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

**V1.0.0**

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Thanks for your support.

This project also opens on Github:

https://github.com/FrameVolt/RuntimeMapMaker3D

“Runtime Map Maker 3D” is a design tool for generating Map/Level/Puzzle at runtime. This project base on Zenject framework.

Dependence:

- Extenject Dependency Injection IOC

- JsonDotNet

- TextMesh Pro

- HSVPicker

https://github.com/judah4/HSV-Color-Picker-Unity

- RuntimeTransformHandle

https://github.com/pshtif/RuntimeTransformHandle

**Thanks to all of you guys.**

Features:

- Snapping from the 3D grid

- Brush placement

- Area Selection

- Move selected

- Brush Deletion

- Area Deletion

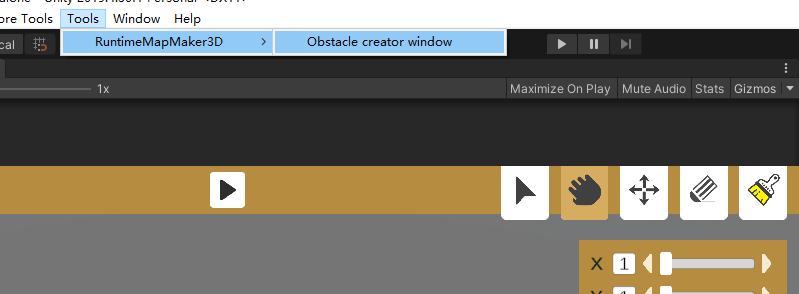
- Change Y axis Base

- Save/Load

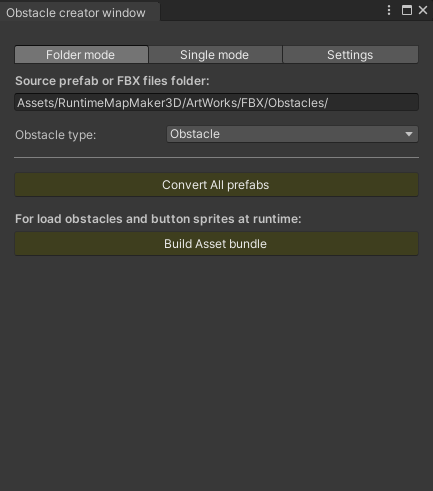
- Undo/Redo all of action

- Auto-generate item preview image

**On editor mode:**



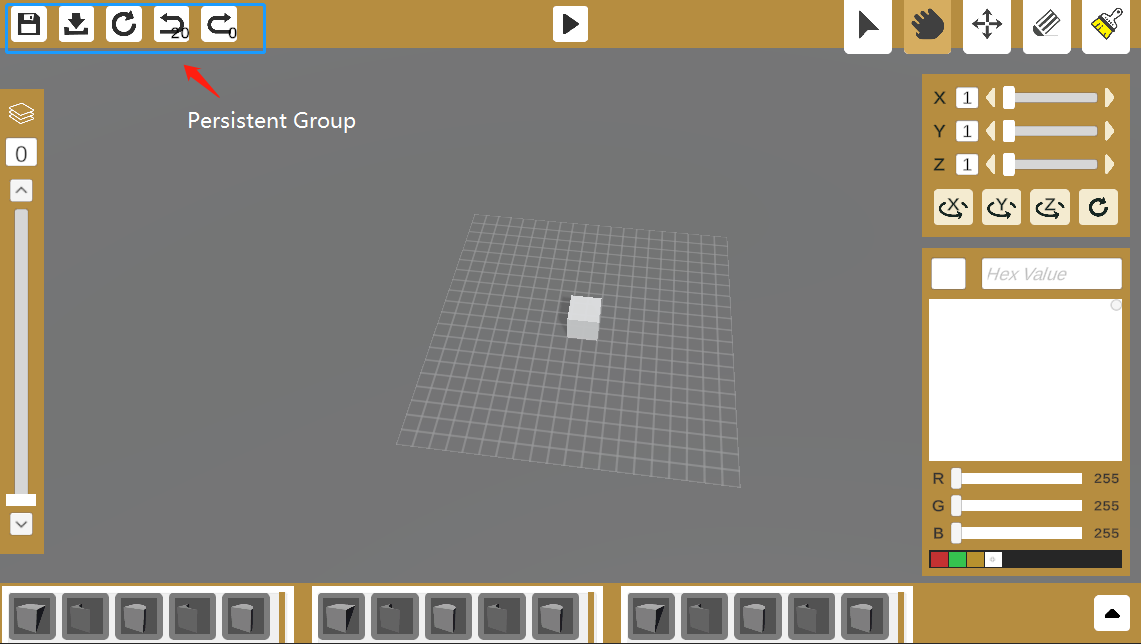
1. Open “Tools/RuntimeMapMaker3D/Obstacle creator window”.
2. Build Asset bundle, at “Obstacle creator window”.
3. Now, you can join it.



