

# TradeSys

**A trading and  
manufacturing system**

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# About

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## NOTES:

- Currently in TradeSys 2.x, spawners and expendable traders have **NOT** been added. These features will be released in upcoming versions, but I felt that releasing the much improved system would be of greater benefit to others using TradeSys
- If there is nothing for a trader to take at the trade post, in this version it will go to any random trade post it can get to. There will be options to change this in future versions, but I am trying to find the best way of doing this which will have minimal impact upon performance

## WARNING:

- Updating TradeSys to 2.x will reset almost all options set up in TradeSys 1.x. This is because the new system has a lot of changes and improvements such as groups for items and manufacturing processes. As a result, it will remove any previously defined options. Fortunately TradeSys 2.x makes this process a lot easier and faster!

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

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

The editor interfaces for TradeSys have once again received a UI update. This makes set up even easier, allows better organisation of goods and manufacturing, and more possibilities thanks to more options being open for you to tweak! In addition, the majority of the different

# About

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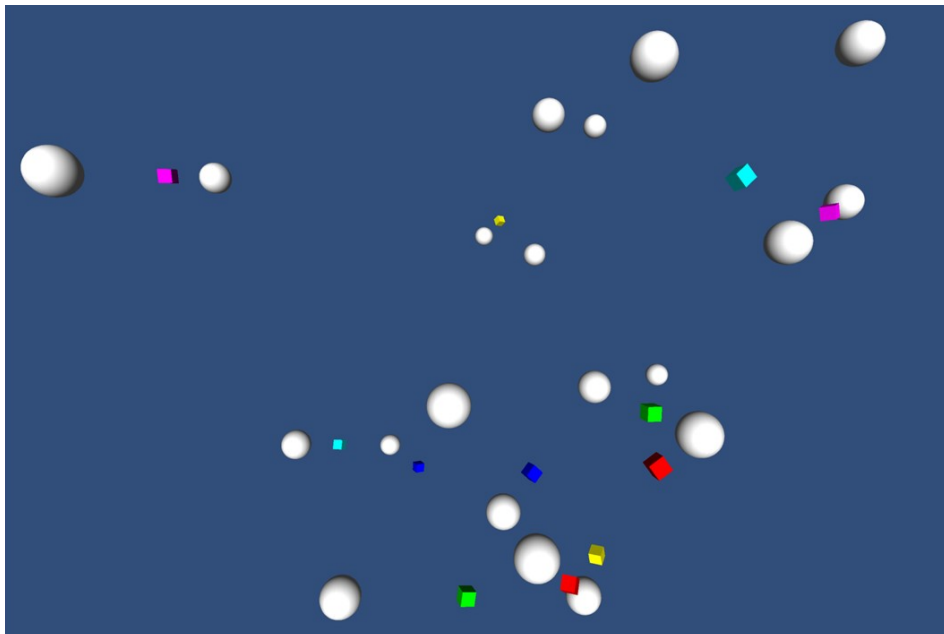
options now have tooltips to explain how each option affects TradeSys. The TradeSys editor is designed to be simple to use and are some of the longest scripts included. This is because the editors do a lot of extra hidden work to ensure that all of the options selected will not go on to cause problems in your game.

TradeSys 2.0 has many new features but if you have any suggestions for new features or improvements or have any problems, please feel free to contact me at: [pryercj@outlook.com](mailto:pryercj@outlook.com)

**Thank you for using TradeSys!**

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

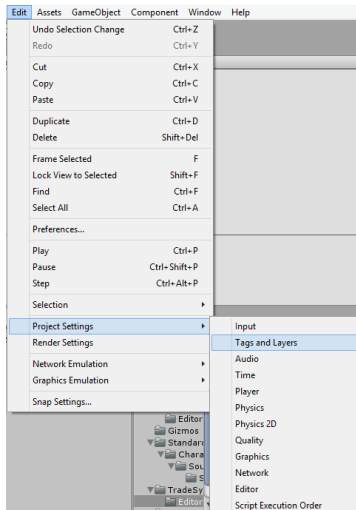
If you have purchased or updated to TradeSys 2.x but require some of the features which are not yet available, contact me on the email address with your invoice number and I will send you the latest 1.x version.



# Controller

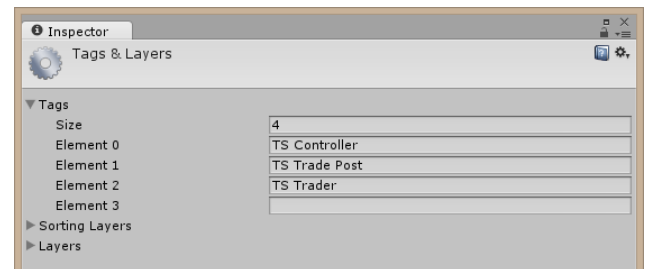
The first thing to do to get TradeSys to work is to add the correct tags. Without the tags being added, it is not possible to add the Controller script or to get TradeSys to work.

In order to add new tags, go to Edit > Project Settings > Tags and Layers



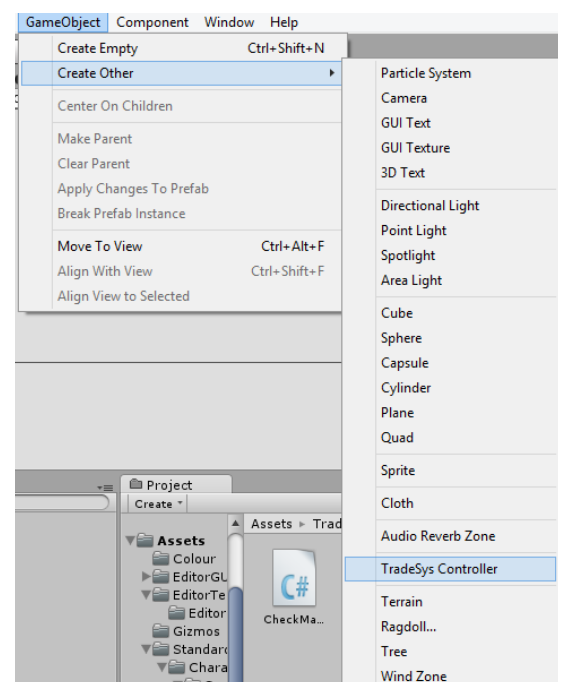
Here you can add the new tags. The tags are case sensitive and need to be called:

- TS Controller
- TS Trade Post
- TS Trader



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.



