# CARTOON MAIN STREET BAKERY

## Documentation

### by MindsEdge Studios LLC

Hello! and thank you for purchasing Cartoon Main Street Bakery! This set contains a grand total of 536 objects. 87 construction pieces include Walls, Half Walls, Pillars, Window Displays, Floors, Ceilings, Doors, Doorways, (including color variants, and wallpapers). Also with 449 prop pieces, including: Baked goodies of many sorts, Openable display cases, boxes, and containers, Table and stools, Shelving and standalone displays, Dishes, Cake toppers, Cash Register & currencies, and much more.

A Demo Scene is included for reference purposes.  The set is easy to use, and contains at least 8 colors of everything with variations of patternry for complete and total customization, or a full scene of one color from floor to ceiling. With baked goods there are up to 42 frosting colors & 16 cake colors for lots of customization. Also 14 prop patterns: from cupcake wrappers, to placemats. As noted above, all of the display cases, glass counters, pastry boxes, and bakery boxes open. The glass front of the counters come off with ease to place your props! AI & PSD files are included to change the "Goodies Galore" signs on the boxes and windows if needed in this package.

 Updates and compatible packages to the Cartoon Main Street Bakery will be added in the future to the asset store, so keep an eye out! This is also the first installment of the Cartoon Main Street Collection, look for more shops, restaurants etc. in the near future!

We do take requests, and very much appreciate feedback on how we're doing!  If you have questions or suggestions, would like to purchase custom work, or are interested in the texture psds, just let us know!  You can reach us by email at support@mindsedgestudios.com   Being West Coast time, our reply time may vary, but we will contact you within 24 hours.

You can also visit us/like us on our linked Facebook page on our Unity profile or visit our web site at MindsEdge Studios LLC (mindsedgestudios.com).

**Using Unity Snap Settings:**
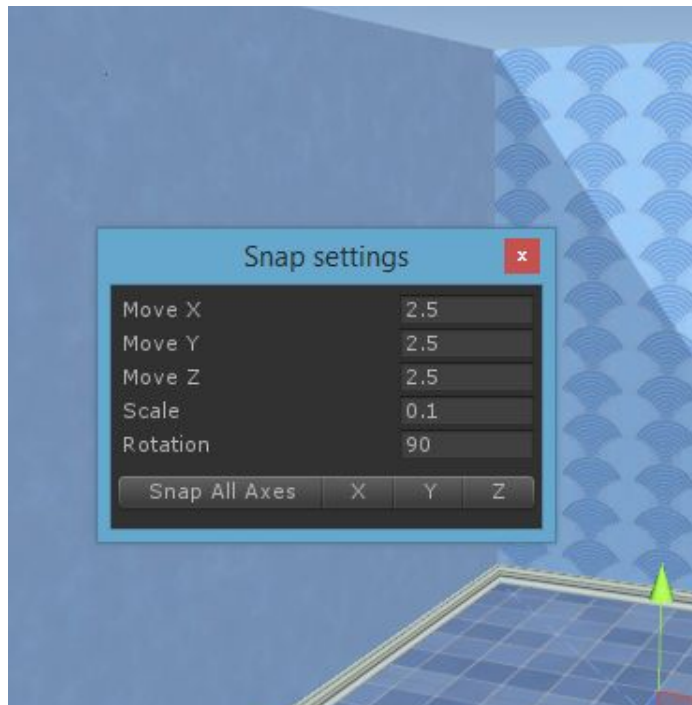
The floors, ceilings and walls are created with the concept of using snap settings or some other Unity asset such as *Snazzy Grid*. The screenshot to the left shows how to set up *Unity Snap Settings* for the 5x5 walls and floors. Be sure to click the *Snap All Axes* button.

