



Jujube Map Editor - Map Generator

Generate random map with one click

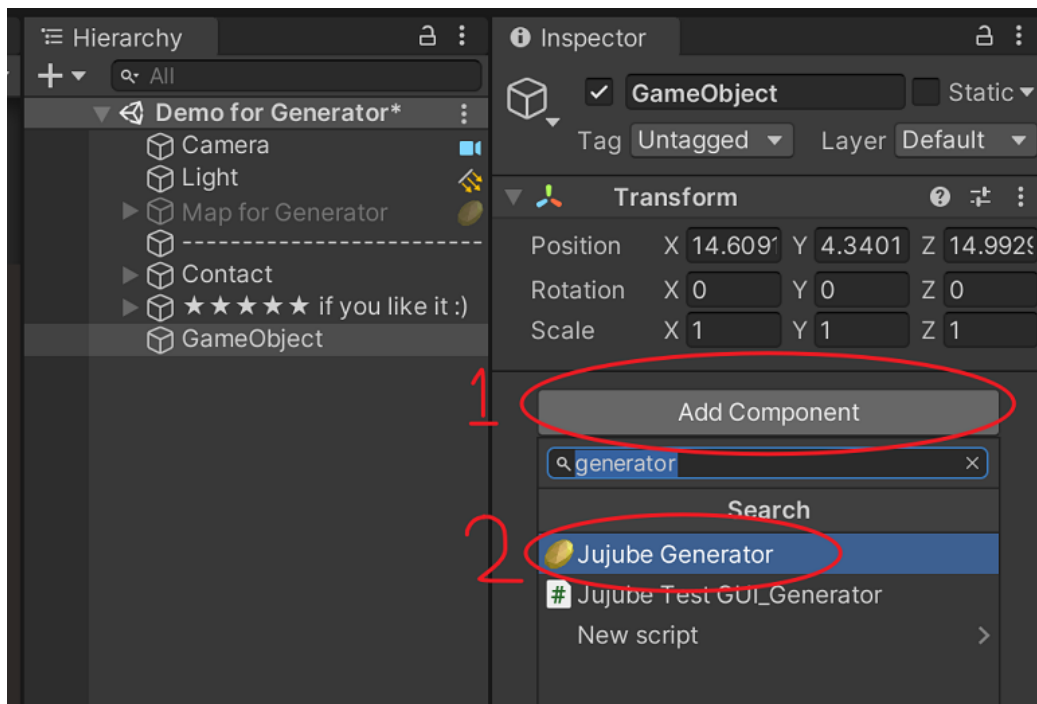
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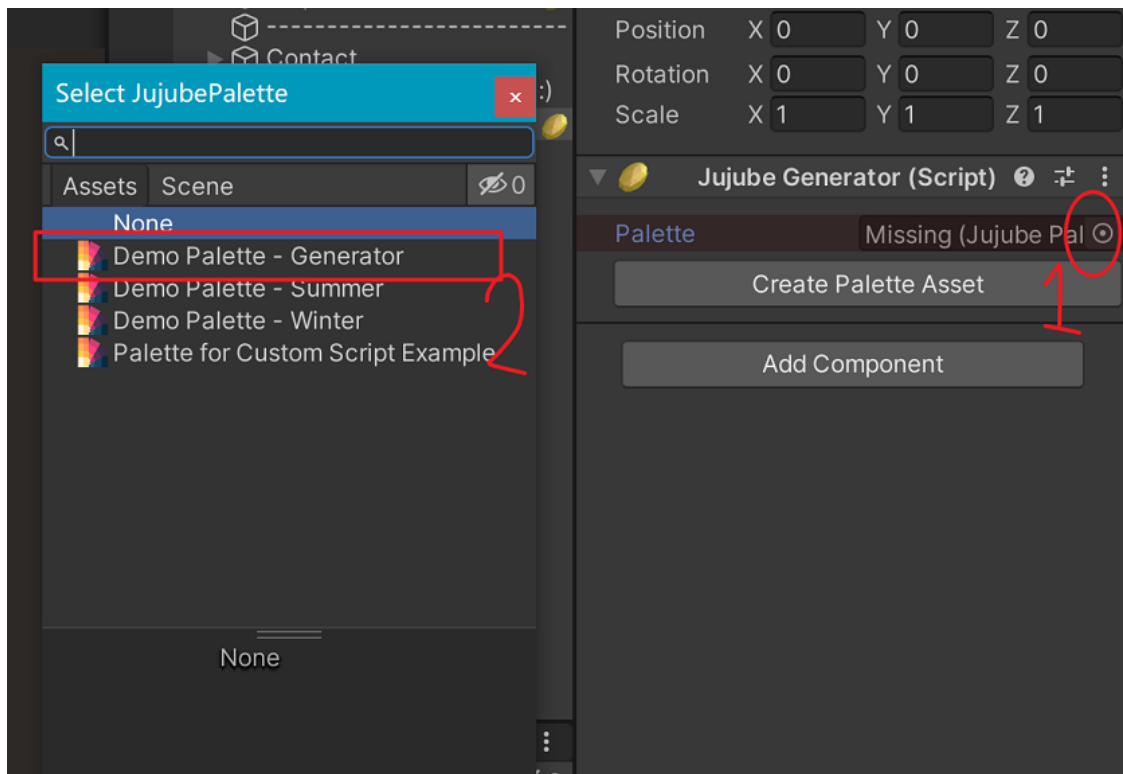
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Get Started

