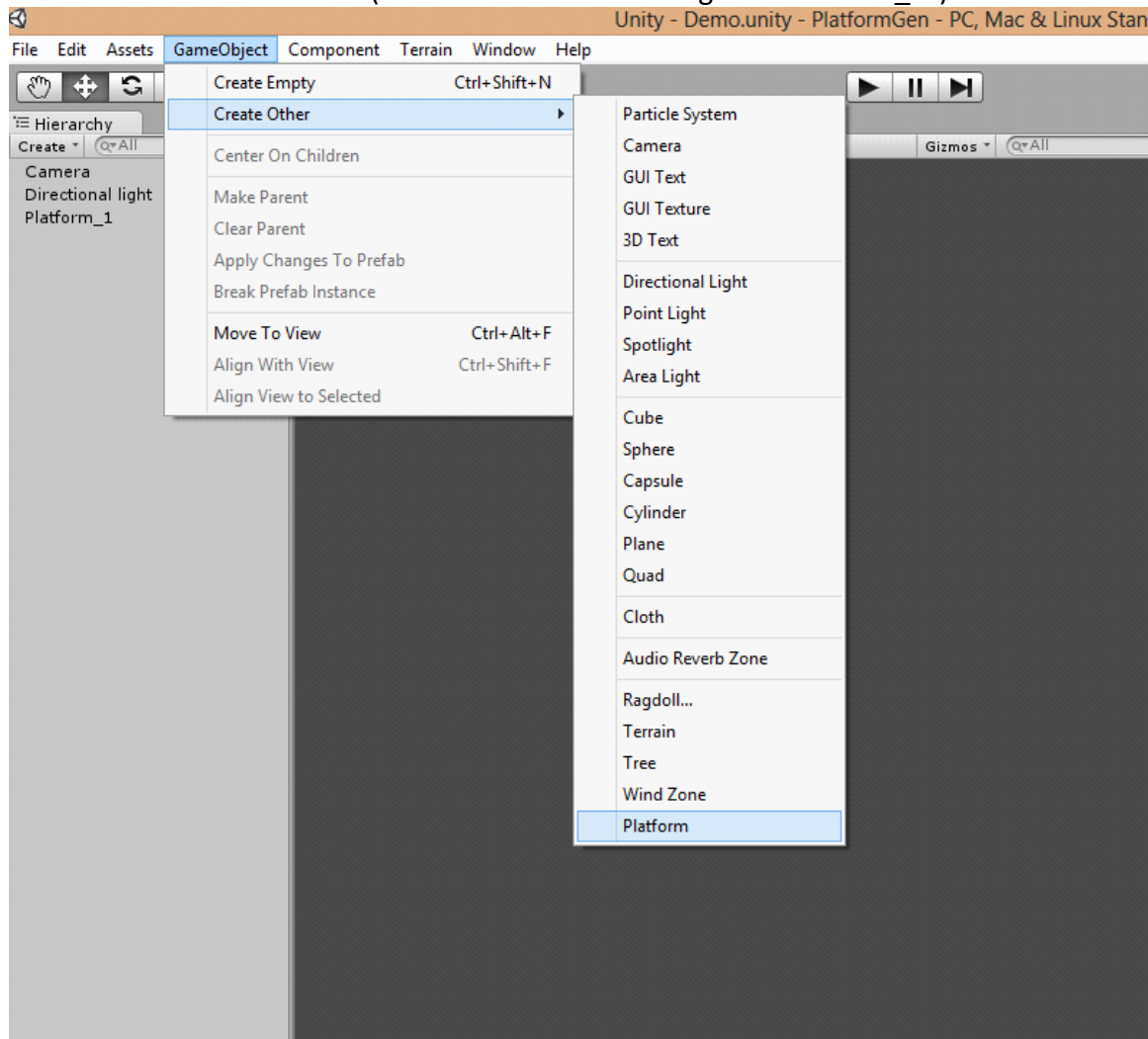


Platform Builder Guide

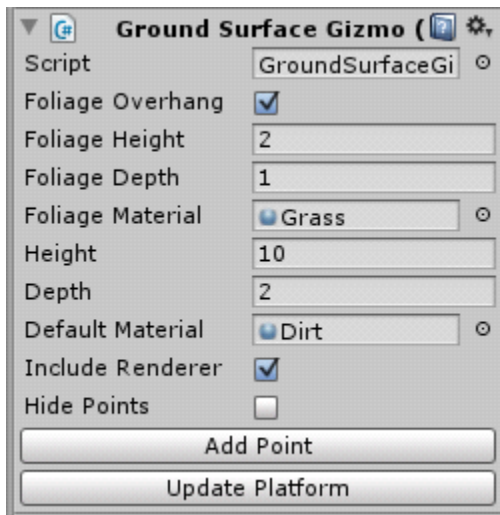
The following guide will help get you up to speed on using Platform Builder. For a quick video demonstration, please visit www.jopsoftware.com/videos.aspx

To start out, you will go to GameObject>>Create Other>>Platform. That will create the parent gameObject for a platform. Double click on the gameObject that was created to have the camera focus on it (it will be called something like "Platform_0").



