically be added to any Trade Post.

Groups

Select which groups the trade post belongs
to. This needs to be set up in the
controller. Select the show trade links
option at the top to be able to view which
trade posts it can trade with in the scene
view.

Factions

Select which factions the trade post
belongs to. This also needs to be set up in
the controller. Select the show trade links
option at the top to be able to view which trade posts it can trade with in the s
Factions also mean that the trade post can only trade with traders which have a
mutual faction.
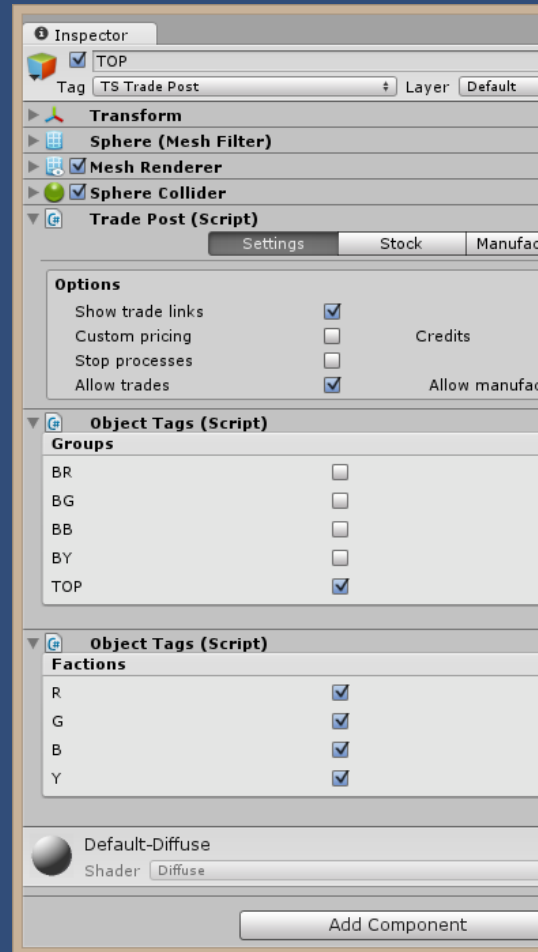
3.2 | Trade Post - Stock

The next step in setting up TradeSys is setting the stock information, found und

tab.

Click on the group name (in bold) to hide
or show the goods belonging to it.

Buy (B)

Select whether the trade post is allowed
to buy the item

Sell (S)

Select whether the trade post can sell the
item

Hidden (H)

If selected, it means that the item cannot be bought or sold at the trade post. H
allowed to be used in manufacturing processes, so for example, one process cr
while another then uses it to create something which can then be sold. An item
as hidden and to be bought or sold.

By selecting one of the above options, the item is enabled at the trade post. Th
you to select the starting number and apply any limits
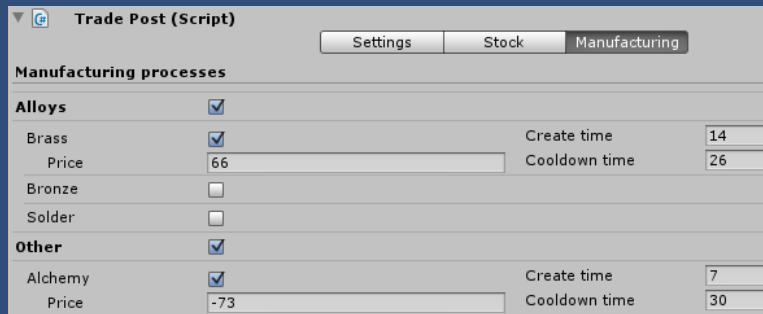
Limits (L)

If selected, two more options will be shown to set the minimum and maximum
the post should aim to have. If stop processes has been selected in the settings
processes which will take the quantity beyond these limits will be paused until

3.3 │ Trade Post - Manufacturi

Once the goods at the trade post have been sorted, it is time to sort out the ma
processes.

To enable a group, make
sure it is ticked. To hide or
show a process group once
it has been enabled, click
on the bold group name.

A manufacturing process will only appear if the correct buy / sell / hidden optio
selected. If these have not, then the post will not be able to follow the process.
in the needing list of a process, the item must be marked as buy or hidden whil
the making list must be sell or hidden.
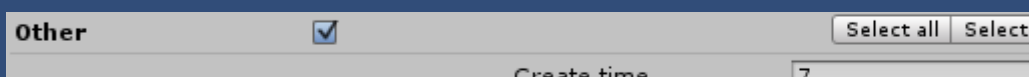
When you have enabled a process, extra options will be displayed.

