Simple Map Editor v1.0.0

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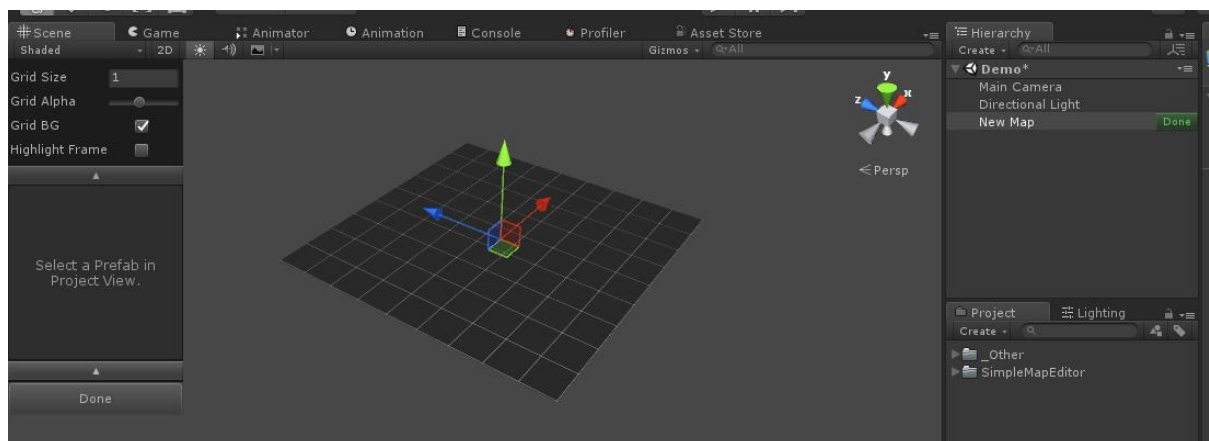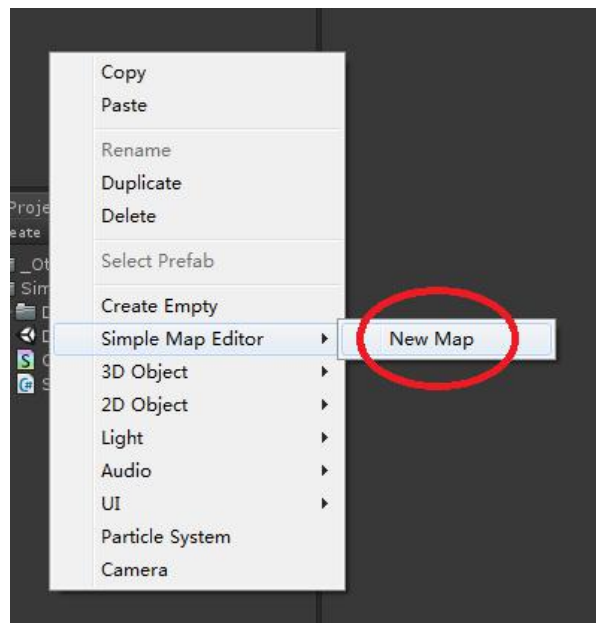**Home Page:**

https://simplemapeditor.codeplex.com/

Video Turtle:
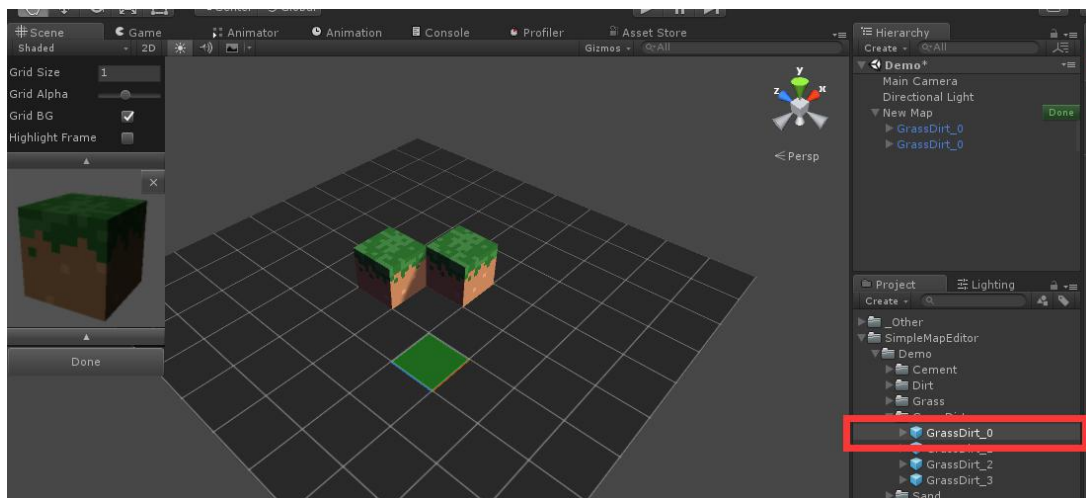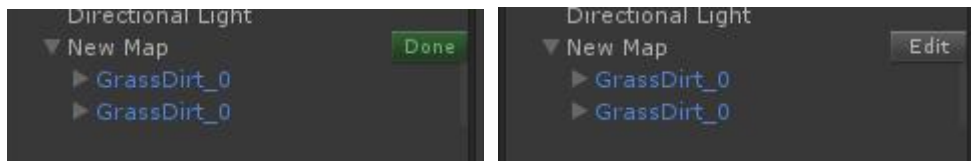
https://youtu.be/mstBq3jIXM8

How To Use:

