Wire Builder – Quickstart guide

Thank you for purchasing Wire Builder! This is a minimal start guide, the complete documentation can be found here: http://staggart.xyz/unity/wire-builder/wb-docs/

This package is designed to offer an easy to use tool for creating suspending wires, used for set dressing. It can be used to create power line networks, or cables suspended from a ceiling in corridors. The wires are intended purely as visual decoration and will not be functional in terms of physics or interaction.

Getting started

After importing the package from the Asset Store you are ready to start creating wires. If this is your first time using the package, it is recommended to import the "_Demo" folder as well.

Because Unity has different render pipelines, you'll have to set up the package for the one you're using. This is primarily so all the materials and pre-made wires are using a compatible shader, otherwise they will show as pink materials. To do so, go to *Help -> Wire Builder*

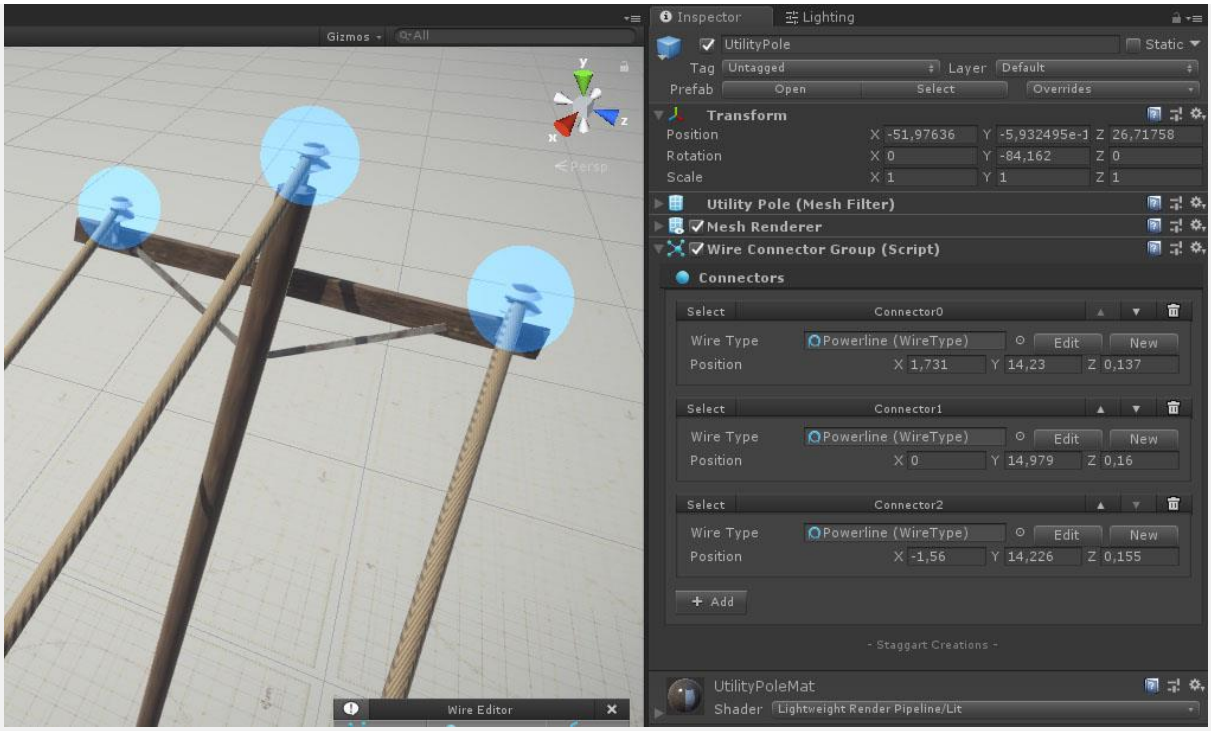
Setting up a connector
Wires are connected to objects via *connector* components. A connector represents a position to which a wire can be connected from and to.

To set up a connector, select the GameObject you want to add it to. Then, in the inspector, go to *Add Component -> Wire Network -> Connector.* You'll be prompted to assign a Wire Type to this connector. In the _Demo folder, several Wire Types are included which you can use, or modify.

You can either add a connector to an empty GameObject, and position it freely. Or add it directly to a Mesh and it will be placed at the pivot point.

Setting up connector groups
Groups are a collection of connectors, which should be used when an object has multiple connection points. The most obvious example is a utility pole used for power lines.

Groups can also be duplicated through the editor, where wires will automatically be created between the selected and new group.



