Terrain Engine 2D
A 2D Block Engine for Unity
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Terrain Engine 2D - V1.10

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Scene Setup

This page explains how to setup your scene to work with Terrain Engine 2D.

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Starting a new project

1. Start by creating a new scene where the terrain will be generated, it is recommended to start with a new scene in order to avoid any issues you may encounter with other assets or settings.
2. Import the Terrain Engine 2D Asset Package into the project.
3. If the project does not already have them add these three layers: Terrain, Lighting, Ignore Lighting
4. Move the Resources folder inside the TerrainEngine2D folder into the root Assets folder
5. Clear the hierarchy of all GameObjects
6. Locate all the Single Instance Prefabs (World, Tools, WorldCamera) found in the Asset Package: 'TerrainEngine2D/Assets/Prefabs/Single Instance/...' and add them into the scene
7. Modify the Script Execution Order of the scene. Add TerrainEngine2D.World to the custom order and set the script execution time so it executes before the default time.
8. Setup all the Block Layers and Blocks (Refer to Block Setup for information on how to do this)
9. Create a new 'Terrain Data' script and code your world (Refer to Terrain Data for information on how to do this)
10. Setup all the Main Properties in the World custom inspector (Refer to Main Properties for information on how to do this)
11. That's it! Try hitting 'Play' and test out your new world!

Recommended Settings

Global Lighting Window Window - Lighting - Settings (Unity 2017)

Open the Global Lighting Window. In the Scene tab under Environment Lighting set the Ambient Color to White (#FFFFFF). All other lighting settings should be disabled.

Quality Settings Edit - Project Settings - Quality (Unity 2017)

- Rendering Anisotropic Textures: Disabled
- Rendering Anti Aliasing: Disabled

Texture Settings

- Texture Type: Sprite
- Generate Mip Maps: Disabled
- Wrap Mode: Clamp
- Filter Mode: Point
- Compression: None

Materials

For any tileset materials used for the Block Layers the recommended shader is the included shader labeled 'Terrain' found under: 'TerrainEngine2D/Assets/Graphics/Shaders/Terrain.shader'. If that shader does not work you can also use one of Unity's Legacy Shaders instead: Legacy Shaders/Transparent/Cutout/Diffuse

For any Sprites that you wish to place inbetween terrain layers you must use the included shader labeled 'Sprite' found under: 'TerrainEngine2D/Assets/Graphics/Shaders/Terrain.shader'. There is also an included Sprite material for this purpose.

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