



Fantasy Heroes: Character Editor

by Hippo Games

TABLE OF CONTENTS

1	About.....	2
2	Do you like it?	2
3	Contacts us.....	2
4	Hire artist	2
5	Features	2
6	Setup & test guide.....	2
7	Editor usage	3
8	Script reference.....	3
9	Notes	3
10	Optimization tips.....	3
11	FAQ.....	4

1 ABOUT

With [Fantasy Heroes: Character Editor](#) you can create amazing human characters for your mobile games. Create role playing games, arcades, platformers, quests and even strategies!

It contains sprite collection, character editor and all general animations. Our built-in editor will help you to customize your characters and play animations. You even don't need to write a line of code!

2 DO YOU LIKE IT?

If so, please support us on [Unity Asset Store](#). You can rate ★★★★★ our asset and leave your feedback!

3 CONTACTS US

Here is our email hippogamesunity@gmail.com, so feel free to ask your questions and request new features!

4 HIRE ARTIST

Need exclusive art works? Our artist is [ready for hire](#)! Please email to bushwacker2150@gmail.com!

5 FEATURES

- Create and customize human characters
- Change body parts and equipment
- Change body parts color
- Play animations
- Mobile friendly
- Compatible with Unity 5

6 SETUP & TEST GUIDE

1. Download and install unity package
2. Make sure you have [FantasyHeroes](#) folder added to your project
3. Open [CharacterEditor](#) scene from Scenes
4. Run scene

7 EDITOR USAGE

- Use arrows to play animations
- Use dropdown lists to change body parts and equipment
- Use palette to change body parts
- Drag and drop ready character to Project window to save it as Prefab (you can also rename it)

8 SCRIPT REFERENCE

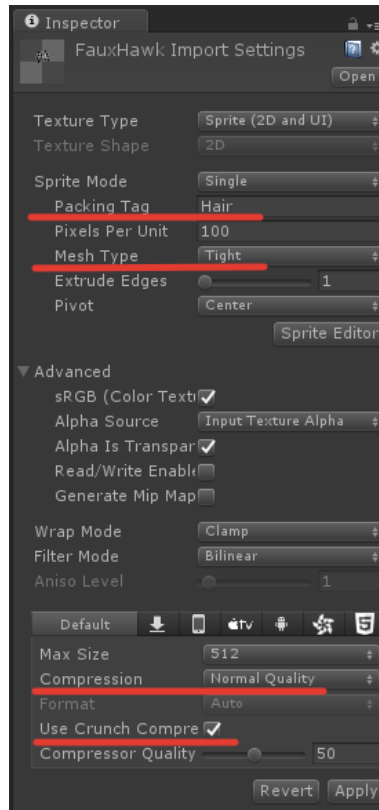
Please refer to [ScriptReference.chm](#) if you have any questions about code samples.

9 NOTES

- There are 3 weapon types: one-handed melee, two-handed melee and bows
- You can use the only one weapon type at the same time
- There are 2 sprites for each hair type: full hair sprites for clear head and short hair for helmets

10 OPTIMIZATION TIPS

- Enable [Texture Compression](#) for all sprites to minimize build size
- Use [Crunch Compression](#) for all sprites to minimize build size
- Use [Sprite Mode > Mesh Type = Tight](#) because all sprites are 512x512 px and are not cropped
- Set [Sprite Mode > Extrude Edges = 2](#) or more if you have [crop artefacts](#)
- Use [Packing Tags](#) for sprite groups to improve performance
- Refer to Unity docs for details about [Texture Compression](#) and [Packing Tags](#)



11 FAQ

- How do I save my characters?

Press “Save” button! You can also simply drag and drop your character from [Hierarchy](#) window to [Project](#) window to create a prefab. Of course, you can do it in runtime!

- How can I customize a character in Editor mode?

Select your character in [Hierarchy](#) window, then simply drag and drop sprites from [Project](#) window to [Character](#) script attached to character.