Price: This is how much it costs the trade post to manufacture. If the value is
post will receive money from manufacturing.

Create time: If there are enough of each item in the process, these items will
from sale, and manufactured. The create time is how long it is between the rem
needed items and the production of the items to make.

Cooldown time: This is how long a process must wait after completion to be r

Hover over the name of the process to show what the process needs and make

4 | Trader

Adding traders can be done in one of two ways. One is by specifically creating them and the other is by using a script to create them. Here, creating the traders by adding them to the scene will be explained.

First, select a GameObject. Then go to Component / Add component > TradeSys > Make Trader
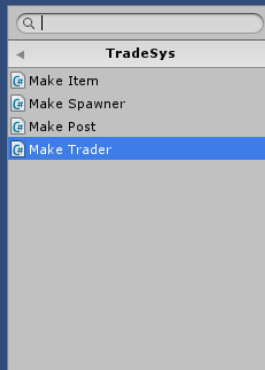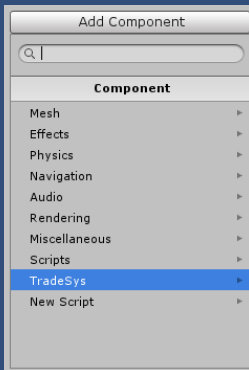
Options (Most of this group will be hidden if expendable traders have been enabled)

- Target Post: This is the starting post of the tra[der] time, this will be the trade post that the trader is he[re] find post to automatically find a trade post within th[e] and move the trader to the correct location. Or, spe[cify] and then press set location to move the trader there

- Close distance: This is how near to a trade pos[t it] needs to be before it is registered as having arrived.

- Cargo space: The maximum mass of cargo that can be carried by the trader

- Credits: How much money the trader has which it can use to purchase goods to trade

- Allow collection: Shown if allow pickup is enabled in the controller. It allows the trader to pick up items

- Trade type: This is what the trader does. Standard means it will go anywhere making trades. The other two options are depots, where the trader will always return to the start post after making a trade. Backhaul means that if there is cargo going back to the home post, it will take it, no backhaul means that this does not happen.
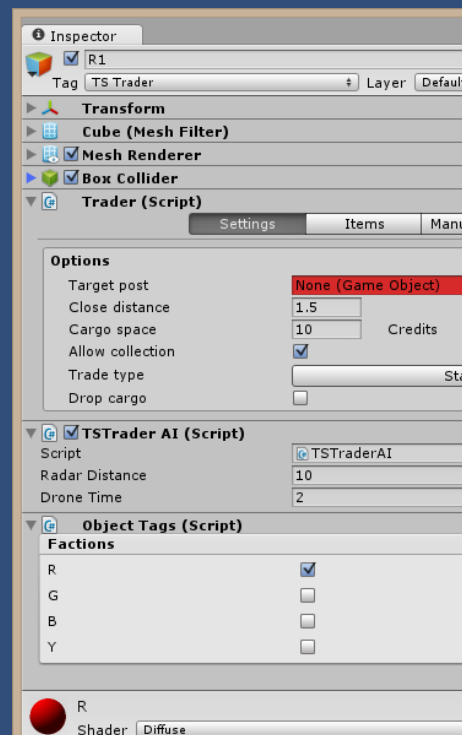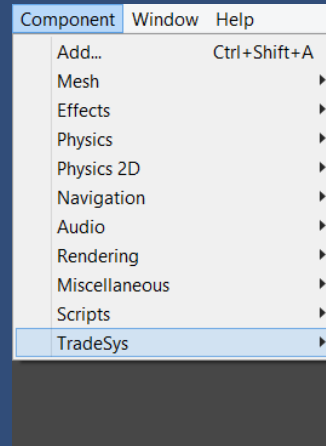
4.1 | Trader - Items, Manufacturing

Items

The items tab allows you to select which items the trader is allowed to carry. This affects which manufacturing processes will show up in the manufacturing tab.

Manufacturing

Setting up manufacturing for traders is the same as it was for trade posts. The difference is that the trader must have enough cargo space, and the process will pause for the

take and create the items, pause for the cooldown to ensure that items are not in the manufacturing process trader is at a trade post.