# 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. Each option setting will be discussed in more detail in the following pages.

**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.

**Post tags** allow you to have trade posts with additional tags which you can then use. This could be useful if you want certain posts to show certain things differently to others.

**Groups** limit where traders are allowed to go. Traders can only trade between posts if the trade posts are in the same group.

**Factions** limit which trade posts are allowed to trade with each other and which traders are able to make the trades. Traders can only trade with a post if they are in the same faction.

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

The screenshot shows the 'Inspector' panel with the 'TS Controller' component selected. The 'Settings' tab is active, displaying various configuration options organized into collapsible groups. The 'General options' group includes checkboxes for 'Show group names', 'Show trade links', and 'Smaller scroll views'. The 'Game options' group includes fields for 'Update interval' (0.5 s), 'Frequency' (2 Hz), and a 'Generate at start' checkbox. The 'Trade options' group includes fields for 'Closest posts' (10), 'Buy multiple' (1.5), 'Distance weight' (1), 'Purchase percent' (70 %), 'Sell multiple' (1.5), 'Profit weight' (1), and an 'Update prices' checkbox. The 'Pause options' group includes a dropdown for 'Cargo mass', a 'Pause time per 1 t' field (0 s), and checkboxes for 'Pause on entry' and 'Pause on exit'. The 'Post tags' group includes a checkbox for 'Enable tags', a 'Number of tags' field (1), and a list of tags (Tag 0). The 'Groups' group includes a checkbox for 'Enable groups', a 'Number of groups' field (1), and a list of groups (Group 0). The 'Factions' group includes a checkbox for 'Enable factions', a 'Number of factions' field (1), and a list of factions (Faction 0). The 'Units' group includes a dropdown for 'g, kg, t', a 'Number of units' field (3), and three rows of unit settings (suffix, min, max) for 'g', 'kg', and 't'. An 'Add Component' button is located at the bottom of the panel.

Group	Option	Value
General options	Show group names	<input type="checkbox"/>
	Show trade links	<input type="checkbox"/>
	Smaller scroll views	<input checked="" type="checkbox"/>
Game options	Update interval	0.5 s
	Frequency	2 Hz
	Generate at start	<input type="checkbox"/>
Trade options	Closest posts	10
	Buy multiple	1.5
	Distance weight	1
	Purchase percent	70 %
	Sell multiple	1.5
	Profit weight	1
	Update prices	<input type="checkbox"/>
Pause options	Cargo mass	[Dropdown]
	Pause time per 1 t	0 s
	Pause on entry	<input type="checkbox"/>
Post tags	Enable tags	<input checked="" type="checkbox"/>
	Number of tags	1
Groups	Enable groups	<input checked="" type="checkbox"/>
	Number of groups	1
Factions	Enable factions	<input checked="" type="checkbox"/>
	Number of factions	1
Units	g, kg, t	[Dropdown]
	Number of units	3
	Unit suffix	g
	Min	1e-06
	Max	0.001
	Unit suffix	kg
	Min	0.001
Max	1	
Unit suffix	t	
Min	1	
Max	Infinity	

# Controller - Settings

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## General Options

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

## Game Options

- Update interval & frequency: Change how often TradeSys checks for possible trades. Reduce the frequency or increase the time interval to improve performance
- Generate at start: If you are creating the trade posts via code, disable this option and call `GenerateDistances()` in the controller. If the trade posts are defined in the scene view and are not dynamically created, select this option. This is so that TradeSys can generate the post distances matrix that is used in determining trades

## Trade Options

- Closest posts: Select how many of the closest posts traders check to determine the best post to trade with
- Buy multiple: If the quantity of an item that the trade post has multiplied by this value is less than the 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 than the number 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 trade. Profit has a positive impact while distance is negative.
- Purchase percent: The percentage of the selling price that a trade post is willing to purchase items at
- Update prices: Update the price of an item each time a trader buys a single unit of the item

# Controller - Settings

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## 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 trader
  - Cargo mass: For each mass unit traded, the trader will pause for this length of time
  - Cargo mass specific: For each mass unit traded, the trader will pause for this length 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 the required length of time

## Post tags

Simply add a tag and specify the name

## Groups

Simply add a group and specify the name

## Factions

Add a faction, set the name and select a colour. The colour is used when displaying the trade links in the scene view, but could be used by your code

## Units

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

- 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 equal to the maximum mass of the previous item
- Max: The maximum mass that the unit will be applied to



