

Shadow Transform Asset

[...SION SPECIAL - BETA VERSION SPECIAL - BETA VERSION SPECIAL - BETA VERSION SPECIAL - BETA VER...]



SHADOW TRANSFORM

Small asset with a big capability!

[BETA VERSION – MAY CONTAIN MINOR BUGS!]

Shadow Transform Asset

[...SION SPECIAL - BETA VERSION SPECIAL - BETA VERSION SPECIAL - BETA VERSION SPECIAL - BETA VER...]

Contents

What is ...?	3
How to install?	4
How to use?	5
Applications of asset	9
Limitations	10
License and agreement	10
Special thanks	11
Contacts	12

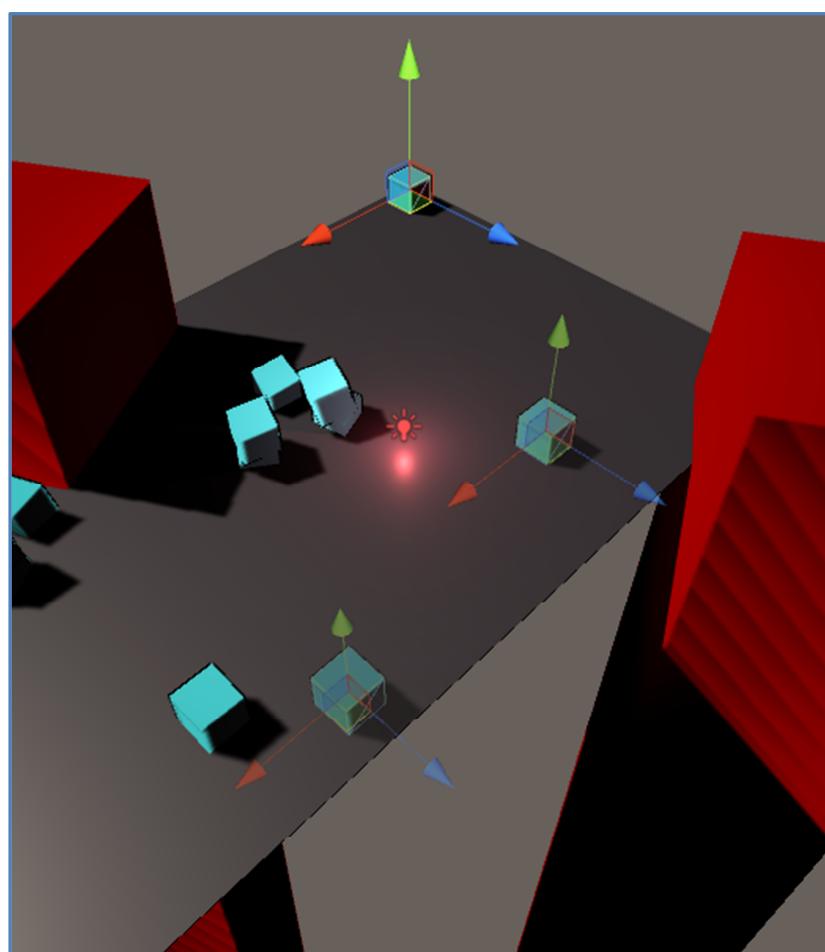
Shadow Transform Asset

[...SION SPECIAL - BETA VERSION SPECIAL - BETA VERSION SPECIAL - BETA VERSION SPECIAL - BETA VER...]

What is...?

When you make a game, it's always necessary to make some tweaks on your levels. Let's move that rock 3 units left and watch how gameplay has changed.

Later, after a week of tests, you've decided that it's too bad. So, let's return it back to a previous position.



*...does anybody remember where **exactly** that rock was?*

ShadowTransform is a tool to make process of creation and tweaking your levels more comfortable. It will **remember previous positions** for any of your objects and let you switch between them in one click.

Also, that's a great tool for gameplay testing, temporary level re-planning or a massive A/B testing.