It is recommended to set your first floor tile position transform at 0,0,0. Not only does it make the snap setting easier to use, but you can also easily calculate the position of walls and floors as you add them to your scene. **Note**: Just a reminder, you will need to hold the *Ctrl* key for the snap settings to work properly when moving a selected prefab.
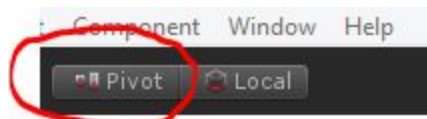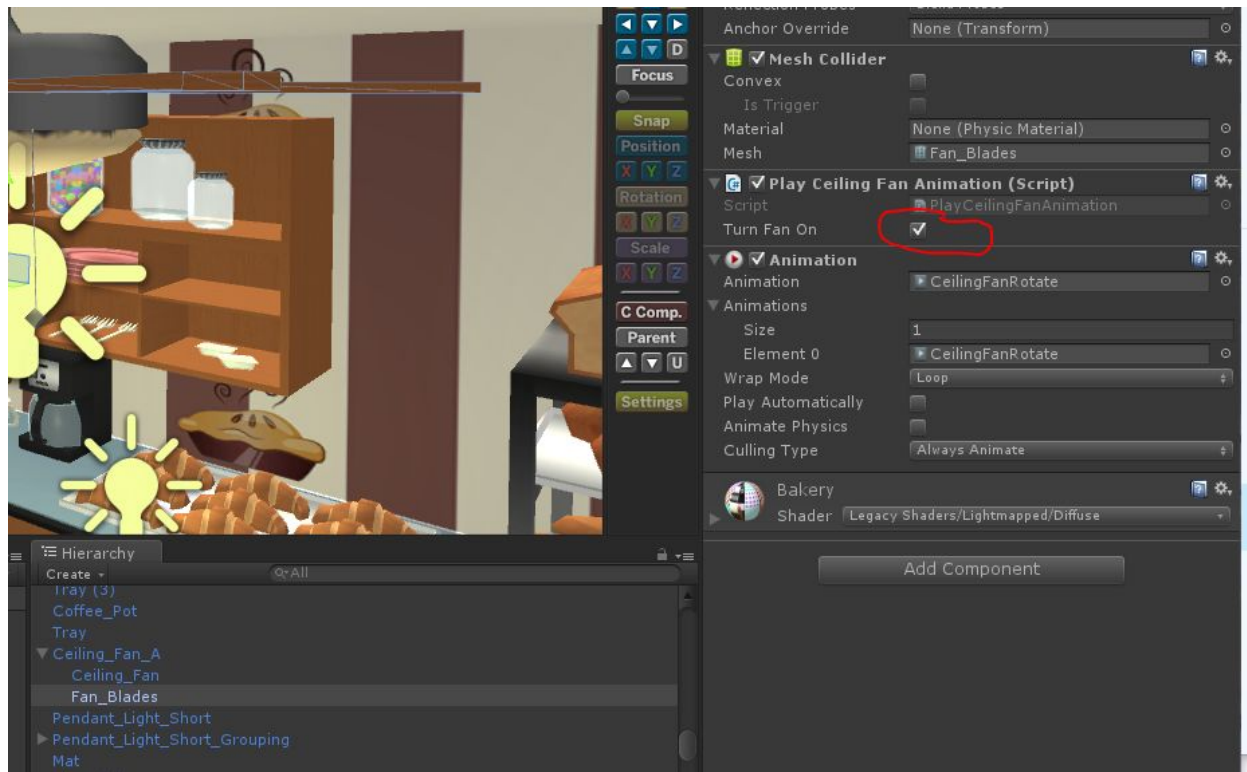
When using the wall, ceiling and floor pieces, set your pivot point to *Pivot* and not Center so that the Unity gizmo will be correctly positioned. The pivot for the walls will be positioned as seen below:
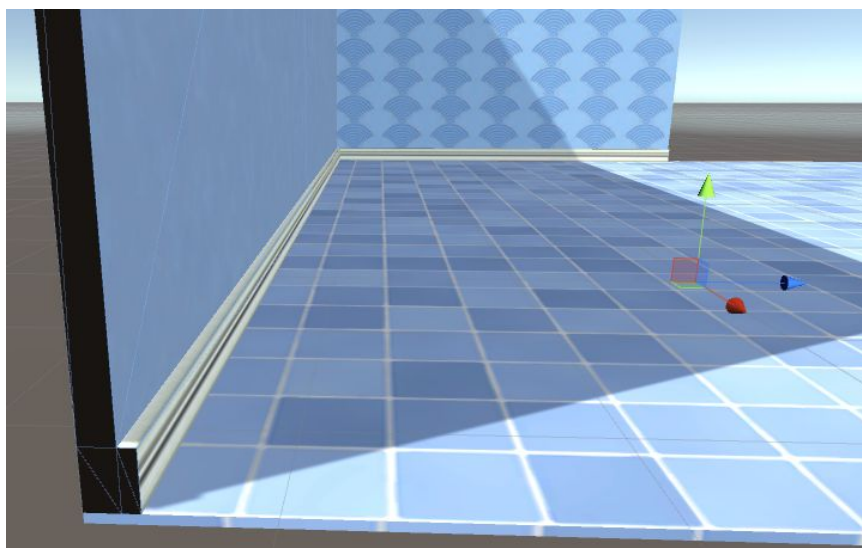
In this example, a wall is selected.

When properly placed, the footing of the wall will be positioned on the floor tile as seen here.

**Turning the Ceiling Fans on or off:**



- Find the *Ceiling_Fan* prefab in the scene Hierarchy.
- Expand the prefab and select the *Fan_Blades*.
- In the Unity Inspector, select the *Play Ceiling Fan Animation* script component and enable or disable the *Turn Fan On* checkbox to turn the fan blades on or off.