# 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.

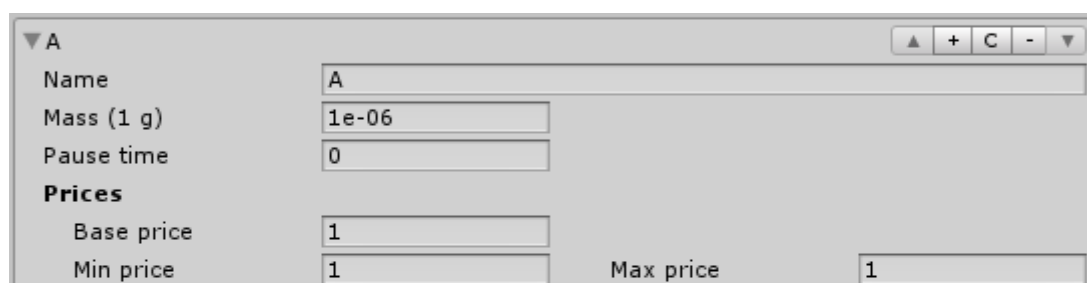
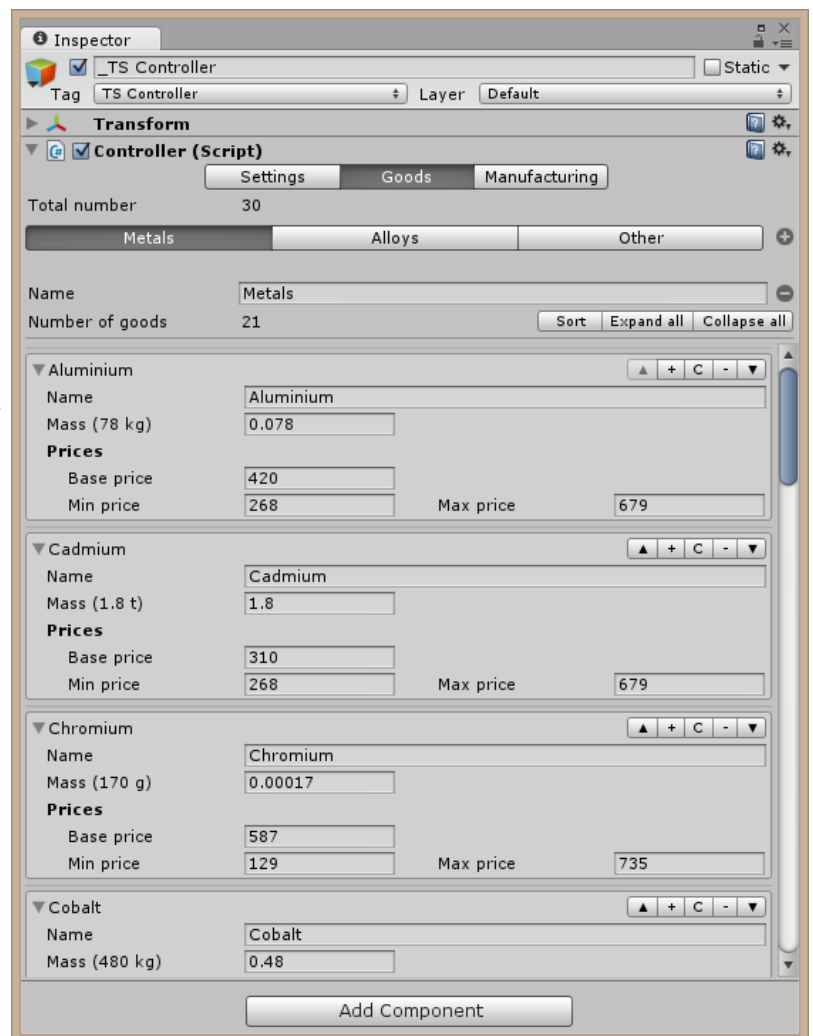
The number shows the number in the selected group.

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 a variable called unit for each item, as this is calculated and sorted automatically by TradeSys
- Prices
  - Base price: The price that a trade post sets the item prices against. This will be the price if a trade post has the average quantity of the item
  - Min & max prices: In calculating the prices of an item, if the price is outside these limits, the price will be set to the limit

Note: if you have selected the cargo mass specific pause option, then each cargo item will have another option called pause time.

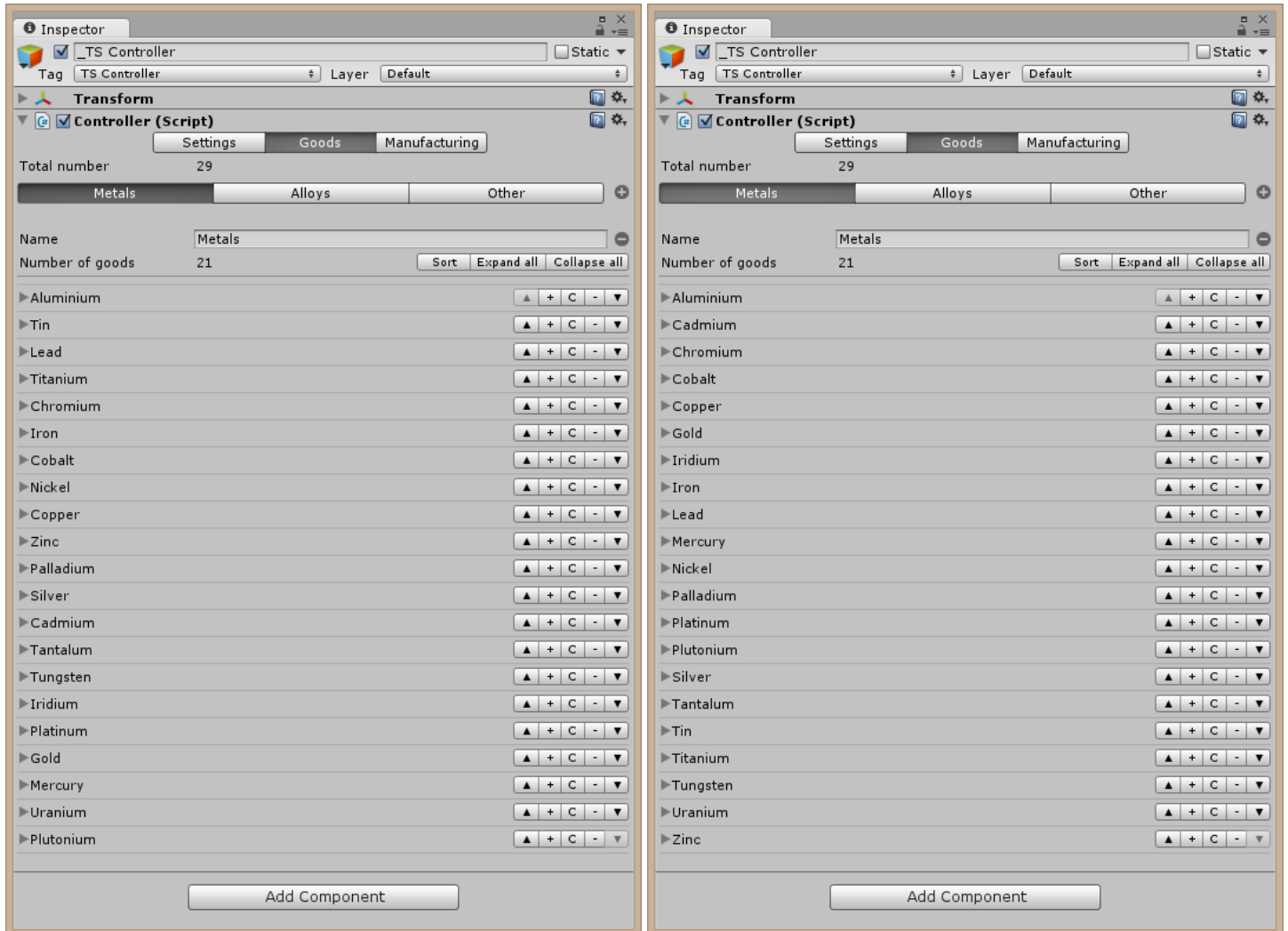


# Controller - Goods

TradeSys 2 now allows you to sort the goods alphabetically,

**Sort** **Expand all** **Collapse all**

so the goods can be added in any order and then sorted with ease. Simply press the sort 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 the information for all of the goods at once.

