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ChunkMaster

Getting Started

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1. Creating a new Unity Project

a) Creating a new unity project

Create a new unity project using a project name of your choice.

See Figure - 1

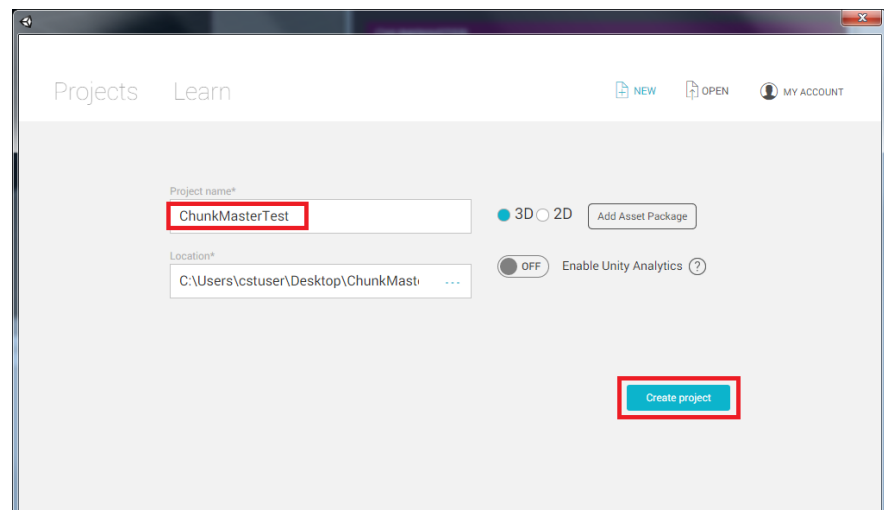


Figure - 1

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2. Importing the ChunkMaster package

a) Opening the ChunkMaster package

Import the ChunkMaster package by right clicking the background area of the project inspector and selecting the "Import Package" -> "Custom Package..."

See Figure - 2

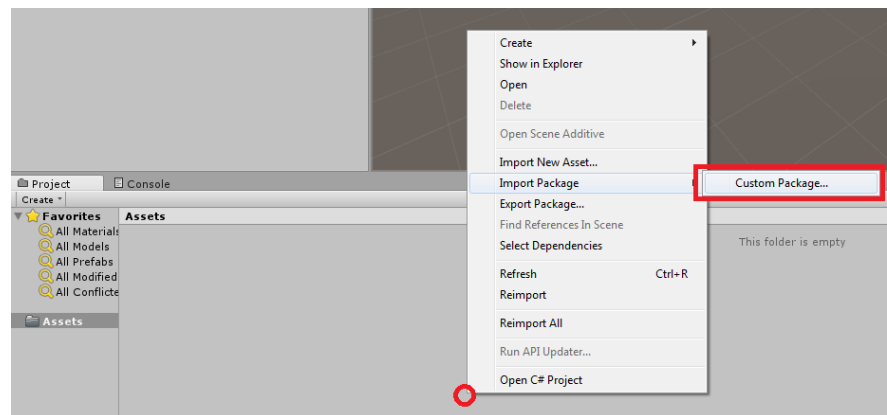


Figure - 2

b) Importing the source code

You will then be prompted VIA the Import manager. To import the essential assets to creating your infinite world, select the "src" folder as indicated in Figure - 3.

Finally, click the "Import" button, to import the ChunkMaster framework.

