Multistory Dungeons User Manual

Version 1.6

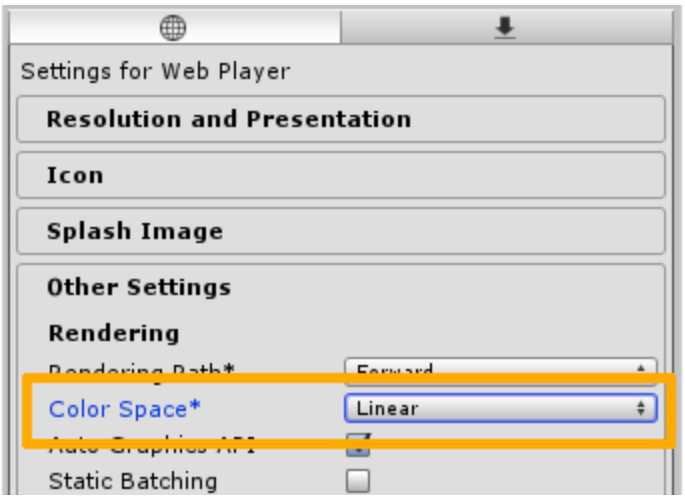
Contents

COLOR SPACE 2
LIGHTMAPS 3
SNAPPING 4
QUICK START 5
ROOMS AND TILES 13
DUNGEN INTEGRATION 15

COLOR SPACE

Check your color space settings under **Edit -> Project Settings -> Player -> Other Settings** and choose a correct **.unitypackage** for your project.

For new desktop projects, we recommend using **Linear** color space as it provides more accurate rendering than gamma space.



Use **"MultistoryDungeonsPC<u>Linear</u>1.6.unitypackage"** if your project is in **Linear** space and **"MultistoryDungeonsPC<u>Gamma</u>1.6.unitypackage"** if it is in **Gamma** space.

Same is true for mobile versions, except that it says **Mobile** instead of **PC**: **MultistoryDungeons<u>Mobile</u>Gamma1.6.unitypackage**

The set should not look too bright or too dark. If it does, you are probably using the package that does not match your settings.

Note that new scenes in **Mobile** version are going to look much brighter after baking the lighting. You can preview the final brightness by switching your platform to Desktop and color space to Linear.

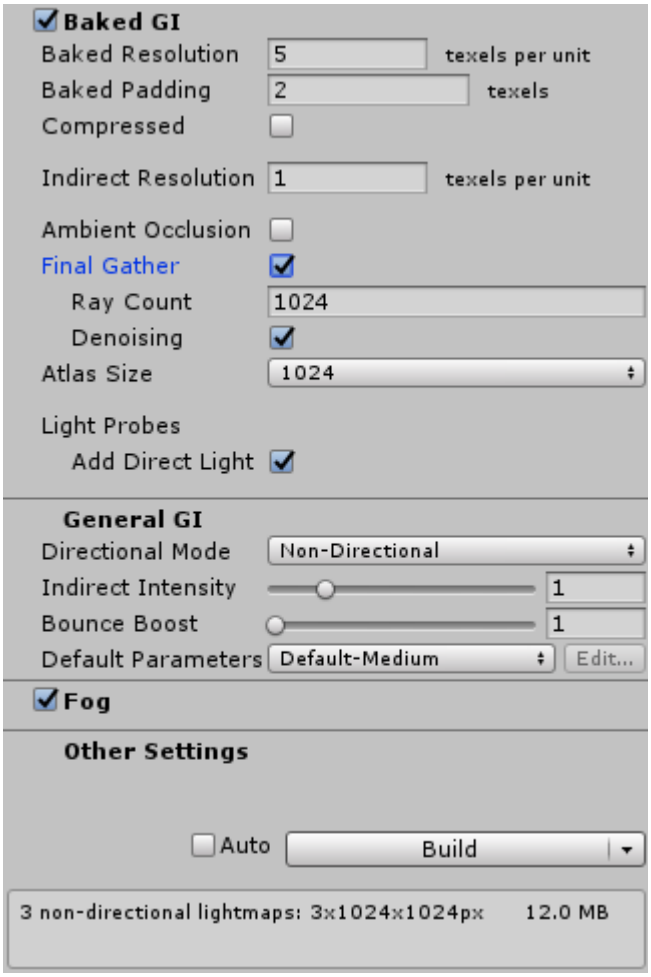
Learn more about color space: http://docs.unity3d.com/Manual/LinearLighting.html

