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1、 Introduction

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XSGridEditor is a lightweight square grid map system for 2D/3D SRPG games, and comes with a simple and easy-to-use grid editing function. It can be used as a beginning for you to create SRPG games.

2、Setup before use

The operation of XSGridEditor requires the installation of the following unity packages:.

1. **2D Tilemap Editor** : The brush for editing the map depends on it.
2. **Cinemachine**: XSCamera depends on it. XSCamera is a SRPG camera class that controls the movement range and angle.
3. **nput System**: XSCamera's movement depends on it.

3、 Demo Scene

The sample scene as a demonstration is **Scenes/Demo_1.unity**. Next, all the nodes in the scene (Figure 1) will be introduced one by one.

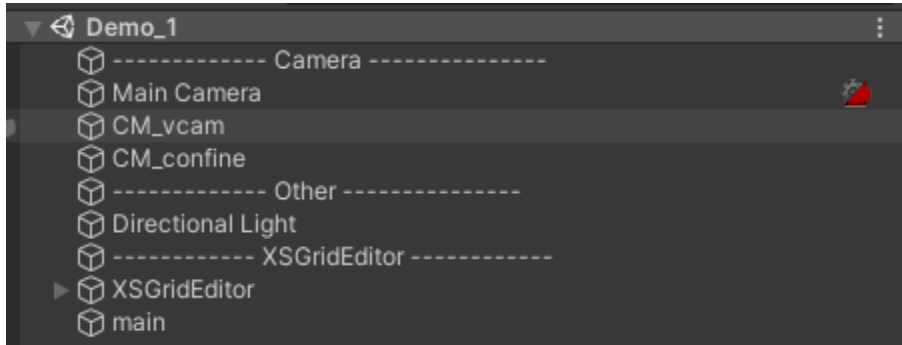


Figure 1

3.1 Camera

As shown in Figure 2, Camera mainly consists of 3 nodes. Because we use the Cinemachine package. If you don't know what Cinemachine is, you can take a look at the official introduction first. it's really a great package!

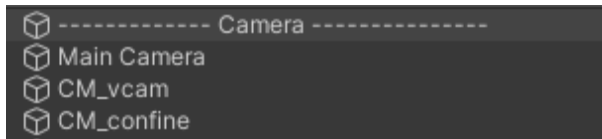


Figure 2

3.1.1 Main Camera

Main camera in the scene.

3.1.2 CM_vcam

The virtual camera of Cinemachine, in order to realize the SRPG camera, mainly uses the following scripts:

- Cinemachine Input Provider: The script provided by Cinemachine to controls the camera, and the control is implemented based on the Input System plugin..

- Cinemachine Confiner: A script provided by Cinemachine to control the movement range of the camera.
- XSCamera: The SPRG camera implemented by this package uses the above two scripts to move the camera when the mouse is at the edge of the screen, and the arrow keys control the camera angle.

3.1.3 CM_confine

The Box Collider on the node controls the camera movement range, no need to set it yourself, it will be automatically generated according to the range of the XSTileNode when the game is initialized.

3.2 XSGridEditor

XSGridEditor is an important part of this package, as shown in Figure 3, there are mainly 3 nodes.



Figure 3

3.2.1 XSGridEditor

Provides some common functions when editing tiles.

3.2.2 TileRoot

The tiles added with XSGridEditorBrush are added to this node. You can change the size of the tiles by adjusting the CellSize of the script Grid on the node.

3.2.3 UnitRoot

Units added with XSUnitNodeBrush are added to this node.

3.2.4 PrefabRoot

Objects added with XSPrefabNodeBrush are added to this node by default, you can also change to other nodes through the configuration of XSPrefabNodeBrush, there is no limit.

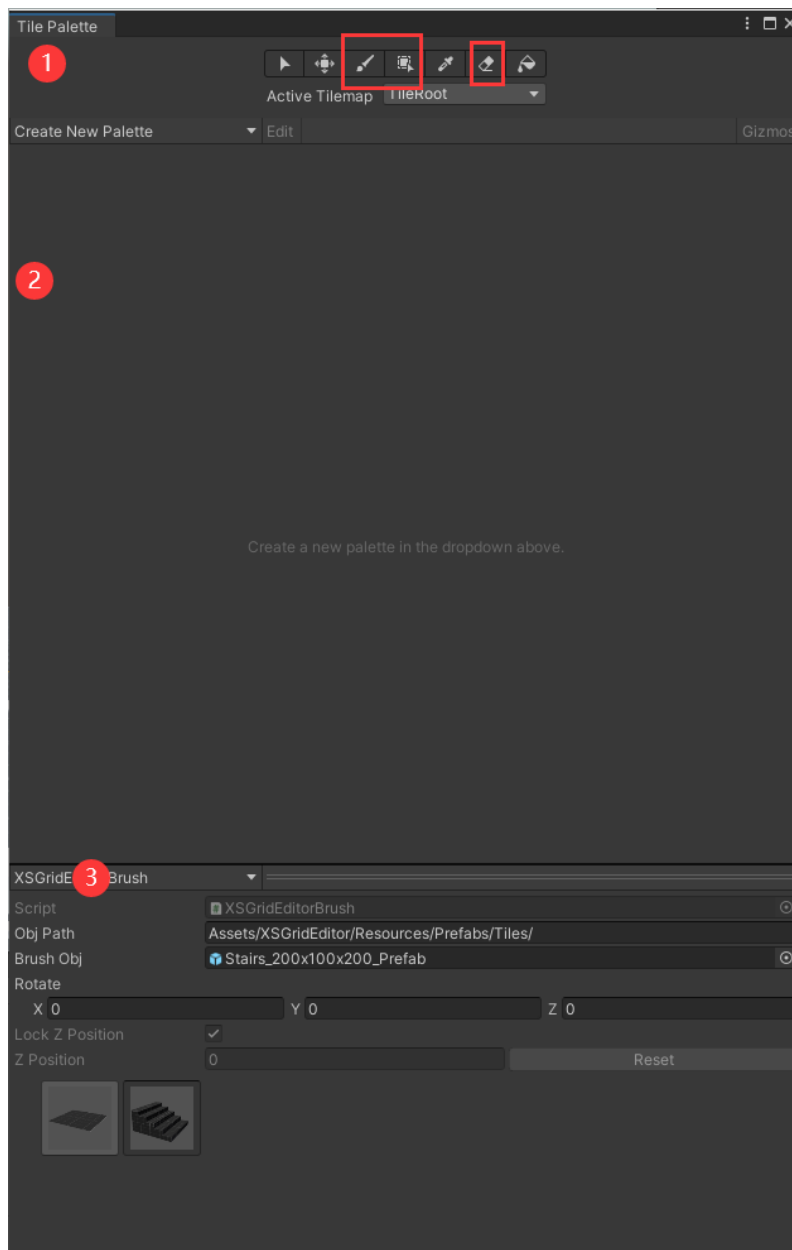
3.3 main

The script `XSBattleMgr` for the test scene is mounted to demonstrate how to display the movement range and unit movement.

4、Brush

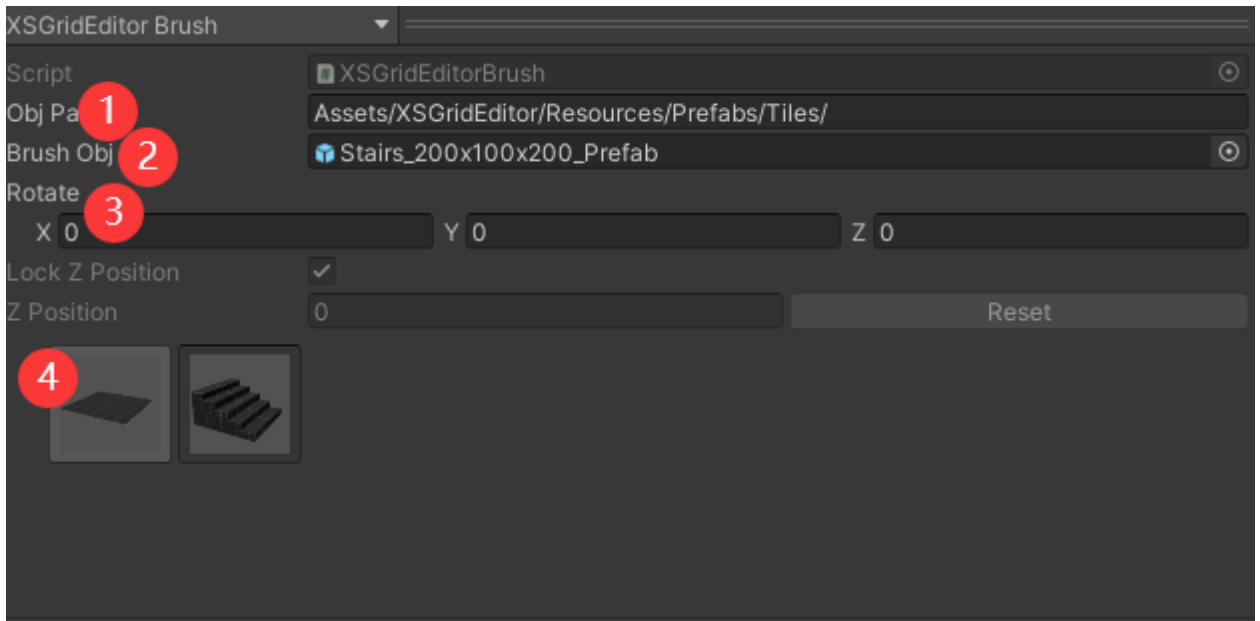
This package provides 3 brushes: XSGridEditorBrush, XSUnitNodeBrush, XSPrefabNodeBrush, for simple editing of SRPG grid maps. The brushes are all based on the 2D Tilemap Editor package, so you need to install this package first.

After installation, open the brush interface from the menu bar Window->2D->Tile Palette, as shown in the following figure:



1. The provided brush only implements the 3 buttons in the red box, other buttons are not implemented.
2. We don't need this.
3. The main functional area of the brush, where you can switch brushes.

Next, we will introduce the main functional areas of the brush.



1. The objects added by the brush are all prefab objects. After the path to read the prefab is specified here, the preview of the prefab will be displayed in 4. When using XSGridEditorBrush and XSUnitNodeBrush, Only if the script XSTileNode or XSUnitNode is added, the prefab will be displayed normally in 4, and XSPrefabNodeBrush has no restrictions.
2. Display the prefab object used by the brush.
3. Set the angle of adding objects, so that we don't have to add multiple prefabs for multiple directions...
4. Select the prefab object used by the brush.

4.1 XSGridEitorBrush

The brush used to draw tiles, representing the grid that the unit can move.

4.2 XUnitEditorBrush

The brush used to draw the unit, the unit must be added on the tile.

4.3 XSPrefabEditorBrush

The brush used to draw any prefab, the prefabs on the same grid will also be superimposed according to the center point.

5、Add XSGridEditor to your scene

Select Tools->XSGridEditor->CreateGrid from the menu bar, the node XSGridEditor will be added to the scene, and then the brush can be used normally.