Active Game Dev	MENU =
A 2D Blo	in Engine 2D ck Engine for Unity on the Unity Asset Store  BUY NOW!
FEATURES DOCUMENTATION	API FAQ DEMO EXAMPLE PROJECT
Terrain Engine 2D - V1.2 INTRO - GENERAL -	
MAIN PROPERTIES >  Main Propertie  This page explains all of the Main Propertie  This page explains all of the Main Propertie  This page explains all of the Main Properties >  This page explains all of the Main Properties >  This page explains all of the Main Properties >  This page explains all of the Main Properties >  This page explains all of the Main Properties >  This page explains all of the Main Properties >  This page explains all of the Main Properties >  This page explains all of the Main Properties >  This page explains all of the Main Properties >  This page explains all of the Main Properties >  This page explains all of the Main Properties >  This page explains all of the Main Properties >  This page explains all of the Main Properties >  This page explains all of the Main Properties >  This page explains all of the Main Properties >  This page explains all of the Main Properties >  This page explains all of the Main Properties >  This page explains >  This pag	<b>es</b> ain Properties in the World custom inspector.
<ul> <li>Table of Contents</li> <li>General</li> <li>World Data Object</li> <li>Terrain</li> <li>Chunks</li> </ul>	
<ul><li> Modification</li><li> Fluid</li><li> Lighting</li><li> Falling Blocks</li><li> Optimization</li></ul>	
•	World custom inspector acts as the hub for
	■ WorldData (WorldData)
Save Changes in Play Mode  Main Properties  Terrain Chunks Modification Fluid	Block Setup
► Lighting ► Falling Blocks ► Optimization  Terr  World Data Object	ain Engine 2D World Inspector
	None (World Data)  Generate New World Data  Igine 2D Inspector World Data Object
Before you can begin setting up Data Object. This object will se Inspector. In other words it wil	p your world you must generate a new World rialize all of the fields found in the World ll store all of your settings, which controls in is generated, to how quickly fluid can flow.
settings at runtime or getting i	et to access through scripts for modifying information. It also allows you to transfer world ps keep data safe when updating the asset.
Note: You can click on any of the Information.	property titles below for more detailed
Terrain < Click here  ▼ Terrain  Terrain Generator Script:  Auto Save:	■ World (TerrainGeneratorExample)  Load World:
Name: Width: Height: Seed:	World1 1024 128 2518781 Random Seed Generate World in Engine 2D Terrain Properties
<ul> <li>Terrain Generator Script T</li> <li>Auto Save Saves the generated</li> <li>Load World Loads terrain from</li> <li>Name The name of your world (up</li> </ul>	n file in playmode
<ul> <li>Width The total width of the work</li> <li>Height The total height of the work</li> <li>Seed A integer value used to produce</li> <li>Random Seed Randomly general</li> </ul>	orld (in block units) orld (in block units) cedurally generate the world
▼ Terrain  Terrain Generator Script:  Auto Save:  Name: World 1	■ World (TerrainGeneratorExample)     □ Load World:  Select World Directory
Width: 1024 Height: 128 Seed: -7895948 Terrain	Engine 2D Load Terrain Properties ens a pop-up menu for selecting the directory of the world for
loading	
▼ Chunks  Chunk Size:  Load Transform:  Load Rate:  Load Distance:	16 None (Transform)  0.1  48  ain Engine 2D Chunk Properties
• Load Rate The rate at which cha	a chunk (in block units)  rm of the GameOject where chunks will be loaded  unks are checked and loaded into the scene  distance from the object which chunks will load in
Modification  Modification	✓ OSD Update Rate: 0.05
Toggle OSD: OSD Scale: Enable Input Handler: Max Modify Radius: Toggle Cursor: Terrain	OSD Update Rate:  0.05  3  Engine 2D Modification Properties
<ul><li>OSD Update Rate The rate at</li><li>OSD Scale The scale factor use</li></ul>	g/disabling the On Screen Display (OSD) which the OSD updates its values (in seconds) to resize the UI of the OSD e or disable the Input Handler in favour of using your own