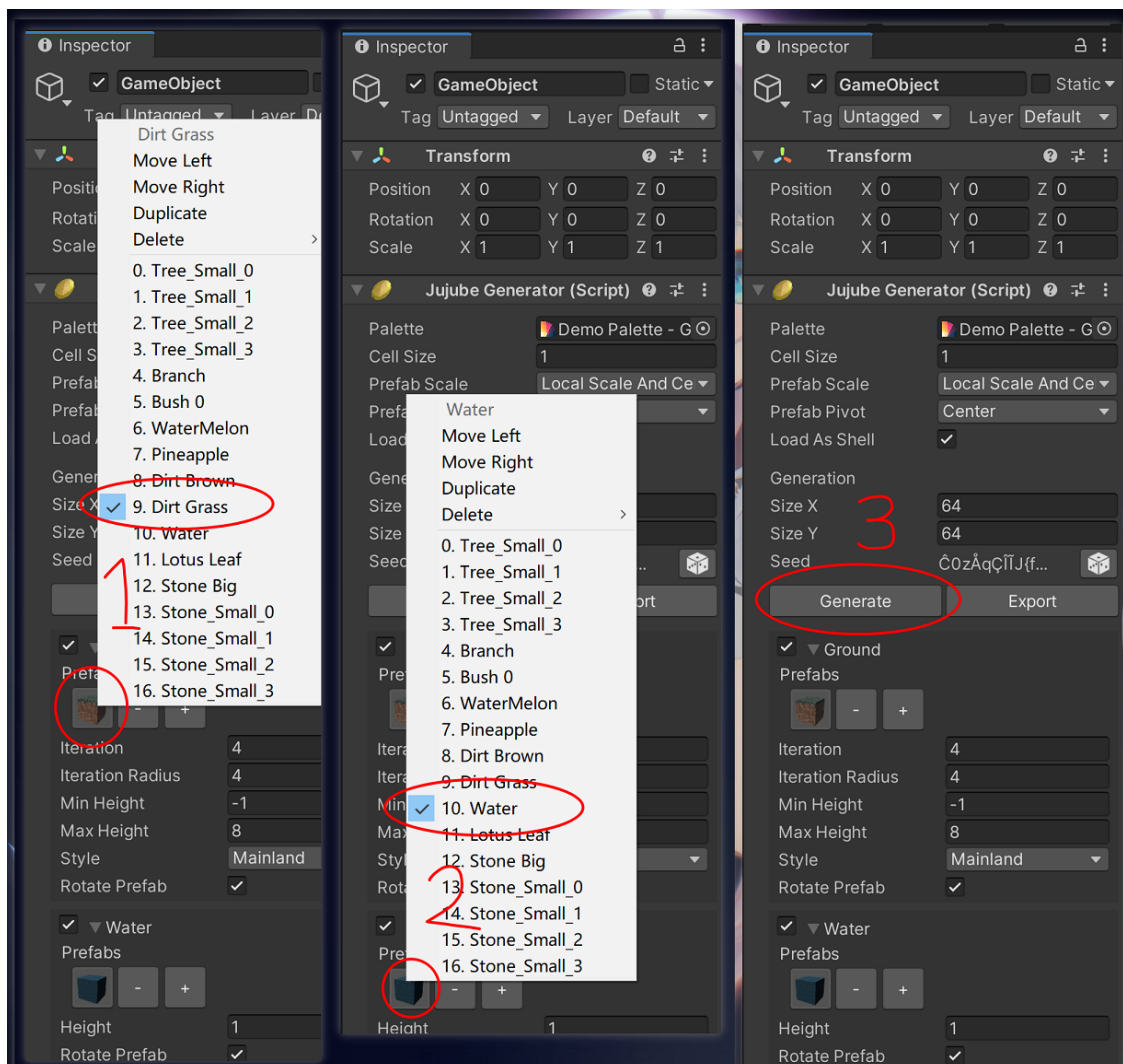
- Create a new gameObject, add component "Jujube Generator".