Info

Since 2.3, the trader script no longer includes the code to make the trader move of the AI has been moved into a separate script called TSTraderAI found in the folder. The trader will not do anything unless this script or a script of your own trader. The script is discussed in more detail on the relevant useful scripts page

5 | Spawner
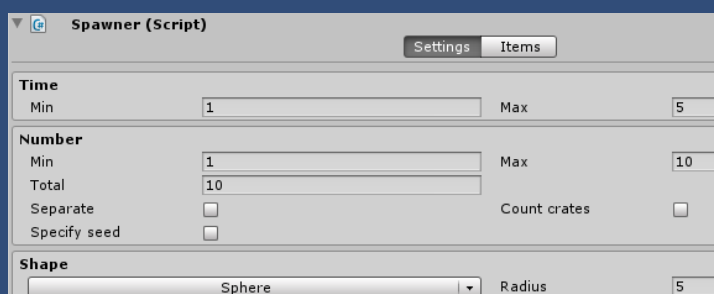
Spawners will randomly create generate items which your traders or players ca
add a spawner, it is the same procedure as for trade posts and traders. Select a
then got to Component / Add component > TradeSys > Make Spawner

Time options

- Min / max: The minimum
  and maximum time
  between successive
  spawns

Number options

- Min / max: The minimum and maximum number of the item to spawn at

- Total: The maximum total items to be at that spawner at once. Set this to
  infinite

- Separate: If enabled, and is spawning more than one item, put each into a
  crate. If disabled, multiple items can fit into the one crate

- Count crates: If separate is disabled, then gives the option to count the nu
  towards the total or the number of items at the spawner

- Specify seed: If enabled, gives an option to specify the seed number used
  are the same

Spawn options

The dropdown list consists of 4 areas: Sphere, Circle, Cube, and Square. This is
what area to spawn the items within. Each will have a radius or length option.
of the spawner will also affect the spawn area, meaning for example rectangula
are possible. The trader collect option allows or disallows traders from collectin
items that are spawned at this spawner

6 | Item

TradeSys 2 allows for the creation of items. These are the same as the items tha
spawned, but where you have the object already in the scene, so can set them
specific location.

To add, Select a GameObject, then got to Component / Add component > Trade
Item. Or if you have item crate prefabs used for spawners, drag one of the pref
scene.
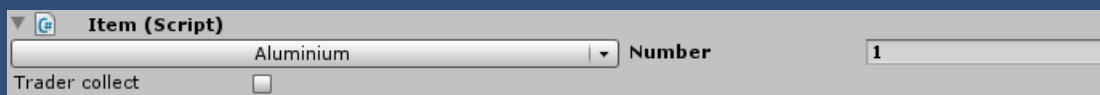
Dropdown: allows you to select what type good the crate is. If show group na
selected in the controller, this will show the group name too.

Number: the number of this item inside the crate

Trader collect: select this if you want to make it possible for other traders to c
item

7.1 | Useful scripts - CreatePostsT

CreatePostsTraders is a script which will create trade posts and traders by code
use can be found in the scene called autogen This script is located under the m

This can be used as a basis to create your trade posts and traders if you wish to
code. It will need editing because currently it will create spheres for the trade p
cubes for the traders. When you add this script or a similar script to create the
you will need to disable the generate at start option found in controller settings
options. Empty GameObjects called "Posts" and "Traders" also need to be crea
are the parents for any generated. The options available from this script are de

Seed: This is the seed number used to create the posts and traders. It is speci
will not change the trade post locations

Number of Posts: The number of trade posts to be generated

Sphere radius: The radius of the sphere in which all of the trade posts will be

Number of Traders: The number of traders to be generated

Min/Max: The minimum/maximum number of each item a trade post can sta

NOTE: The script no longer randomly selects groups and/or factions to be sele

7.2 │ Useful scripts - Player

A simple player script is also included in TradeSys. The use of this script can be fo[u]
called player.

This is designed to provide a basic demo of how to include a player in your game.
designed to show you how to get the different variables that you may require in creati[ng]
and to show how making purchases and sales may occur. Like all of the other included
commented to help understand what the code is doing.

The example scene has an ObjectTags component added to the player. This has b[een]
factions and is linked with the script as the script will prevent the player from trading w[ith]
where there are no mutual factions. This can be seen at the orange trade post.

