Terrain Engine 2D A 2D Block Engine for Unity Out now on the Unity Asset Store

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This page explains how to setup your scene to work with Terrain Engine 2D.

Recommended Settings

• Setting up the Menu Example

Starting a new project

recommended to start with a new scene in order to avoid any issues you may encounter with other assets or settings.

3. Ensure that TextMesh Pro is installed by opening up the PackageManager found under Window in the top menu bar (if you see TextMesh Pro in the list of 'In Project' items, then it is installed). 4. Import the TextMesh Pro essentials by selecting: Window ->

1. Start by creating a new scene where the terrain will be generated, it is

2. Import the Terrain Engine 2D Asset Package into the project.

bar. 5. Add these three layers to your Unity project: Terrain, Lighting, Ignore

TestMeshPro -> Import TMP Essential Resources from the top menu

- Lighting (watch this video if you don't know how to do this). To clarify these are Unity project layers, not Terrain Engine 2D block layers. 6. Clear the hierarchy of all GameObjects.
- 7. Add in all the TE2D GameObjects by selecting: **GameObject -> Terrain Engine 2D -> Create All** from the top menu bar. 8. Generate a new World Data object by clicking the 'Generate New World
- 9. Setup your block data (Refer to Block Setup)

Properties)

Data' button found in the World inspector.

- 10. Create a new Terrain Generator script (Refer to Terrain Generation) 11. Setup your preferences in the World Custom Inspector (Refer to Main
- 12. That's it! Try hitting 'Play' and test out your new world! **Setting up the Menu Example**

SideScrollerExample scene is used here as an example, but you could also use

Note that the Menu Example can be used to load any world scene, the

the TopDownExample, OriginalExample, or any other scene with the TE2D objects, just be sure to set the correct World Data Object in the inspector of the GameManager GameObject.

WARNING all files are saved in the same place, careful not to load a saved World with the wrong scene (and wrong World Data Object). 1. Load the Menu Example scene

2. Open up the Build Settings (File -> Build Settings or Ctrl + Shift + B)

5. With the Build Settings still open ensure that the MenuExample scene is in

7. As a last check, select the GameManager GameObject from the Hierarchy

and ensure the SideScrollerWorldData object is added to the World Data

the top position (index 0) and the SideScrollerExample is just below it

(index 1). You can reposition them by clicking and dragging. 6. Then you can close out of the Build Settings and reload the Menu Example

scene.

out.

3. Press the **Add Open Scenes** button

field of the GameManager's inspector. 8. Now you're all set, the Menu Example is ready to go! Hit play and test it

4. Repeat steps 1-3 for the SideScrollerExample scene

Recommended Settings Global Lighting Window Window - Lighting - Settings (Unity 2018)

Open the Global Lighting Window (Window -> Lighting -> Settings). In the

Scene tab under Environment Lighting set the Ambient Color to White

(#FFFFFF). All other lighting settings should be disabled.

Quality Settings Edit - Project Settings - Quality (Unity 2018) • Rendering Anisotropic Textures: Disabled

• Generate Mip Maps: Disabled

• Rendering Anti Aliasing: Disabled

- Wrap Mode: Clamp • Filter Mode: Point
- **Materials**
- the included shader labeled 'Terrain' found under: 'TerrainEngine2D/Terrain'.

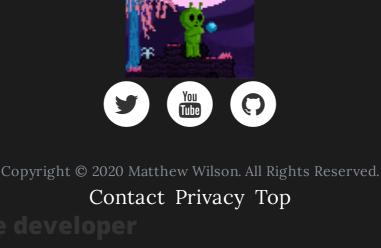
Texture Settings

• Texture Type: Sprite

• Compression: None

For any Sprites that you wish to place inbetween terrain layers you must use the included shader labeled 'Sprite' found under: 'TerrainEngine2D/Sprite'. There is also an included Sprite material for this purpose.

For any tileset materials used for the Block Layers the recommended shader is



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