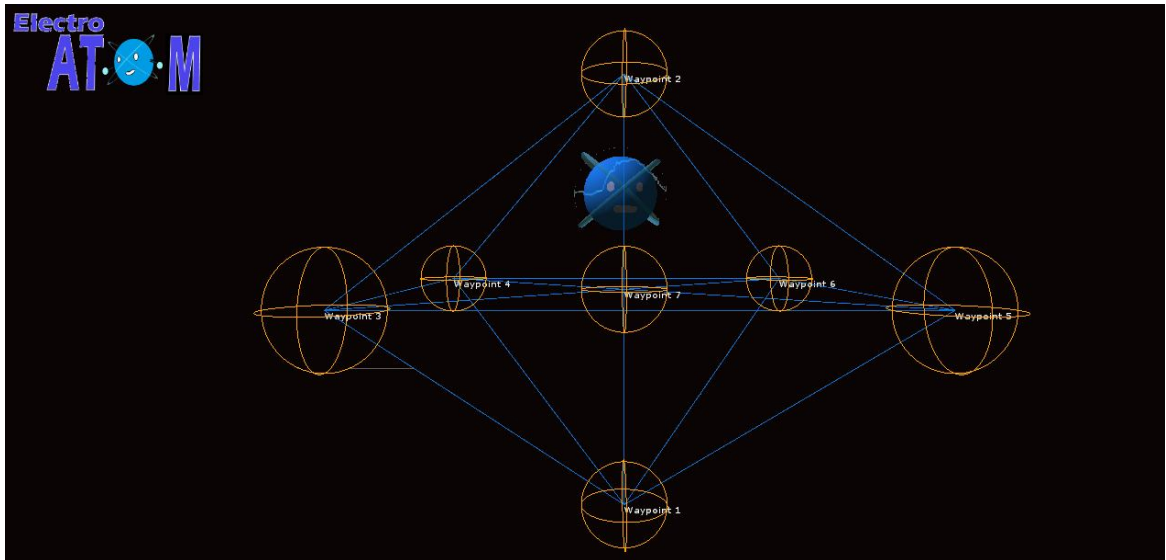


# WAYPOINT SYSTEM EDITOR

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## Index

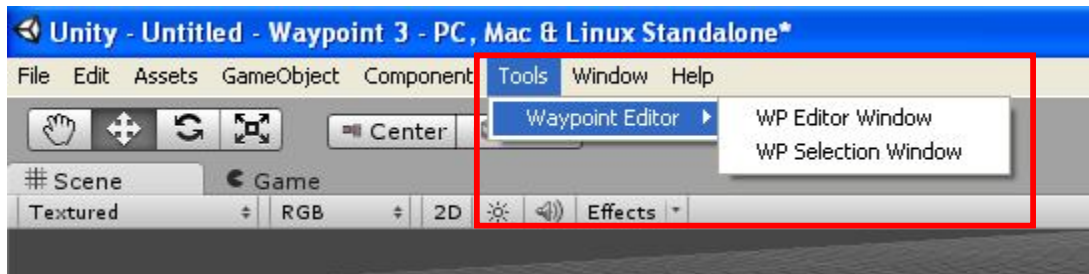
How to setup the waypoint system editor .....	3
Waypoint menu .....	3
WP Editor .....	4
WP Gizmo Activation Controls .....	4
WP Creation Controls .....	6
WP Color Controls .....	7
WP Size Controls .....	9
WP Connections Control .....	11
WP Selection .....	12
Waypoint Inspector .....	13

## How to setup the waypoint system editor

To correctly setup the waypoint system editor you should import the waypoint system editor into Unity.

### Waypoint menu

Once the waypoint system has been imported, you can see a new section in the toolbar called Tools. Under this section you can find the user interface for the waypoint system.

