



Block-based edit-time map editor for Unity 3D games.

- Contact

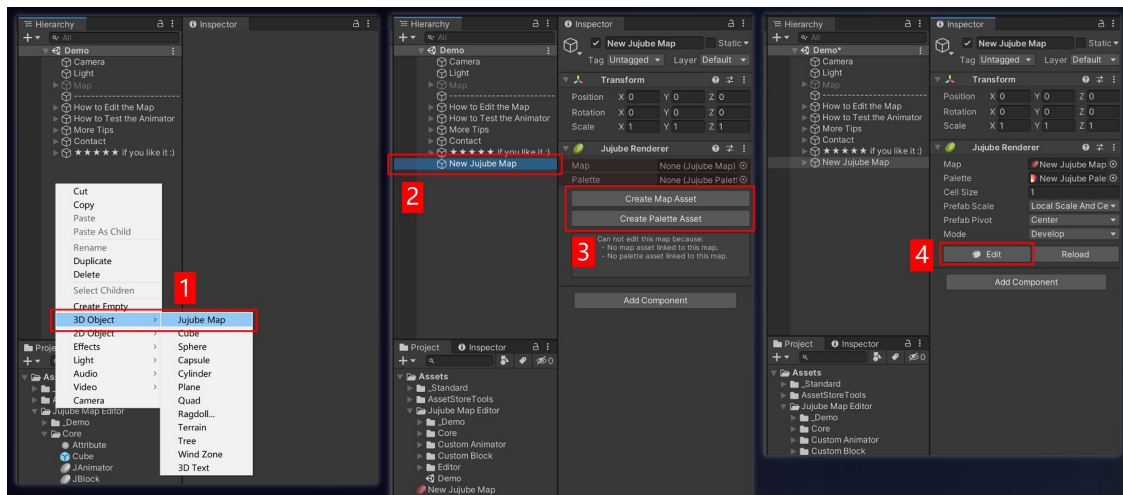
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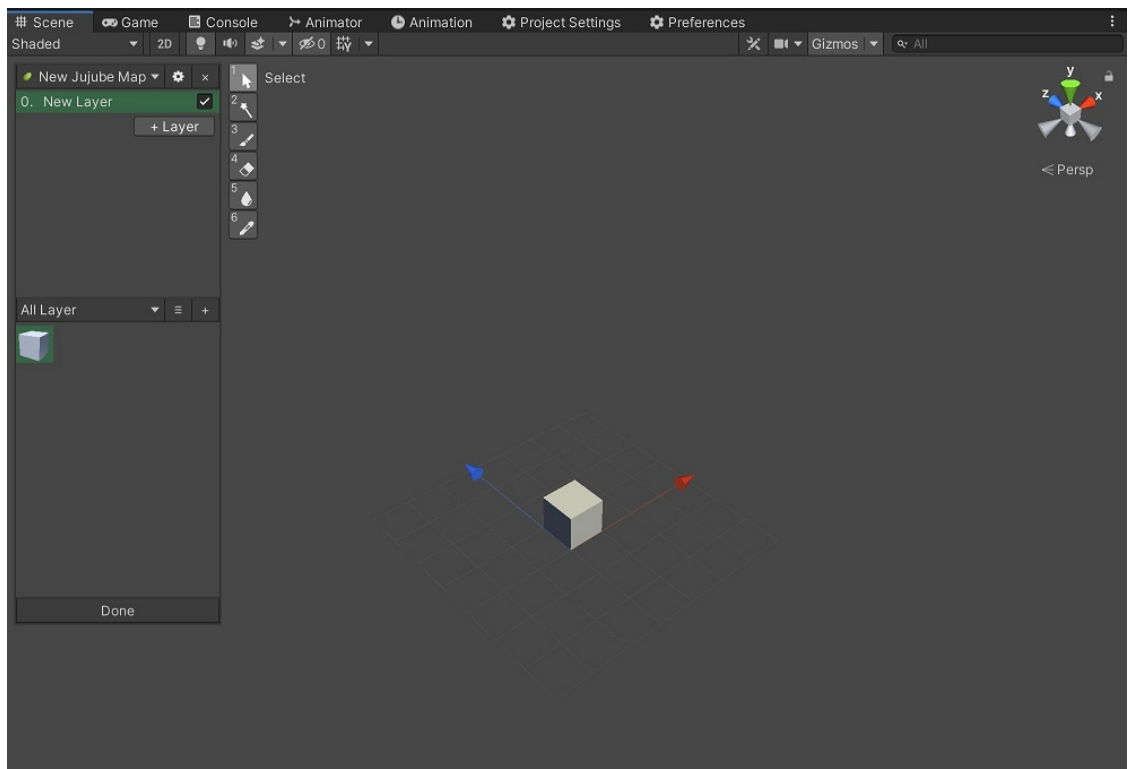
Email moenen6@gmail.com

See my art works in [ArtStation](#)

- Get Started

1. To create a new map, right click in Hierarchy and choose "3D Object / Jujube Map".
2. Select the gameObject just created.
3. Click "Create Map Asset" and "Create Palette Asset" in Inspector. If you want to use a map (or palette) asset which already created, drag and drop the asset to "Map" (or "Palette") field above the button.
4. Click "Edit" button to start edit this map.
5. Now you can edit this map in the Scene view.





- For more details, see **Tutorial.pdf**.