The trade posts in the scene have another ObjectTags component which is called
used in a way where different posts can do different things. In the player scene, the ma[genta]
post is an estate agent, allowing you to purchase any of the coloured trade posts. This
tag for the estate agent, another for the owned posts and a further one for purchasabl[e]

In addition to post tags, use of the goods and manufacture groups has been inclu[ded]
post opposite any where you can purchase items sells another item named smelter. If y[ou]
this, and go to an owned trade post, the player script has code which will allow you to
trade post, and enables the manufacturing process group called alloys.

Note: items will not be manufactured as it only enables the group, further code is requ[ired]
selection and enabling of the individual processes.

There is a spawner located in the middle of the scene where you can collect item[s]
will do the same too. Behind the magenta estate agent is a collection of 5 items. These
and are there to demonstrate that TradeSys 2 allows for special items to be placed for
certain locations.

Trans Mult: The multiplier used for translating the player
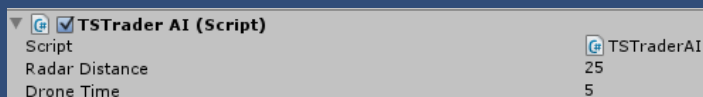
Rot Mult: The multiplier used for rotating the player

Close Distance: How close the player needs to be to the trade post in order for it to c[ollect]
there

7.3 | Useful scripts - TSTraderA

Since 2.3, the AI code for having the traders move has been moved into this sep

Almost every line is commented to help you in creating your own AI, and any in
methods which need to be called in order to make TradeSys work are marked. I
basic script which should be expanded upon for use in a game.

Radar distance: This is the distance that a trader can 'see' items. It is only use
pickup has been enabled in the controller as this is used to find what items are
distance.

Drone time: How long the trader should stay still for while collecting an item.

```
void GenerateDistances()
```

If you are using a script to create all of the traders and trade posts, this script n
called. TradeSys now works by calculating the distances at the start. This is why
a delay before starting a game. However, as the distances only have to be gene
everything from that point is then found in the distances matrix, TradeSys is a l
this method later if you have made any changes to the trade posts found or the
groups. Doing this however may temporarily freeze the game while the new ma
calculated.

```
void EditProcess(List<MnfctrGroup> manufacture, int
manufactureGroup, int processNumber, bool enabled, in
createTime, int cooldownTime, int price)
```

OR

```
void TradePost/Trader.EditProcess(int manufactureGrou
processNumber, bool enabled, int createTime, int cool
int price)
```

Edit the manufacturing process, enabling or disabling it or changing the create
times for traders or trade posts.

- `manufacture`: This is the manufacture list found in trade posts and trad

- `manufactureGroup`: The manufacture group the process belongs to

- `processNumber`: The number of the process in the manufacture group

- `enabled`: Set if the process is enabled or not

- `createTime`: How long it takes for the process to create everything in th

- `cooldownTime`: How long before the process is allowed to be run again

- `price`: How much the process costs to run. Set to be negative to receive

8.1 | Useful methods - Control

```
TradePost PostBuyNearest (TradePost currentPost, int
int itemID)
```

Find the nearest post to the current post that the particular item can be bough

```
TradePost PostSellNearest (TradePost currentPost, int
int itemID)
```

Find the nearest post to the current post that the particular item can be sold to

```
TradePost PostBuyCheapest (TradePost currentPost, int
int itemID)
```

Find the post that the particular item can be bought for the cheapest price.

```
TradePost PostSellExpensive (TradePost currentPost, i
groupID, int itemID)
```

Find the post that the particular item can be sold to for the highest price.

All of the above methods use the same definitions for the following:

- `currentPost:` The current post that the player is at

- `groupID & itemID:` The group number and item number of the par

```
List<BuySell> PostWantBuySell (TradePost post, bool b
```

Get the list of items that the trade post wants to buy or sell. `BuySell` has va
`groupID` and `itemID` to specify the good.

