PLACE AIRCELL


The Hot bar:

❖ Press num 1 - 6 to select mode.
❖ Press current selected mode num key again to cycle through sub modes.

❖ Left click ray casts for an instance in the scene. If one is hit it will place a new instance into the scene.

❖ Hold E 'action' to place instance at the controller's current position. Holding E is only implemented for Tile & Bound modes right now.

1. Place Bound
2. Place Tile
3. Place Air Cell (Only places cells inside the first selected Tile Instance)
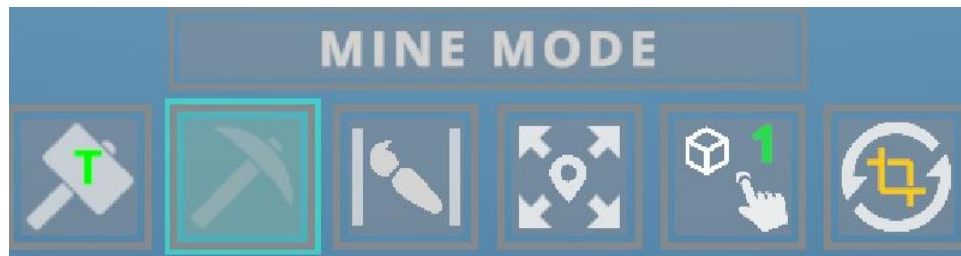
❖ 'Mine' mode is not implemented yet.
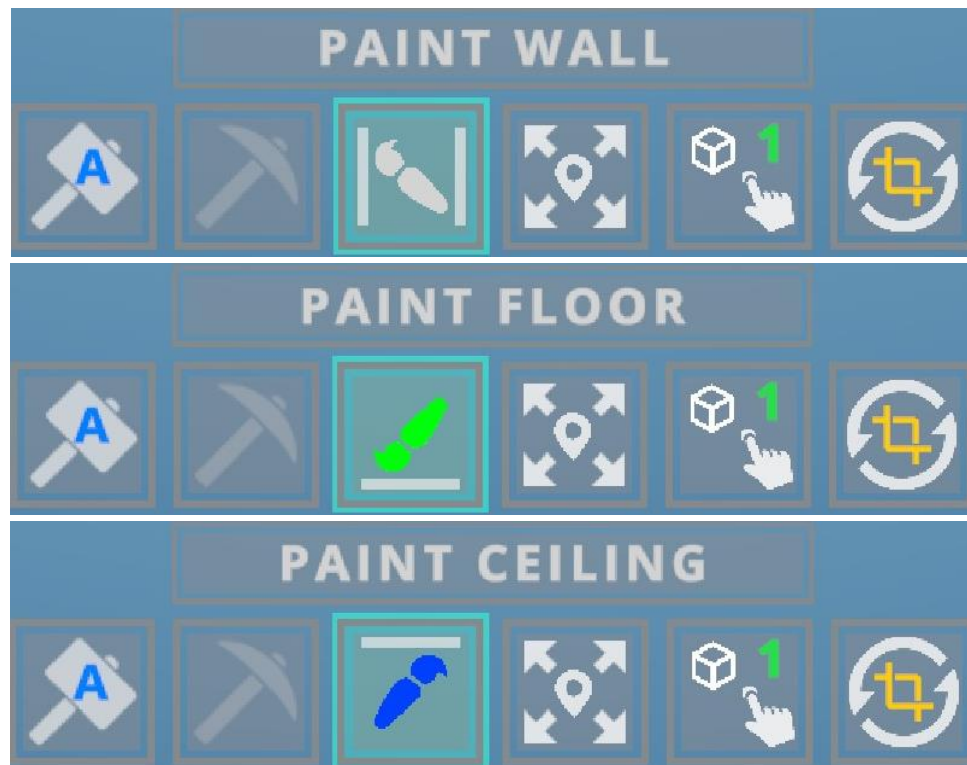
❖ Paint mode will change the mesh material of cells in a selected Tile Instance.

❖ Left click ray casts for an instance in the scene. If it is a cell, it will change the mesh to the associated material.

❖ Colors:
  ➢ Floor – green
  ➢ Wall - gray
  ➢ Ceiling – blue

❖ Move selected instances in the scene while maintaining their alignment to the same grid.

1. Relocate Mode:
   a. Look at a selected instance and scroll the mouse wheel to translate it through the scene.
   b. Hold E & left click to relocate the selected instance to the controller's current position.
2. Resize mode: (only implemented for Bound Instance's currently)
   a. Look at selected the instance and scroll the mouse wheel. If a ray cast from the camera hits an instance's collider it will translate the hit face.

❖ On left click a successful ray cast hit from the camera will try to select/deselect the instance.

1. Select Single Mode:
    a. Selecting an instance will select the hit instance and deselect any current selected instances.
2. Select Multiple Mode:
    a. Selecting an instance will add the instance to a collection of selected instances.
3. Select Children Mode:
    a. Selecting instances is limited to the children of current selected instances.
    b. This helps by disabling all other colliders making it easier to select cells or sockets of Tile Instances.

❖ While a Tile Instance is selected hold E & Left click to regenerate the surface tiles.

1. Regenerate Bounded:
    a. On input the manager will attempt to get the first selected bound instance & first selected tile instance. If a bound and tile instance are found the tile cells contained by the bound instance will be regenerated.
2. Regenerate Unbounded:
    a. On input the manager will attempt to get the first selected tile instance. If a tile instance is found it will be fully regenerated.