Thank you!

Thank you for your purchase of PolyWorld for Unity. More detail documentation is found online at http://polyworld.qt-ent.com

Questions? Concerns? Email support@qt-ent.com with your Unity Asset Store invoice number. It's on the receipt that was emailed to you after your purchase.

Please consider providing feedback on PolyWorld in the Unity Asset Store. Good reviews enable me to make more high quality content for your project!

Before you begin, here are some important points to consider when using the toolkit:

- Terrain color calculation is dependent on the Game View window size. Ideally, set the Aspect Ratio to 1:1.
- When using the PolyWorld Mesh Converter script, the script will convert the **prefab parents** of the selected Game Objects and store the result in Assets/Faceted Meshes. If you selected an invalid gameobject, the script will tell you.
- Only square terrains are supported
- If you're using a custom terrain script, but you're still editing a standard Unity Terrain, Polyworld will still work with it. If not, send me an email. Terrain Toolkit is tested and is compatible.

Known Issues

- Rotating the terrain on any axis other than Y invalidates its collision. This is ok if you don't plan on doing physics interactions. To get accurate collision, delete the terrain collider and add a mesh collider.
- The terrain mesh isn't a Unity Terrain, so it can't take advantage of tree and detail painting or dynamic tesselation.
- Regenerating terrain deletes the old mesh and creates a new one. Any custom components applied will be removed. (will fix later)
- Terrain doesn't LOD like Unity Terrain, but you can render different levels of terrain detail with the dropdown box and manually setup the LOD stages if you use Unity Pro after the mesh has been chopped into multiple gameobjects.
- Can't delete triangles from the terrain. The terrain collision will not respect the change.
- Trees don’t sway. Planned for future builds