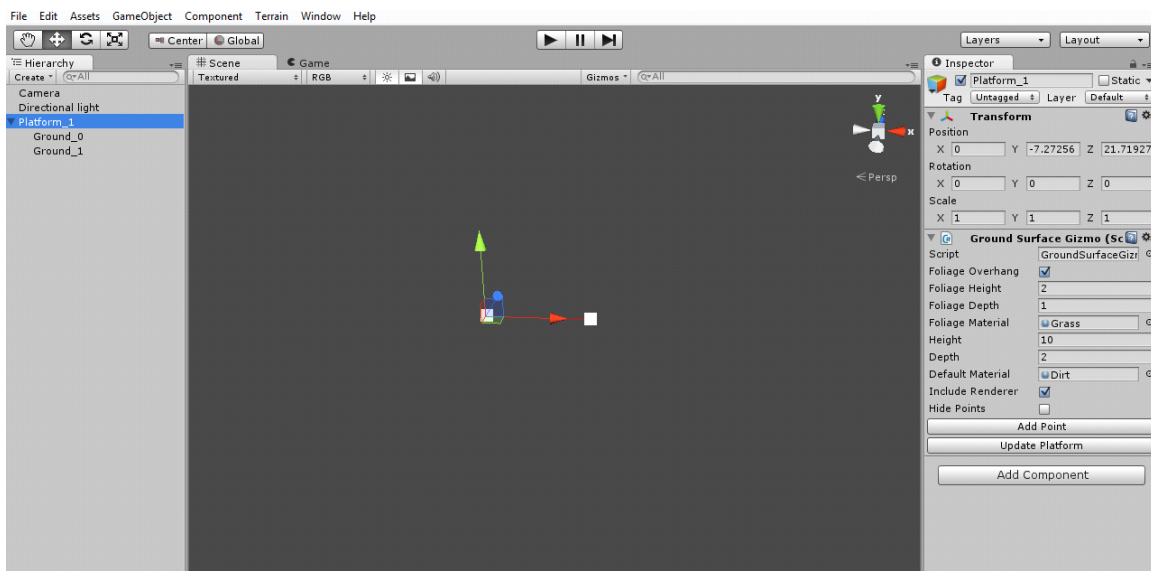
In the inspector, you choose whether or not you want a foliage overhang, which would be like grass, or brick - really whatever material you want it to be. Adjust the height and depth of the foliage and the platform itself. I added an option to not include the renderer in case you wanted to use the tool just to generate a custom collider. Below is a