<ul> <li>Max Modify Radius The max</li> <li>Toggle Cursor Show or hide the filling</li> </ul>	v
▼ Fluid  Disable fluid: Select Fluid Layer: Render Fluid as Texture: Basic Fluid: Simulation	Main ‡
Top Down: Run Simulation: Update Rate: Physics Properties Max Weight: Min Weight: Stable Amount:	0 0 0 0.005 0.0001
• Disable Fluid Disables the fluid	0.1  ain Engine 2D Fluid Properties  I simulation, fluid rendering, and prevents placement of fluid e block layer to use for the fluid simulation
<ul> <li>Render Fluid as Texture Set the Fluid shader (smooths out the General Basic Fluid Select this if you with the Gen</li></ul>	lect this if you want to render the fluid as a single texture usin edges and gets rid of the blockly look, but may also be slower) sh to use the faster but simpler basic fluid simulation d in a top-down style 2d game (fluid flows equally in all
Physics Properties	id simulation t which the fluid simulation updates (in seconds) ount of liquid a single block can hold (unpressurized)
Stable Amount If the amount of fluid block is stable	ount of liquid a single block can hold of fluid flowing out of a block is less than the stable amount, the a pressure factor (each fluid block can hold pressureWeight t)
<ul> <li>Modification</li> <li>Fluid Drop Amount Amount of the Properties</li> <li>Main Color:</li> </ul>	of fluid added on drop
• Main Color The main color use fluid)	d for the fluid (used for blocks containing high amounts of ary color used for the fluid (used for blocks containing low
amounts of fluid)  Advanced Fluid Properties  Surface Filling (Experimental):  Fluid Mixing Factor:	✓  O.2
Fluid Types  Density: 0 Density: 1 Density: 2	WaterFluid (FluidType)  PoisonFluid (FluidType)  LavaFluid (FluidType)  + -  Ingine 2D Advanced Fluid Properties
fluid to satisfy the remainder of the	ows fluid of a different density to fill the surface of another the current block height (Warning: This is an experimental havior)  rpolation factor used to determine how the color is shared
	values favor the color of the added fluid) allowing you to setup multiple fluid types.
▼ Lighting  Disable lighting:  Basic lighting:  Light Layer:  Amount of light bleed:	✓ Main ‡
<ul> <li>Disable Lighting Disables the</li> <li>Basic Lighting Select this if you</li> <li>Light Layer Choose the block land</li> </ul>	Engine 2D Basic Lighting Properties  light system and prevents light updating but wish to use the faster but simpler basic lighting system begin and prevents light updating the shadow mask
<ul> <li>Amount of light bleed The notes in the notes</li></ul>	umber of blocks from the edge of the terrain which will be
Block Lighting Light Layer: Light Spread: Light Transmission: Ambient Light Ambient Light Layer: Light Spread:	Main
Light Transmission: Use Height Map:  Day Cycle  Pause Time: Time Factor: Time of Day: Day Color: Night Color:	5 100 12
Night Color: Time of Sunrise: Time of Sunset: Sunrise and Sunset: Post Processing Down Res: Number Blur Passes: Terrain En	7 19 2 3 gine 2D Advanced Lighting Properties
Block Lighting	ayer to use with the block lighting system ck light sources
<ul> <li>Ambient Light</li> <li>Disable Disables the ambient lig</li> <li>Ambient Light Layer Choose</li> <li>Light Spread The radius of aminute</li> <li>Light Transmission The number</li> </ul>	thting  the block layer to use for ambient lighting bient light sources  ber of blocks ambient light can penetrate
<ul> <li>Use Height Map Whether to use above the surface of the terrain with above the surface of the terrain with the bound of the terrain with the bound of the</li></ul>	use a height map to generate the ambient lighting (only blocks ill be illuminated to mimic sunlight)
	of day, used to control the ambient light color pient lighting during the day (time between one hour after
<ul> <li>Time of Day The current time</li> <li>Day Color The color of the amb sunrise and sunset)</li> <li>Night Color The color of the arr sunset and sunrise)</li> </ul>	mbient lighting during the night (time between one hour after
