ARRAY MODIFIER

Easy procedural non destructive level design
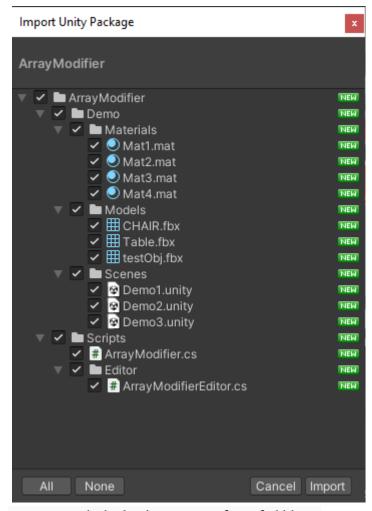
USER GUIDE

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Quick setup procedure to get started with usage

Begin by Importing the ArrayModifier.package.

You may exclude the demo scene if you feel like it.

In the Inspector, attach the ArrayModifier.cs to any object and tweak the parameters to your desire.

NOTE: It copies the attached object if it has a mesh renderer and meshfilter, You can replace the object with another OR attach the script to an empty object then assign the object you want to array.

Open any of the Demo scenes in (Asset > ArrayModifier>Demo > Scenes) and check out how it works.

Hover over any of the variables of the script for the tooltip to understand what each does,