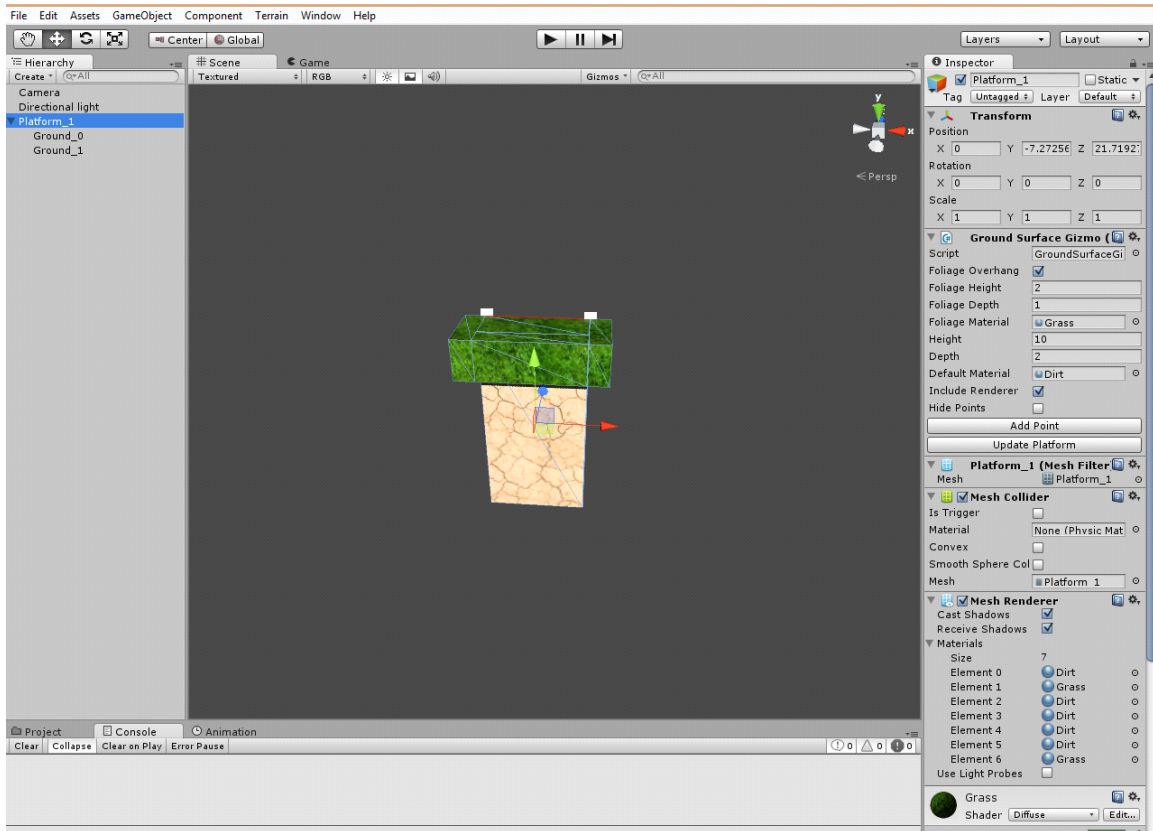
screenshot of the options available in the inspector.



After you get your options set up in the inspector, you just click the "Add Point" button located below the options and a point will be added to the scene. You can then move the point around in the scene and continue to add more points. At this point, I usually adjust the size of the handles by clicking the Gizmos dropdown (located at the top of the scene view to the left of the search bar) and use the sliding scale to adjust the size, but this is optional and completely up to you. At any time, you can hit the "Update Platform" button and it will generate your custom platform.

NOTE: If you didn't choose a foliage material or a default material, then you probably will see a magenta representation of the platform. This is okay and can be updated at any time by adding materials through the tool's inspector options and then hitting the update button.