1, Right click in Hierarchy , choose "Simple Map Editor >> New Map" to create a empty map in scene.
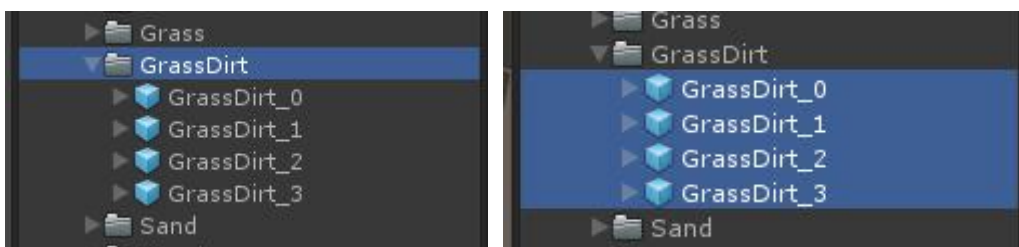
2, Select prefab(s) in project view, Left click the map to paint it.
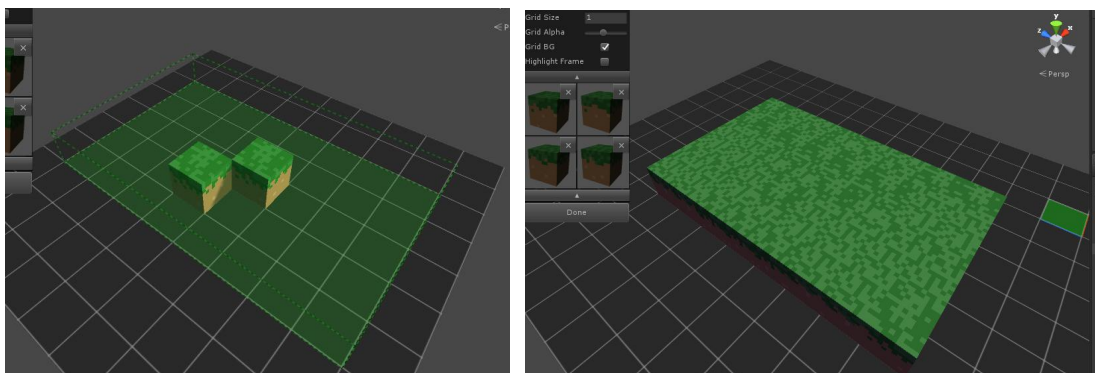

3, Click "Done" button to stop editing. Click "Edit" button to continue edit.
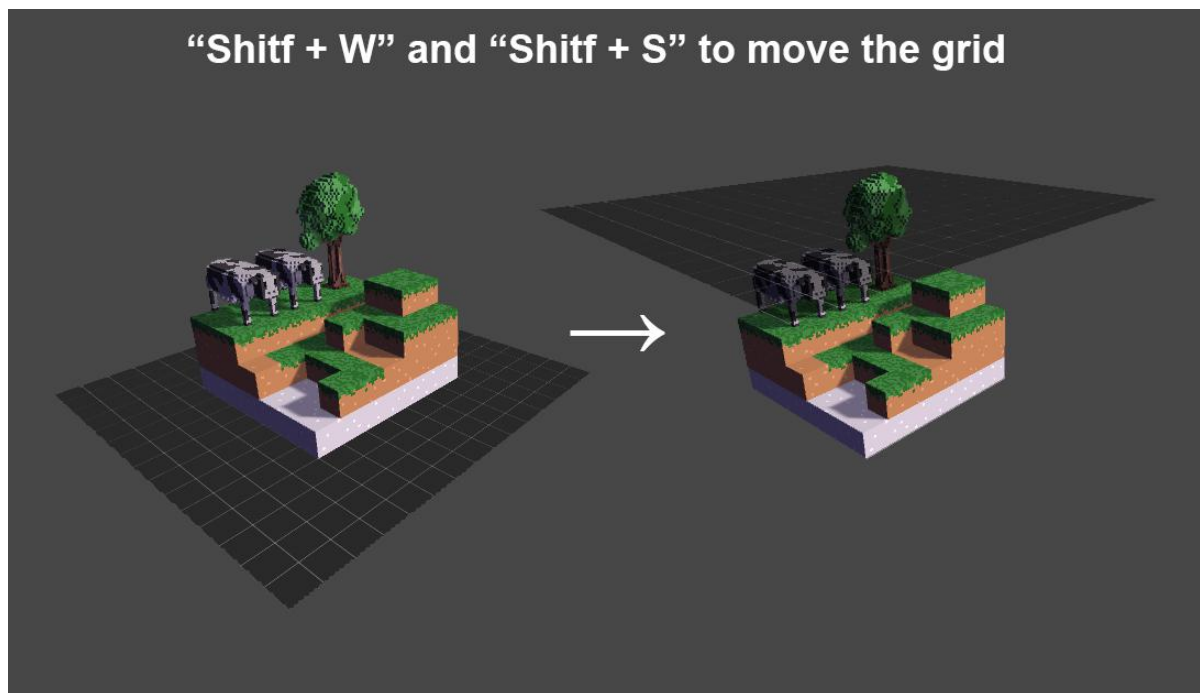

4, Select a folder or multiple prefabs to random paint.

5, Drag and drop to paint in a rectangle.

6, Use "shift + w" and "shift + s" to move the grid.

"Shitf + W" and "Shitf + S" to move the grid

7, Some basic settings in the top left corner of scene view.

Grid Size 1 → size of a tile base

Grid Alpha → grid line and background's transparency

Grid BG → show grid background or not

Highlight Frame → highlight hovering object or not

Select a Prefab in Project View → preview of the selecting prefabs

Done