On each good is a set of 5 options.



- Up / down arrows: Move the current good up or down one in the list
- +: Add in a new blank good after the current good
- C: Duplicate the current good. The copy is placed after the current good
- -: Delete the current good

# Controller

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.

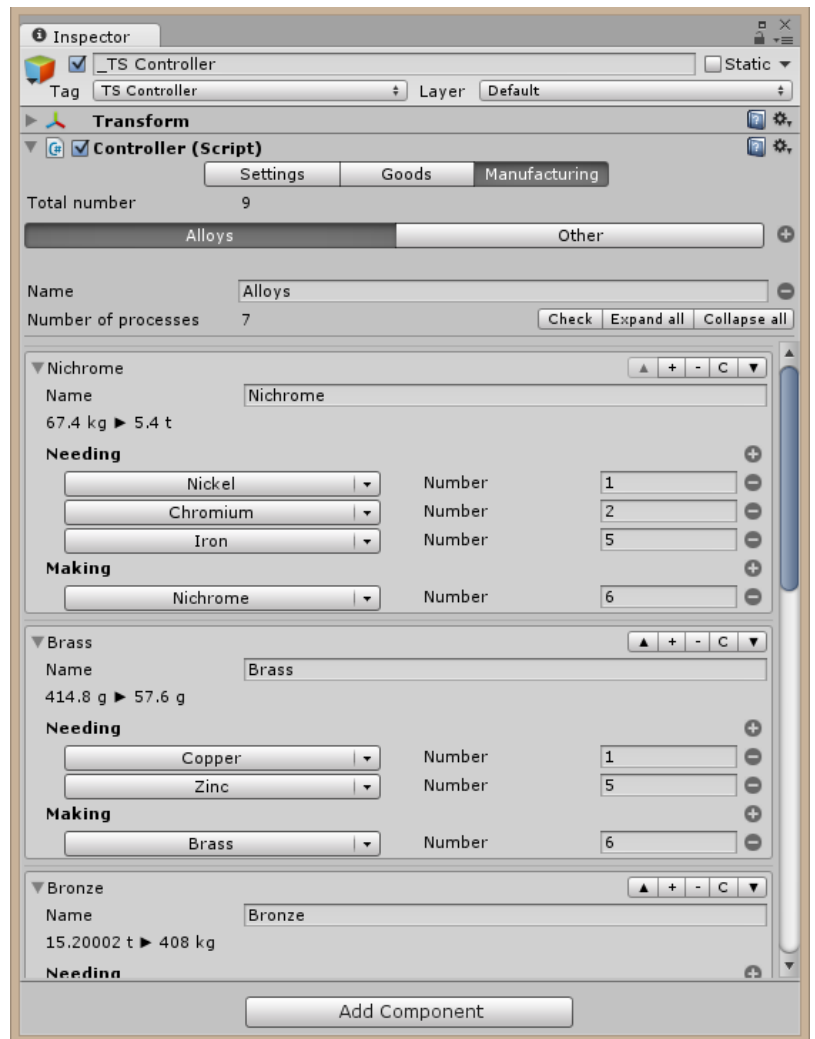
Number of processes shows the number in the current group.

Click the add process button to add the first process.

Options:

- Name: The name of the process. Once set up, whenever there is manufacturing processes, hovering over the name will show information about what is needed and what is made as can be seen in the image below
- Needing / making: Select which items are needed or made in each process. This could be left blank to create a source or a sink of items
  - Dropdown options: Contains all of the different goods that have been set up
  - Number: The number that are needed or made by the process

Below the name of each item is information displaying the input mass and the output mass, which could be used to help make it more realistic so that 1g of an item isn't made into 1t of another.



# Controller - Manufacturing

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 of the goods at once.

The check button will make TradeSys calculate whether the number of an item will increase, decrease or stay the same, depending on the creations and cooldown times set up at each trade post. Also calculated is the profit that each process may make. This is a best case scenario, and so it is likely to be less than displayed. If a process is showing a negative value, the process will never be profitable. At the bottom of the numbers, the total change is shown.

Manufacturing check

Item numbers

Item pricing

NOTE: This can only be used as a guide because there may be pauses and greater times between manufacturing processes if items are not available.

As a result, there will be some variances, but will still be useful to give an idea of whether the numbers of an item is expected to increase, decrease or stay the same.

A larger number means that this change is faster.

Gold	decrease (0.67)	Iron	decrease (0.67)
Iridium	same	Titanium	same
Iron	decrease (0.67)	Tungsten	same
Lead	decrease (0.07)	Uranium	same
Mercury	same	Zinc	decrease (0.31)
Nickel	decrease (0.10)		
<b>Alloys</b>			
Brass	increase (0.37)	Solder	increase (0.11)
Bronze	increase (0.24)	Steel	increase (0.15)
Nichrome	increase (0.59)	White Gold	increase (0.15)
Rose Gold	increase (0.15)		
<b>Other</b>			
Carbon	decrease (0.10)	Catalytic Converter	same
Total change	decrease (0.80)		

Manufacturing check

Item numbers

Item pricing

This is showing the profit per time the manufacturing process occurs. This is a best-case scenario, where the cost of items purchased to manufacture are at their lowest, and the items made are sold at the highest. As a result, the profits are likely to be lower than this.

Any process that shows a negative value here will always have a loss.

This assumes that the item prices are set automatically

<b>Alloys</b>			
Nichrome	2484	White Gold	3768
Brass	860	Steel	2475
Bronze	1202	Solder	970
Rose Gold	701		
<b>Other</b>			
Catalytic Converter	781	Alchemy	1932

If you have a good repeated in a manufacturing process, it will be highlighted in red to make it more obvious as most of the time, this is a mistake. If you have deleted a good which the process uses, it too will be highlighted red.