<ul> <li>Time of Day The current time</li> <li>Day Color The color of the amb sunrise and sunset)</li> <li>Night Color The color of the arrown sunset and sunrise)</li> <li>Time of Sunrise The time at well color</li> <li>Post Processing</li> </ul>	nbient lighting during the night (time between one hour after which the ambient lighting will begin to switch to the Day Colo hich the ambient lighting will begin to switch to the Night down the lighting texture (in powers of 2), creates a blurring
<ul> <li>Time of Day The current time</li> <li>Day Color The color of the amb sunrise and sunset)</li> <li>Night Color The color of the argument and sunrise)</li> <li>Time of Sunrise The time at who color</li> <li>Post Processing</li> <li>Down Res The amount to scale effect</li> <li>Number Blur Passes The numendered to screen</li> </ul>	which the ambient lighting will begin to switch to the Day Color hich the ambient lighting will begin to switch to the Night down the lighting texture (in powers of 2), creates a blurring mber of times the lighting texture will be blurred before it is
<ul> <li>Time of Day The current time</li> <li>Day Color The color of the amb sunrise and sunset)</li> <li>Night Color The color of the argument and sunrise)</li> <li>Time of Sunrise The time at who color</li> <li>Post Processing</li> <li>Down Res The amount to scale effect</li> <li>Number Blur Passes The numendered to screen</li> </ul>	which the ambient lighting will begin to switch to the Day Color hich the ambient lighting will begin to switch to the Night down the lighting texture (in powers of 2), creates a blurring mber of times the lighting texture will be blurred before it is
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realtime)  Time of Day The current time  Day Color The color of the amb sunrise and sunset)  Night Color The color of the argument and sunrise)  Time of Sunrise The time at which color  Post Processing  Down Res The amount to scale effect  Number Blur Passes The numbered to screen  Falling Block Simulation  Falling Block Layer: Update Rate:  Terrain In the color of the amb sunrise and sunrise)  Terrain In the color of the amb sunrise and sunrise	which the ambient lighting will begin to switch to the Day Colo hich the ambient lighting will begin to switch to the Night down the lighting texture (in powers of 2), creates a blurring mber of times the lighting texture will be blurred before it is  tion  Main  10.05  Engine 2D Falling Blocks Properties  e the falling block simulation, no blocks will fall with gravity e layer which can contain falling blocks the Falling Block Simulation will run (higher rate means slowed)  Engine 2D Optimization Properties
realtime)  Time of Day The current time Day Color The color of the amb sunrise and sunset)  Night Color The color of the arms sunset and sunrise)  Time of Sunrise The time at which color  Post Processing Down Res The amount to scale effect  Number Blur Passes The numerendered to screen  Falling Block Simular  Falling Block Simular  Falling Block Layer: Update Rate:  Terrain in  Disable falling blocks Disable Falling Block Layer This is the Update Rate The rate at which update time)  Optimization Overlap Blend Squares: Occlusion Culling:  Terrain in  Terrain in  Overlap Blend Squares Allow generating Overlap Blocks) over the edge, but this adds a lot more vertice of the amount to scale and sunrise and sunr	which the ambient lighting will begin to switch to the Day Colo hich the ambient lighting will begin to switch to the Night down the lighting texture (in powers of 2), creates a blurring on times the lighting texture will be blurred before it is tion  Main  O.05  Engine 2D Falling Blocks Properties  e the falling block simulation, no blocks will fall with gravity e layer which can contain falling blocks the Falling Block Simulation will run (higher rate means slowed)
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