

Shadow Transform Asset

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SHADOW TRANSFORM

Small asset with a big power!

Version 1.0

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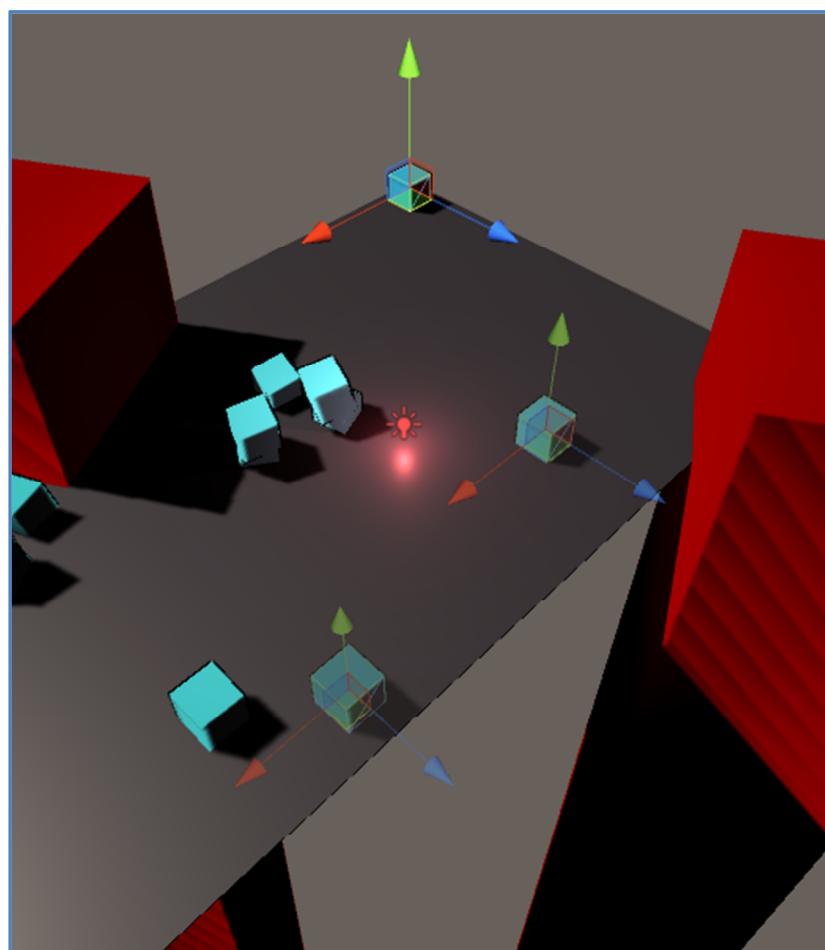
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What is...?

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.

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How to install?

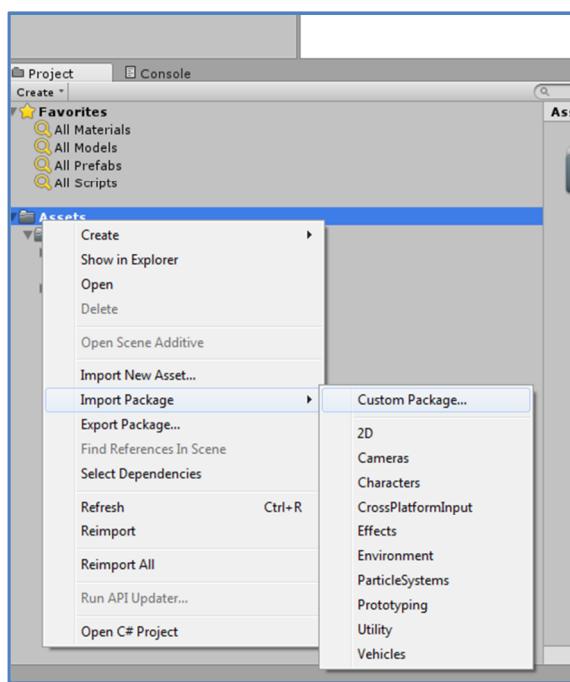
Installation process is kinda trivial:

If you've got an asset from Unity Store:

- Import Unity's «Standard Assets» package first! You'll need «*Cameras*», «*Characters*», «*Effects*» and «*Particle Systems*» parts. If you don't have one, get it from [Asset Store](#).
- Proceed latter steps as for site-downloaded asset.

If you've downloaded a package from site:

- 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 files.