▼ Element 0

Name

Element 0

156 kg ► 78 kg

Needing

Aluminium

Number

1

Aluminium

Number

1

Making

Aluminium

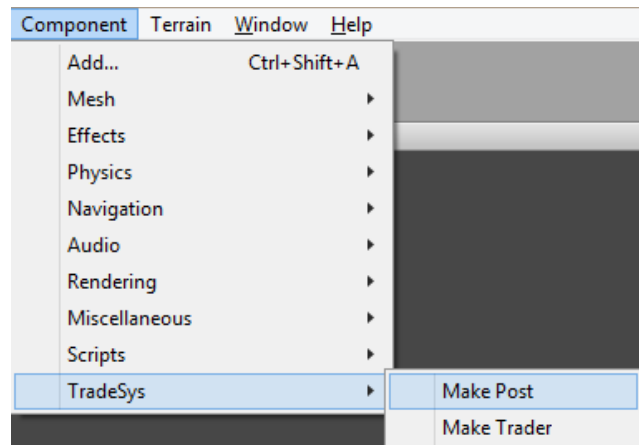
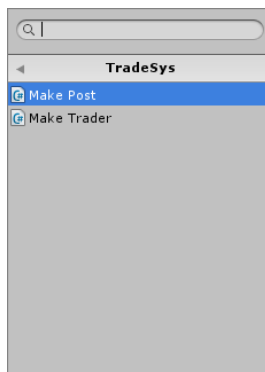
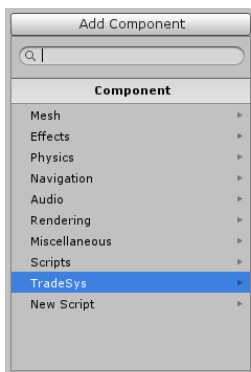
Number

1

# 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 depend on what has been set up in the controller. For example, if factions have been disabled, the option to select factions at the trade post will not be displayed.

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

## Options

- Show trade links: Show lines connecting the trade posts which are allowed to trade with each other in the scene view
- Custom pricing: Instead of having TradeSys automatically setting the prices at the trade post, have these set to specific values
- Credits: How much money the trade posts starts off with. The credits limit the amount of stock that a trade post can have, as it needs to be able to purchase the items from a trader
- Stop processes: If number limits for goods have been selected (See stock) , and if a manufacturing process will result in the number of a good going beyond this limit, the manufacturing process will be stopped until the quantities go to the acceptable range

# Trade Post - Settings

## Post tags

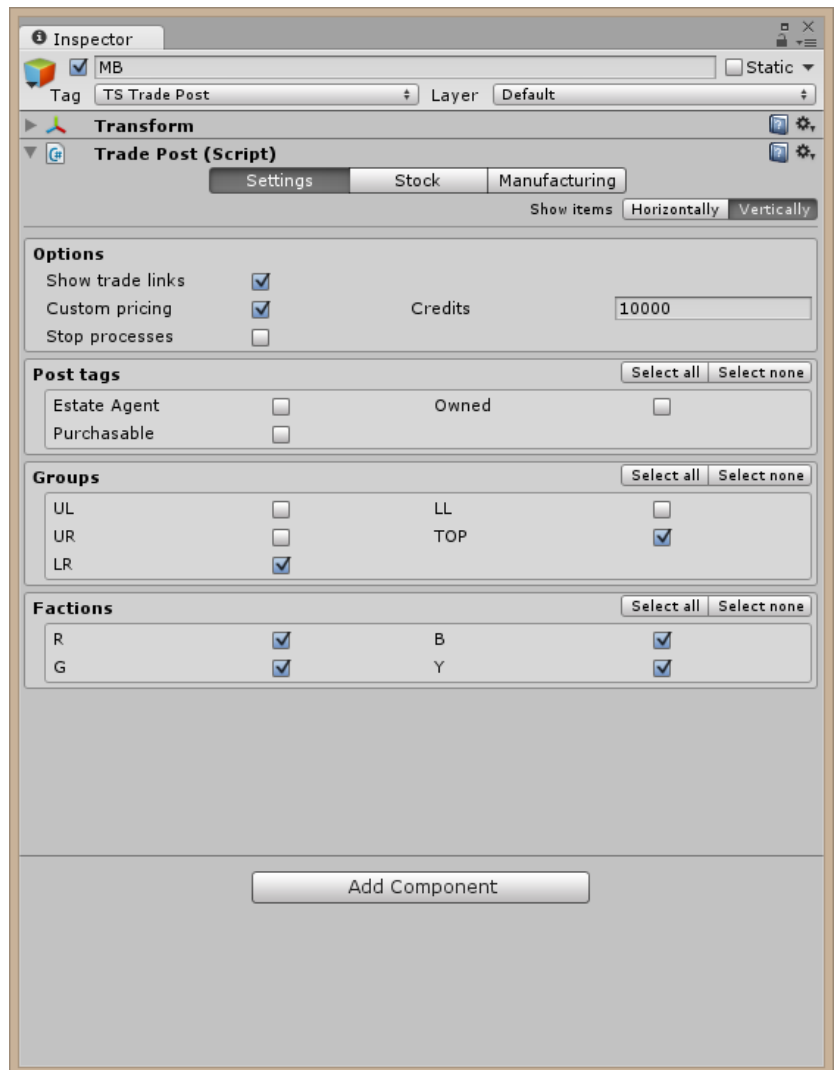
This allows you to select which tags the trade post has. Post tags need to be set up in the controller in order to be seen and selected at the trade post. Note: This will not actually do anything, but may be useful in your code to have different types of trade post which may display items or other information differently based on the post tag.

## Groups

Select which groups 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 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 scene view. Factions also mean that the trade post can only trade with traders which have at least one mutual faction.



# Trade Post - Stock

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

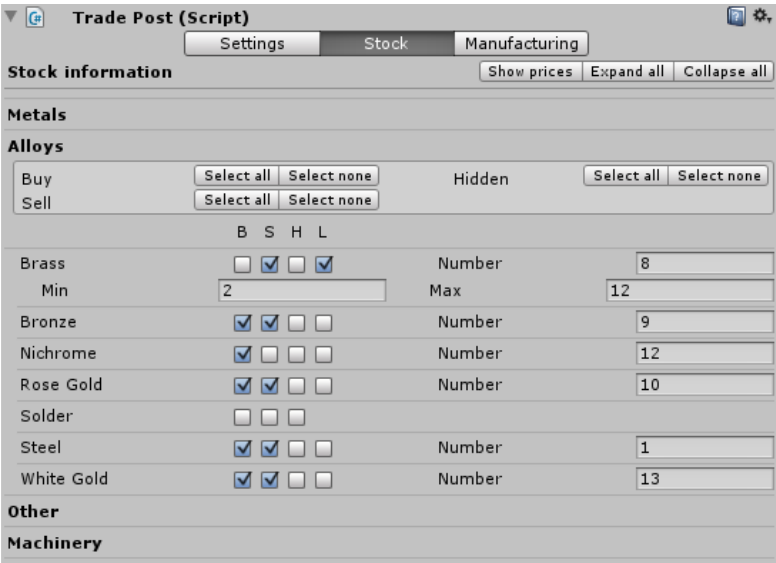
If selected, it means that the item cannot be bought or sold at the trade post. However, it is allowed to be used in manufacturing processes, so for example, one process creates that item while another then uses it to create something which can then be sold. An item cannot be set as hidden and to be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

By selecting one of the above options, the item is enabled at the trade post. This will allow 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 number that the post should aim to have. If stop processes has been selected in the settings tab, then any processes which will take the quantity beyond these limits will be paused until it will not.

