**Welcome to the “Runtime Map Maker 3D” .**

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“Runtime Map Maker 3D” is a a design tool for generating Map/Level/Puzzle at runtime.

Dependence:

- Extenject Dependency Injection IOC

- Unirx

- JsonDotNet

- TextMesh Pro

Features:

- Snapping from the 3D grid

- Brush placement

- Area Selection

- Move selected

- Brush Deletion

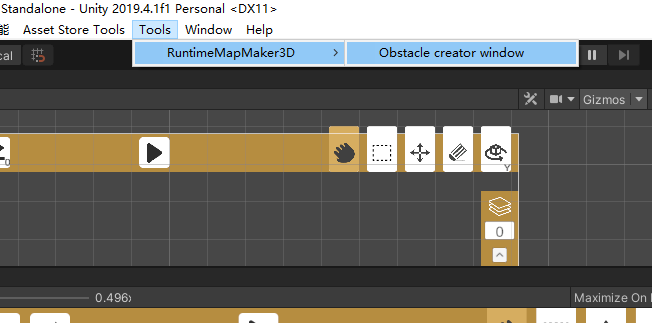
- Area Deletion

- Change Y axis Base

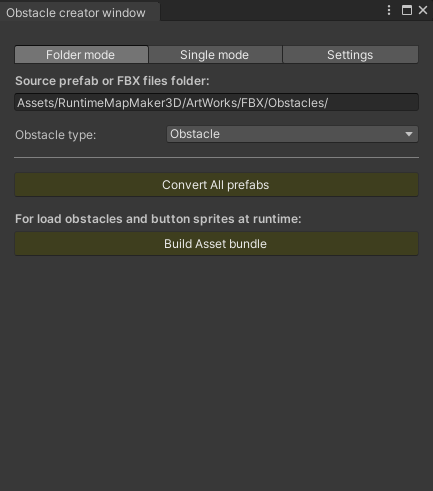
- Save/Load from Persistent data path

- Undo/Redo all of action

**On editor mode:**



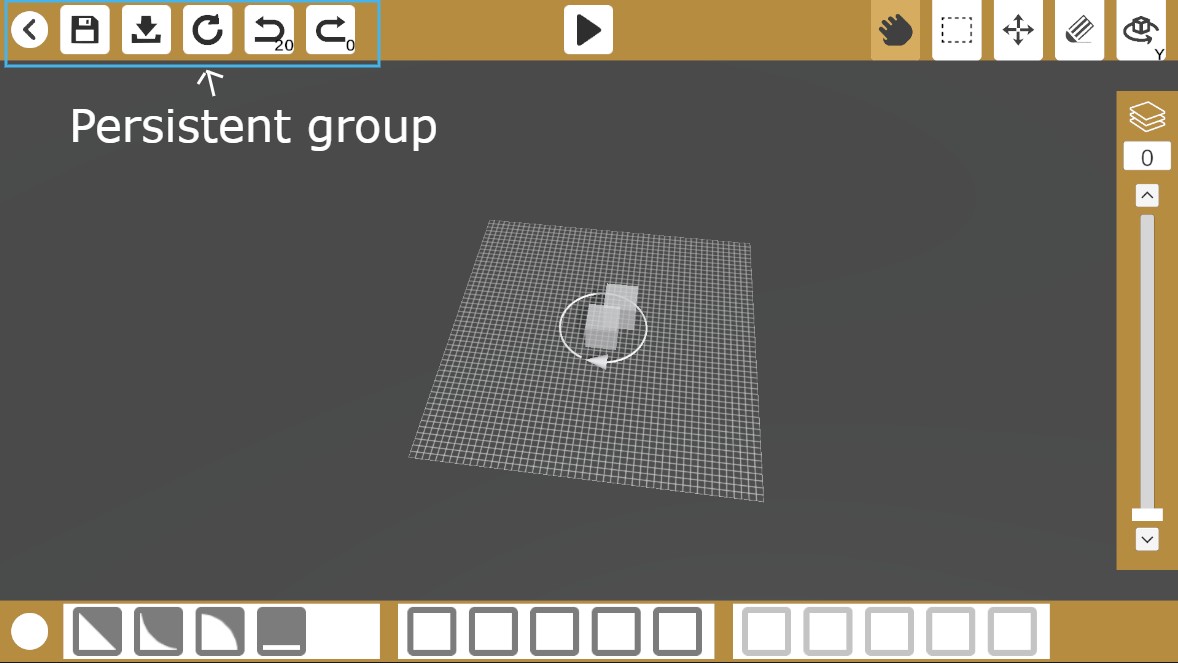
1. Open “Tools/RuntimeMapMaker3D/Obstacle creator window”.
2. Build Asset bundle, at “Obstacle creator window”.
3. Now, you can join it.