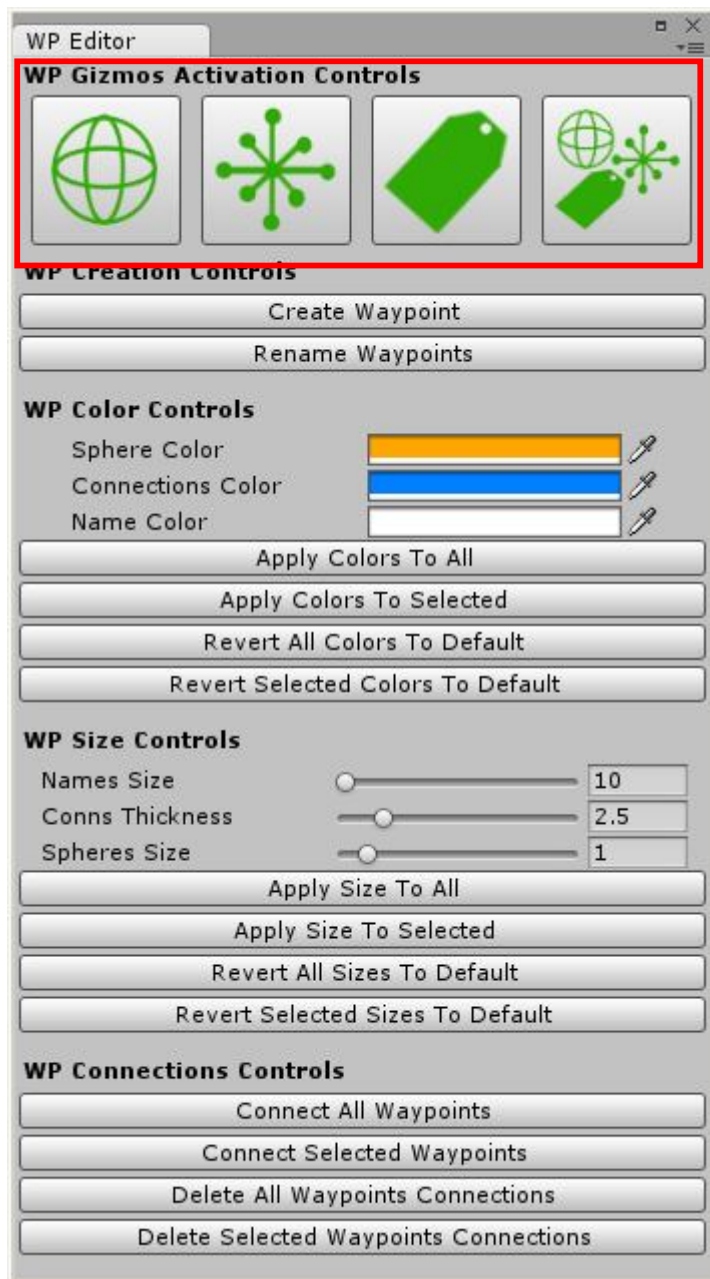


In case this menu is not shown just click in any other menu and it will appear.

## WP Editor

The actions performed in this window will affect all waypoints in the scene.

### WP Gizmo Activation Controls



### Activate/ Deactivate All Spheres



This will activate/deactivate all the gizmo spheres for all the waypoints in the scene. The color of the button will be green when the spheres are activated and red when they are inactive.

### **Activate/ Deactivate All Connections**



This will activate/deactivate all the gizmo connections for all the waypoints in the scene. The color of the button will be green when the spheres are activated and red when they are inactive.

### **Activate/ Deactivate All Names**



This will activate/deactivate all the gizmo names for all the waypoints in the scene. The color of the button will be green when the spheres are activated and red when they are inactive.

### **Activate / Deactivate All Gizmos**



This will activate/deactivate the three gizmo components (sphere, connections and name) for all the waypoints in the scene. The color of the button will be green when the spheres are activated and red when they are inactive.

