

Terrain Engine 2D

A 2D Block Engine for Unity

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Terrain Engine 2D - V1.10

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Tools

This page explains how to use the tools included with Terrain Engine 2D.

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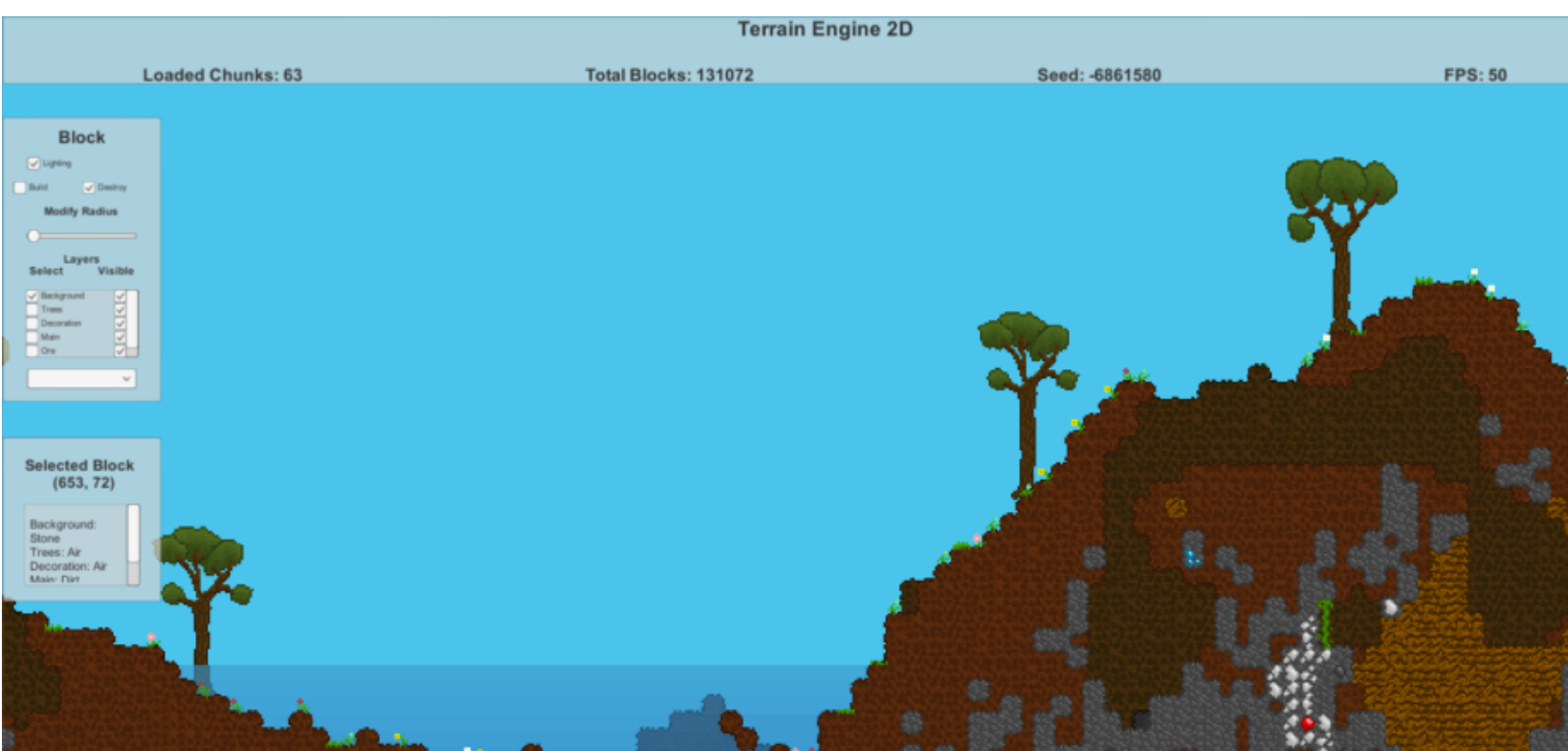
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General

In Terrain Engine 2D the two tools included with the engine are the On Screen Display (OSD) and Grid Selector. These tools are there to help manipulate the world during runtime. They also act as examples for those who wish to incorporate similar tools in their game. Both tools can be used independantly of the other, but some features will not work without the other present in the scene.

On Screen Display

The On Screen Display (OSD) is a graphical user interface (GUI) which provides the user with valuable information about the world, while providing the means for modifying the terrain and changing various settings.



Terrain Engine 2D On Screen Display

Basics

The OSD can be enabled and disabled through the World custom inspector. There is also a property called the OSD Update Rate which controls how often the Text objects are updated (such as the FPS). It should be noted that the OSD produces garbage and can slow down performance. The OSD is connected to the layer and block lists of the World custom inspector, which means any blocks and layers added to those lists will show up in the OSD. The OSD is an optional tool, meaning terrain will still be generated and everything will still work without it.

Top Overlay - Terrain Info

The Top Overlay contains dynamically updated information about the terrain and world.