Shadow Transform Asset

[...SION SPECIAL - BETA VERSION SPECIAL - BETA VERSION SPECIAL - BETA VERSION SPECIAL - BETA VER...]

How to install?

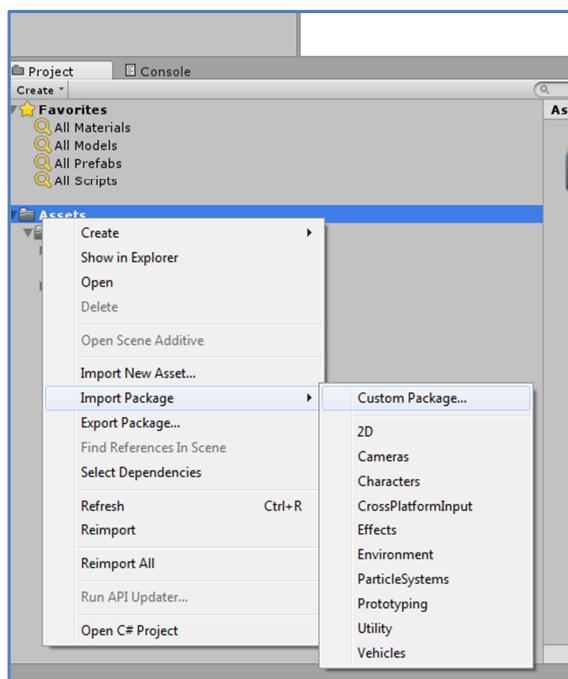
Installation process is kinda trivial:

If you've found asset in Unity Store:

- Open a ShadowTransform's page in Unity Store browser inside of your Unity 3D.
- Find a "Download" button on a page and press it.
- Confirm extraction for all of asset's files.

If you've downloaded a package from some site:

- Just **right-click** at any place of your project's tree and **select** «*Import Package\Custom Package*».



- Select a «*ShadowTransform.unitypackage*» file.
- Confirm extraction for all of asset's files.

Shadow Transform Asset

[...SION SPECIAL - BETA VERSION SPECIAL - BETA VERSION SPECIAL - BETA VERSION SPECIAL - BETA VER...]

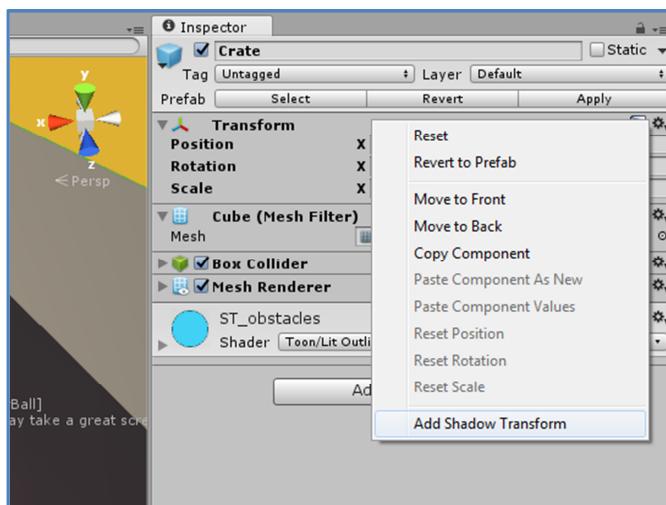
How to use?

Note: Want a quick start with ShadowTransform?