LIGHTMAPS

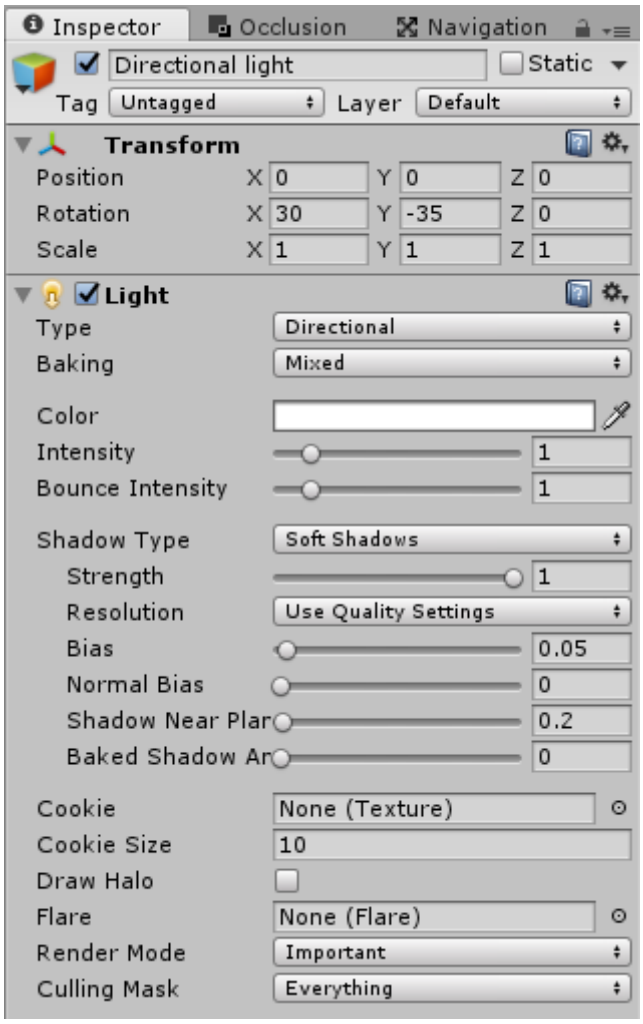
Baking lightmaps becomes a powerful optimization tool when it comes to mobile or VR projects.

The pack is set up to work with the **lightmap resolution of 5** and above. This may seem like a small number, but it is enough to bake the indirect light with the minimum of visual artifacts. You can get detailed shadows of dynamic objects by using a Directional Light.

Note that if you check “Compressed” in Baked GI settings, the lightmaps are going to have noticeable visual glitches of green and red color on the borders of the shadows.



Lighting Settings

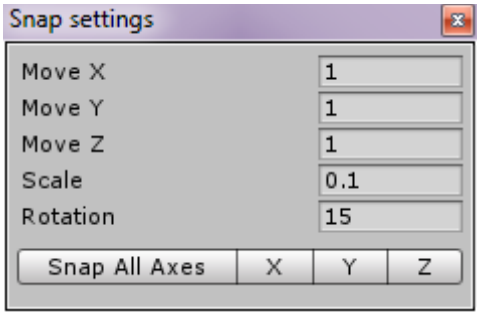


Directional Light Settings

SNAPPING

You can activate snapping by holding Control (Command) key while moving and rotating objects.

Open window **Edit > Snap Settings.** Default settings should work just fine.



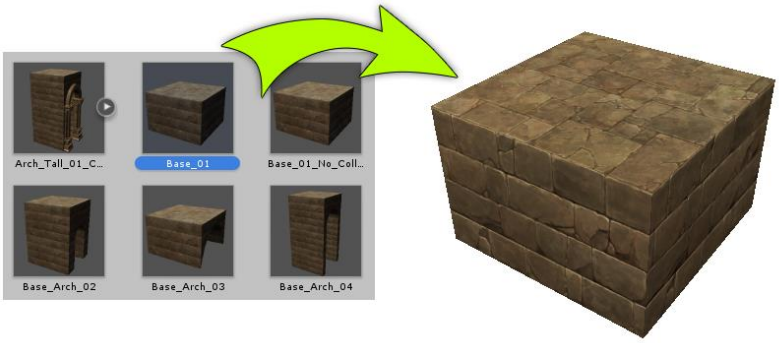
Snap All Axes is a very useful button, which moves selected objects to the nearest snapping points. If you are not using third-party plugins for snapping, you need to press Snap All Axes button every time you add a new object to the scene.

We also recommend using ProGrids which is now free:
https://assetstore.unity.com/packages/3d/progrids-111425

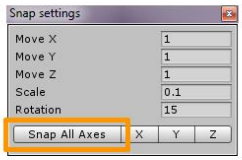
QUICK START

Start building a level with a basic block “Base_01” found in **Multistory Dungeons > Prefabs > Base.** After dragging it to the scene, press **Snap All Axes** button in Snap Settings window (**Edit > Snap Settings**). You can add new prefabs or duplicate existing ones using hotkey Ctrl+D (CMD + D). Move objects holding Ctrl (CMD).

