INFINITILE

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InfiniTile

## Audio Visualizer Asset Documentation

Abstract

The purpose of this asset is to provide the users with a tool that allows them to create moving 2D backgrounds for their projects with one prefab: InfiniTile Manager. This tool allows to create different size backgrounds and move them in multiple directions and velocities. The tool will use tiles in order to accomplish its purpose.

Before Starting

The asset has **one demo scene** for you to test it, play it to have a **preview** of what you can do with this asset.

The asset contains 4 tiles. Feel free to use these tiles in your projects or to test the asset.
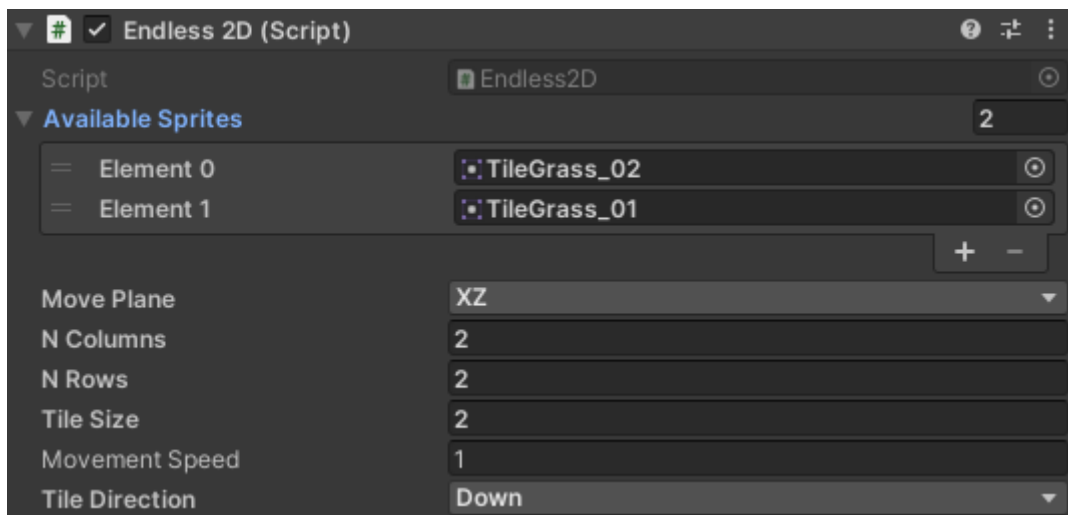
If you want to import your own tiles make sure that they are a perfect square and that the pixels per unit parameter is set as the same size of the image. For example a 32x32px tile has to have its pixels per unit parameter set in 32.
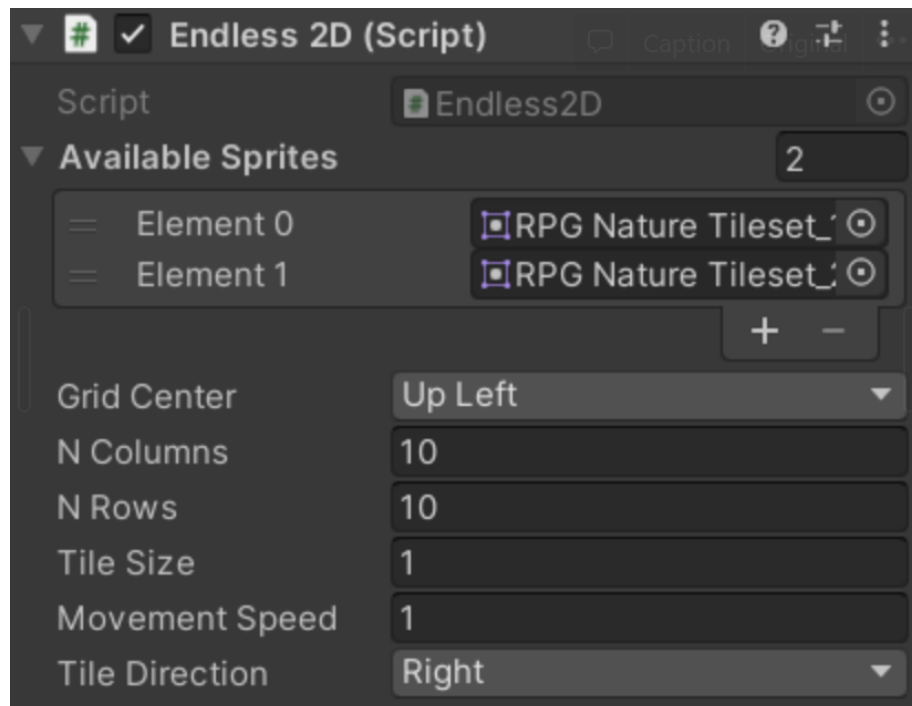
To access this panel click on your sprite in the editor.

Prefabs

- **INFINITILE MANAGER**

    This is a prefab that contains a pooler and the manager of the tiles. This game object is the core of the asset and just by dragging it to the scene you can start working with it.

    The main script of the asset is *Endless 2D* here is where the manager of the tiles lies.

    1. **Available Sprites** is the first available parameter. This array contains the sprites that every tile will be using. Every sprite that you add to the array will appear in the final terrain.
    2. **Move Plane** is the two axis where your tiles will move. You can change it before play mode and see how the grid changes its position.
    3. **N Columns** and **N Rows** are the parameters that control the amount of tiles the grid will have. Change these parameters in order to add or decrease their amount.
    4. **Tile size** represents the size of each individual tile. When the value is 1, each tile has the size of an Unity unit.
    5. **Movement speed** is the velocity the Tiles move, keep in mind that if it is a negative number the tiles will change direction. **This parameter can change during play mode.**
    6. **Tile direction** is the direction all the tiles will move to.

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HOPE YOU LIKE IT,
HAVE FUN!
:)

- JPPC & MGC