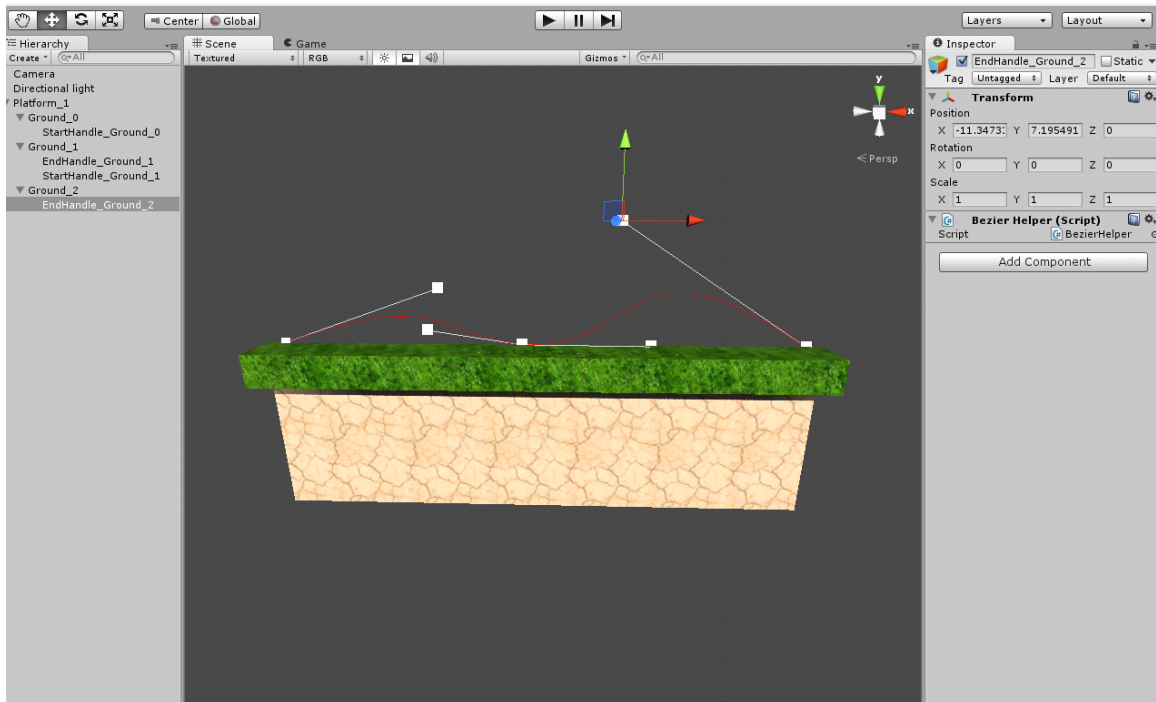
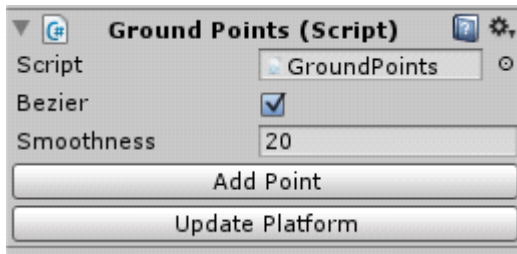




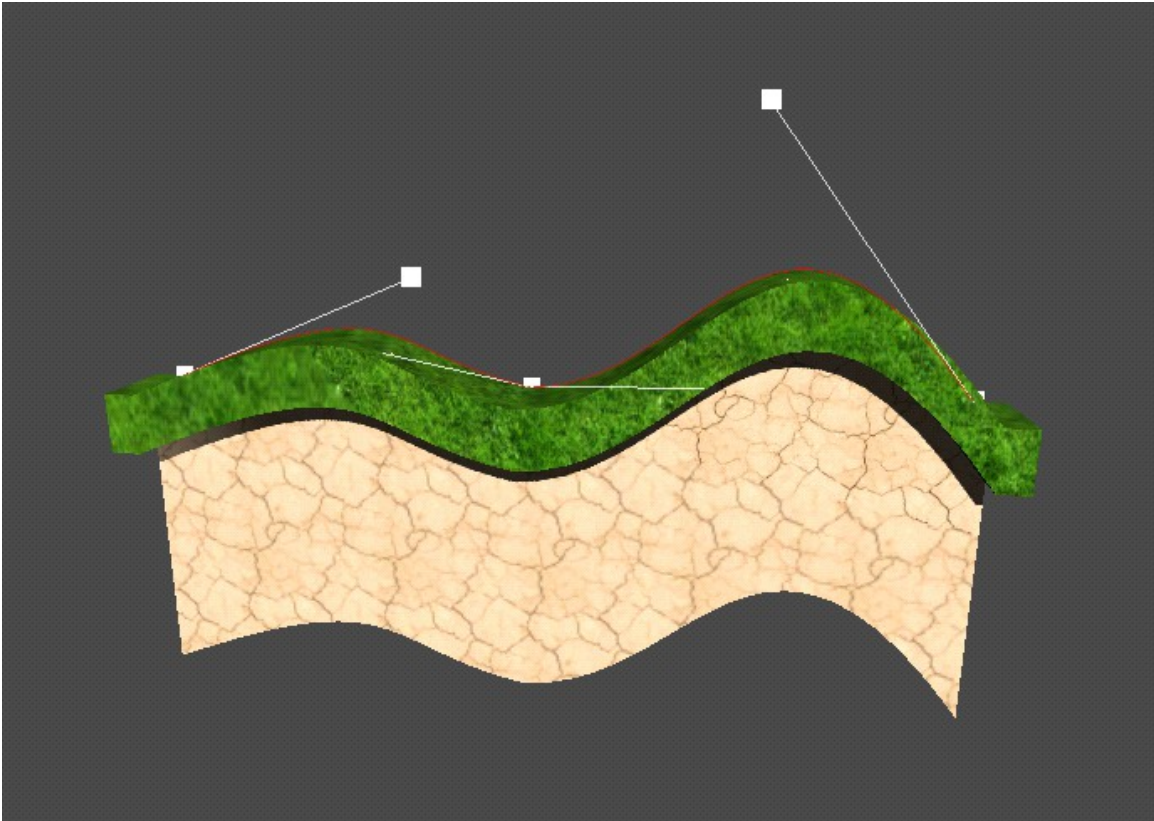
When you select an individual point, you will see a new set of options in the inspector. Here, you can choose whether or not you want to have a bezier curve between the selected point and the following point. Just check the Bezier checkbox and you will see that the platform now shows a curved line and a couple of handles to adjust the curve accordingly. After you are done adjusting the curve, you can hit the update button and the tool will generate the curve based on the position of the handles and the smoothness number you enter in the inspector.

