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Contents

[Introduction 3](#_Toc50741313)

[Quick Setup 4](#_Toc50741314)

[Step 1 - Adding the Tank 4](#_Toc50741315)

[Step 2 - Setting the Sorting layer 4](#_Toc50741316)

[Step 3 - Object configuration 5](#_Toc50741317)

[Step 4 - Accessories 6](#_Toc50741318)

[Step 5 - Movement 7](#_Toc50741319)

[Tank Builder Component 8](#_Toc50741320)

[Demo 9](#_Toc50741321)

[Video Tutorials 9](#_Toc50741322)

[Contact 9](#_Toc50741323)

# Introduction

Thank you for purchasing the Tank Wars – Tank Builder! This documentation has been written to give you a detailed overview of the asset. The aim of the tank builder is to help you create a playable tank as quickly and efficiently as possible. It was developed with flexibility and customizability in mind allowing you to quickly add new and exciting options to your tank. Once complete, you may then play with it at the click of a button.

This manual will help you learn how the tank builder works, how to set it up properly, and how to use all the additional systems in place. While this manual cannot cover every possible eventuality, there are various methods of contacting me which can be seen in the contact section.

# Quick Setup

To quickly step up your own tank, please follow the steps below:

## Step 1 - Adding the Tank

|  |  |
| --- | --- |
| In the hierarchy, right click an open space and hover over Tank Wars.  Click the option “Create Tank”. |  |

## Step 2 - Setting the Sorting layer

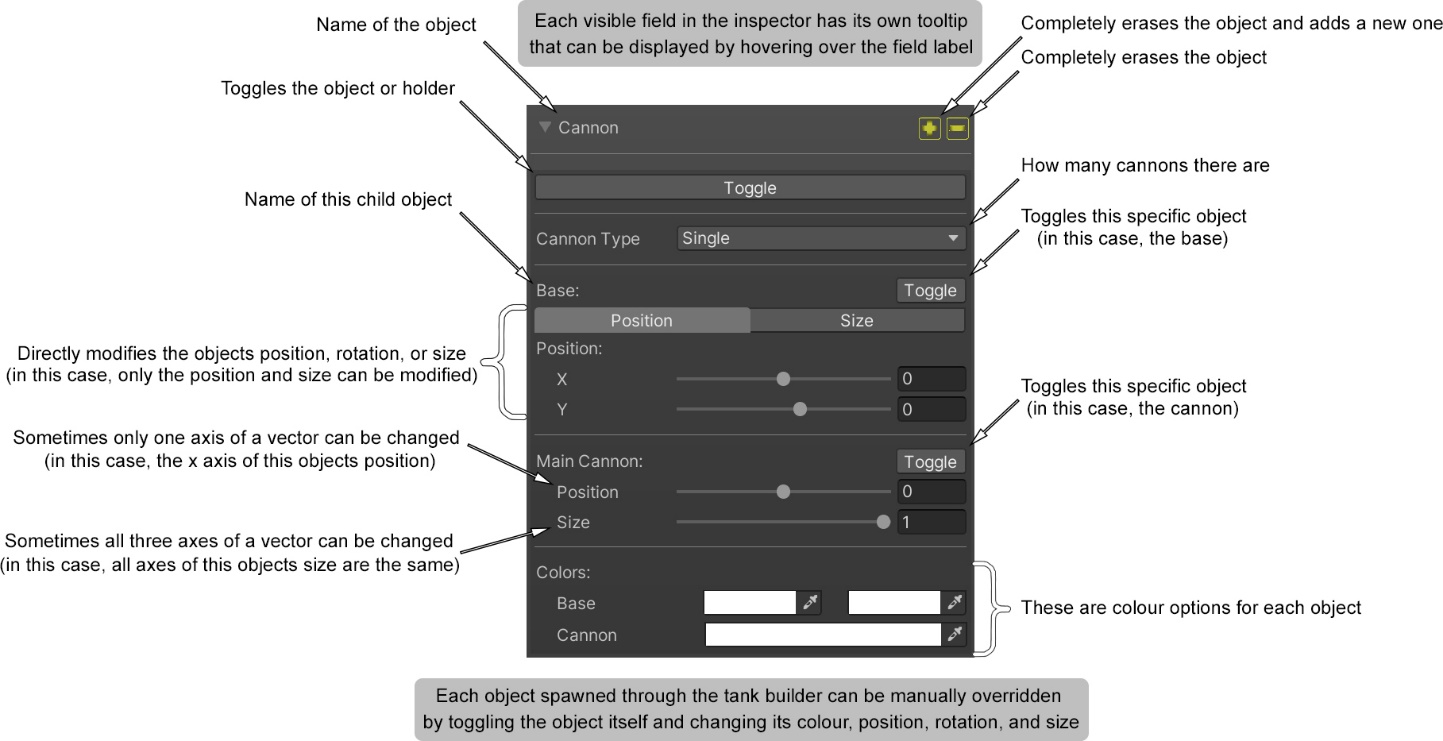
|  |  |
| --- | --- |
| With the gizmos enabled, a new tank will have appeared with the name “New Tank”. If the tank is not visible and only the outline (polygon collider gizmo) is seen as shown in image on the right, a sorting layer must be set. |  |