See Figure - 3

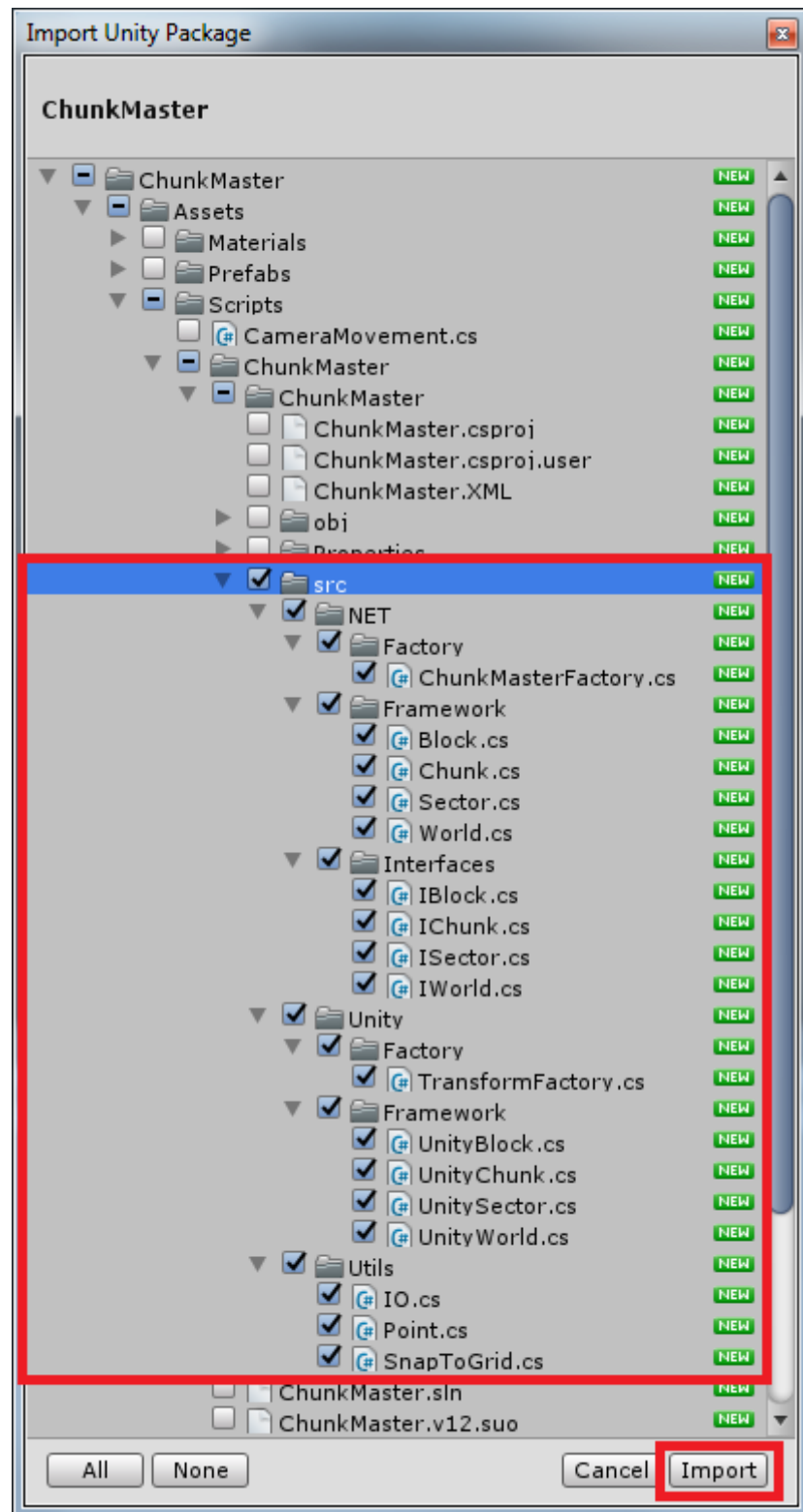


Figure - 3

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3. Setting up your MonoBehaviour

a) Creating the MyWorld Empty

Right click on the background area of the Hierarchy Inspector and select "Create Empty".