Included example Utility pole model with 3 power line connectors configured

To set up a group, place the model you want to use in the scene. Then. in the inspector, go to *Add Component -> Wire Network -> Connector Group.*

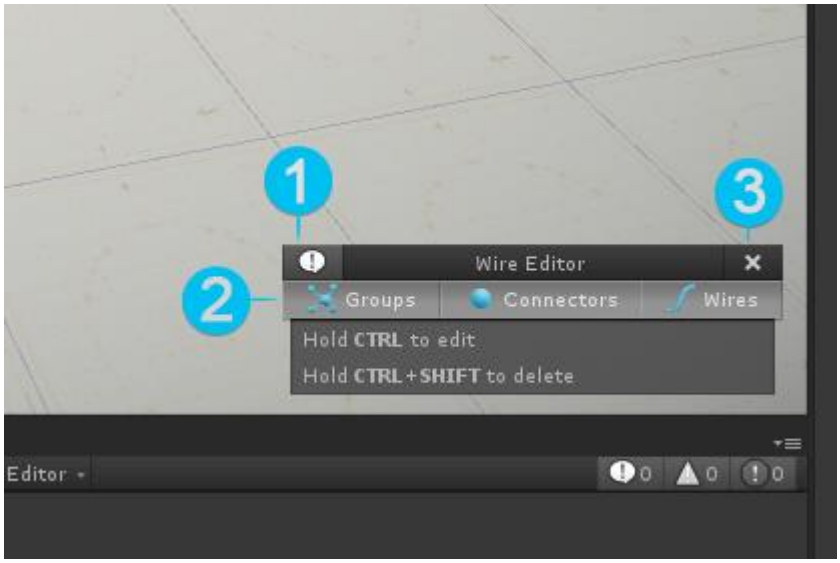
Next, click the “Add” button and position the newly created connector, be sure to assign a wire type to this connector. Repeat this for the number of wires that should be connected to this group. When you’re finished, create a prefab of the object by dragging it into your project window.

All the parameters in the inspectors have tool tips. If you’re unsure what something does, hover over the parameter to view a description.

Using the editor

The wire editor can be activated by selecting any object using a script from this package and pressing the “Edit Wires” button.

You’ll notice a window pops up in the bottom-right of the scene-view.



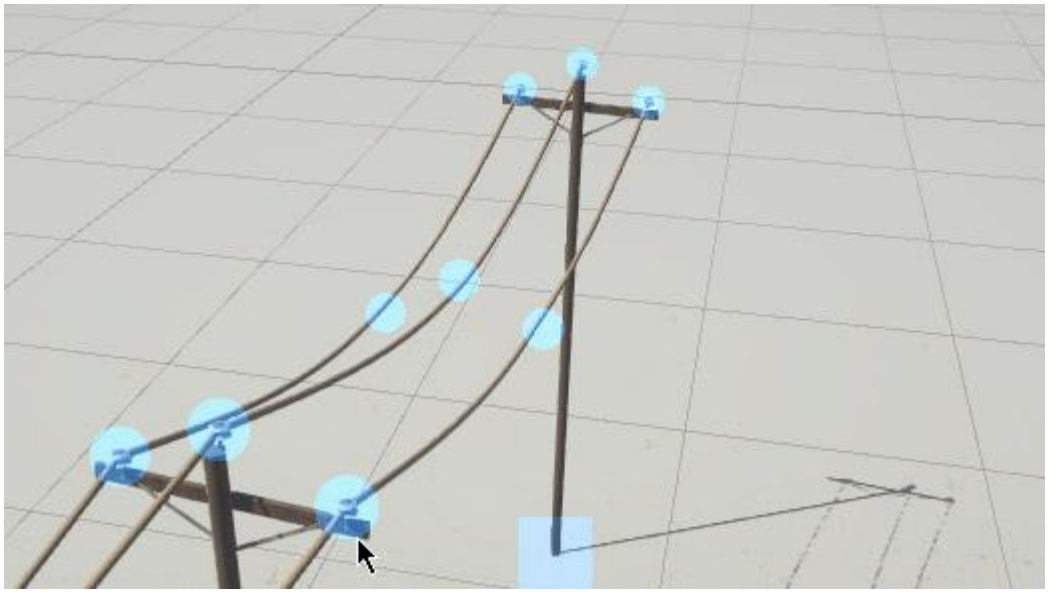
1. Toggle context-sensitive instruction labels
2. Toggle visibility for the various elements.
3. Close editor

Toggling the Groups or Connectors will prove useful for groups with only 1 connector. Otherwise they will overlap

Edit mode
While holding down the CTRL/⌘ button, squares will appear on all connector groups, and circles on connectors and wires. These represent interactive points.

Hovering over such a point shows a text that describes the possible interaction. Actions are performed by clicking the left-mouse-button.

At any point you can release the CTRL/⌘ key to cancel an operation. Or use the Undo shortcut (CTRL+Z) to revert an action.



Delete mode
Holding down CTRL/⌘+SHIFT will make the circles turn red. When you hover over a circle and press the left mouse button, the object will be deleted.

Deleting objects outside of the editor is not recommended! These actions cannot be tracked by the wire editor and can invalidate the affected objects (wires going missing, broken references, etc).

Tips

- If you parent your objects under another object, any created wires will also be parented to it. This avoids cluttering the root of the scene hierarchy, or new objects being created in the currently active scene instead.
- You can turn the gizmo icons off under the “Gizmos” menu in the scene-view toolbar. Click on the icons to toggle their visibility.