- `post:` The trade post that the lists are to be found for

8.2 | Useful methods - Trade P

```
void UpdatePrices()
```

When the player is in a trade post, the prices for items will need to be updated. T
not do this automatically because it would be updating the prices for some trade
unnecessarily.

```
void EnableDisableTradeMan(bool enableTrades, bool
enableManufacture)
```

Set whether a trade post is allowed to make any sort of trades or manufacture ite
not appear in the editor so that if enabled, all items will keep their previous value

```
void AddRemoveGood(int groupID, int itemID, int number)
```

Add or remove goods to the trade post stock using the groupID and itemID of the

```
void EnableDisableStock(int groupID, int itemID, bool b
sell, bool hidden)
```

Change the buy, sell or hidden options for an item at a trade post. Hidden can onl
buy and sell are both false.

```
void MovedPost()
```

Call this when you have moved the trade post. This is so that the distances can be
efficiently

```
void RemovePost()
```

Call this in order to remove the post from the game. It calls `DeletePost()` wh
modified to use object pooling rather than the current `Destroy(gameObject`

8.3 | Useful methods - Trader

```
void Trader.ChangeTraderHome(TradePost post)
```
```
void Trader.ChangeTraderHome(GameObject post)
```

Either one of these is used to change the home post ID of the trader. It is only use
expendable traders so you can change where they will return to.


```
void DropCargo(int number, int groupID, int itemID)
```

Drop the number of the current cargo specified. Will drop all items if this number
the number carried.


```
void DropAllCargo()
```

Will drop all of the held cargo by calling `DropCargo`. If the drop cargo option is
drop the cargo, if not, will destroy the cargo. Drop single will drop the items in se
crates.


```
void DestroyTrader()
```
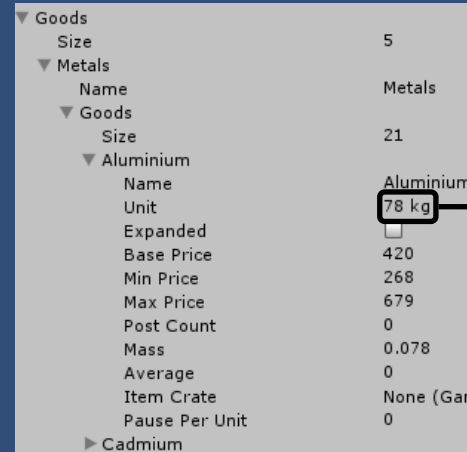
Destroy the current trader. Calls `DropAllCargo` and will then destroy the tra
`Destroy(gameObject)`

9 | Useful variables

TradeSys 2.x now includes some extra details in variables instead of having to u…
methods to get the data. These variables may not be obvious or used in the de…
player script, so have been listed here for ease of use.

```
string Controller.goods[int
goodsGroup].goods[int
itemNumber].unit
```

This will provide you with the string which
contains the sorted mass and the correct unit,
so will display as seen in the editors.
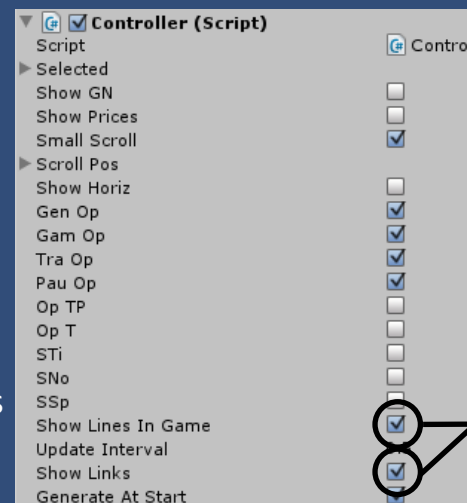
```
bool Controller.showLinesInGame
```

By setting this to true, the trade links will be
displayed in the game view when the game is
played. This can also be enabled by going into
the debug menu of the inspector and selecting
the option.

WARNING: If this is being tested in the editor,
the game has been paused and show trade links
has been checked, multiple instances of the
same line will be created. This will not happen
in a compiled game.

10 | Tips

This page contains some ideas on other ways TradeSys can be used.

- Manufacturing processes do not need to have needing or making items. This means that you can have sources and sinks in your game without any further code! For example, a mine may extract some metals, but not require the use of any items, thus no items are specified in the needing section.

- More industrialised trade posts will be able to produce items faster, and may have before it can manufacture again. Use the create and cooldown times to create thi making some trade posts have much higher times than others. It may also make cheaper, and this is possible by reducing the price

- Traders may be carrying perishable items. This is possible by using manufacturing the traders. For example, a trader may be carrying food, thus by adding a manufa the food can be turned into rubbish or disappear by setting up a manufacturing pr setting the times.

