

Terrain Engine 2D

A 2D Block Engine for Unity

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Terrain Engine 2D

User Manual - V1.20

INTRO

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Introduction

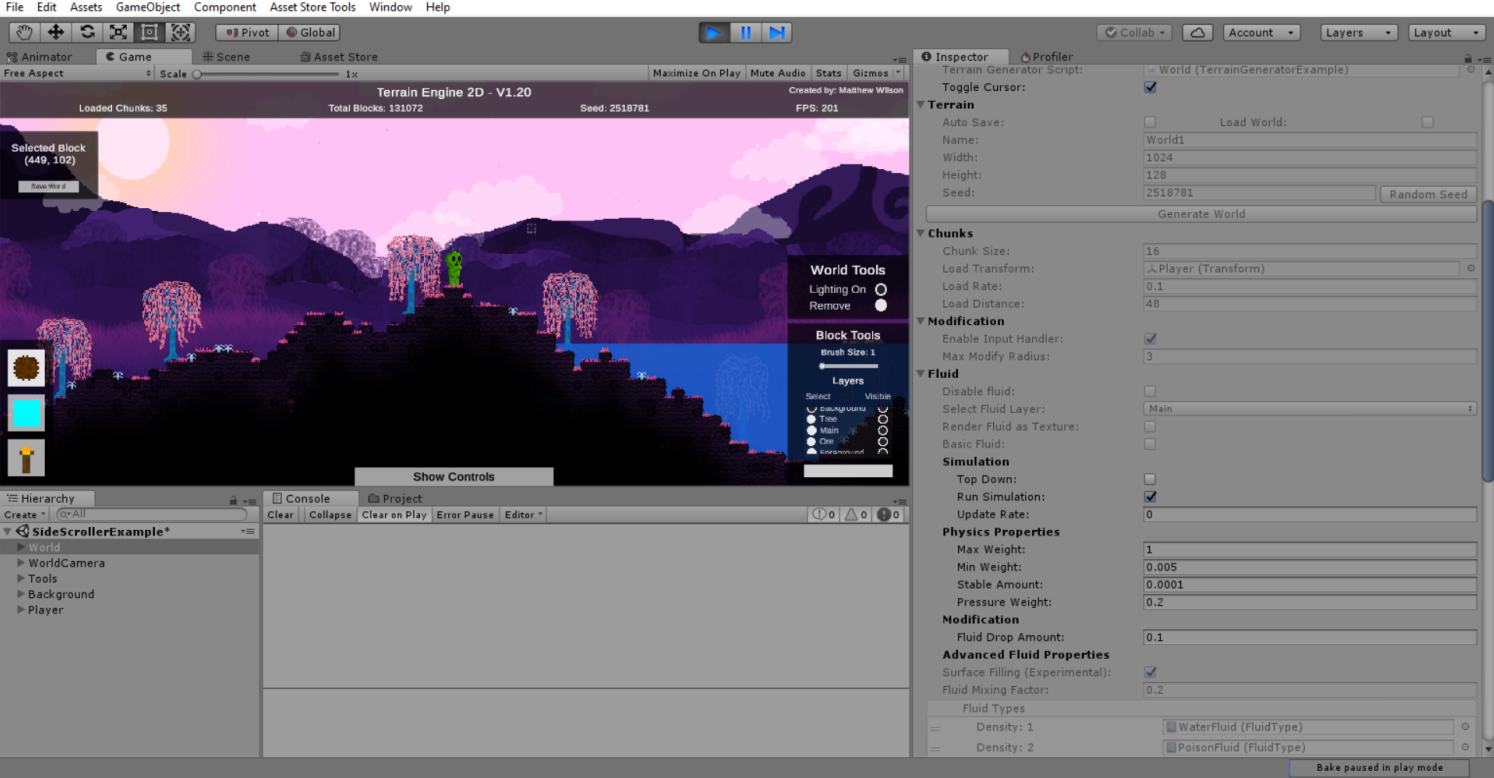
Welcome to the Terrain Engine 2D User Manual. Here you'll find all the information you need to begin using the engine!

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What is Terrain Engine 2D?

Terrain Engine 2D is a **fast** and **full featured** Unity 2D block engine. It allows you to **procedurally generate** complex and **destructable** 2D terrain through a simple terrain generation **framework**. With this framework you can generate almost **anything you can imagine**. There are a few example projects included in the asset which can get you started, or continue reading through the documentation for more information.



Unity 2018.1.0f2 Screenshot Terrain Engine 2D V1.21

Where do I begin?

The user manual is here to help you get started with the engine. Checkout the **Intro** tab for information on the contents of the engine and how to setup your scene. The **General** tab holds all the important information you need to start using the engine. The **Main Properties** tab holds in depth information on all the features of the engine which will be useful to you if you wish to gain a better understanding of how everything works!

You can also have a look at the [API](#) for information about all the classes and functions, or checkout the [FAQ](#) if you have any questions.



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