1.Drag and drop Base_01 to the Scene



2. Press Snap All Axes

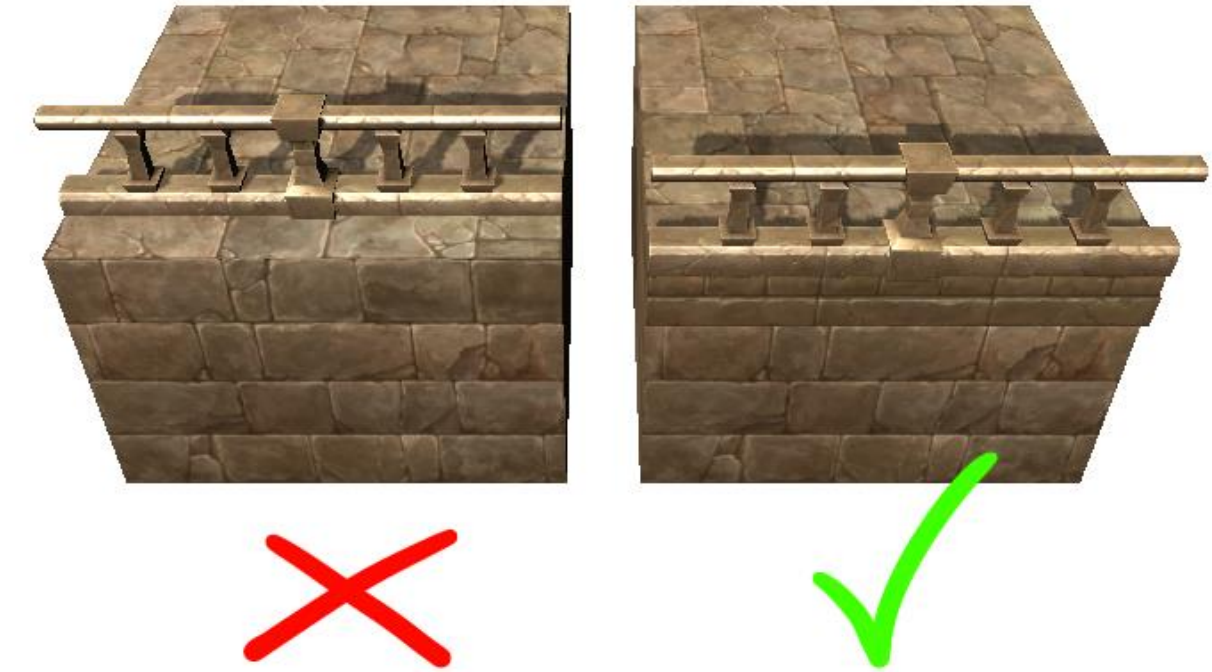


3. Duplicate (Ctrl+D/CMD+D), move holding Ctrl/CMD

4. Add staircase and railings

You'll find all prefabs in their corresponding folders inside **Multistory Dungeons > Prefabs**

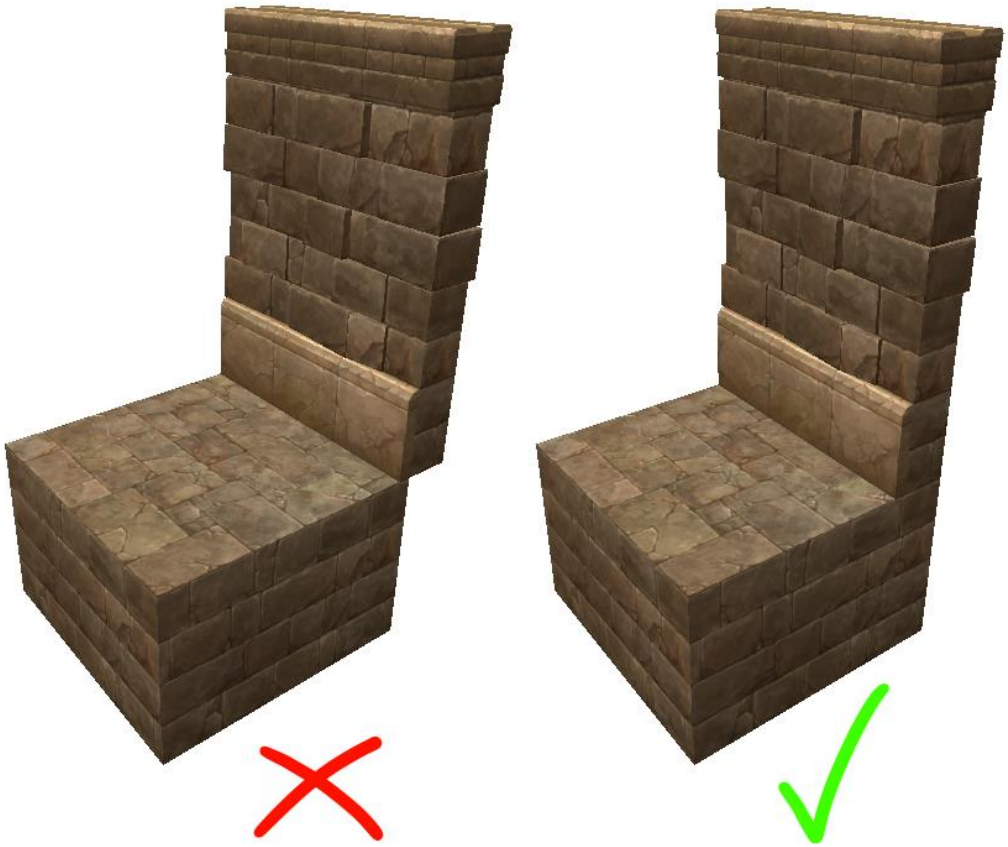
Continue adding new prefabs, following a few guidelines:



