

Terrain Engine 2D

A 2D Block Engine for Unity

Out now on the Unity Asset Store

BUY NOW!

FEATURES

DOCUMENTATION

API

FAQ

DEMO

EXAMPLE PROJECT

Terrain Engine 2D

User Manual - V1.20

INTRO

GENERAL

MAIN PROPERTIES

Scene Setup

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

Table of Contents

- Starting a new project
- Setting up the Menu Example
- Recommended Settings

Starting a new project

- Start by creating a new scene where the terrain will be generated, it is recommended to start with a new scene in order to avoid any issues you may encounter with other assets or settings.
- Import the Terrain Engine 2D Asset Package into the project.
- 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).
- Import the TextMesh Pro essentials by selecting: **Window -> TestMeshPro -> Import TMP Essential Resources** from the top menu bar.
- Add these three layers to your Unity project: **Terrain, Lighting, Ignore 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.
- Clear the hierarchy of all GameObjects.
- Add in all the TE2D GameObjects by selecting: **GameObject -> Terrain Engine 2D -> Create All** from the top menu bar.
- Generate a new World Data object by clicking the 'Generate New World Data' button found in the World inspector.
- Setup your block data (Refer to [Block Setup](#))
- Create a new Terrain Generator script (Refer to [Terrain Generation](#))
- Setup your preferences in the World Custom Inspector (Refer to [Main Properties](#))
- That's it! Try hitting 'Play' and test out your new world!

Setting up the Menu Example

Note that the Menu Example can be used to load any world scene, the SideScrollerExample scene is used here as an example, but you could also use 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).

- Load the Menu Example scene
- Open up the Build Settings (**File -> Build Settings** or **Ctrl + Shift + B**)
- Press the **Add Open Scenes** button
- Repeat steps 1-3 for the SideScrollerExample scene
- With the Build Settings still open ensure that the MenuExample scene is in the top position (index 0) and the SideScrollerExample is just below it (index 1). You can reposition them by clicking and dragging.
- Then you can close out of the Build Settings and reload the Menu Example scene.
- As a last check, select the GameManager GameObject from the Hierarchy and ensure the SideScrollerWorldData object is added to the World Data field of the GameManager's inspector.
- Now you're all set, the Menu Example is ready to go! Hit play and test it out.

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
- Rendering Anti Aliasing: Disabled

Texture Settings

- Texture Type: Sprite
- Generate Mip Maps: Disabled
- Wrap Mode: Clamp
- Filter Mode: Point
- Compression: None

Materials

For any tileset materials used for the Block Layers the recommended shader is the included shader labeled 'Terrain' found under: 'TerrainEngine2D/Terrain'.

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.



Copyright © 2020 Matthew Wilson. All Rights Reserved.

[Contact](#) [Privacy](#) [Top](#)

Help support the developer

DONATE