You can also add a point from here and add mid point(s) - which will attempt to add a point before and after the selected point.

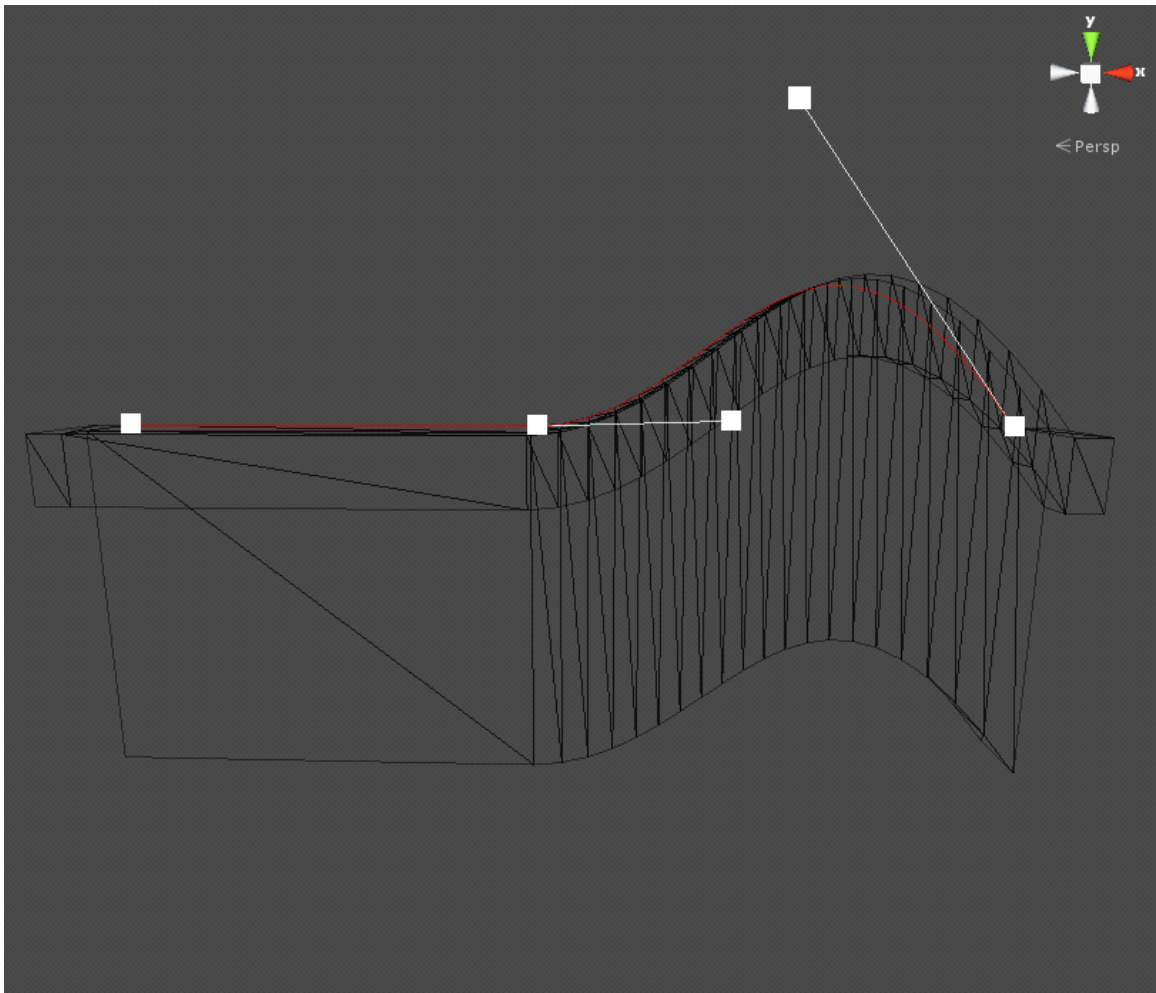