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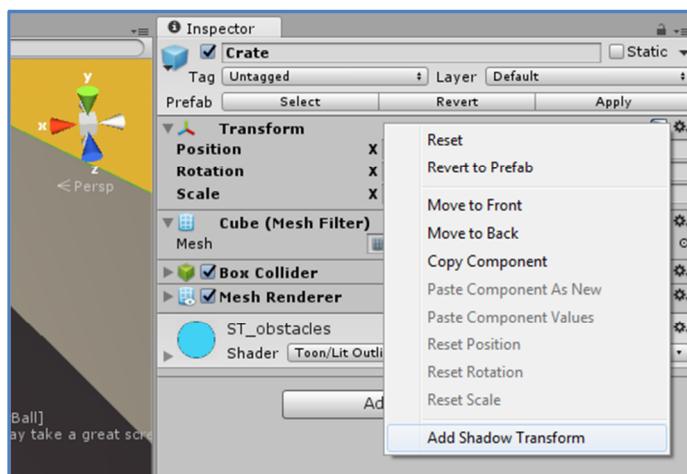
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How to use?

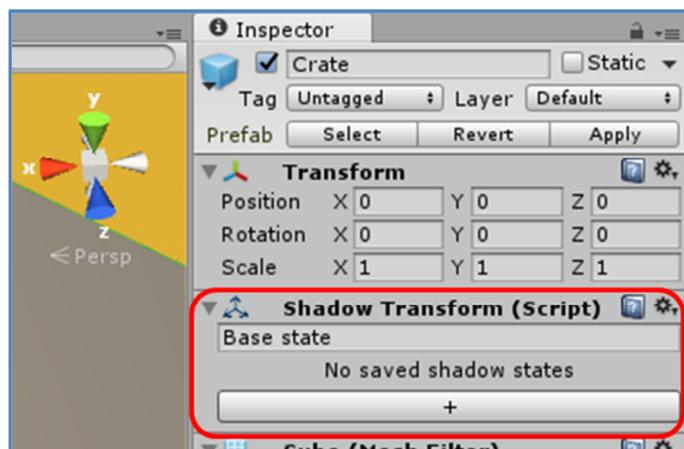
Note: Want a quick start with ShadowTransform?
Open «Example/RacingTrackExample.scene»
and proceed with our in-editor tutorial.

➤ 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.

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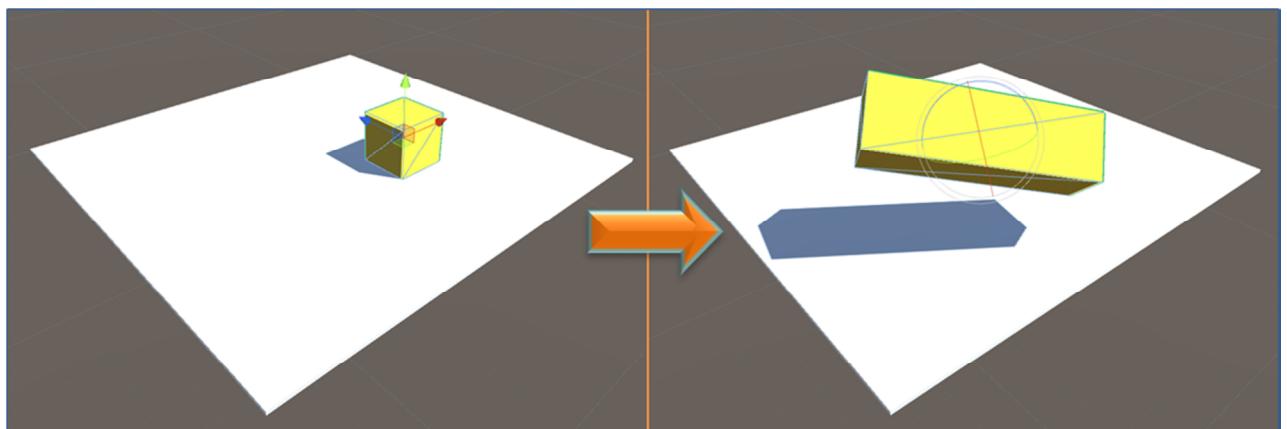
➤ 2) Saving object positions (states)