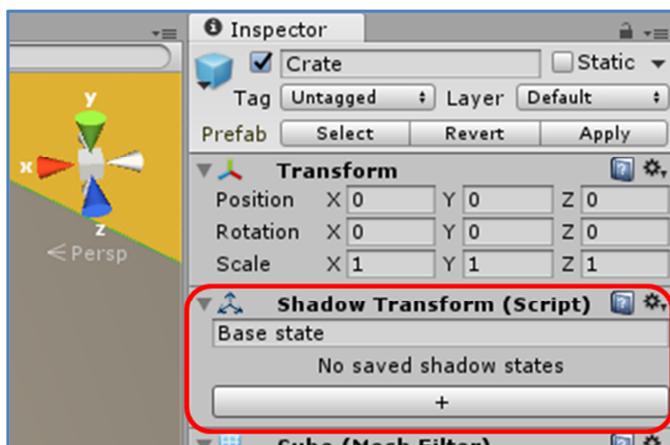
*Open «Example/RacingTrackExample.scene»
and proceed with our in-editor tutorial.*

➤ 1) Add a ShadowTransform to object

To remember states for some object, you must add a **new ShadowTransform component** to this object. Make a **right-click** at object's Transform, and select «**Add Shadow Transform**» in menu.



You will see a new component appears below Transform:



New ShadowTransform comes empty, without saved states.

Shadow Transform Asset

[...SION SPECIAL - BETA VERSION SPECIAL - BETA VERSION SPECIAL - BETA VERSION SPECIAL - BETA VER...]

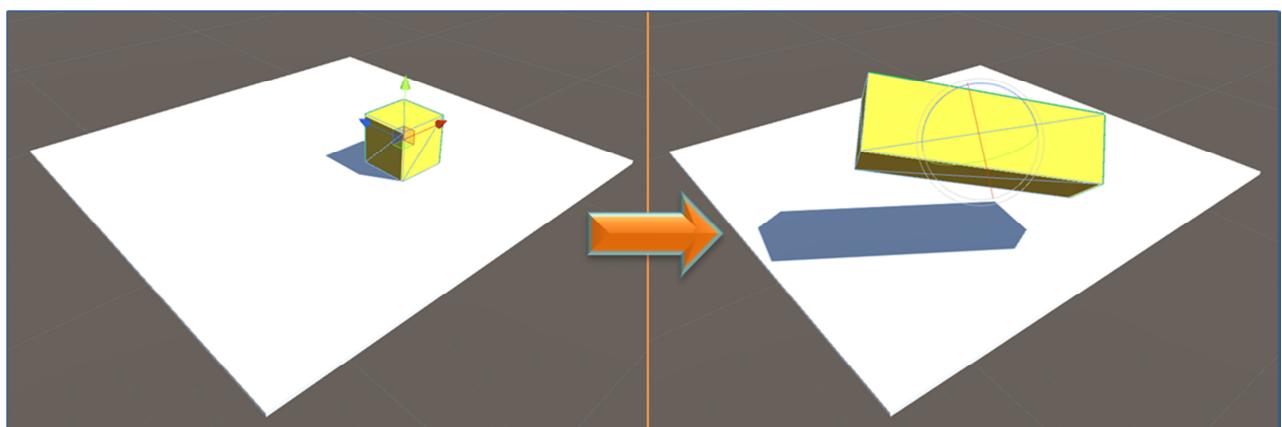
➤ 2) Saving object positions (states)

State is a combination of object's **position & rotation & scale**. You may preserve **up to 256 states** in a single ShadowTransform.

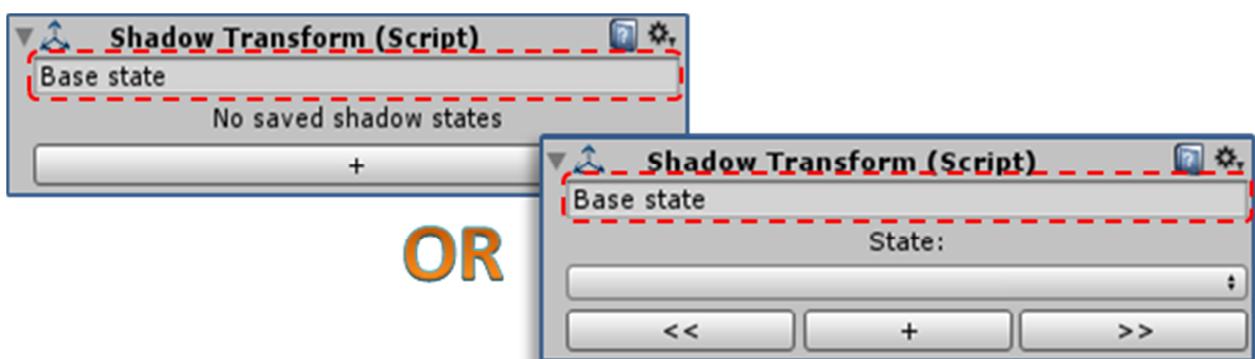
That's a main function of ShadowTransform – to remember, where your object exactly was. So, you someday may return it back, or switch between its last positions.