Railing pillar should be placed in between railings.

Arches vary in size and have corresponding base blocks and walls. If you're not sure which one to use, you can just pick a preset from **Prefabs > Base** or **Prefabs > Walls.**

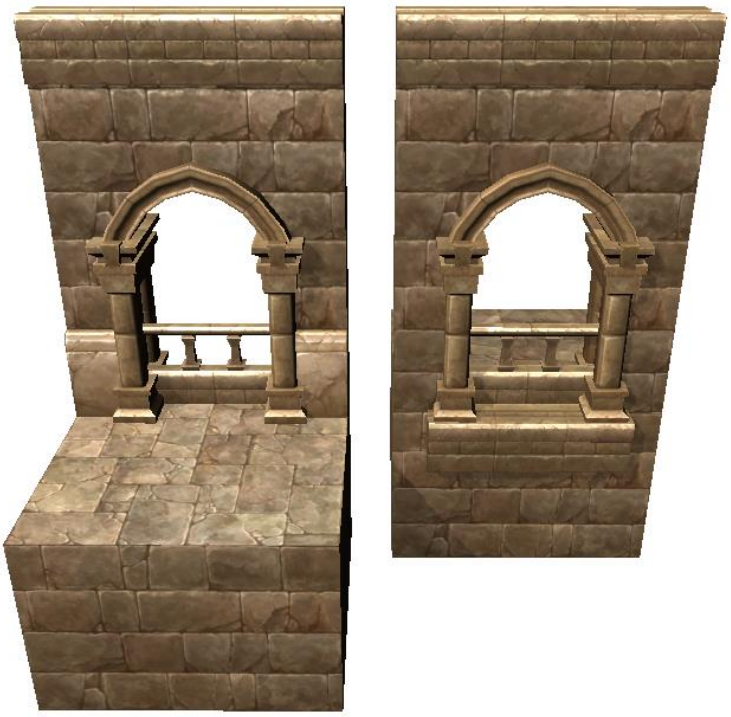
Arch_Door_01 and Arch**_Door_02** may be closed with doors. Most arches can be closed with bars.



Try to place walls on some surface.

You'll find wall parts and decoration pieces in **Prefabs > Walls > Parts.**

The new version provides many 1-st person prefabs that can be used for top-down views as well – ruined versions of walls, floors, windows, arches etc. (**Prefabs > FIRST-PERSON**).



The railing called **Window_Filler_01 (Prefabs > Railing)** is designed to close arches so the Player can see what is behind but will not fall out of the level.

You can make a niche in a wall, using an arch and the asset called **“Wall_Filler_01” (Prefabs > Walls).** Or you can just use a preset from **Prefabs > Walls** (“Wall_Arch_05_Decorated” for example).

First-Person Mode

You will find prefabs designed for first-person projects in **Prefabs > FIRST-PERSON**.

Important! The latest version of the pack provides an entirely new set of prefabs for 1-st person projects. Previous set has been moved to “OBSOLETE” folder and kept for compatibility. All your previous designs will still work, but we do not recommend using the obsolete prefabs in the future.

As always, you can just connect elements using snapping.

Ceilings can be flat or vaulted, this is up to you – both ways work fine.

