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ChunkMaster

Creating Your World

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1. Creating a UnityWorld object

a) Creating your first myWorld object

Creating an infinite world using the ChunkMaster framework is a lot easier than you might think. Consider the following code snippet.

```
UnityWorld myWorld = new myWorld(transform);
```

As you can see, creating a world only requires a single line of code! Assuming that you've already added the "using" statement at the header of your code.

```
using ChunkMaster.Unity.Framework;
```

By this point your code should look something like this. Alternatively you can just copy the code below and paste it should there ever be any problems.

```
using System.Collections;  
using System.Collections.Generic;  
using UnityEngine;  
  
using ChunkMaster.Unity.Framework;  
  
public class WorldController : MonoBehaviour {
```

```
public static UnityWorld myWorld;

// Use this for initialization
void Start () {
    myWorld = new UnityWorld(transform);
}

// Update is called once per frame
void Update () {
}
}
```

b) Cleaning things up a bit

Lets clean up our code and remove the update method.

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

using ChunkMaster.Unity.Framework;

public class WorldController : MonoBehaviour {

    public static UnityWorld myWorld;

    // Use this for initialization
    void Start ()
    {
        myWorld = new UnityWorld(transform);
    }
}
```

I Completed This Section

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Developed by Corey St-Jacques

Questions please contact Corey_stjacques@hotmail.com