## WP Creation Controls



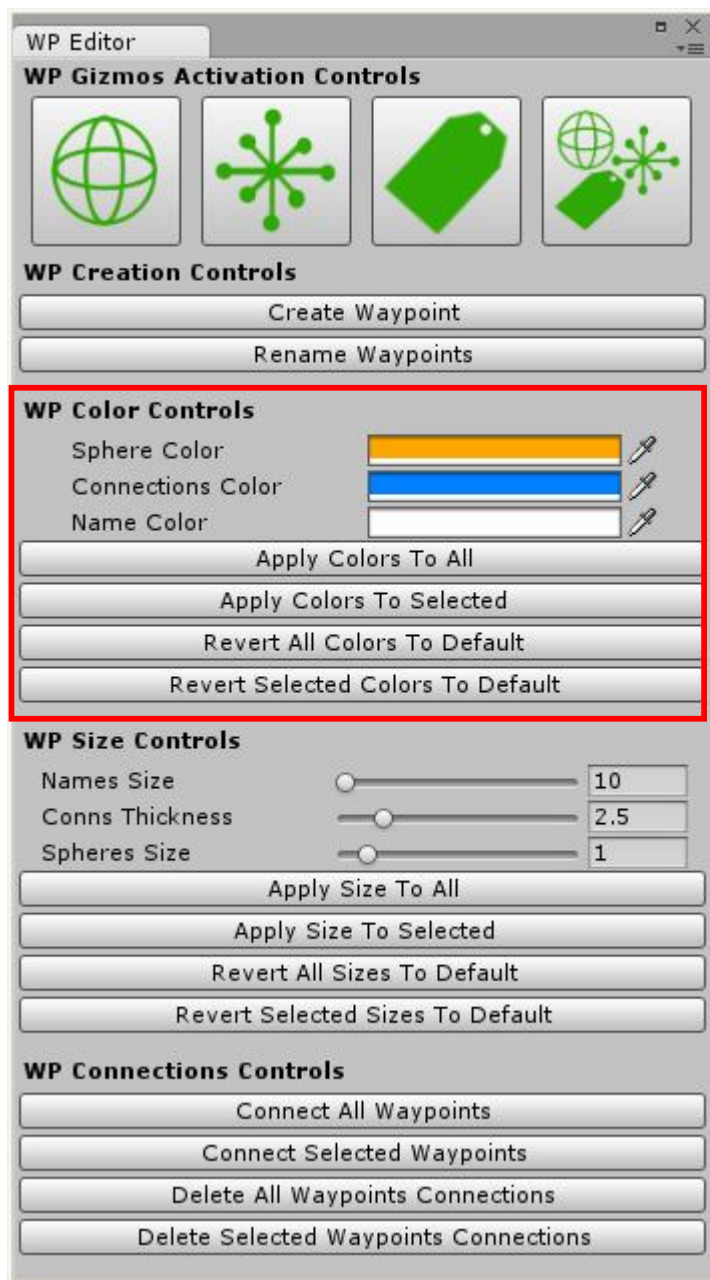
### Create Waypoint

Creates a new waypoint in the origin (position (0, 0, 0)).

### Renaming Waypoints

Renames all the waypoints from 1 to N in the order they had been added to the scene.

## WP Color Controls



The three color controllers are used to select the colors for the different gizmos (sphere, connections and name), the colors will not be applied to the gizmos on the scene until the button apply colors has been pressed.

### Apply Colors to All

This will apply the colors selected in the color controller to all waypoints in the scene.

### Apply Colors to Selected

This will apply the colors selected in the color controller to all waypoints that are selected in the scene.