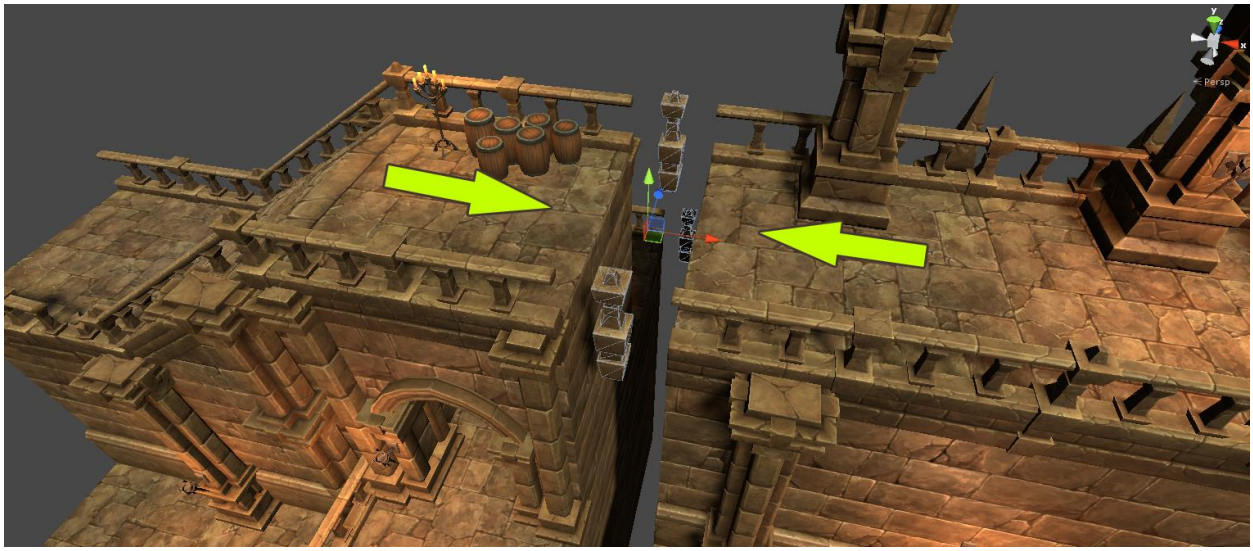
Sometimes, the regular column doesn't work on inner corners. You might want to use **"Column_Inner_Corner_01"** prefab for this kind of situations (Prefabs\FIRST-PERSON\FP Columns and Decor).

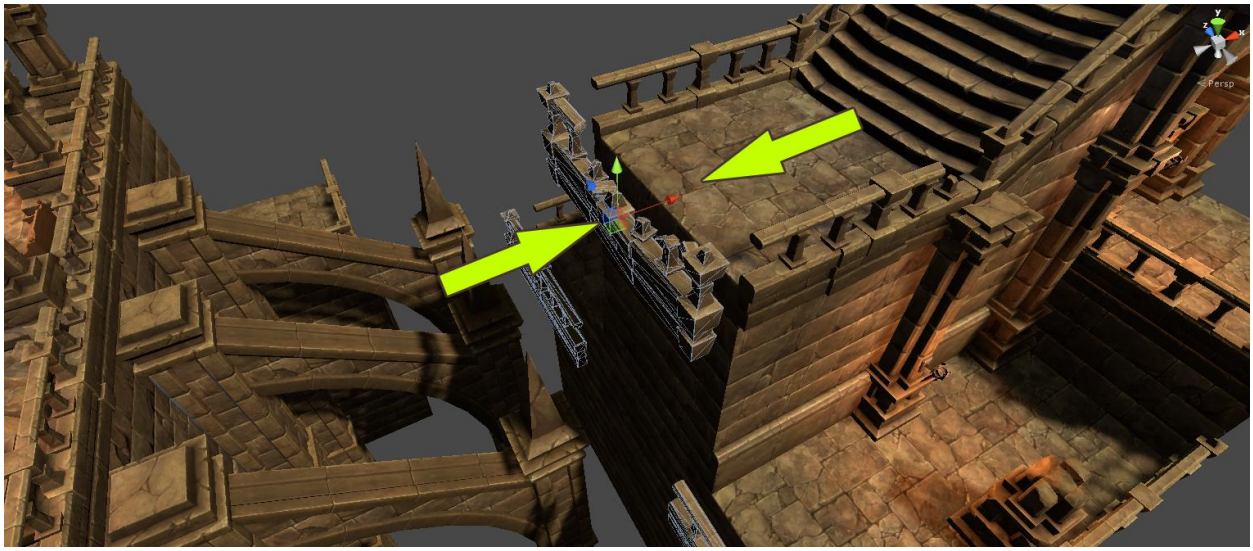
Please refer to the demo scene **“First-person Demo 2”** to discover more assets and use cases.

