



Fantasy Heroes: 4-Directional Character Editor

By Hippo Games

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1 ONLINE HELP

You can find the latest manual version in our wiki:

<https://github.com/hippogamesunity/HeroEditor4DHub/wiki>

There are general asset information, FAQ, tips and other helpful materials. Moreover, you can request new features, submit bugs and get online help in our tracker:

<https://github.com/hippogamesunity/HeroEditor4DHub/issues>

2 ABOUT

With [Fantasy Heroes: 4-Directional Character Editor](#) you can create amazing human characters for your mobile games. Create role playing games, arcades, platformers, quests and even strategies!

It contains awesome 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!



3 DO YOU LIKE IT?

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

4 CONTACTS US

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

5 HIRE ARTIST

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

6 FEATURES

- 4-directions (front, back, left, right)
- Create and customize human characters
- Change body parts and equipment
- Change body parts color
- Mix armor parts
- Face expressions
- Play animations
- Save and load characters as prefabs
- Save and load characters as JSON
- Mobile friendly
- Ultimate performance (with Unity Sprite Packer)

7 TECH SPECS

- Unity 2017, 2018, 2019+
- Clean C# source code with comments
- Service code loaded from DLL
- Mobile friendly
- Any platform (PC, Android, iOS, WebGL)

8 SETUP & TEST GUIDE

1. Download and install unity package
2. Make sure you have [HeroEditor4D](#) folder added to your project
3. Open [HeroEditor4D/FantasyHeroes/Scenes/CharacterEditor](#) scene
4. Run the scene

9 EDITOR USAGE

- Use tips to play animations

- Use dropdowns to change body parts and equipment
- Use palette to change body parts
- Use [Save]/[Load] buttons to save and load characters prefabs

10 WEAPON TYPES

- There are different weapon types: one-handed melee, two-handed melee, bows and firearms
- Please refer to [WeaponType](#) enum
- You can use only one weapon type at the same time

11 ANIMATION

Select [Dummy/Animator](#) from scene or [Human.controller](#) from Project window. Then open Window/Animator. You will see all our animations.

There are three layers: Upper, Lower and Head. Each of them is independent. It means you can play any animation available for each layer simultaneously.

On Parameters tab, you will see all parameters that control animation transitions.

Select each layer to see animation flow.

You can switch animations with the following ways:

- Most simple way. Just call [Character.Animator.Play](#). This will immediately play animation clip by its name, without any transition and smooth.
- More advanced way. Call [Character.Animator.CrossFade](#), this will fade new animation in over a period of time seconds and will fade other animations out.
- However, the best way is to use animation parameters to control animation transitions. It can take time to learn animation parameters effects.

12 HOW TO EDIT AND CREATE ANIMATION

We made all our animations with built-in Unity animation system. Therefore, you can edit them and create your own.

- You can find all animations in [Animation](#) folder
- [Human.controller](#) contains all animation data
- Use [Animation](#) window to edit and create animations
- Use [Animator](#) window to edit transitions

13 LAYERS AND LAYER MANAGER

There is [LayerManager](#) attached to all Characters. It contains ordered character sprite list and handles sprite overlapping. All sprites have [Sorting Layer](#) as multiples of ten: 0, 10, 20, 30 and so on. That way we'll be able to insert new layers in future.

If your character is moving by Z axis, then you'll better use [Z coordinate](#) for layers instead of [Sorting Layer](#). LayerManager has two checkboxes: [UseLayer](#) and [UseZCoordinate](#). Simple check what you want and then press [SetOrder](#) button. Now your sprites are ordered by Sorting Layer or Z coordinate. You can also change Z accuracy by editing SetOrder method.

14 HAIR MASK

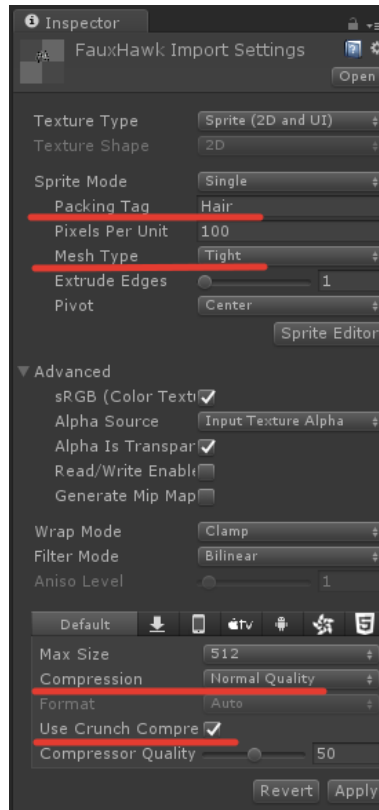
We don't use hair masks. The default hair sprite will be applied when a helmet is equipped.

15 WEAPON TRAILS

We don't use weapon trails in this asset. You can add any trail effects available on the Asset Store.

16 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 (legacy feature, but preferred)
- Enable [Legacy Sprite Packer](#) from Editor settings
- Refer to Unity docs for details about [Texture Compression](#) and [Packing Tags](#)
- Consider to use [Sprite Atlas](#) (replacement for Legacy Sprite Packer)
- Read more about sprite packing in [Sprite Atlas \(Packing\)](#) section below



17 FRAME-BY-FRAME ANIMATION

This feature may be under development. Contact us if you need it!

Do you want to use our awesome characters outside of Unity? Maybe in other game engines? Simply open [SpriteSheetMaker](#) scene and “dump” any animations you want to sprite sheets!

18 SPRITE ATLAS (PACKING)

In order to reduce memory usage and improve game performance sprites can be grouped into combined textures called [Atlases](#). As well as our sprite collection is very large, we advise you to use packing features available in Unity 2017 and later: [Sprite Packer](#) and [Sprite Atlas](#).

It is preferred to use [Legacy Sprite Packer](#), read more here:

<https://docs.unity3d.com/Manual/SpritePacker.html>

Alternatively, you can use [Sprite Atlas](#), read more here:

<https://docs.unity3d.com/Manual/SpriteAtlas.html>

When using [Sprite Atlas](#), please:

- Enable Sprite Packing (refer to Unity docs for more info)

- Group sprites and make sure that each atlas size is no more than 2048x2048 to avoid issues on different platforms
- Create a sprite atlas for each sprite group

19 SCRIPT REFERENCE

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

20 FAQ

Please visit our project wiki:

<https://github.com/hippogamesunity/HeroEditor4DHub/wiki/FAQ-&-Troubleshooting>

21 ACKNOWLEDGMENTS

[Mike Jakubowski](#) – help with character eyes colorizer shader and editor UI suggestions.