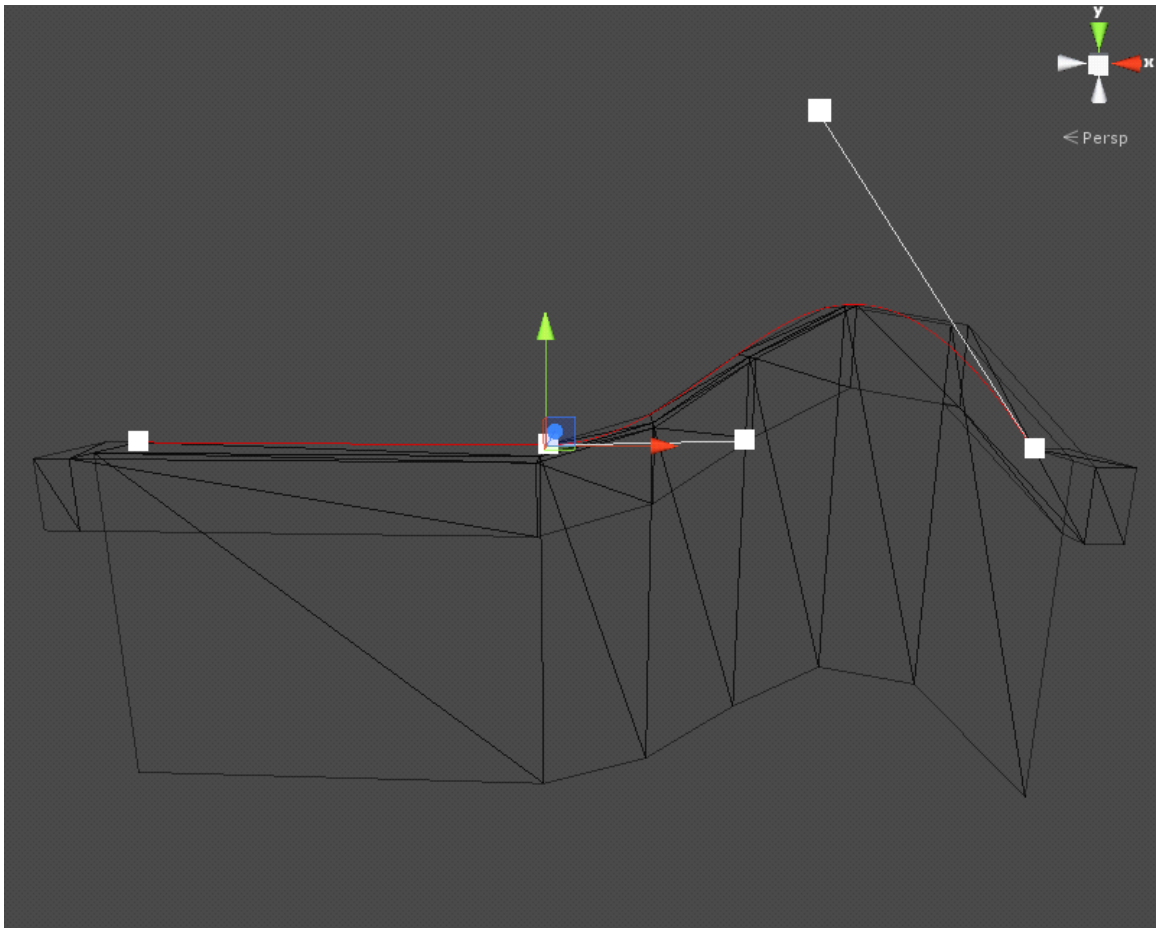
For bezier curves, you can use the handles provided to get the desired shape and then hit the update button to see the results.