See Figure - 4

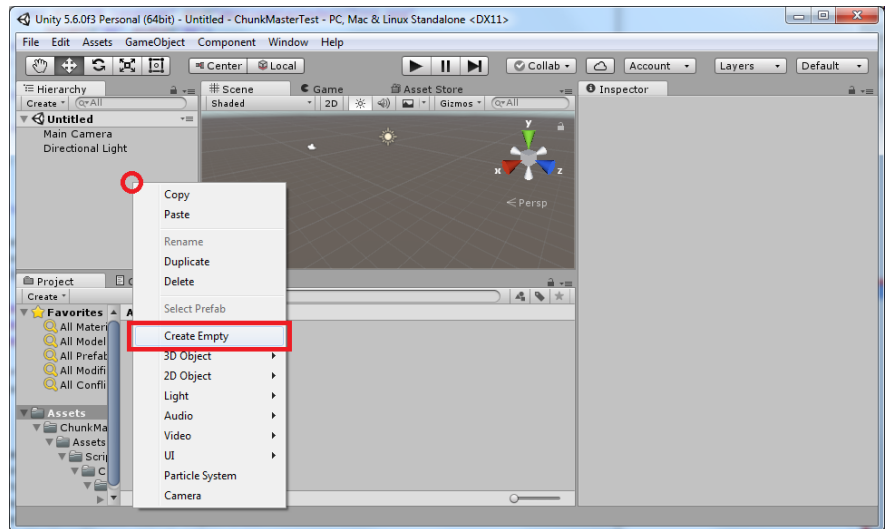


Figure - 4

b) Renaming your empty

You may rename this empty to anything you like. For the sake of this demonstration, we will name it to "MyWorld".

c) Creating the WorldController

Finally we will add a new component to our newly created empty. Create a new C# script component and name it to "WorldController".

See Figure - 5

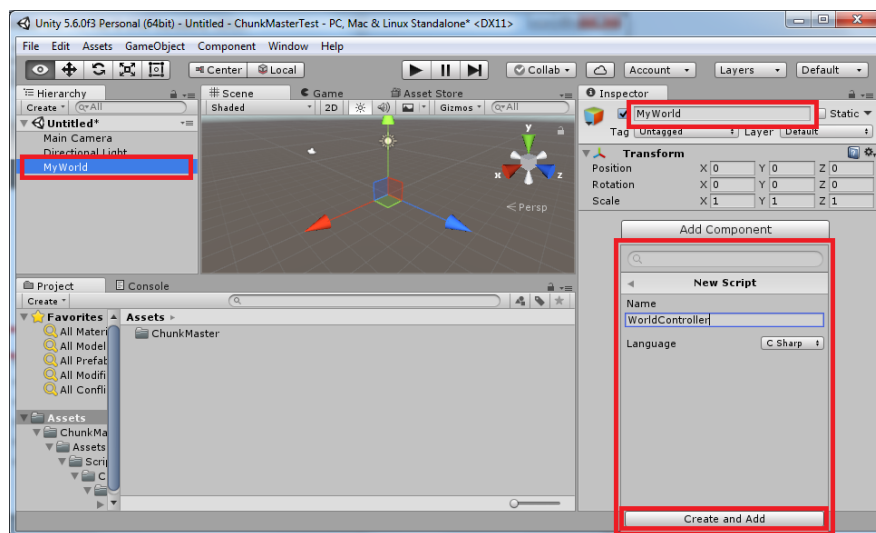


Figure - 5

d) Choosing your IDE

Double click on your "WorldController" script or open the component using your favorite IDE to begin coding.

See Figure - 6

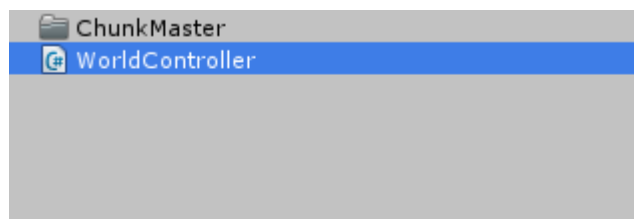


Figure - 6

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