To remember a new state for object:

a) Move your object to desired position and rotate and scale it as you wish. *Note, that non-uniform scaling with rotation may be handled incorrectly (Unity3D does not like it anyway).*



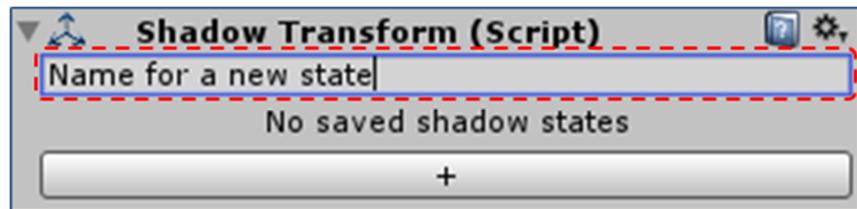
b) Now the **input line** is visible below component's caption. ***It's always visible when object is not in one of saved states.***



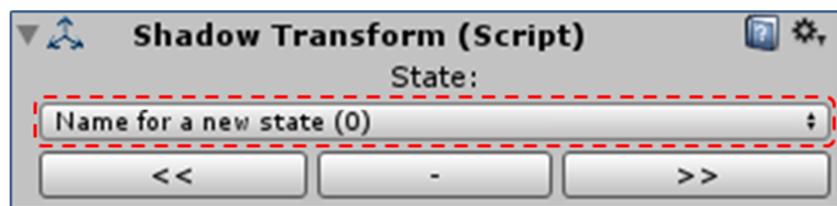
Shadow Transform Asset

[...SION SPECIAL - BETA VERSION SPECIAL - BETA VERSION SPECIAL - BETA VERSION SPECIAL - BETA VER...]

- c) Enter a name for a new state:



- d) Press «+» button – new state would be added to **combo-box**:



Now your state is saved. You may do anything with your object – scale, move, rotate, parent or unparent it – but you'll always have a way to return it **where** it was before.

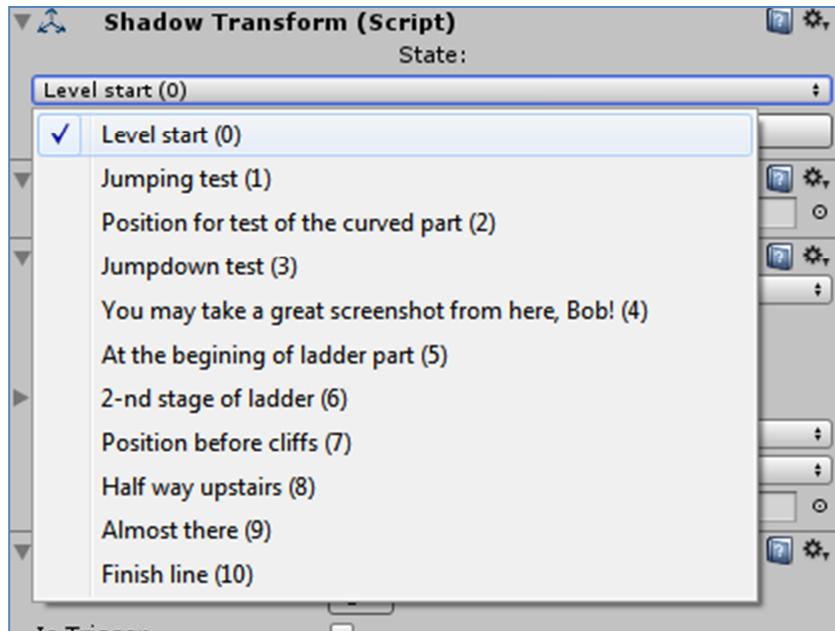
***Be aware: ShadowTransform does not remember
(and won't revert) any changes of different components.
It's just about rotation, position and scale.***

