



**TileTool** is a easy to use editor extension, it includes a tile set designed to quickly be able to create game level designs.

Optimizing the tile meshes is easily done with a few clicks, significantly reducing triangles in the scene.

## Update +2

!! Important when updating older version.

Scripts are now required on all TileTool tiles and objects. Any created custom tiles and objects will need these scripts.

- Added **custom** style
  - This style has it's own texture so that many styles can be created from it without having to make new meshes.
- Added scripts to handle removing sides and styles
  - TileToolStyle.js - Contains style information (Required on objects and tiles)
  - TileToolTile.js - Contains removeable side information (Required on tiles)
- Added **duplicate** and **move** tiles functionality.
- Improved layout of the editor window +help
- Updated Simple Mesh Combine to version 1.6

## Update +1

- Added Candy Style
- Included Simple Mesh Combine
- Included Simple Rename Tool
- Added Reset Sides Function to Tool

## Features

- Build game worlds and platforms directly in Unity.

- Low poly and suitable for mobile devices
- A wide variety of game objects and tiles.
- Optimize with a single click, removing parts not visible by the camera.
- 7 Styles of tiles and game objects.
- 1 Textures atlas for all game objects, optimal for batching and mesh combine.
- 4096x4096 and 2048x2048 texture resolution
- Includes example scenes

## Getting Started - Simple Guide

1. Open *3D Tiles Getting Started SCN*.
2. Open TileTool in the top menu bar in Unity; *Window > TileTool*.
3. In TileTool, make sure that Snapping is enabled.
4. Select the tile in scene
5. Duplicate the tile by using the yellow arrows in TileTool - Move & Duplicate
6. Move the new tile to the desired position, repeat.
7. To add a different tile, either use *TileTool > Tile Styles > Next Tile* or drag from prefabs folder in the project tab to the scene.

## Creating a custom style

### Update +2

Customize by changing the texture for "CustomStyle01".

To create another custom style:

1. Open *TileTool Prefab SCN - Custom01* scene.
2. Using the Rename Tool, replace "*Custom01*" to "*Custom02*".
3. Remove and add TileToolStyle script to automatically fill in the style information based on the new name.
4. Create and replace materials on each of the objects.
5. Save all the tiles and objects to a new folder using the *Rename Tool*.
6. Create a new Style prefab by duplicating *Custom01\_Style*, set arrays to 0 then drag the new prefabs into the arrays.

Or

Tiles must follow the naming convention of the rest of the tiles, since names are used for replacing and optimizing.

1. Duplicate the model *TileTool MDL*
2. Import the duplicated model *TileTool MDL* in 3D Software like *Maya* or *Blender*.
3. Duplicate a style set of meshes that you would like to modify.

4. Delete any unused meshes.
5. Rename the meshes to your new style name (in Maya: Modify>Search Replace Names)
6. Create the texture for your new style, it is best to edit the existing texture file to be able to combine meshes. - Remember to backup textures before updating TileTool.
7. Rearrange UV's of your new meshes.
8. Export the new style overwriting the duplicated *TileTool MDL* model.
9. Duplicate and Open the duplicated *TileTool Prefab SCN 1*.
10. Duplicate the same style set.
11. Rename the game objects to your style name in the same way as before. Use included Simple Rename Tool (Window > SimpleRenameTool).
12. Replace the meshes in the duplicated style to the new style meshes.
13. Save all game objects to prefabs using Simple Rename Tool in a new folder.
14. Duplicate and rename a style prefab in the resources folder.
15. Replace the game objects in the style prefab.
16. Close and restart TileTool.

If you run out of space in the texture file, you can create another one but objects using the new material will have to be mesh combined separately.

## Important Notes

Do not rename the tiles or objects, the naming is used to replace styles.

Replacing tile styles resets any removed sides.

For optimal performance it is recommended to combine meshes.

Add custom graphics to the texture in the designated area. **Always backup before update.**

## TileTool functions

### Tile Styles

- |                      |   |
|----------------------|---|
| Style dropdown menu  | - Select from the available styles            |
| Replace Tile Style   | - Replace Style in selected tiles             |
| Replace Object Style | - Replace Style in selected objects           |
| Replace All          | - Replace Style in selected tiles and objects |
| Prev Tile            | - Cycle trough tiles in selected tiles        |
| Rotate               | - Rotate gameObject 90 degrees                |
| Next Tile            | - Cycle trough tiles in selected tiles        |

### Remove Hidden Sides

- Removes part of the mesh that is not visible
- |                    |   |
|--------------------|---|
| Top                | - Remove top plane from tile                |
| Bottom             | - Remove bottom plane from tile             |
| Front              | - Remove front plane from tile              |
| Back               | - Remove back plane from tile               |
| Left               | - Remove left plane from tile               |
| Right              | - Remove right plane from tile              |
| Auto Destroy Sides | - Auto destroy sides hidden by another tile |
| Reset Sides        | - Revert tile meshes to prefab state        |

### Grouping

- |         |                                 |
|---------|---------------------------------|
| Group   | - Groups selected gameObjects   |
| UnGroup | - Ungroups selected gameObjects |

### Replace GameObjects

- |               |  |
|---------------|--|
| Prefab Select | - Select prefab to use for replacement     |
| Replace       | - Replace gameObjects in scene with prefab |

### Snapping

- |              |   |
|--------------|---|
| Autosnap     | - Automatically snaps tiles into position     |
| Value        | - Distance between snap points                |
| Max Autosnap | - The maximum selection of tiles for autosnap |
| Snap         | - Snap any gameObject                         |