### **Revert All colors to default**

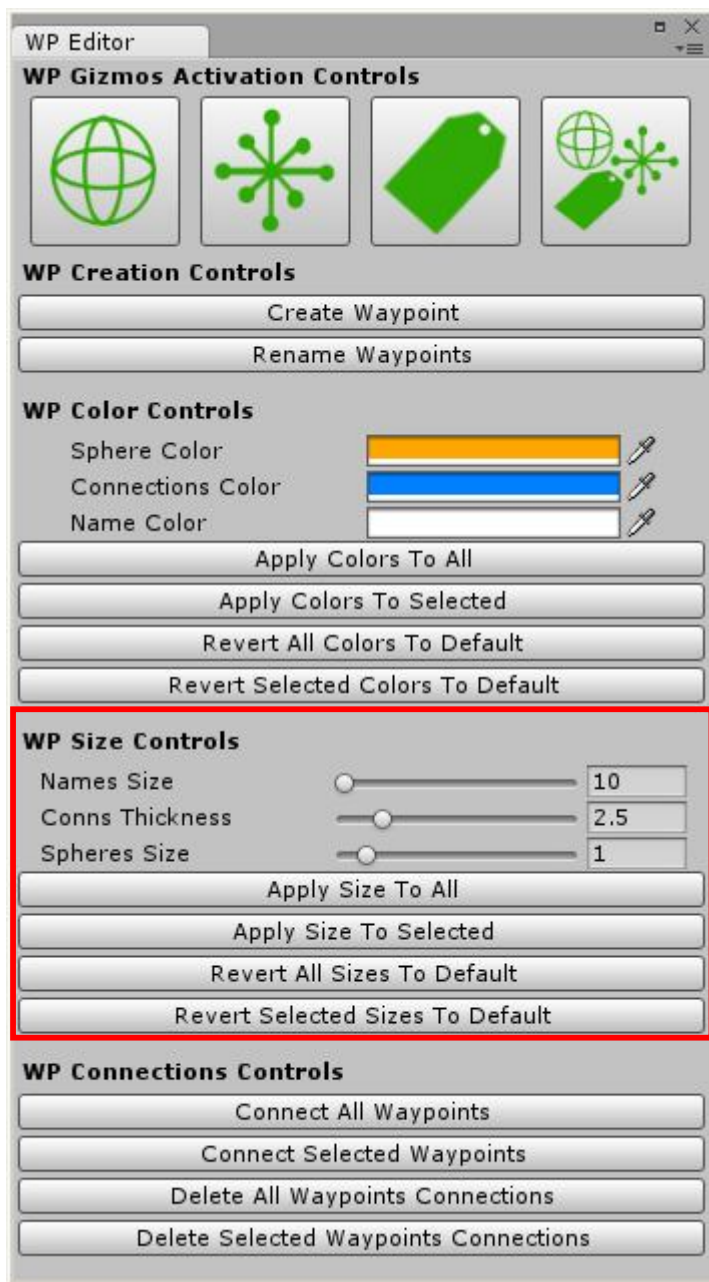
Changes the colors of all the waypoint gizmos in the scene to the default ones (orange for spheres, white for names and blue for connections).

### **Revert Selected colors to default**

Changes the colors of all the selected waypoint gizmos in the scene to the default ones (orange for spheres, white for names and blue for connections).



## WP Gizmo Size Controls



The three size controllers are used to select the size for the different gizmos (sphere, connections and name), the sizes will not be applied to the gizmos on the scene until the button apply size has been pressed.

### Apply Size to All

This will apply the sizes selected in the size controller to all waypoints in the scene.

### Apply Size to Selected

This will apply the sizes selected in the size controller to all waypoints selected in the scene.