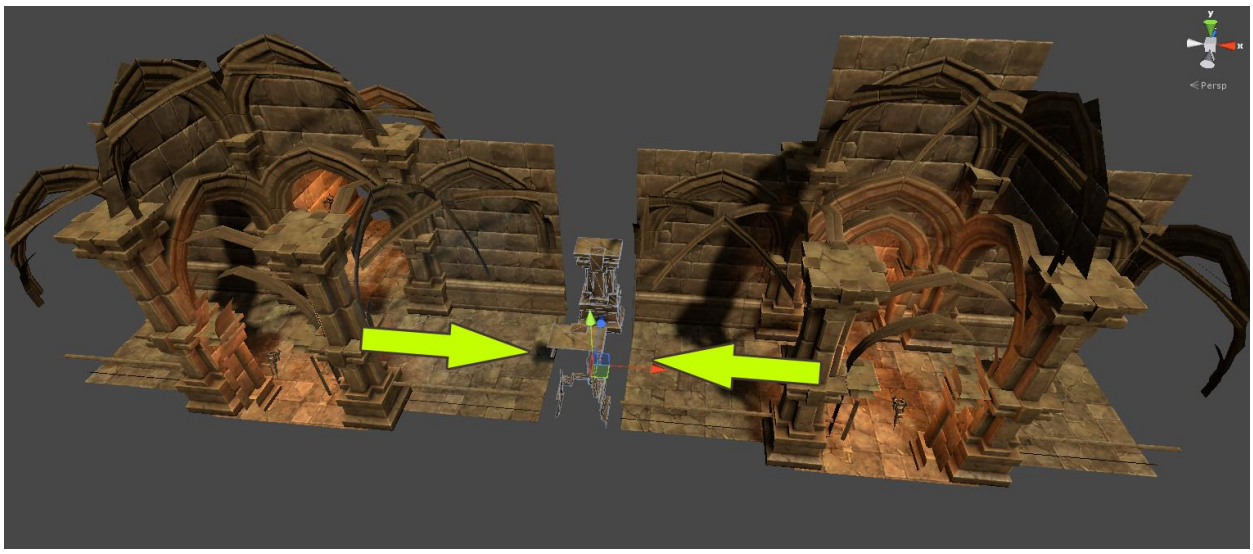
ROOMS AND TILES

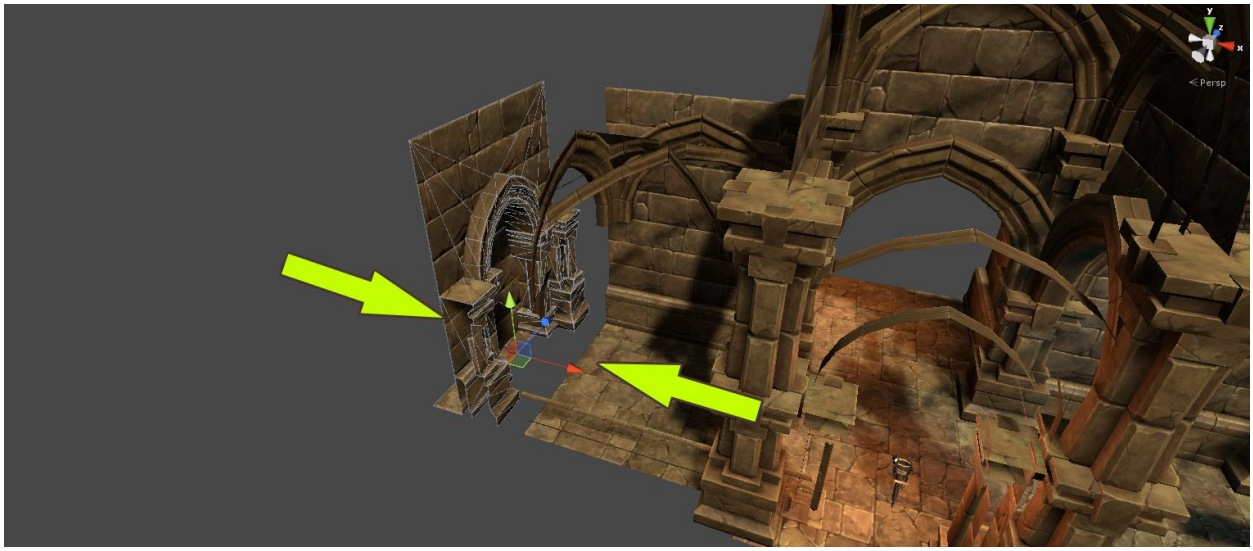
You'll find pre-made top-down tiles in **Prefabs > TD TILES** and first-person rooms in **Prefabs > FIRST-PERSON > FP ROOMS.**

Rooms and tiles have "doorways" or places to connect to each other. You can put specific prefabs (connectors) to the place where two tiles or rooms are connected. You also need to close unused doorways. These connectors can be found in **Prefabs > FIRST-PERSON > FP ROOMS > FP Connectors** for 1-st person rooms and in **Prefabs > TD TILES > TD Connectors** for top-down tiles.