Shadow Transform Asset

[...SION SPECIAL - BETA VERSION SPECIAL - BETA VERSION SPECIAL - BETA VERSION SPECIAL - BETA VER...]

➤ 3) Switching between saved states

All saved states are listed into **combo-box**:



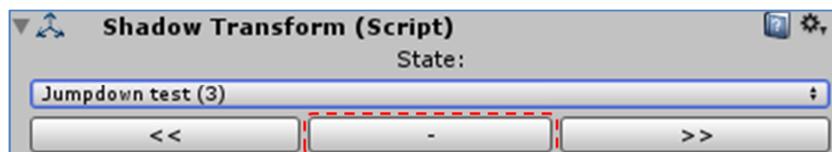
You may switch between states using two ways:

- select state by name using combo-box;
- move to previous or next state using << or >> buttons.

When you switch to some state, your current position, rotation and scale would be lost!

➤ 4) Deleting saved states

To delete some state, you must select it, and then press - button.



Note that your object would switch to a previous state loosing current position, rotation and scale.

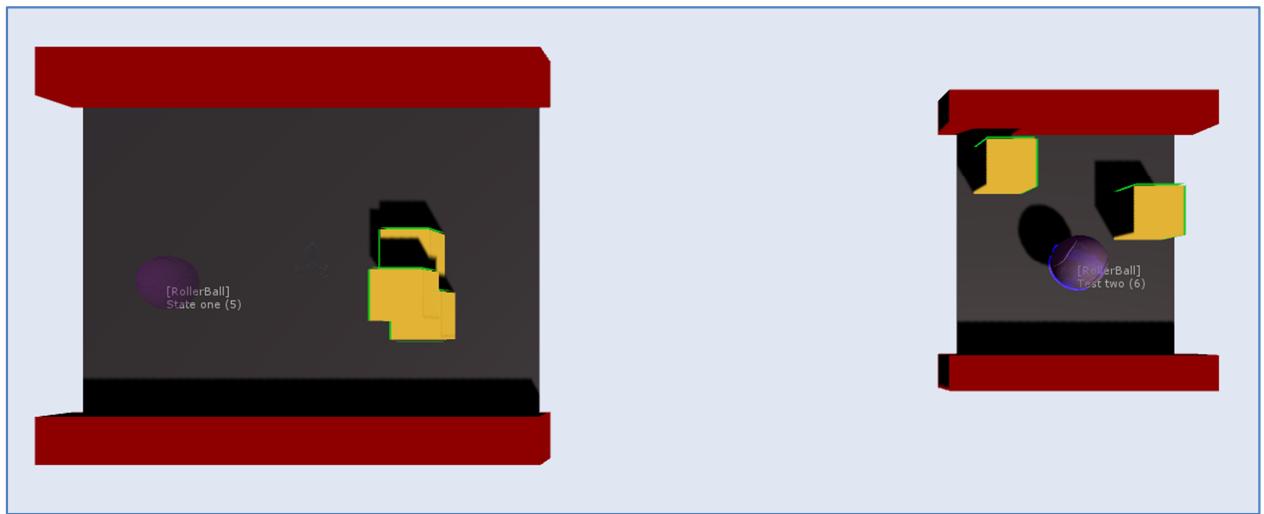
Shadow Transform Asset

[...SION SPECIAL - BETA VERSION SPECIAL - BETA VERSION SPECIAL - BETA VERSION SPECIAL - BETA VER...]