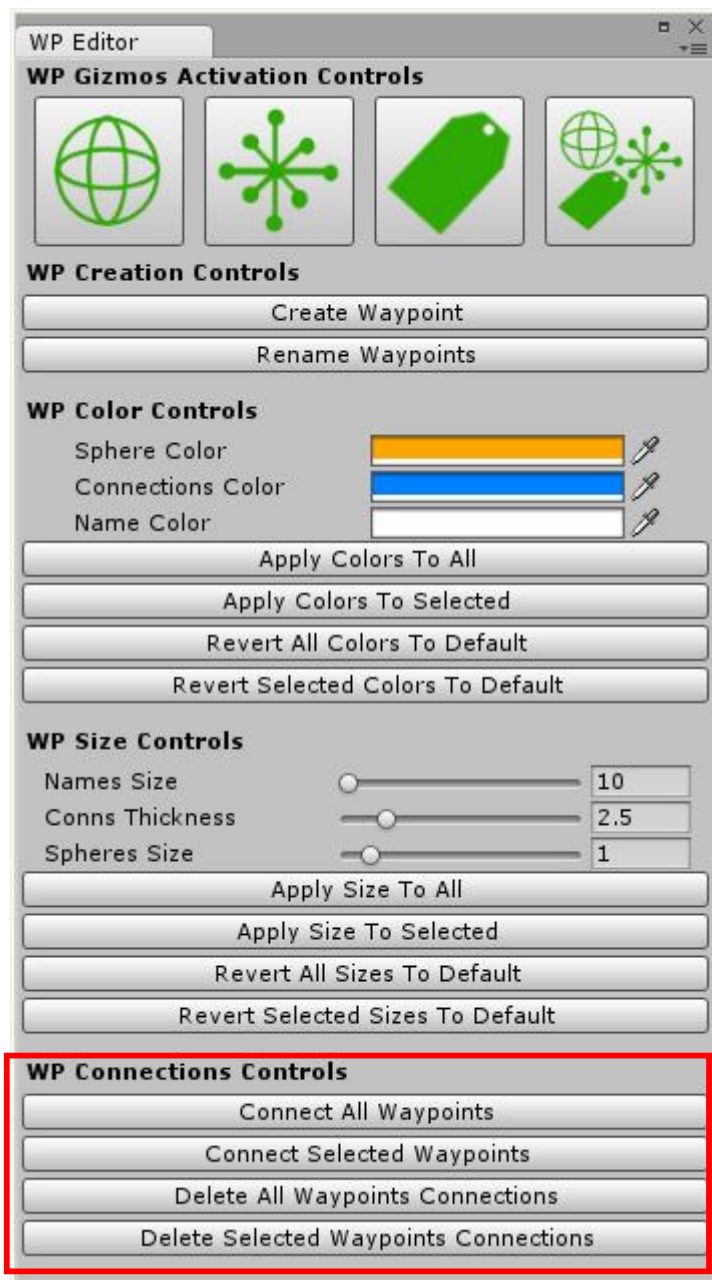
### **Revert all sizes to default**

Changes the sizes of all the waypoint gizmos in the scene to the default ones (10 for spheres, 2.5 for names; 1 for connections).

### **Revert selected sizes to default**

Changes the sizes of all the selected waypoint gizmos in the scene to the default ones (10 for spheres, 2.5 for names; 1 for connections).

## WP Connections Control



### Connect all waypoints

This connects all waypoints in the scene, making a full connected graph.

### Connect Selected Waypoints

This connects all the selected waypoints in the scene.

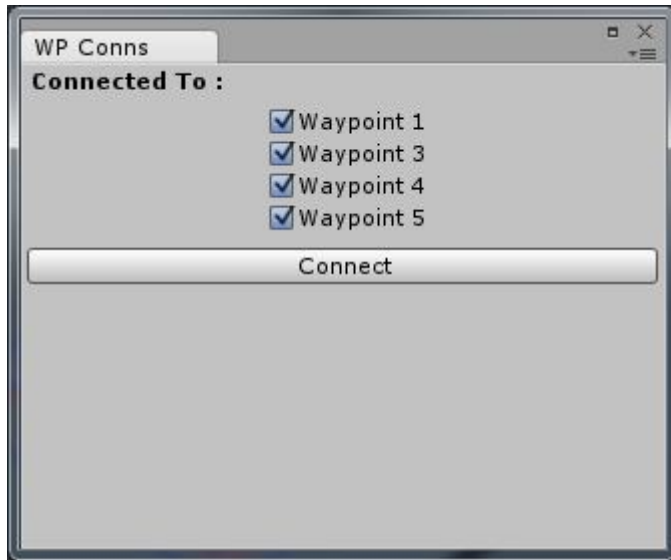
### Delete all waypoints connections

This is used to delete the existing connections for all the waypoints in the scene.