Persp


Persp

DUNGEN INTEGRATION

DunGen related prefabs can be found in **Prefabs > DunGen Presets.**

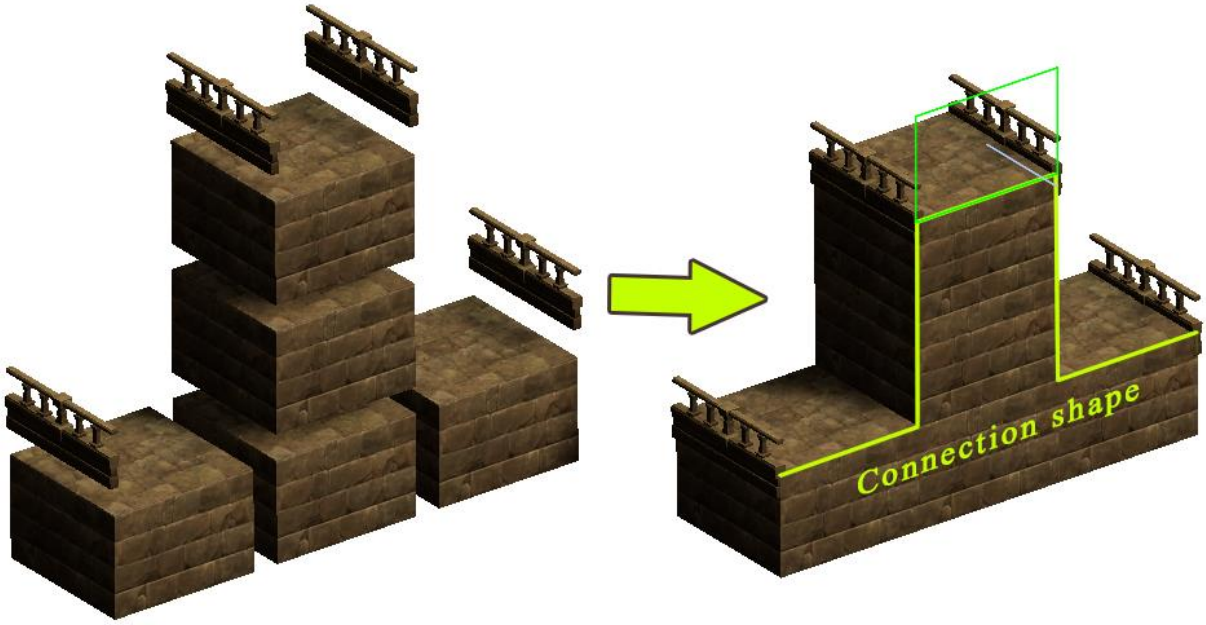
DunGen ready rooms and tiles are located in **Prefabs > DunGen Presets > First-Person Rooms** and **Prefabs > DunGen Presets > Top-Down Tiles.**

Demo levels and tilesets can be found in **Prefabs > DunGen Presets > Demo.**

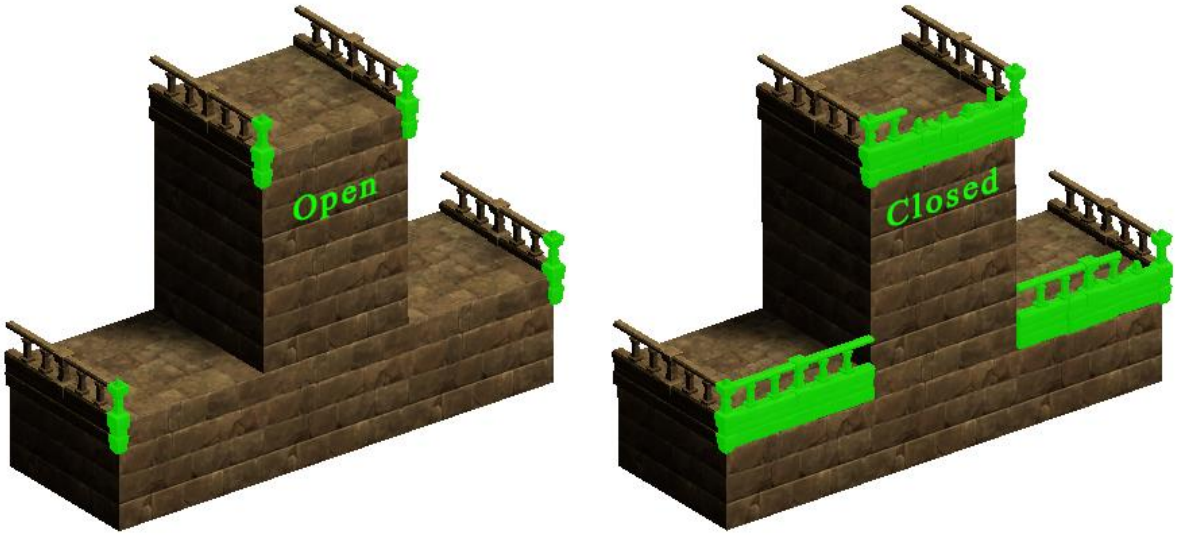
In **Prefabs > DunGen Presets** you'll also find two scenes containing source rooms and tiles.