- Change the code inside `Controller.CalcDistance` so that the distance be trade posts is properly calculated as this method only finds the straight line distan be incorrect for your game.

- If you are wanting to edit trade post groups or factions a lot, then setting the close may give improved performance. Setting this to 0 will mean that getting the distan quicker. However, more best trades need to be calculated, so may be slower here specific number will make the best trades faster, but calculating the closest posts may be slower. Trying out different values will be required to see what gives the b your game.

- In some places, TradeSys uses `Destroy(gameObject)`. These could be chang object pooling manager instead. These are found in:

  - `Item.Collected()`

11 │ Update Log

VERSION	CHANGES
V1.0	• Initial release
V1.1	• Traders have cargo size and items require mass specified so traders canno number of items. • Traders can now take multiple types of item as long as they all go to the s • Traders can be set as expendable, so will be created at the required statio on arrival. • Can disable items at posts so will not be traded or manufactured. • UI tweaks: • Can hide or show prices at trade posts.
V1.2	• Traders have custom inspectors. This also includes buttons for post findin location, or location setting based on the target post. • Goods now have units which are based on the mass of each item. • Can check the numbers of items expected as time increases through man • Added a fully commented player script and created a new scene with this a fully functioning shop mode, and click on a trader to view info about the • Added a post enable disable method. • Added a method for easy allowing trade of an item at trade posts. • Fixed the pricing of items as before any items being carried would be ign would recount each time. Now this does not happen, so should improve p • UI tweaks: • Can now view the items to enable / disable at trade posts increasing vertically. • Select all / select none on enable / disable at trade posts. • Expand all / collapse all on goods and manufacturing in the controlle

11 | Update Log

VERSION	CHANGES	
V1.3	• Spawners have been added, and the code to allow traders to collect drop... continue to the correct trade post, and added a DropItem method for tra...	
	• Groupings. It is now possible to group trade posts together, so that not ev... trades with every other one.	
	• Added an option to change the update frequency of the post prices, and p... try and improve performance.	
	• Added in an overview to controller, showing information about groups, g... manufacturing.	
	• Can view trade links, spawn sphere radius and radar sphere in the scene ...	
	• Removed speed multiplier from traders - this was part of the demo code, ... scales of everything in the scene view so it is no longer needed.	
	• Fixed bug where items could not be added to manufacturing processes w... being present.	
	• Fixed issue where it was not possible to set the maximum number of expe... to 0, so could not be infinite	
	• Some other performance enhancements.	
	• Massive UI changes:	
	• Controller and trade posts have a toolbar to make editing easier.	
	• Boxes have been added to many editor windows to make groups m... clearer.	
	• Changed style of remove buttons, drop down lists and horizontal / ... improve experience	
V1.4	• Added factions, with both trade posts and traders having faction options.	
	• Changed group selection so uses checkboxes like items.	
	• Option to view trade links while trade posts selected has been added, ma... when editing groups and factions.	

11 | Update Log

VERSION	CHANGES	
V1.5	• Spawners now don't spawn inside each other.	
	• Spawners have more options - can now select what shape the spawn area rotation.	
	• Pause time options, so can change what the pause time for traders is, and pause.	
	• Controller has a new tab when in game, showing extra information.	
	• Manufacture pause has been edited. There is now also a cooldown time, works has been edited.	
	• Target posts for prefabs not found in hierarchy now gets disabled rather t hidden.	
	• Can now add all trader prefabs into the expendable trader list, so no mor the prefabs.	
	• Improved performance of the controller editor for large projects - options prefabs each time.	
	• Fixed player script, where incorrect numbers shown if the trade post doe items.	
	• Added ability to select groups in the player script in game.	
V1.5.1	• Can now use TradeSys in versions of Unity after 4.0.0!	
	• Fixed trader stop time, so will stop for the correct length of time.	
V1.5.2	• Fixed any warnings resulting from API updates.	
	• Uses TradeSys namespace to help prevent any name conflicts	

