Project LevelGen - User Guide

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1 Getting Started

1.1 Installing LevelGen

Download the latest version of LevelGen (currently hosted a `https://github.com/Xhine0/LevelGen`), and place the folder somewhere in your project's assets folder.

1.2 Setting up the level generator

Open the LevelGen graph and inspector, by clicking 'Level Generator → Show all' in the toolbar.
First, a level generator must exist in the scene. To create one, Click 'Create' in the 'Room Inspector'. An object named '_Level' should appear in the scene.

1.3 Setting up a level

First, a level save file must be created. This is done by right-clicking in the 'Project' window, then select 'Create → Level'. A file named 'New Level' should now appear.
To edit the level, add it to the level field in the room inspector.

2 LevelGen Manual

This section describes the terminology used throughout the guide

2.1 Bitmaps

Bitmaps are simply an image file, whose pixels represent some block in a room.

2.2 Rooms

A room is defined by a bit map, where each pixel color represents a unique object, called a block. Each room can have one or more exits.

2.2.1 Blocks

A block is simply a prefab, defined by the user, that is represented by a unique color in the room's bit map.

2.2.2 Exits

An exit is a special block that connects one or more rooms together. All exits of one room can be connected to any exit of the other rooms.

3 Using the LevelGen GUI

3.1 Managing rooms

3.1.1 Creating a room

In the room inspector, click the 'Create Room' button, located at the bottom. The following menu (figure 1) will appear:
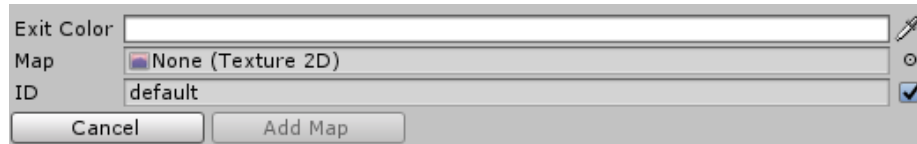

Figure 1: The room creation panel

The exit color defines where the room's exits are placed.
When a bit map and an available id is assigned, the room can be created by clicking 'Add Room'. The room should now appear as a node on the room graph (figure 2).
A bitmap that doesn't meet the import requirements (described in section 2.1), can be fixed by clicking the 'Fix Texture' button. *NB! This will alter the image file on disk*
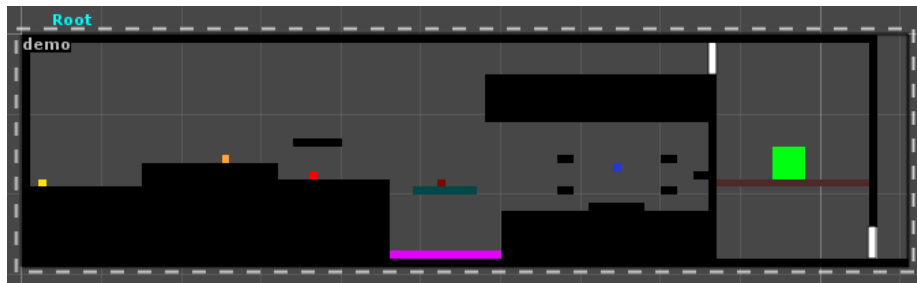
3.1.2 Editing a room
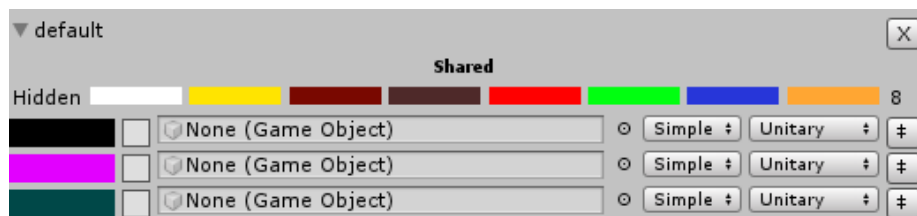

Figure 2: A node in the room graph

Figure 3: Room editing

To edit a room, it must first be selected in the room graph. It should now appear in the room inspector (figure 3).

3.1.3 Editing blocks