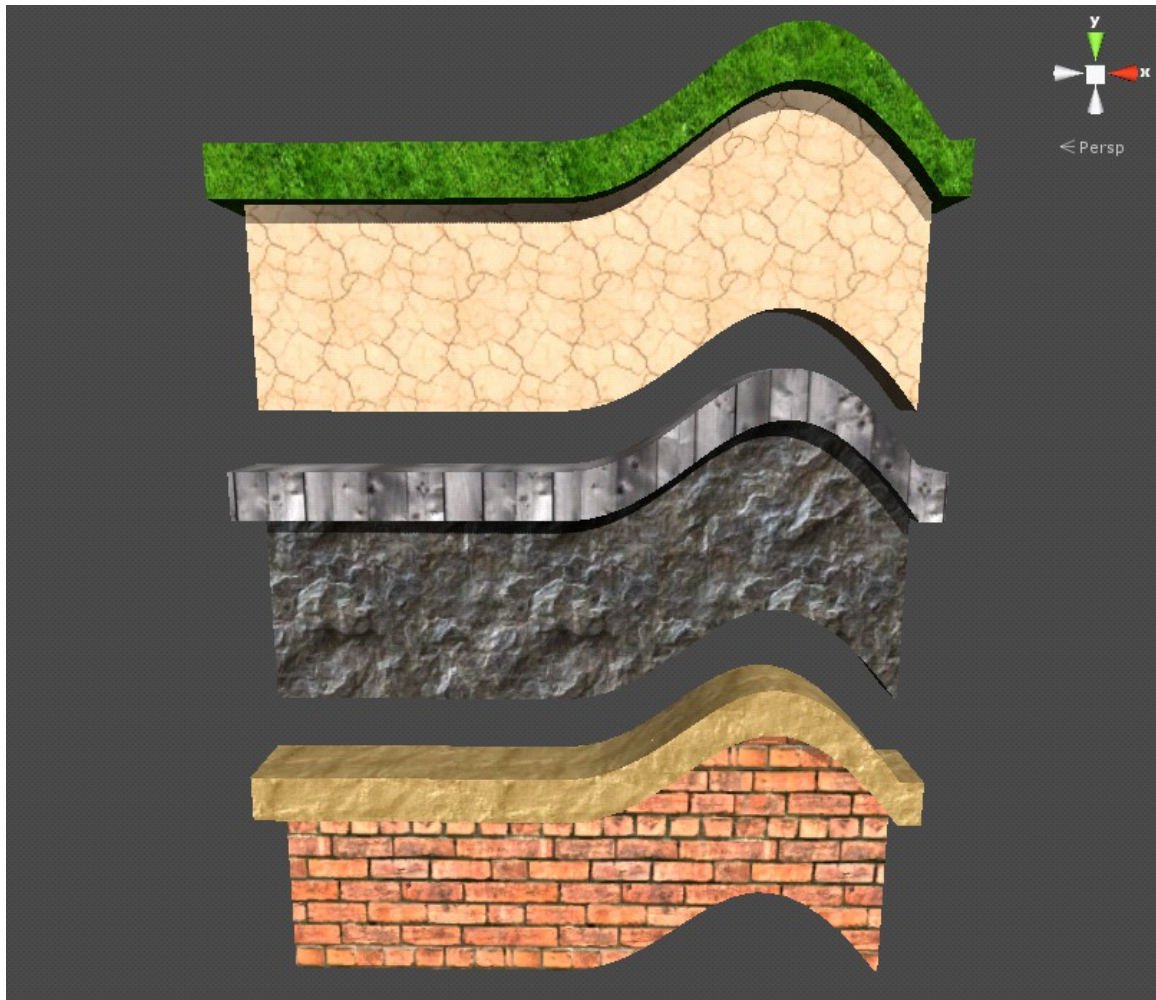
Vertex count is depended on the amount of points added and the smoothness of the bezier. A higher smoothness will result in a smoother curve, but will generate a higher vertex count. The following pic shows a smoothness of 20.



