# How to use the World Creator Unity Bridge

Step I

Download the version of the Unity bridge matching your Unity projects version.

Step II

Install the ".unitypackage" via "Assets/Import Package/Custom Package..." or alternatively drag & drop it into the "Project view" inside Unity.

Step III

Open World Creator and the project to be imported into Unity.
On the Navigation bar press the sync (◯) Button.

WC 2022.2 and earlier   WC 2022.3 and later
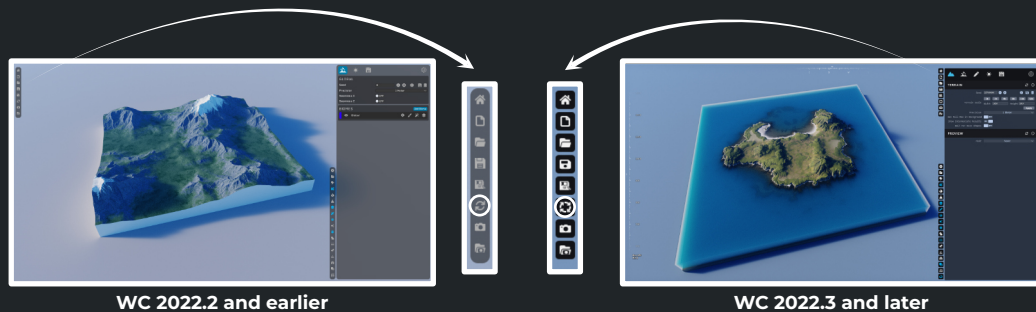
This already concludes everything to be done inside of World Creator.
The next steps are to be executed inside of Unity.

Step IV

To open the bridge in Unity navigate to "Window/World Creator Bridge".
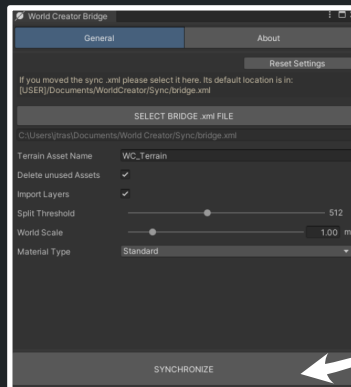
Step V

Set up import:

If you have not manually changed the Bridge.xml file location, you can ignore the "Select Bridge File" button.

Terrain Asset Name:	Here you can specify the name of the terrain gameobject in the level.
Delete unused Assets:	Automatically removes unused assets when you sync again.
Import Layers:	If True, the bridge will import the textures set in World Creator.
Split Threshold:	Sets the grid size of the terrain tiles in Unity. The larger the split threshold, the smaller the number of tiles.
World Scale:	Allows you to set a scale factor for the imported terrain.
Material Type:	Adjust this to the Render Pipeline of your Unity project or use a custom material.

Step VI

Make sure you selected the right "Material Type" in Step V, otherwise all terrain materials will turn pink.

Step VII

After you have set everything to your liking, simply click the "Synchronize" button at the bottom. After the import has finished, the new terrain should appear in the level.

Step VIII

To apply changes made in World Creator to Unity repeat Step III and VII.