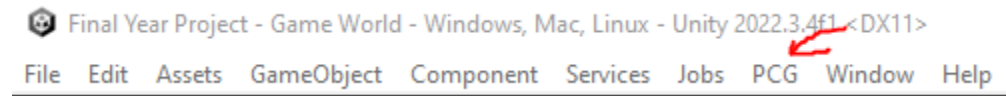
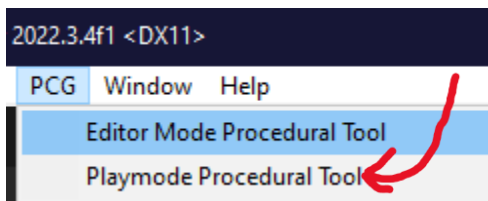


# INSTRUCTIONS

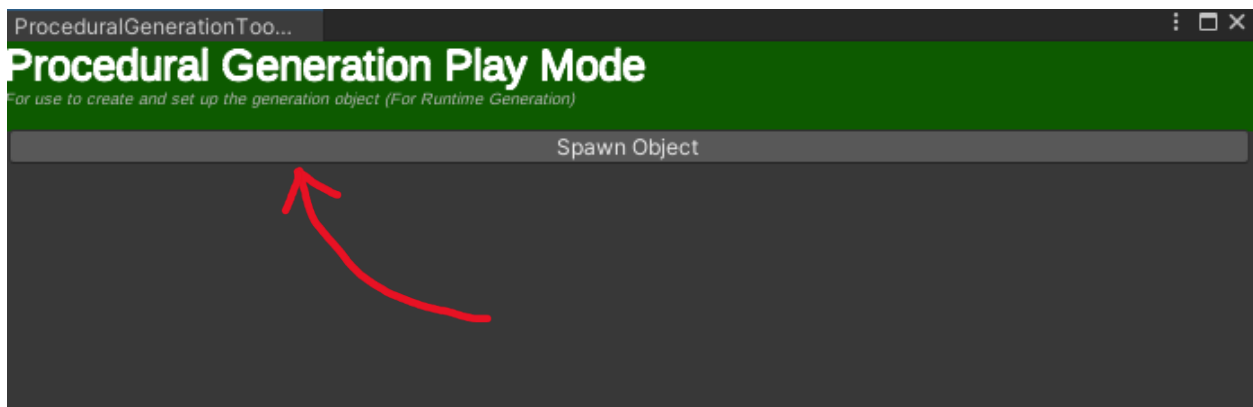
Step 1: Navigate over to the brand new PCG tab in your Editor



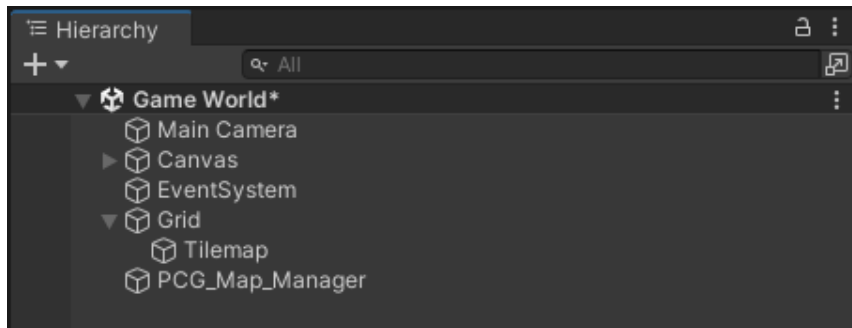
Step 2: Click on "Playmode Procedural Tool"



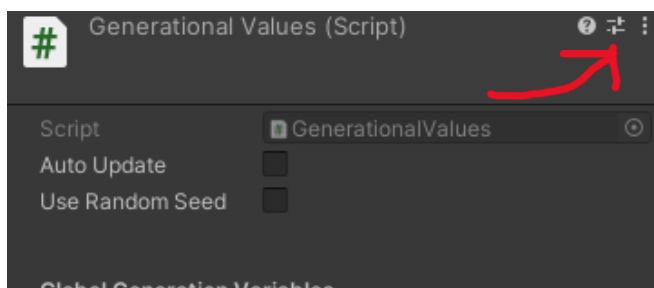
Step 3: In the new window click on the button "Spawn Object"



Step 4: Now 2 new objects have spawned in the hierarchy named “PCG\_Map\_Manager” this object has all the necessary scripts for PCG(Procedural Content Generation) and the other named “Grid” and inside it “Tilemap”.

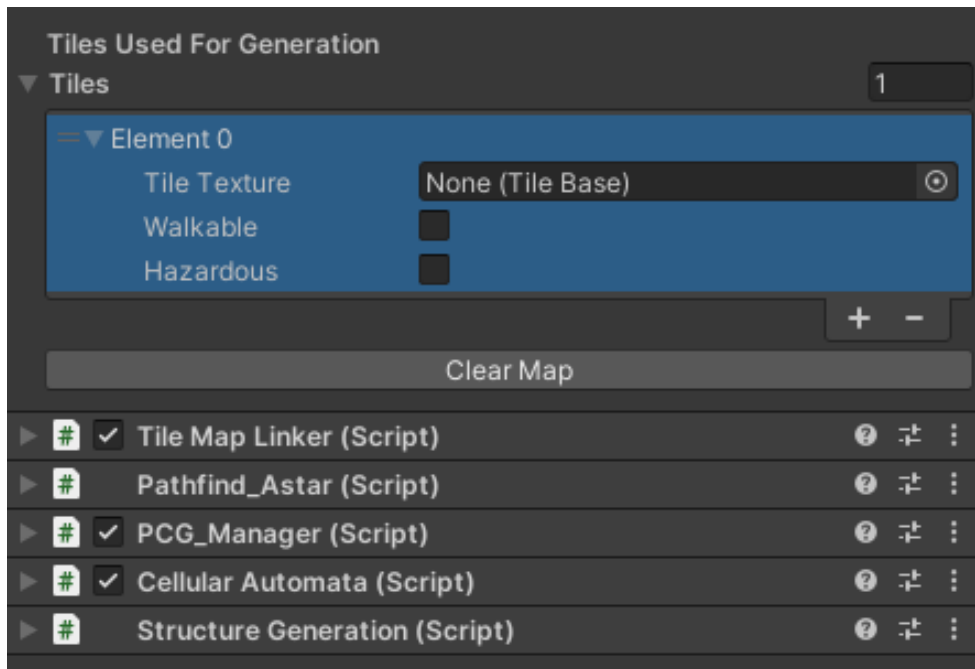


Step 5: Inside of PCG\_Map\_Manager there is a script attached named Generational Values this script holds all the values that this library allows the user to set themselves, here you will need to set up the settings that you want for your game but in case you don't really know what you are doing or you want a quick default set up please click on the PCG\_Map\_Manager then click on Generational Values and lastly on the presets button on top of the inspector as seen in the image under. Here you just select the preset you want to use.



Step 6: Now the last thing that is left is setting up your tiles correctly, create a tile folder and create Tile objects, next navigate over to the “PCG\_Map\_Manager” and on the bottom of the GenerationalValues script in the inspector window there is a tab called Tiles, to insert your tiles enter the amount of Tiles you wish to add and new objects will be created underneath you simply want to drag and drop all of your Tile textures onto their

corresponding spots and here you will define what settings each tile has, as in if they are walkable or not.



Step 7: This library does not provide a great solution to the tilemap art side, so if you do want to change the way that this works, there are many libraries that provide a Tilemap rendering solution like the dual grid system etc. You can replace the Tilemap Linker with it and just ensure that you transfer over the correct function calls etc.