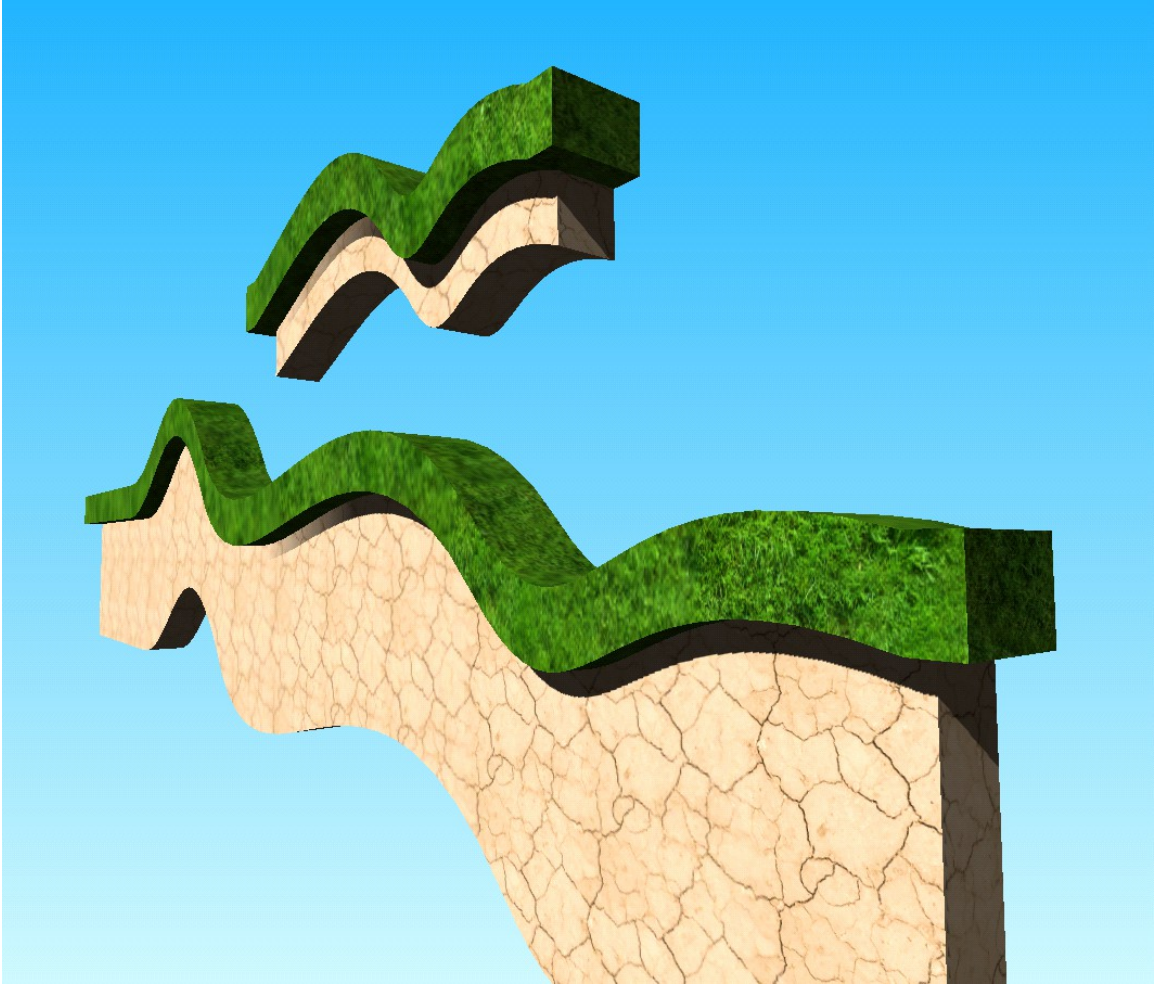
The following pic shows the curve with a smoothness of 5.



The shot below gives you an idea of what the foliage overhang is for and what it looks like with some different textures applied.



And this is just a nice screenshot :)



If you have any questions at all, please feel free to contact me (the developer) at jopsoftware@outlook.com