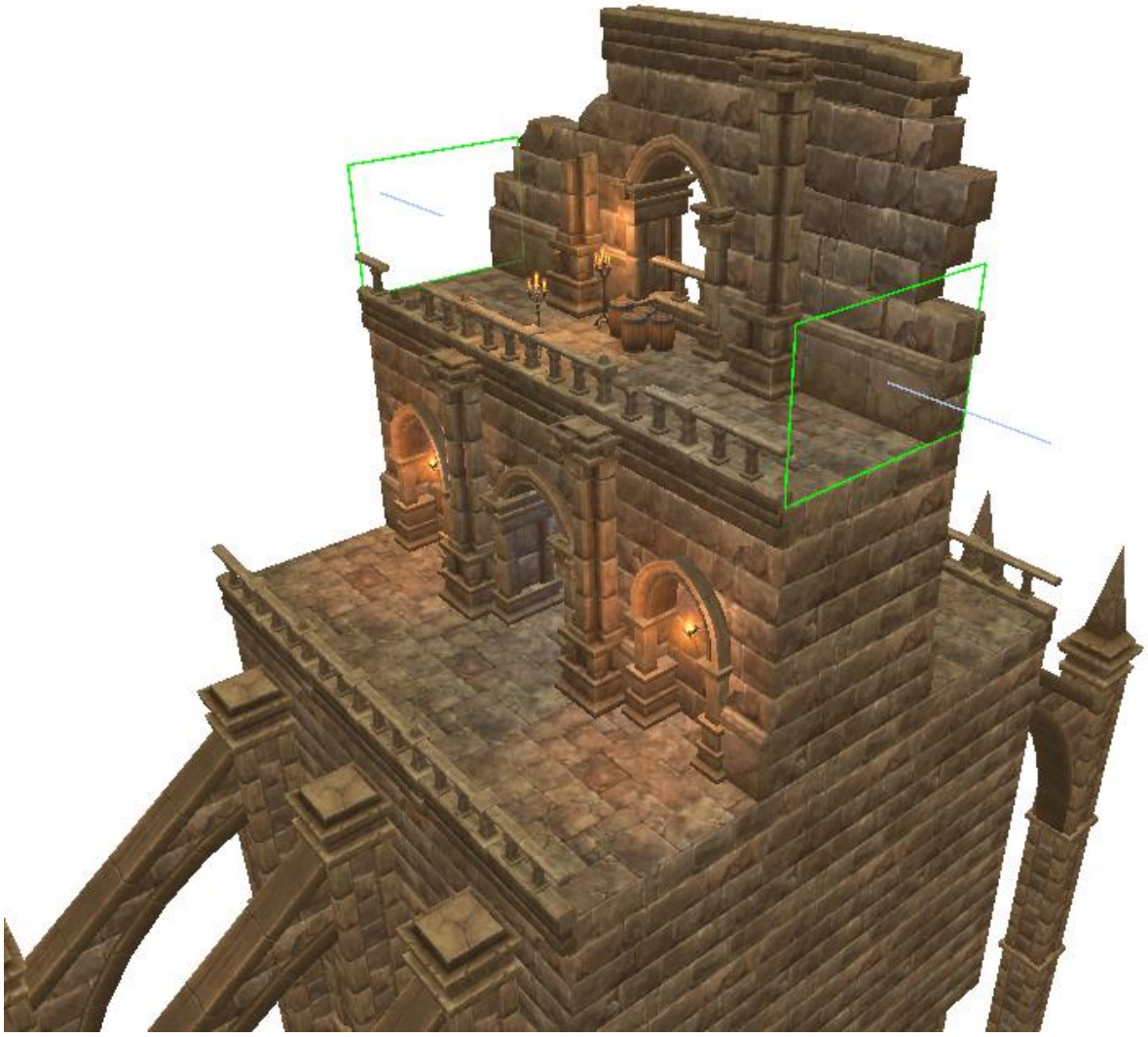
If you'd like to make new rooms that are compatible with those provided with the set, you need to follow certain pattern regarding "doorways" (see the pictures below).

For Top-Down



DunGen will place "Open" and "Closed" prefabs depending on doorway state.





You can add walls, it should work just fine. Please note that only upper floor is walkable, lower floors serve as a background.

Use doorway prefabs from **Prefabs > DunGen Presets > Doorways** for this particular pattern.

For First-Person

Demo scenes are located in **Multistory Dungeons > Scenes**

If you have a question or comment, please contact us at manastation3d@gmail.com

Follow us on Twitter: https://twitter.com/ManaStation

Facebook: https://www.facebook.com/mana4free

And Instagram: https://www.instagram.com/manastation3d

Let us know about your projects with Multistory Dungeons!

Send us (at manastation3d@gmail.com) a couple of screenshots of your game, project name (even a working pre-alpha name will do) and any contact information you feel like sharing – twitter, facebook, website etc. We are always excited about seeing how the assets are being used; it helps us stay closer to the community and improve the assets.

For retweet, mention @ManaStation in a message!

Thank you for choosing Multistory Dungeons!