If custom pricing has been selected in the settings tab, then another option will appear for each good which will be the price. By selecting this option, the prices of items will not fluctuate as they will remain at this set price. If you hover over the price of the item, it will tell you the min and max prices that have been set up. No restrictions are placed on the pricing, but this makes it easier to compare with what the prices will be in game.



	B	S	H	L		
Brass	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Number	8
					Price	1
Bronze	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Number	9
					Price	1
Nichrome	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Number	12
					Price	1

# Trade Post - Manufacturing

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

Trade Post (Script)				
		Settings	Stock	Manufacturing
<b>Manufacturing processes</b>				Select all Select none
<b>Alloys</b>		<input checked="" type="checkbox"/>		Select all Select none
Brass	<input checked="" type="checkbox"/>	Create time	14	
		Cooldown time	26	
Bronze	<input type="checkbox"/>			
Solder	<input type="checkbox"/>			
<b>Other</b>		<input checked="" type="checkbox"/>		Select all Select none
Alchemy	<input checked="" type="checkbox"/>	Create time	7	
		Cooldown time	30	

A manufacturing process will only appear if the correct buy / sell / hidden options have been selected. If these have not, then the post will not be able to follow the process. For any items in the needing list of a process, the item must be marked as buy or hidden while any items in the making list must be sell or hidden.

When you have enabled a process, extra options will be displayed.

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

**Cooldown time:** This is how long a process must wait after completion to be run again.

Hover over the name of the process to show what the process needs and makes.

<b>Other</b>		<input checked="" type="checkbox"/>		Select all Select none
Alchemy	<input checked="" type="checkbox"/>	Create time	7	
		Cooldown time	30	
N: 1xLead M: 4xGold				

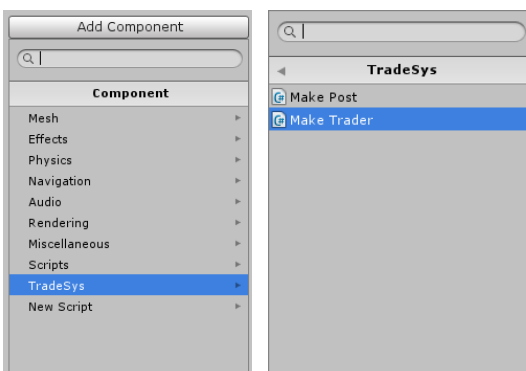
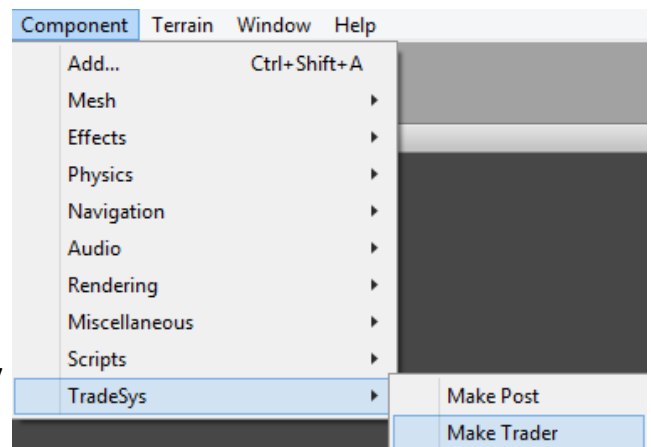
If the trade post has sufficient stock to manufacture, the items will be removed. It then pauses for the create time where the items are then made and the process will then pause for the cooldown time.



# Trader

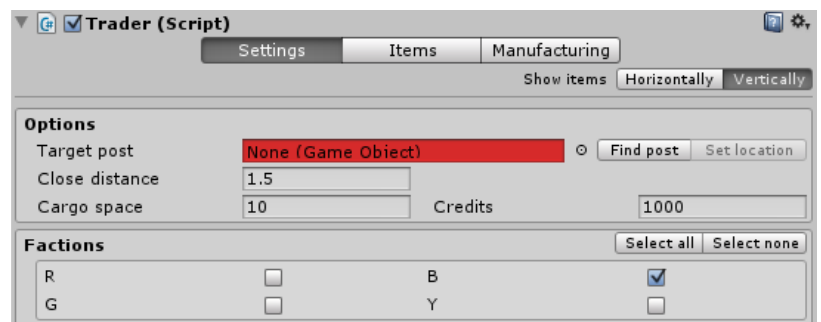
Traders are the final important aspect of TradeSys to set up. Adding traders can be done in one of two ways. One is by specifically creating them and the other is by using a script to create them. Here, creating the traders by adding them to the scene will be explained.

First, select a GameObject. Then go to Component / Add component > TradeSys > Make trader



## Options

- Target Post: This is the starting post of the trader. At any other time, this will be the trade post that the trader is heading for. Press find post to automatically find a trade post within the close distance and move the trader to the correct location. Or, specify a location and then press set location to move the trader there
- Close distance: This is how near to a trade post the trader 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