Information

- Loaded Chunks** The number of Chunks currently loaded in the scene
- Total Blocks** The total number of blocks in the World
- Seed** The seed used to generate the terrain
- FPS** The current FPS (Frames Per Second) of the game

Middle Left Overlay - Terrain Modification Settings

The Middle Left Overlay contains settings used to modify the terrain.

Options and Settings

- Lighting Toggle** Enables/Disabled the LightSystem and hides any lighting in the game
- Build Toggle** Toggles Building so blocks are placed on click
- Destroy Toggle** Toggles Destroying so blocks are removed on click
- Modify Radius Slider** Slider for setting the Modify Radius to control the radius of blocks modified while building or destroying - only Overlap Blocks can have a Modify Radius greater than 1
- Layer Toggles** Toggles for selecting layers for modification (if a layer is selected, blocks can be added or removed from that layer) - only one layer can be selected at a time if Build is toggled
- Layer Visibility Toggles** Toggles for showing/hiding layers (modifies the transparency of the layer's Material)
- Block Dropdown** Dropdown for selecting the Block Type for building - it is only enabled when Build is toggled

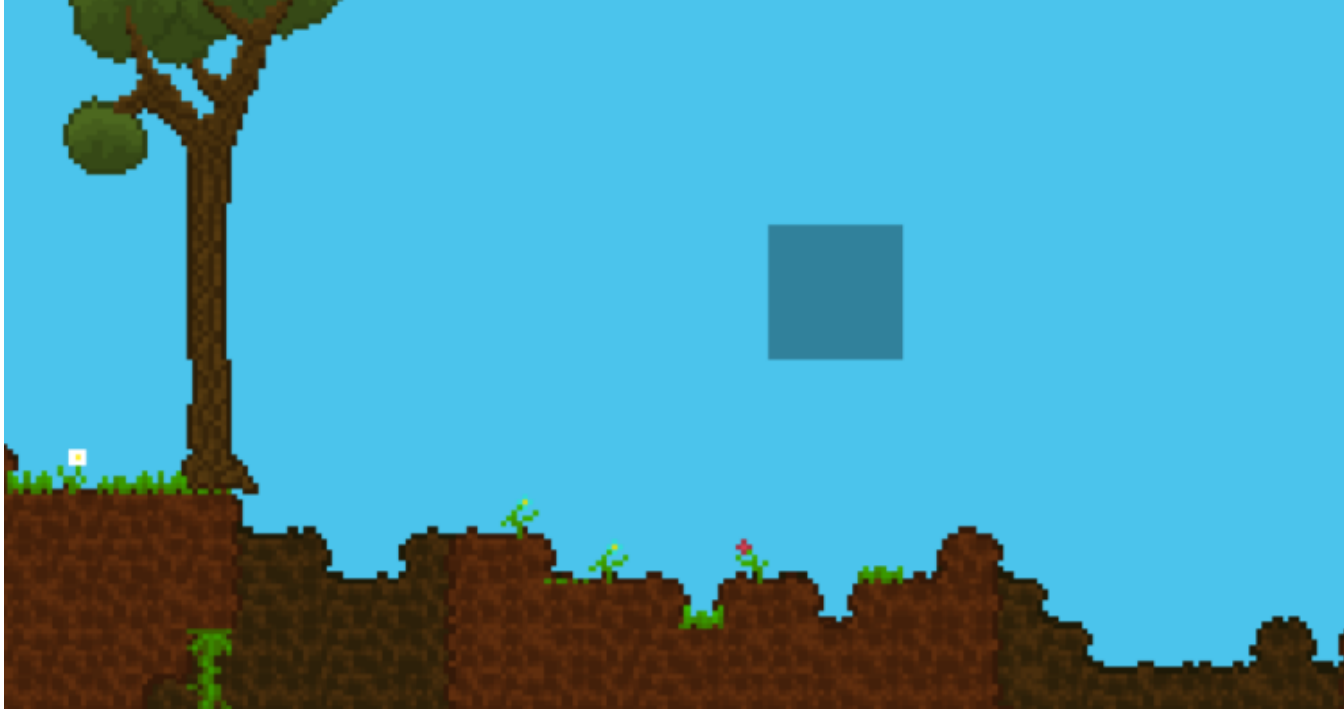
Bottom Left Overlay - Selected Block Info

The Bottom Left Overlay contains dynamically updated information about the current selected block.

This overlay shows the coordinate of the current selected block based on the closest grid position to the cursor. It also lists the Block Type of every layer at that position. If there is no block in that layer it is listed as 'Air'.

Grid Selector

The Grid Selector is an image which follows the cursor and snaps to the closest grid coordinate. It allows the user to see the block/blocks that are currently selected or shows an image of the current block to be placed.



Terrain Engine 2D Grid Selector Default Image

Image

Depending on whether the OSD has either Build or Destroy toggled the Grid Selector will show different images. If Build is toggled the Grid Selector will show the current block selected in the OSD for placement. If Destroy is toggled the Grid Selector will show its default image. In either case the Grid Selector will resize to match the current Modify Radius. **Note:** The Grid Selector will be stuck at the Default image and size if the OSD is not active in the hierarchy.

The color and transparency of the Default image can be changed by modifying the Tint of the Material attached to the Grid Selector GameObject.



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