11 | Update Log

VERSION	CHANGES
V2.0	• Whole system has been rewritten from scratch.
	• Manual has been rewritten from scratch with the update logs being the o[...] same!
	• Massive performance improvements.
	• Goods and manufacturing processes can now be set up in groups, useful f[...]
	• Goods can be sorted
	• Can move goods and manufacturing processes up, down and can duplicat[...]
	• Duplicated manufacturing items are highlighted in red
	• Manufacturing check will now check item pricing, stating if a manufacturi[...] never be profitable
	• Custom pricing on Trade Posts
	• Many more options such as route options — can now edit what influence[...] profit or distance travelled
	• Greater undo support and multi object editing
	• Can now select if an item is allowed to be bought or sold at a Trade Post. [...] hidden to allow an item to be manufactured and used in another process[...]
	• Adding a controller found under GameObject > Create Other > TradeSys [...] longer have to drag scripts as it is automatically done
	• Adding Trade Post and Trader scripts found under component menu
	• Can now have number limits on goods at trade posts
	• Now possible to select which goods a trader is allowed to carry
	• Further UI improvements:
	• Can now have the TradeSys toolbar at the top with everything else s[...]
	• Can now click on the names of options in lists to show details, not ju[...]
	• Items in lists now much more obvious

11 | Update Log

VERSION	CHANGES	
V2.1	• Traders can now have manufacturing processes	
	• Can now enable or disable a manufacturing group	
	• Player scene now has demonstration of post tags, with the ability to buy t	
	• Player scene has examples of other uses for goods and manufacturing gro allowing machinery to be fitted to an owned trade post	
	• Changed variables. Some moved to a custom variable others have been c	
	• Added tips page to manual	
	• GUI improvements:	
	• Trader inspector has the same style as controller and trade posts	
	• Rearranged the process move buttons so is in the same order as for	
	• Moved the buy, sell and hidden options for trade posts into the stoc	
	• Clicking on the name of the group will now hide or show available o using foldouts	
	• Horizontal or vertical options changed to use buttons	
	• Fixes:	
	• Issue regarding player buying and selling items	
	• Trading and as a result more trades occur	
	• Traders will now go to random posts where both posts are in the sa faction	
V2.2	• Edited the buy / sell list updates so is more efficient	
	• Uses sqrMagnitude instead of Vector3.Distance, so improving starting pe	
	• Disabling trades at a trade post or changing factions or groups will make a heading to the trade post head back to where they stated from	
	• Can set the closest posts to 0 so will check best trades at all posts	
	• Renamed EnableDisable at trade posts to EnableDisableTradeMan	

11 | Update Log

VERSION	CHANGES
V2.3	• Added in spawners. This includes a script and editor code for items too
	• Moved trader AI to a separate script so is more obvious as to what shoul
	• Bug fixes:
	• Fixed where item shuffling gave an error
	• After deleting an item, going onto the manufacturing tab was not po
	• Sorted manufacturing mass for processes containing deleted items
V2.4	• Can now only have one controller in the scene at a time
	• Spawners will now show the circle spawn area
	• Traders will only go back to their start post if the group or faction is incorr trade post's has changed. Before they would go back even if they could st
	• Can now select allow trades and allow manufacture in the inspector and n the debug menu / code
	• Added ability to collect items to the player script
	• Added option to select If the items spawned are able to be collected by a
	• New methods:
	• New method to allow trade posts to be moved after the start
	• Method to allow new trade posts to be added
	• Method to delete trade posts
	• Bug fixes:
	• Fixed when no units defined and a manufacture mass is meant to be as 1
	• Bug giving errors produced by TradeSys when playing the game in e selecting a trade post
	• Issue where spawned items would be included in item averages twi

11 | Update Log

VERSION	CHANGES
V2.5	• Added in depots including a method to change the home post ID
	• Added in expendable traders
	• Check window will automatically update, making any changes made easier to see
	• New methods:
	• Method to destroy the trader
	• Method to drop all the cargo or a single item
	• Method to make changing the enabled factions for traders eas
V2.6	• Manufacturing processes can cost credits. This is set individually in e and trader
	• Check manufacturing window will also show the credit change
	• Added new move options for when a trade post has nothing for a tr
	• Items per distance - go to the post with the maximum of the i sell divided by distance
	• Best trade - calculate the best trades for the reachable posts a very best
	• Slight performance improvement by removing a couple of unnecess group checks
V2.7	• Moved groups, factions and post tags to a new package, TagManage
	• Check manufacturing button is disabled if there is an undefined item
	• Fixed issue where traders would go to any post in the same faction i selected
	• Expendable traders will give an error if there are any null values whe game
	• Added new methods in the controller script: