

HEXAGON GLOBE GUIDE

version .1.3

(sphere tiled map generator/editor)

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Introduction

The package is designed to display a spherical model of the world map as a set of hexagonal tiles. This form is often used in the development of interactive games for the display position of units, terrain and other game objects on spherical maps.

Pack tested for Unity version 5.6.3f1 and 2018.1.0b13 for PC platform.

The package contains a ready to compile a set of elements, showing the performance of all parts, such as a scene, materials, scripts, textures.

In version 1.3, the package functionality was expanded to editing any hex tile vertexes and 2D map projection.

A UI was created that allows you to customize the details of each tile.

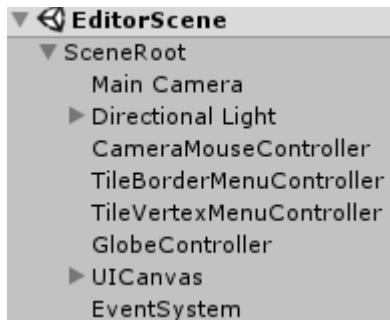
New tile parts are taken into account in the course of the pathfind algorithm work.

Was added new improves and fixes.

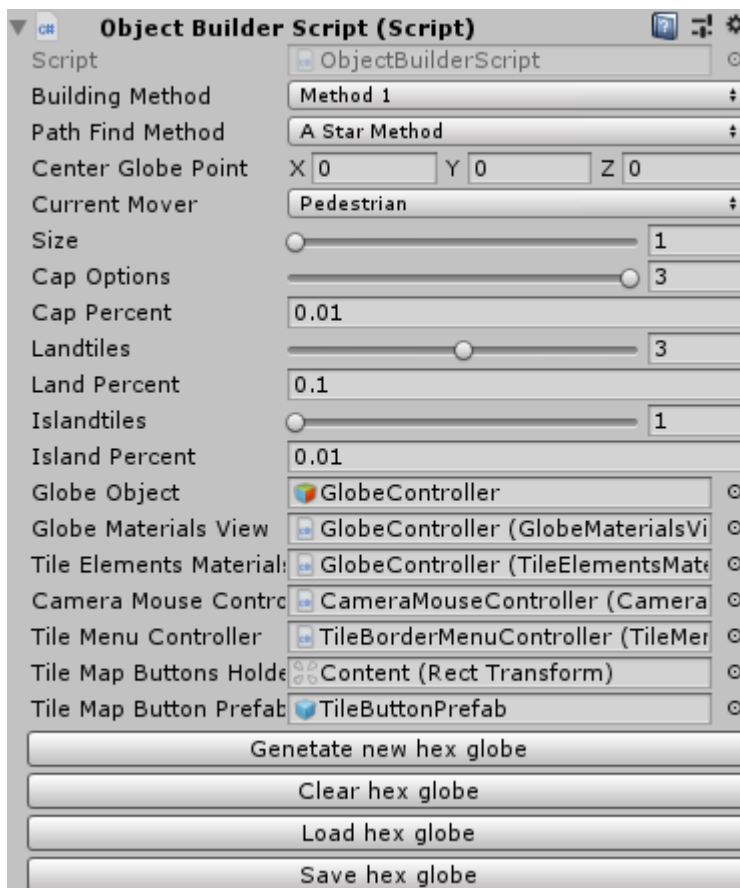
All improves previous versions saved.

How to use

1. After you import the package you get all set of assets list go to the Scenes folder and load scene "Editor Scene"



In the scene tree, select the object "Globe Controller". The game object "GlobeController" attached script "ObjectBuilderScript", which contains the fields, options, and buttons to generate, delete, save and load map.

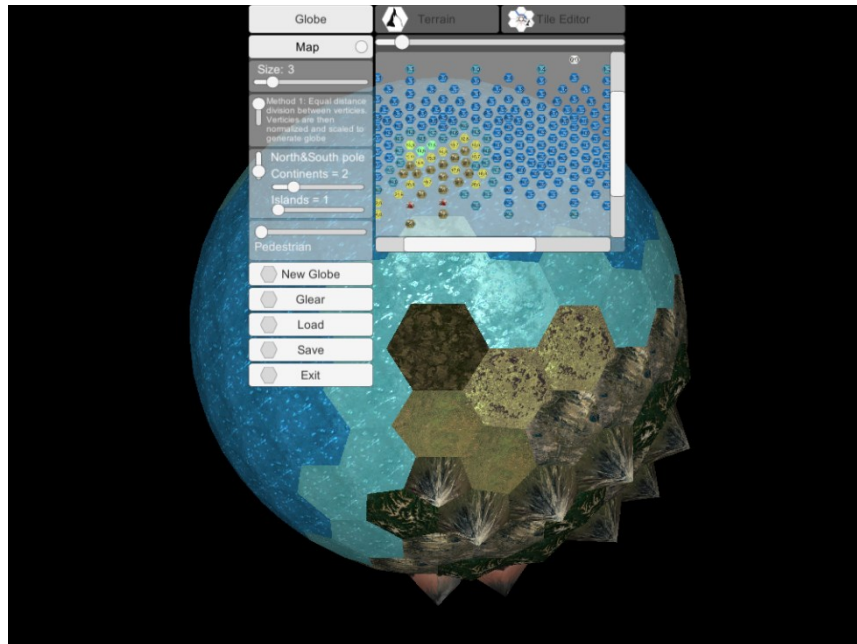


With options you can choose one of three algorithms for map generation and one of the two search algorithms minimal path between the tiles.

Property values affect the final appearance of the generated maps and can be changed at the request of the developer.

Zoom is implemented by the mouse wheeling, and an overview of the camera by pressing the right mouse button. Also deselect tiles implemented by right mouse button click.

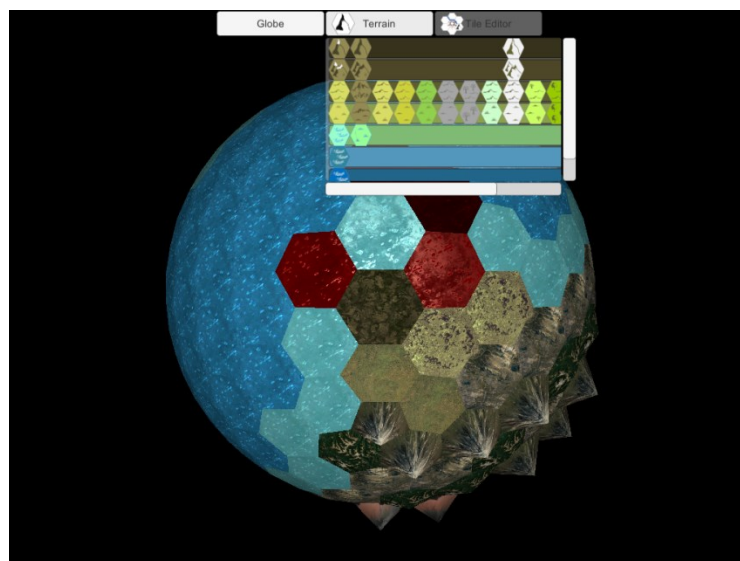
After compile and start the project select menu “File”, change slider “Size”, and click to “New Globe” button. Result on picture above.



File menu contains buttons for control map generation, clearing, saving, loading, and exit of application. Sliders controls define map size, building method, and several properties of map generation.

Button “Map” open scalable and scrollable 2D map projection generated globe.

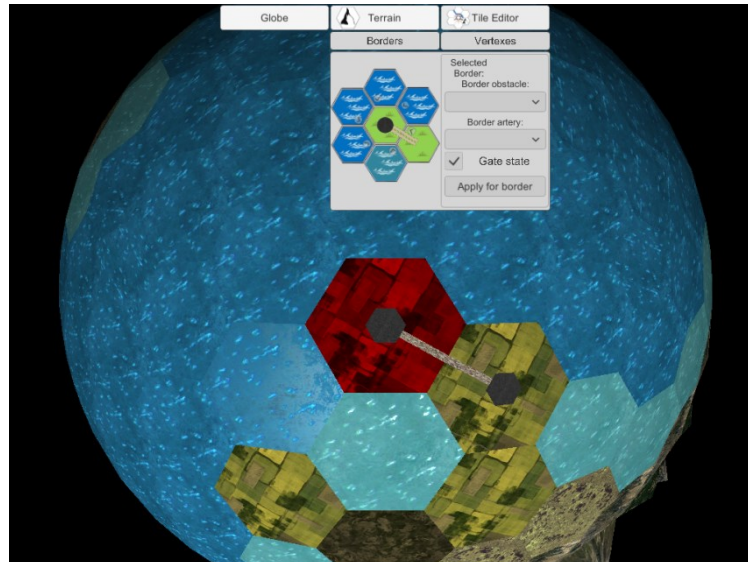
Menu “Terrain” contains the different types of tiles that can be applied to previously selected tiles to change them. See picture above.



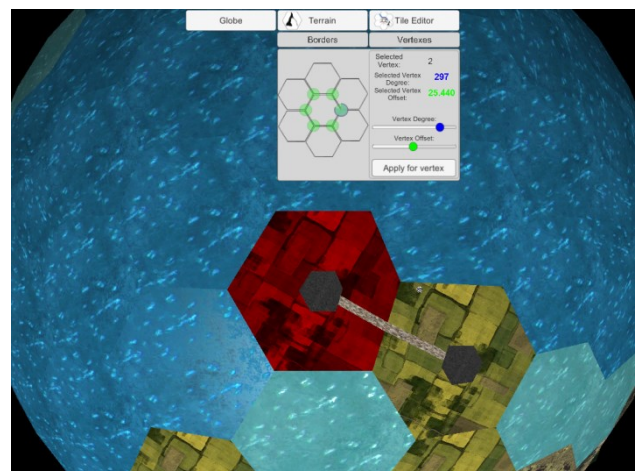
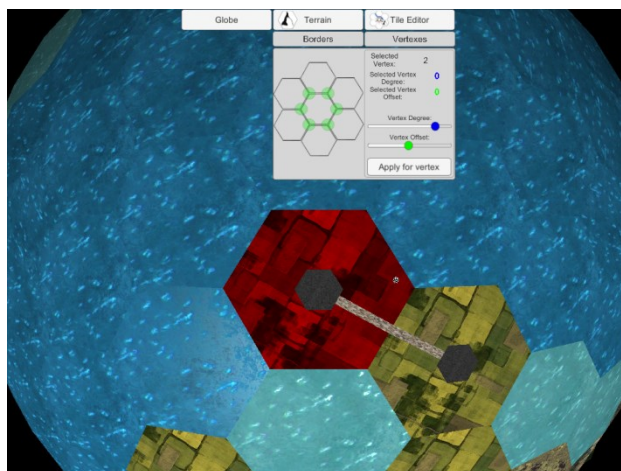
Press and hold “Ctrl”, press left mouse button and select area on map.

The menu “Tile Editor” contains two submenu: “Borders” and “Vertexes”.

First - for editing roads and obstacles between tiles. Depending on the file types, you can select the type of road or obstacle between tiles. Edit roads and obstacles is allowed only for one dedicated tile.



And second – for editing placement of each tile vertex.



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