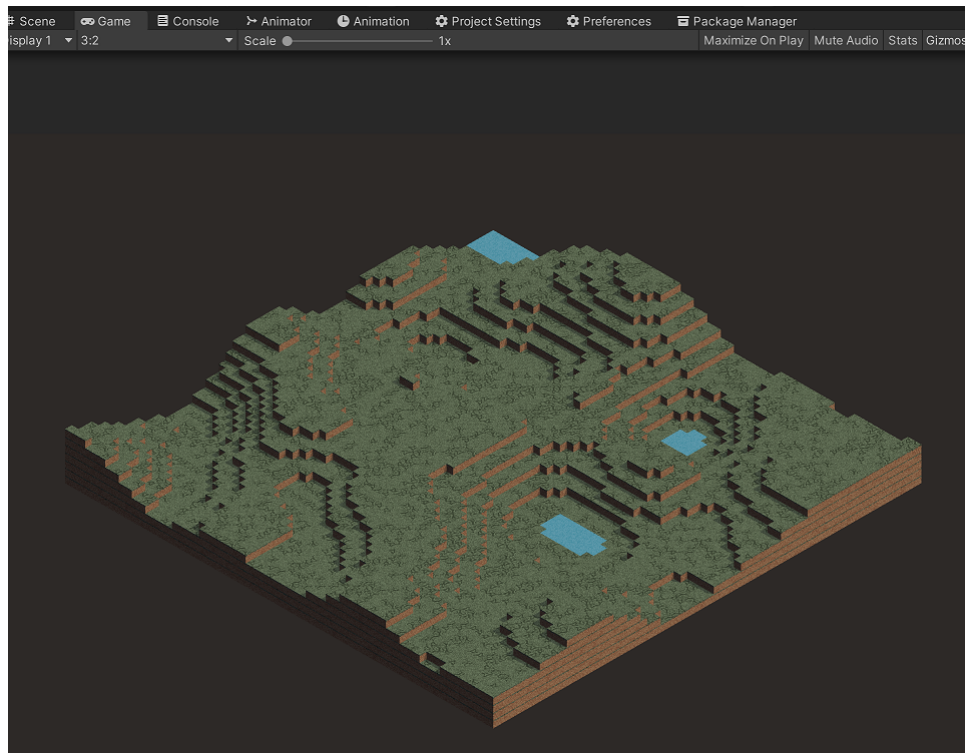
- Select your palette asset.



- Set prefab for ground and water by left click on the button. Pick any dirt and water prefab (like dirt grass and water).
- Click generate button.

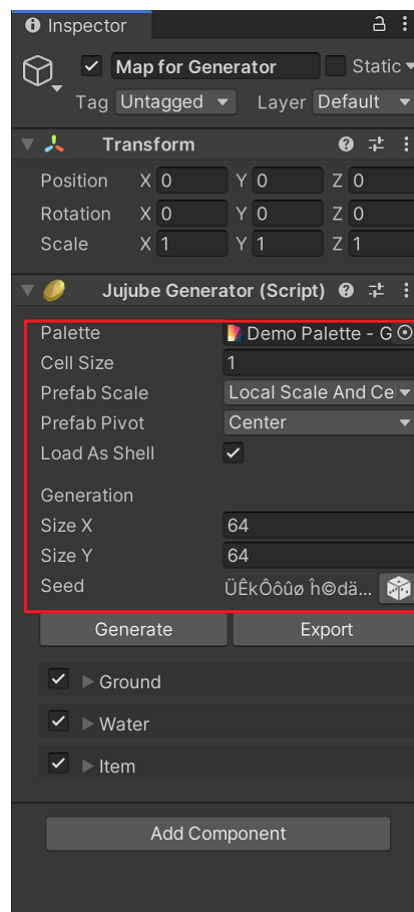


- The map will show in the scene. Click export button to save the map data into a Jujube Map asset.



Introduction

- Palette: the generator finds the Prefab used to load the map from this asset.
- Cell Size: Size of each cell of this map.
- Prefab Scale: how the prefab scale when loading them.
- Prefab Pivot: prefab's pivot position.
- Load as Shell: whether to load a block with 6 sides blocked.
- SizeX and SizeY: size of the map.
- Seed: The source of the map's randomness.



- Ground
 - Prefabs: prefabs of the ground blocks, Arrange from low to high in their map altitude. Left click on the thumbnail will show the menu.
 - Iteration: how many iterations does it take to generate the map.
 - Iteration Radius: the scope of each iterate influence.
 - Min/Max Height: altitude range for the ground blocks.
 - Style: map styles. mainland, island and basin.
 - Rotate Prefab: whether to randomly rotate the Prefab.
- Water
 - Height: altitude of the water.
- Item
 - Location: where will the item appear.
 - Probability: how likely is the item to appear.
 - Min/Max Height: the range where the items may appear.
 - Allow Overlap: whether this item can overlap with other items.