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

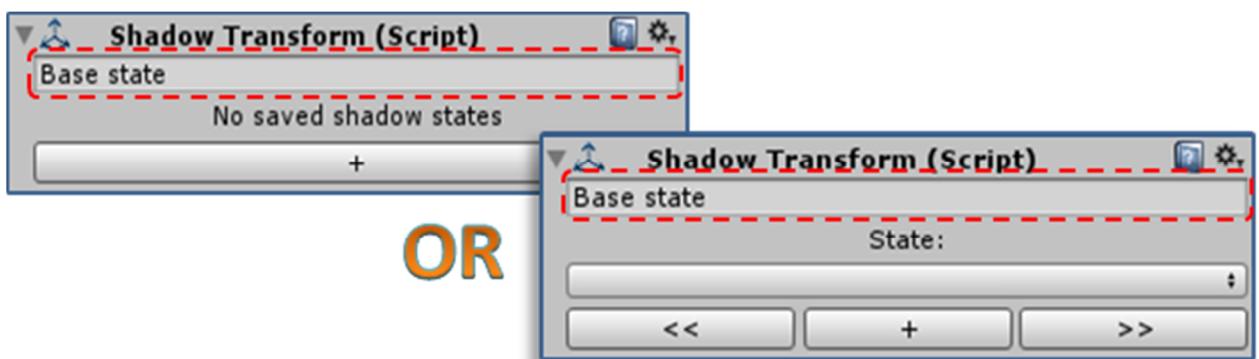
That's a main function of ShadowTransform – to remember, where your object exactly was. So, you someday may return it back, or switch between its last positions.

To remember state for an 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).*



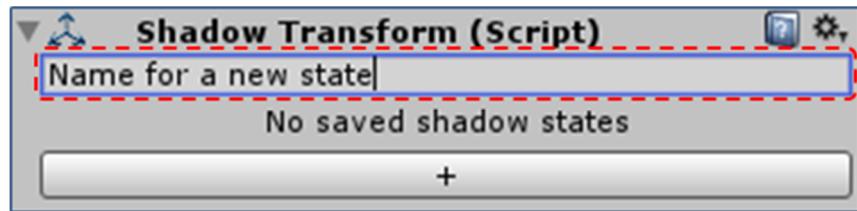
b) An **input line** below component's caption will become visible. *It's visible only when object is not in one of saved states.*



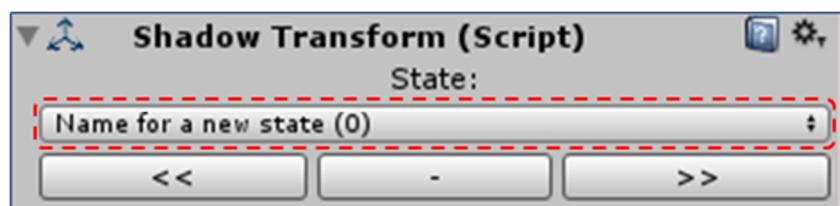
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- c) Enter a name for a new state:



- d) Press «+» button – new state would be added. Now you may see it in **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.

Note: You may add a new state **in a play mode**.

When you get back to editor mode, all of your added states **would remain in list**.

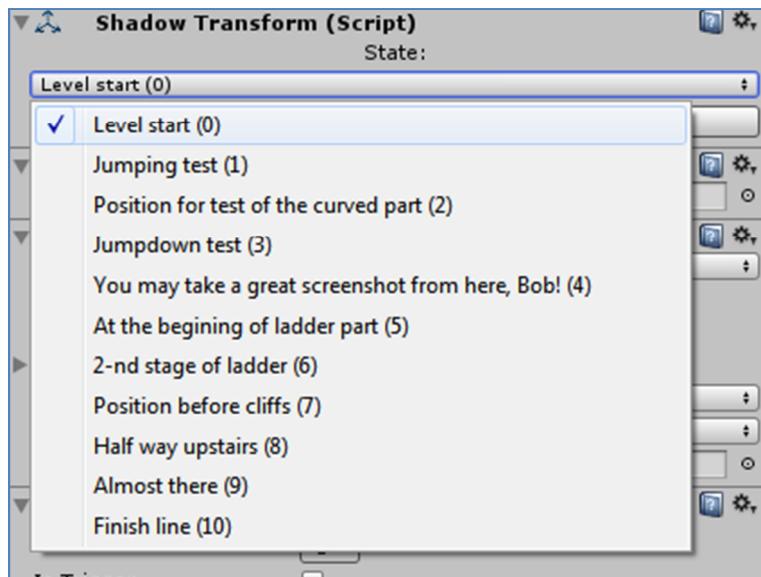
It's kinda useful for **playmode-to-editor** transferring and **tuning level using playmode**.

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➤ 3) Switching between saved states

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



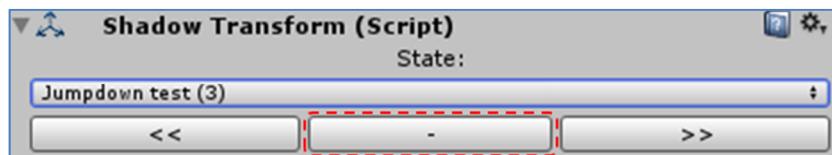
You may switch between states using two ways:

- 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.