## 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

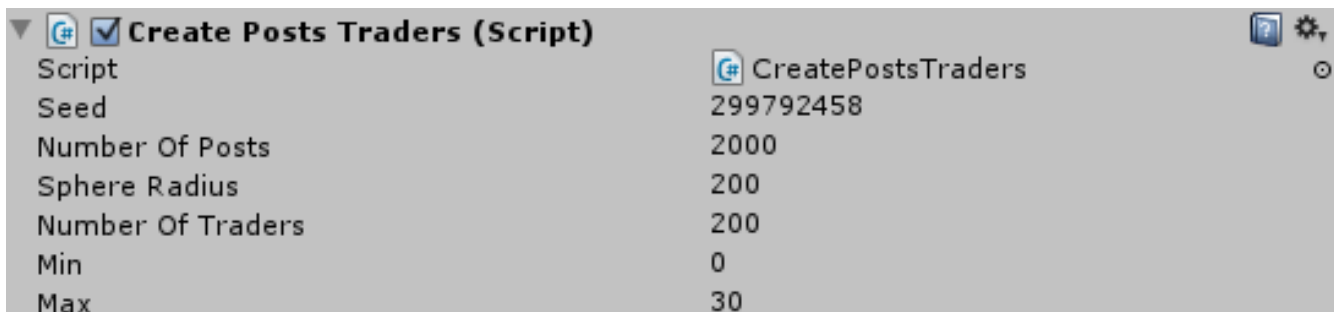
Setting up manufacturing for traders is the same as it was for trade posts. The differences are that the trader must have enough cargo space, and the process will pause for the create time, take and create the items and then pause for the cooldown time. This is to ensure that items are not removed and in the manufacturing process when the trader is at a trade post.

# Useful scripts - CreatePostsTraders

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CreatePostsTraders is a script which will create trade posts and traders by code. A demo of its use can be found in the scene called autogen This script is located under the main camera.

This can be used as a basis to create your trade posts and traders if you wish to do so via code. It will need editing because currently it will create spheres for the trade posts and cubes for the traders. When you add this script or a similar script to create the trade posts, you will need to disable the generate at start option found in controller settings under game options. Empty GameObjects called “Posts” and “Traders” also need to be created as these are the parents for any generated. The options available from this script are detailed below.



**Seed:** This is the seed number used to create the posts and traders. It is specified so that it 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 created

**Number of Traders:** The number of traders to be generated

**Min/Max:** The minimum/maximum number of each item a trade post can start with

# Useful scripts - Player

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A simple player script is also included in TradeSys. The use of this script can be found in the scene called player.

This is designed to provide a basic demo of how to include a player in your game. It is mainly designed to show you how to get the different variables that you may require in creating a shop UI, and to show how making purchases and sales may occur. Like all of the other included scripts, it is fully commented to help understand what the code is doing.

This script also includes a demonstration as to how post tags can be used. In the player scene, the magenta trade post is an estate agent, allowing you to purchase any of the coloured trade posts. This is using a post tag for the estate agent, another for the owned posts and a further one for purchasable posts.

In addition to post tags, use of the goods and manufacture groups has been included. The trade post opposite any where you can purchase items sells another item named smelter. If you purchase this, and go to an owned trade post, the player script has code which will allow you to fit this to the 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 required to allow selection and enabling of the individual processes.

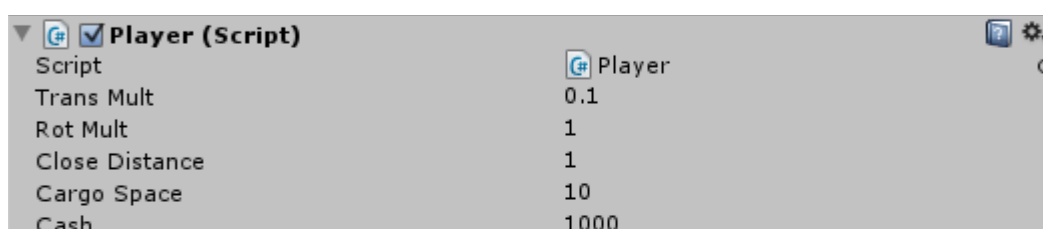
**Trans Mult:** The multiplier used for translating the player

**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 count as being there

**Cargo Space:** The maximum amount of cargo that can be carried by the player

**Cash:** The amount of cash that the player has to make trades



# Useful methods

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`Controller.GenerateDistances()`

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

`Controller.EditProcess(List<MnfctrGroup> manufacture, int manufactureGroup, int processNumber, bool enabled, int createTime, int cooldownTime)`

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

- **manufacture:** This is the manufacture list found in trade posts and traders
- **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 the making list
- **cooldownTime:** How long before the process is allowed to be run again