**On play mode:**

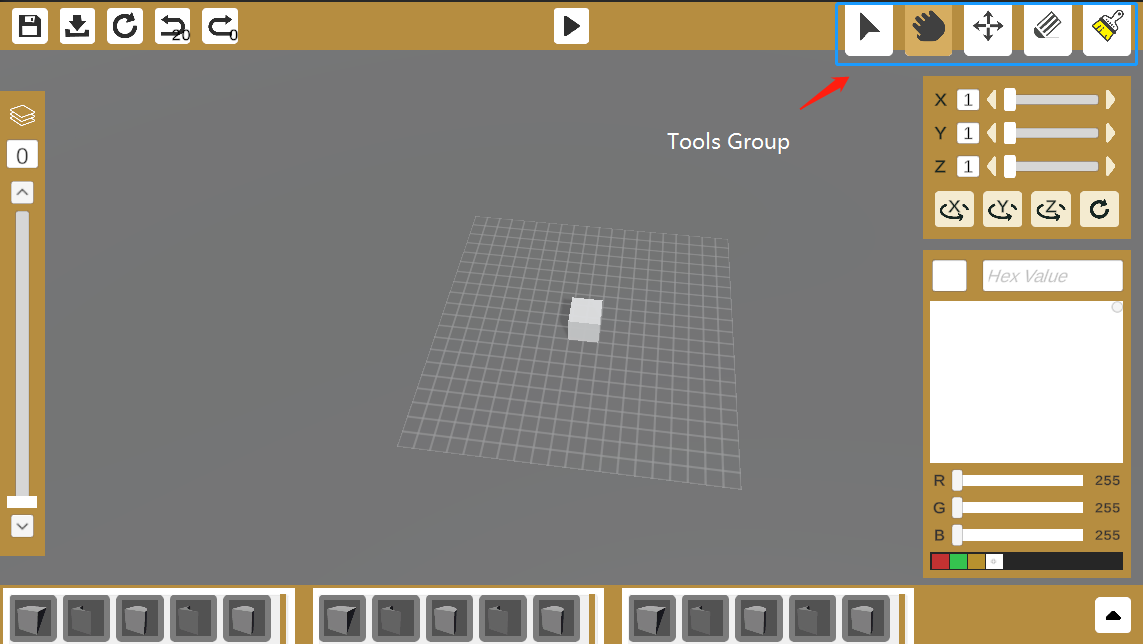
- At persistent group panel:

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



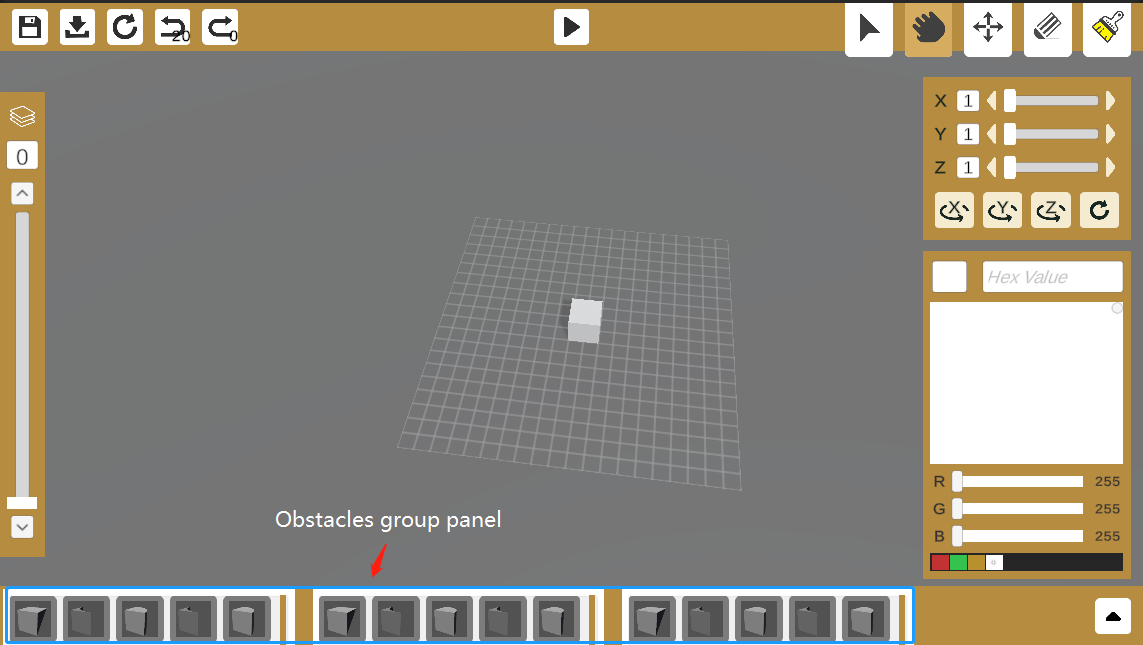
- At tools group panel:

You can Brush/Select/Delete/Move your obstacle



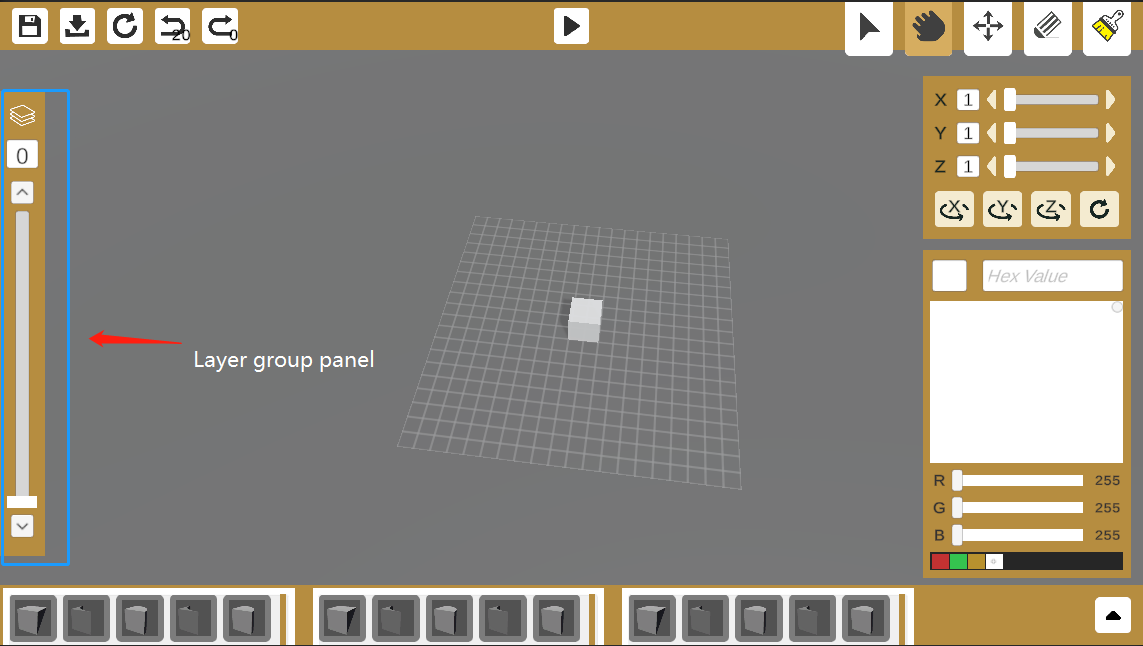
- At obstacle group panel:

You can select different type of obstacle.



- At layer group panel:

You can brush obstacle at different y axis.



- Handler panel

You can resize handler size, and rotate handler.