Note: You may delete states **in a play mode**.

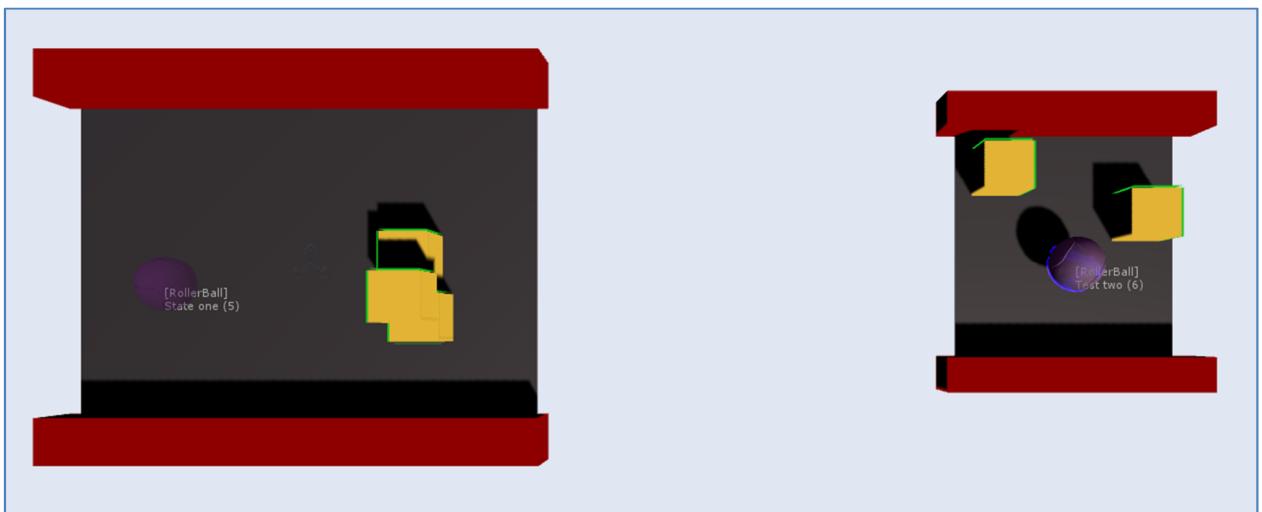
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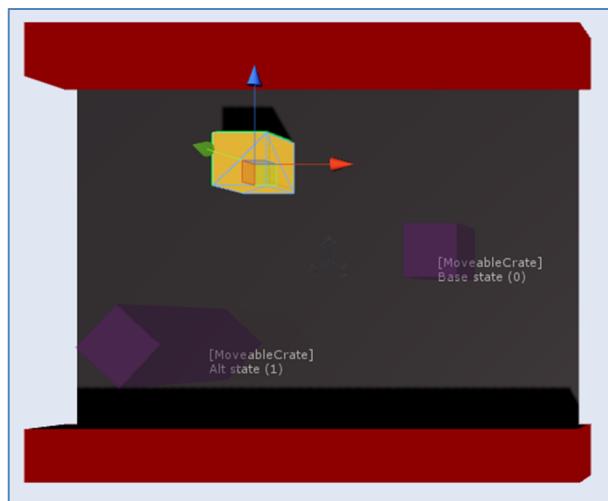
Applications of asset

When ShadowTransform may come in handy many ways, our asset was made with that 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 far objects*** – if you decide to make something at the limit of floating point precision, ShadowTransform may not work properly.

License and agreement

ShadowTransform comes under glorious **The 3-Clause BSD License** – *do anything you want with me, just don't remove my copyrights from sources. It's not necessary to write about using it anywhere in your game. Full license text included to asset.*



Asset is free for any legal usage, commercial and non-commercial. But, *if you like it a lot*, please list it somewhere in your game's credits – *and mail me*. That would be a great news for me! :)

This asset is distributed «AS IS» and WITHOUT ANY WARRANTY.

Some license conditions may vary in future.

Special thanks

- To my beloved wife (**Мария Кувайцева**) for being together with me in all of my hard times ☺
- Thanks to my mom (**Клёнова Тамара**) and dad (**Ястребов Леонид**) for all than caring about me.
- Users **MadDocPrime**, **Samana**, **Lawsonilka** for advices and testing my asset.
- **Unity Technologies** for their Standard Assets (*used in demo resources*).
- All of my friends and those who are dear to me.

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Contacts



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Madness Studio, 2018 г.

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

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Thanks for using ShadowTransform!