**On play mode:**

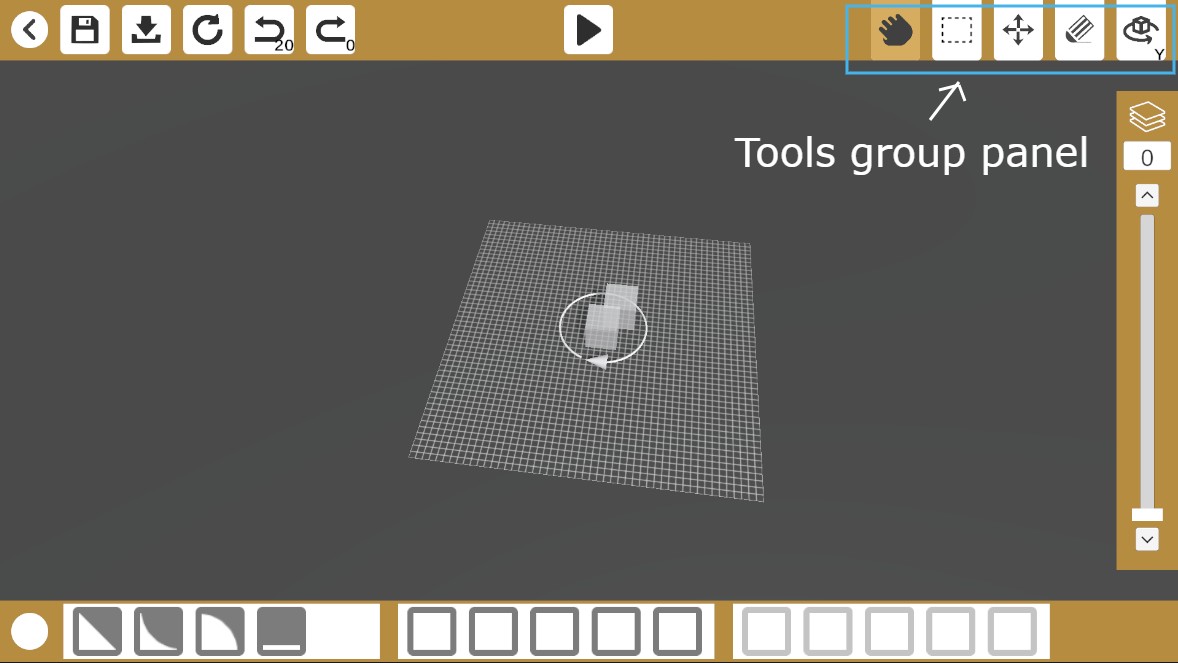
- At persistent group panel:

You can save, load, reset, undo, redo your design.



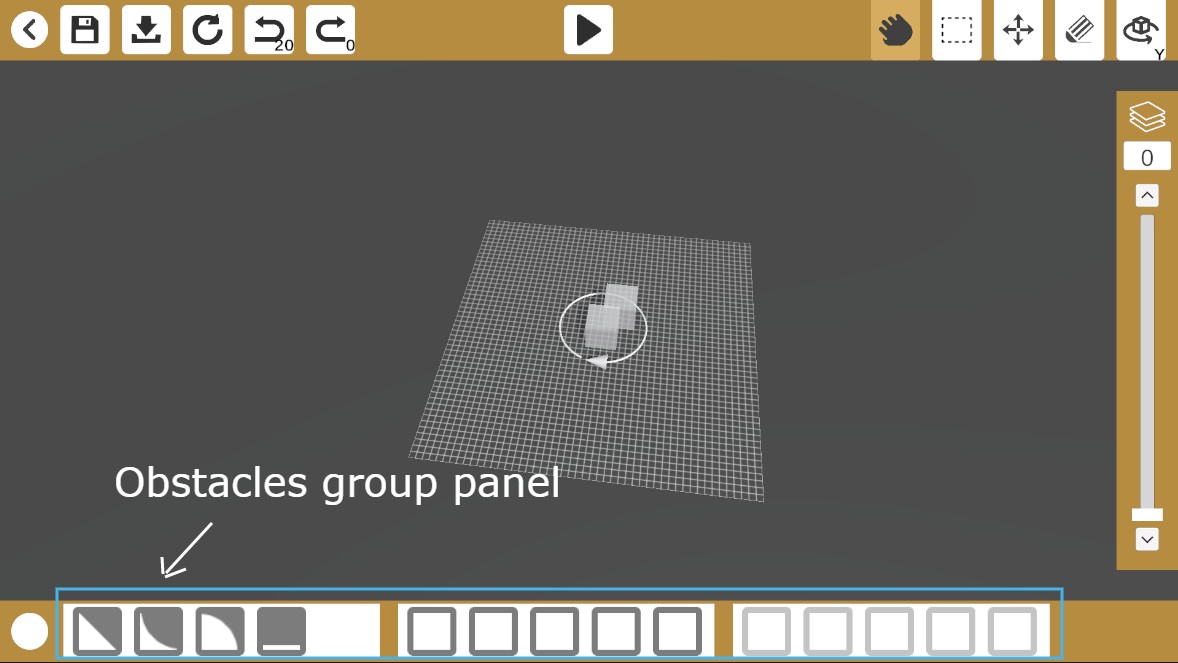
- At tools group panel:

You can Brush/Select/Delete/Move your obstacle



- At obstacle group panel:

You can select different type of obstacle.



- At layer group panel:

You can brush obstacle at different y axis.