### Delete selected waypoints connections

This is used to delete the existing connections for all the selected waypoints in the scene.

# WP Selection

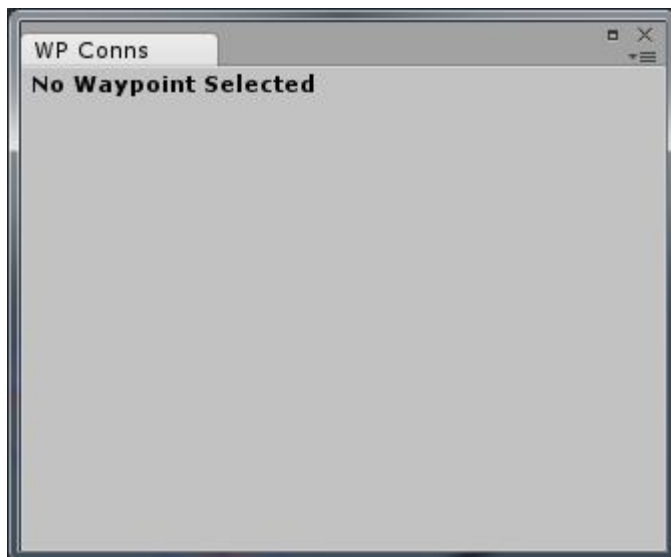


This window is use to set up the connections for a waypoint.

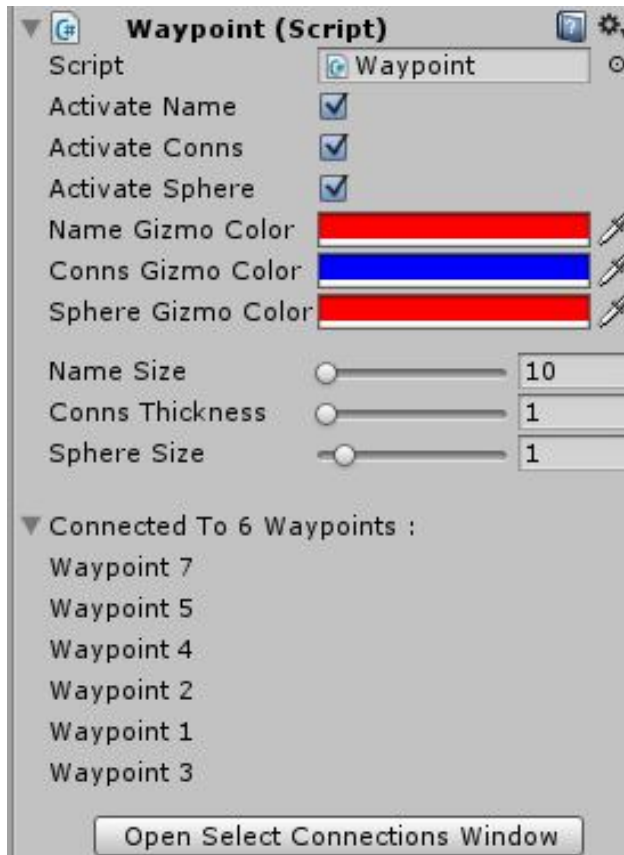
When a waypoint is selected in the Hierarchy, this window will show a list of all the waypoints in the scene but the waypoint selected, along with a checkbox indicating if it is connected to that waypoint or not.

Here you can select/deselect the connections to the other waypoints, but the changes will only be applied when pressing button "Connect". Once pressed the scene view will show the new connections.

When no waypoint is selected the WP selection window shows a message indicating it:



## Waypoint Inspector



Through the Waypoint Inspector you can individually change the waypoints gizmos appearance and size as well as activate/deactivate them in the scene view. To change the gizmos for all the waypoints in the scene, use the Waypoint Editor Window instead.

Selection Window can be accessed from here if needed by clicking the button "Open Select Connections Window"

Additionally to the Selection Window, you can find here a list of the current waypoints connections.