`TradePost.UpdatePrices()`

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

`TradePost.EnableDisable(bool enableTrades, bool enableManufacture)`

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

# Useful variables

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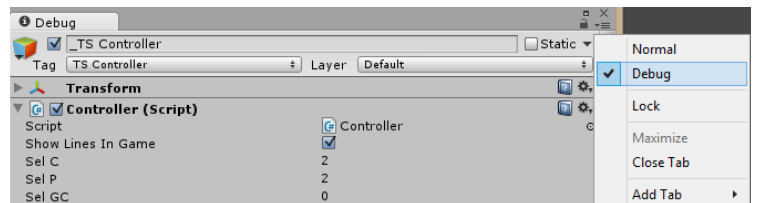
TradeSys 2.x now includes some extra details in variables instead of having to use different methods to get the data. Some variables are listed below.

```
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.



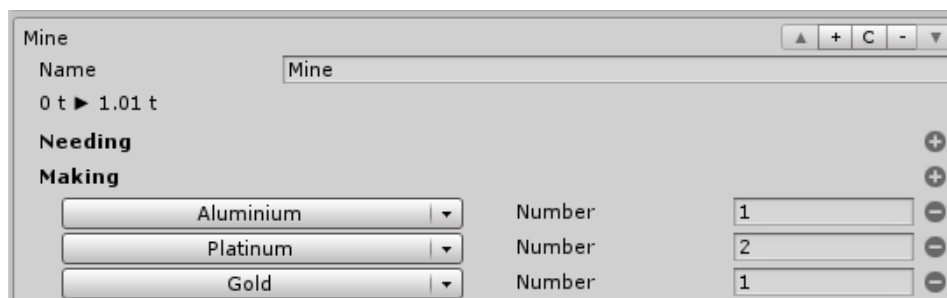
**WARNING:** If this is being tested in the editor, the game has been paused and show trade links has been checked, multiple instances of the same line will be created. This will not happen in a compiled game.

# Tips

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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, like so:



The screenshot shows a configuration window for a 'Mine' trade post. The window has a title bar with standard OS controls. Inside, the 'Name' field is set to 'Mine'. Below it, a range '0 t ► 1.01 t' is displayed. The 'Needing' section is empty, with a '+' button to its right. The 'Making' section contains three rows, each with a dropdown menu and a 'Number' field. The first row is for 'Aluminium' with a value of 1. The second row is for 'Platinum' with a value of 2. The third row is for 'Gold' with a value of 1. Each row has a '-' button to its right.

Item	Number
Aluminium	1
Platinum	2
Gold	1

- More industrialised trade posts will be able to produce items faster, and may have to wait less before it can manufacture again. Use the create and cooldown times to create this easily by making some trade posts have much higher times than others.
- Traders may be carrying perishable items. This is possible by using manufacturing processes on the traders. For example, a trader may be carrying food, thus by adding a manufacturing process, the food can be turned into rubbish or disappear by setting up a manufacturing process and setting the times.

# Update Log

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

# Update Log

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VERSION	CHANGES
V1.3	<ul style="list-style-type: none"><li>- Spawners have been added, and the code to allow traders to collect dropped items and continue to the correct trade post, and added a DropItem method for traders</li><li>- Groupings. It is now possible to group trade posts together, so that not every trade post trades with every other one.</li><li>- Added an option to change the update frequency of the post prices, and possible trades to try and improve performance.</li><li>- Added in an overview to controller, showing information about groups, goods and manufacturing.</li><li>- Can view trade links, spawn sphere radius and radar sphere in the scene view.</li><li>- Removed speed multiplier from traders - this was part of the demo code, but changed the scales of everything in the scene view so it is no longer needed.</li><li>- Fixed bug where items could not be added to manufacturing processes without trade posts being present.</li><li>- Fixed issue where it was not possible to set the maximum number of expendable traders to 0, so could not be infinite</li><li>- Some other performance enhancements.</li><li>- Massive UI changes:<ul style="list-style-type: none"><li>• Controller and trade posts have a toolbar to make editing easier.</li><li>• Boxes have been added to many editor windows to make groups more obvious and clearer.</li><li>• Changed style of remove buttons, drop down lists and horizontal / vertical items to improve experience</li></ul></li></ul>
V1.4	<ul style="list-style-type: none"><li>- Added factions, with both trade posts and traders having faction options.</li><li>- Changed group selection so uses checkboxes like items.</li><li>- Option to view trade links while trade posts selected has been added, making it easier when editing groups and factions.</li><li>- Sorted new trade post and new trader methods so includes faction selections, and trade posts have group selection.</li><li>- UI tweaks:<ul style="list-style-type: none"><li>• Edited units so is the same style as the other options.</li></ul></li></ul>



# Update Log

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VERSION	CHANGES
V1.5	<ul style="list-style-type: none"><li>- Spawners now don't spawn inside each other.</li><li>- Spawners have more options - can now select what shape the spawn area is and the rotation.</li><li>- Pause time options, so can change what the pause time for traders is, and when they pause.</li><li>- Controller has a new tab when in game, showing extra information.</li><li>- Manufacture pause has been edited. There is now also a cooldown time, and the way it works has been edited.</li><li>- Target posts for prefabs not found in hierarchy now gets disabled rather than being hidden.</li><li>- Can now add all trader prefabs into the expendable trader list, so no more searching for the prefabs.</li><li>- Improved performance of the controller editor for large projects - options to find trader prefabs each time.</li><li>- Fixed player script, where incorrect numbers shown if the trade post does not trade all items.</li></ul>
V1.5.1	<ul style="list-style-type: none"><li>- Can now use TradeSys in versions of Unity after 4.0.0!</li><li>- Fixed trader stop time, so will stop for the correct length of time.</li></ul>
V1.5.2	<ul style="list-style-type: none"><li>- Fixed any warnings resulting from API updates.</li><li>- Uses TradeSys namespace to help prevent any name conflicts</li></ul>

# Update Log

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VERSION	CHANGES
V2.0	<ul style="list-style-type: none"> <li>- Whole system has been rewritten from scratch.</li> <li>- Manual has been rewritten from scratch with the update logs being the only thing kept the same!</li> <li>- Massive performance improvements.</li> <li>- Goods and manufacturing processes can now be set up in groups, useful for organisation</li> <li>- Goods can be sorted</li> <li>- Can move goods and manufacturing processes up, down and can duplicate</li> <li>- Duplicated manufacturing items are highlighted in red</li> <li>- Manufacturing check will now check item pricing, stating if a manufacturing process will never be profitable</li> <li>- Custom pricing on Trade Posts</li> <li>- Many more options such as route options — can now edit what influences traders more, profit or distance travelled</li> <li>- Greater undo support and multi object editing</li> <li>- Can now select if an item is allowed to be bought or sold at a Trade Post. Can be set as hidden to allow an item to be manufactured and used in another process.</li> <li>- Adding a controller found under GameObject &gt; Create Other &gt; TradeSys Controller, so no longer have to drag scripts as it is automatically done</li> <li>- Adding Trade Post and Trader scripts found under component menu</li> <li>- Can now have number limits on goods at trade posts</li> <li>- Now possible to select which goods a trader is allowed to carry</li> <li>- Further UI improvements:               <ul style="list-style-type: none"> <li>• Can now have the TradeSys toolbar at the top with everything else scrollable</li> <li>• Can now click on the names of options in lists to show details, not just the arrow</li> <li>• Items in lists now much more obvious</li> <li>• Almost all options have a tooltip</li> <li>• Manufacturing processes tooltip now contains the items needed and made</li> </ul> </li> </ul>

# Update Log

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VERSION	CHANGES
V2.1	<ul style="list-style-type: none"><li>- Traders can now have manufacturing processes</li><li>- Can now enable or disable a manufacturing group</li><li>- Player scene now has demonstration of post tags, with the ability to buy trade posts</li><li>- Player scene has examples of other uses for goods and manufacturing grouping by allowing machinery to be fitted to an owned trade post</li><li>- Changed variables. Some moved to a custom variable whereas other variables have been combined</li><li>- Added tips page to manual</li><li>- GUI improvements:<ul style="list-style-type: none"><li>• Trader inspector has the same style as the controller and trade post by using a toolbar</li><li>• Rearranged the process move buttons so is in the same order as for the goods</li><li>• Moved the buy, sell and hidden options for trade posts into the stock tab</li><li>• Clicking on the name of the group will now hide or show available options instead of using foldouts</li><li>• Horizontal or vertical options changed to use buttons</li></ul></li><li>- Fixes:<ul style="list-style-type: none"><li>• Issue regarding player buying and selling items</li><li>• Trading and as a result more trades occur</li><li>• Traders will now go to random posts where both posts are in the same group and faction</li></ul></li></ul>