Fantasy Runes Editor

By Hippo Games

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1 ONLINE HELP

Join our Discord channel.

2 ABOUT

With Fantasy Runes Editor, you can create endless amount of runes for your games. Use it for quick prototyping or create runes to be used with our Hero Editor assets!

3 DO YOU LIKE IT?

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

4 FEATURES

- Sprites in PNG format
- PSD included (use it outside of Unity or create potions in Photoshop)
- Optimal size for mobile and desktop games (256x256)
- Separate parts: rings, decoration
- Elegance UI included

5 TECH SPECS

- Unity 2019/2020/2021+
- Clean C# source code with comments
- Mobile friendly
- Any platform (PC, Android, iOS, WebGL)

6 HOW TO USE

1. Download and install unity package
2. Launch ItemEditor/FantasyRunes/RunesEditor scene
3. Use arrows to change parts
4. Change color or adjust it with HSV sliders
5. Press Save PNG button

7 HOW TO ADD CUSTOM ARTS

1. Put your new arts to corresponding folders inside Images (Rune, Stone)

2. Set Read/Write Enabled for each new sprite from Advanced texture settings
3. Select RuneEditor object on scene
4. Edit corresponding lists (Rune List, Stone List)
5. Run the scene and test!

8 SCRIPT REFERENCE

RuneEditor is the main script responsible for creating and saving potions.

EditorBase is the base script for all item editors.

ColorPicker is used to show Unity's color picker dialog.

SliderReset is responsible for setting zero value to HSV sliders.

TextureHelper is used for merging layers to the final texture.

9 CONTACTS US

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

10 HIRE ARTIST

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