

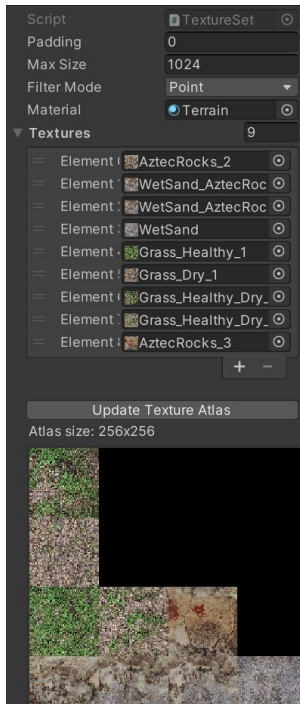
# Magic Tile Terrain Documentation

## Intro

The Magic Tile Terrain is a Terrain-like Mesh that is editable on a per Quad/Tile basis.

## Setup

Create an empty GameObject and add the „TileTerrain“ component to it. Next you need to create a TextureSet that the Tile Terrain uses to render the mesh. Go ahead and right click in the Project Window and go to „Create/Magic Tile Terrain/New Texture Set“. This will create a TextureSet asset at the currently selected directory.

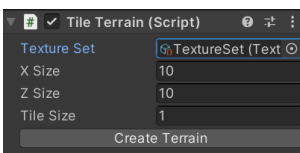


Now go ahead and create a Material that you want to use for your Terrain. It does not matter if there is anything assigned to that material as it is only used as a blueprint for the Texture Atlas that we are about to generate. Next add textures you want to use on the Terrain, to your new TextureSet. After you are done click on the „Update Texture Atlas“ Button to create a Texture Atlas out of the provided textures.

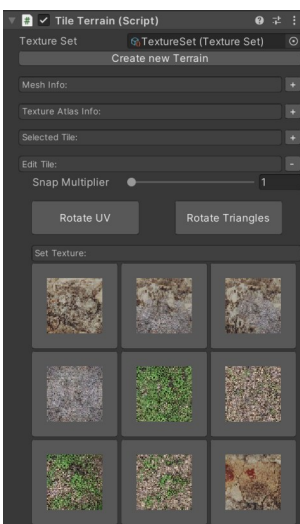
Great, you can now click on your TileTerrain GameObject and assign the TextureSet you just created there. With a valid TextureSet assigned, the Inspector will give you more options to customize the Terrain. The default values will create a 10x10 Terrain with a Tile Size of 1. You can play around with different terrain sizes until you are satisfied. But keep in mind that as of now the Terrain needs to be recreated whenever you change the X,Y or Tile Size. That means all of your progress editing the Terrain will be lost.



Changing the Terrain X,Y or Tile Size values will create a new Terrain and deletes the one you currently have.



Click on „Create Terrain to generate the new Terrain Mesh.



Skip the first expandable sections like Mesh Info, Texture Atlas Info and Selected Tile as they only provide information about the generated Mesh. Expand the Edit Tile section to get your Terrain editing tools. In the first row you can set the Snap Multiplier. When editing a terrain, the vertices will always snap to predefined positions. The lowest grid snap value is the Terrain Tile Size / 16. That means a Snap Multiplier of 16 will move a Point on the terrain by „Tile Size“ amount.

Next we have the „Rotate UV“ and „Rotate Triangles“ button. The first one will rotate the Texture on your currently selected Tile by 90 degrees. The „Rotate Triangles“ button will change how the currently selected Tile/Quad is split.

In the next section there is a List of all Textures in our TextureSet. Just click on your Terrain in the Scene view to select a tile and then click on one of the Textures.

To edit the Terrain you select the GameObject first and then click on the blue cubes to deform it. Holding CTRL + Left Mouse Button will lower the terrain.