|  |  |
| --- | --- |
| To change the tanks current sorting layer, click the sorting layer dropdown and choose between the existing options. To create a new sorting layer, click the “Add Sorting Layer” option. Once a sorting layer has been selected, click the “Set” button on the right.  If done correctly, your tank should automatically appear above the sprites that were covering it. |  |

## Step 3 - Object configuration

|  |  |
| --- | --- |
| A hull and cannon will already have been added and can now be seen along with the polygon collider gizmo. To configure these two objects, click the dropdown arrows as seen the image on the right. |  |

Each element will come with its own set of options, below is an example of the cannon object:



## Step 4 - Accessories

With the base tank now coloured, accessories can be added:

|  |  |
| --- | --- |
| In the **resources folder** within the **project tab**, go to the following directory:  “Resources\TankWars\Sprites”  Within this folder all accessory categories that came with this asset can be found. Many more categories can also be added by creating a new folder in that same directory and placing any number of Unity supported images inside. If a category is going to contain only one image, then the creation of a folder is not necessary. |  |
| With all categories placed correctly in the sprites folder within the resources, the tank builder will automatically detect these and add them as assignable categories. Click the “Add Category” button and category can be chosen as seen in the image on the right.  If you do not wish to add a custom name to the category, the original folder name will be added instead. |  |
| Once a category has been added, accessories can be placed on the tank by clicking the plus button. Alternatively, a copy of an existing accessory can be made through clicking the plus button located beside the accessories name. |  |

## Step 5 - Tank Controller

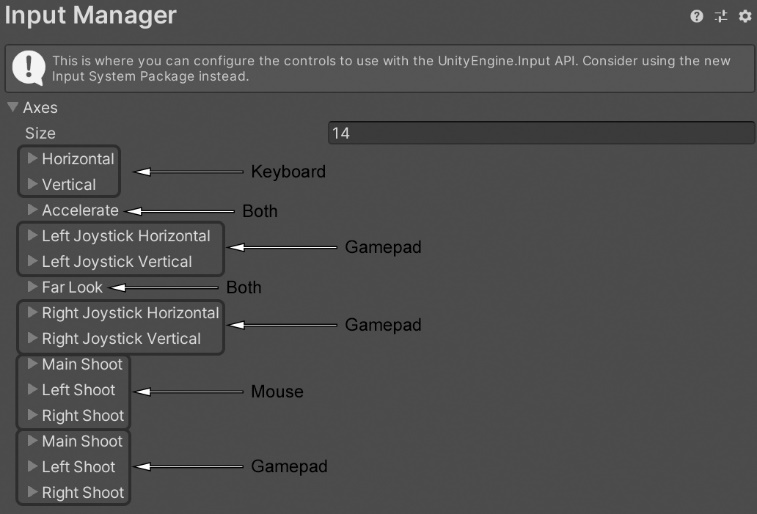
|  |  |
| --- | --- |
| Once all the desired accessories have been added to your tank, a movement system can be added at the click of a button. Click the “Add Movement System” and two new components will immediately be added to your tanks game object as seen in the image to the right.  The Tank Controller component cannot work without a Rigidbody 2D component and thus it cannot be removed without first removing the Tank Controller.  Once the Tank Controller component has been added, you may feel that the inspector tab is becoming quite cluttered. The eye buttons at the top-right corner of each section can be clicked to hide all its content. |  |

# Tank Builder Component

# Input Manager (old)

Below is all the default setting for the old input manager found in the project settings:

Overview:



Individually:

# Demo

[Demo](https://mrchrissross.github.io/Tank-Wars-WebGL/)

# Video Tutorials

[YouTube Video](https://www.youtube.com/watch?v=xKNka2dr0Ok)

# Contact

Please see my portfolio in the link below and I can be contacted either through LinkedIn or Twitter.

[Portfolio](https://activedeveloper.wordpress.com/)