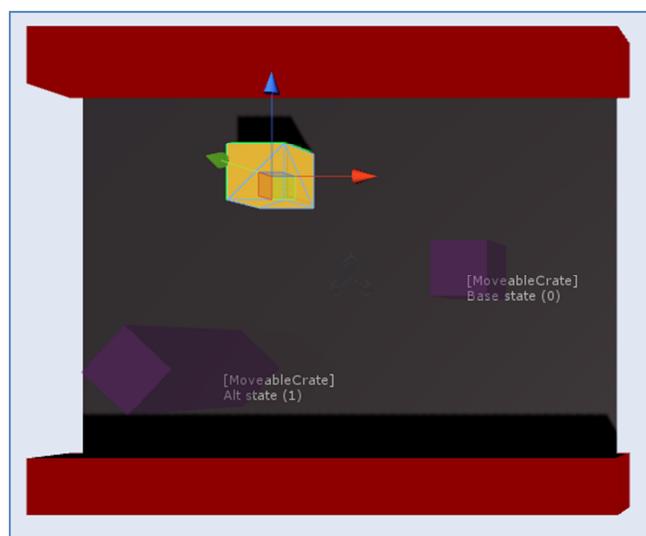
Applications of asset

When ShadowTransform may come in handy many ways, our asset way made with that usages in mind:

- **Play-testing for particular places of the map** – just make a state before each of part of the level.



- **Saving object's states before changes** – make an experiment, then switch to old state, then return to new and compare.



- **A/B testing** – hold all variants in one scene, and just switch between them.

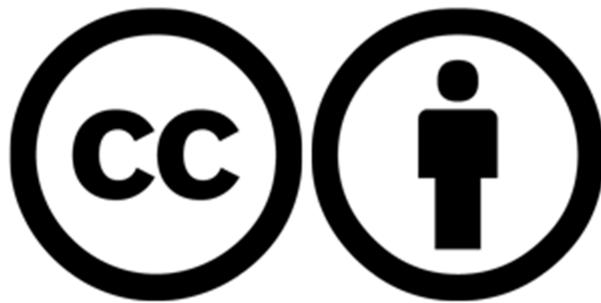
Limitations

ShadowTransform **may not** work correctly when you try to save state of:

- ***Object with non-uniform scaling & rotation*** – Unity hates non-uniform scaling together with rotation. Any object distorts and became an ugly mess. Collider goes insane. So, try not to use it at all, but if you need this badly – just remember, ShadowTransform may not work great with them.
- ***Very large and very big objects*** – if you decide to make something at the limit of floating point variables, ShadowTransform may not work properly.

License and agreement

ShadowTranform comes under Creative Commons Attribution (CC BY) License 4.0: <https://creativecommons.org/licenses/by/4.0/>



Remember, that now ShadowTransform is still in beta.

Some license conditions may vary in final.

Special thanks

- Thanks to my mom (**Клёнова Тамара Владимировна**) and dad (**Ястребов Леонид Иосифович**) for all than unspeakable love and caring about me.
- To my beloved bride (**Малкова Маргарита Валерьевна**) for being together with me in all of my hard times, and bearing with my heavy and disgusting character ☺ Rita, I love you very much!
- All of my friends and those who are dear to me.

Shadow Transform Asset

[...SION SPECIAL - BETA VERSION SPECIAL - BETA VERSION SPECIAL - BETA VERSION SPECIAL - BETA VER...]

Contacts



ShadowTransform developed by Ivan Klenov (aka Wolf4D).

Madness Studio, 2017 г.

All rights reserved (C).

If you need any help, wanna make a proposal, need some advice or want to employ me, feel free to e-mail me:

Wolf4D@list.ru

Thanks for using ShadowTransform!