

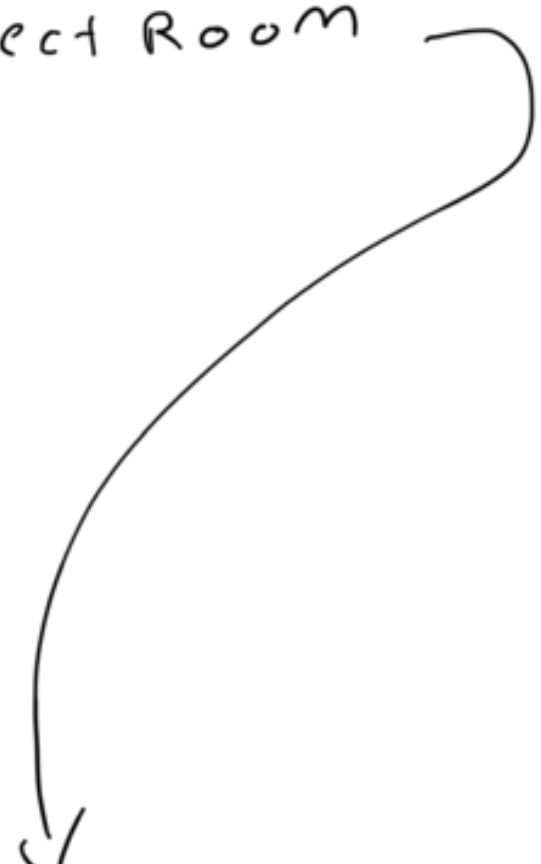
Connect Rooms

we need:

- Detect Regions on Matrix
- flood fill algorithm

steps

- Detect Room Regions
- (while regions > 1) Means, no connected Regions
- Connect Room



- metodo de conectar (P_1, P_2) - rect line function in a grid

Window proposals

cave Gen

config

width

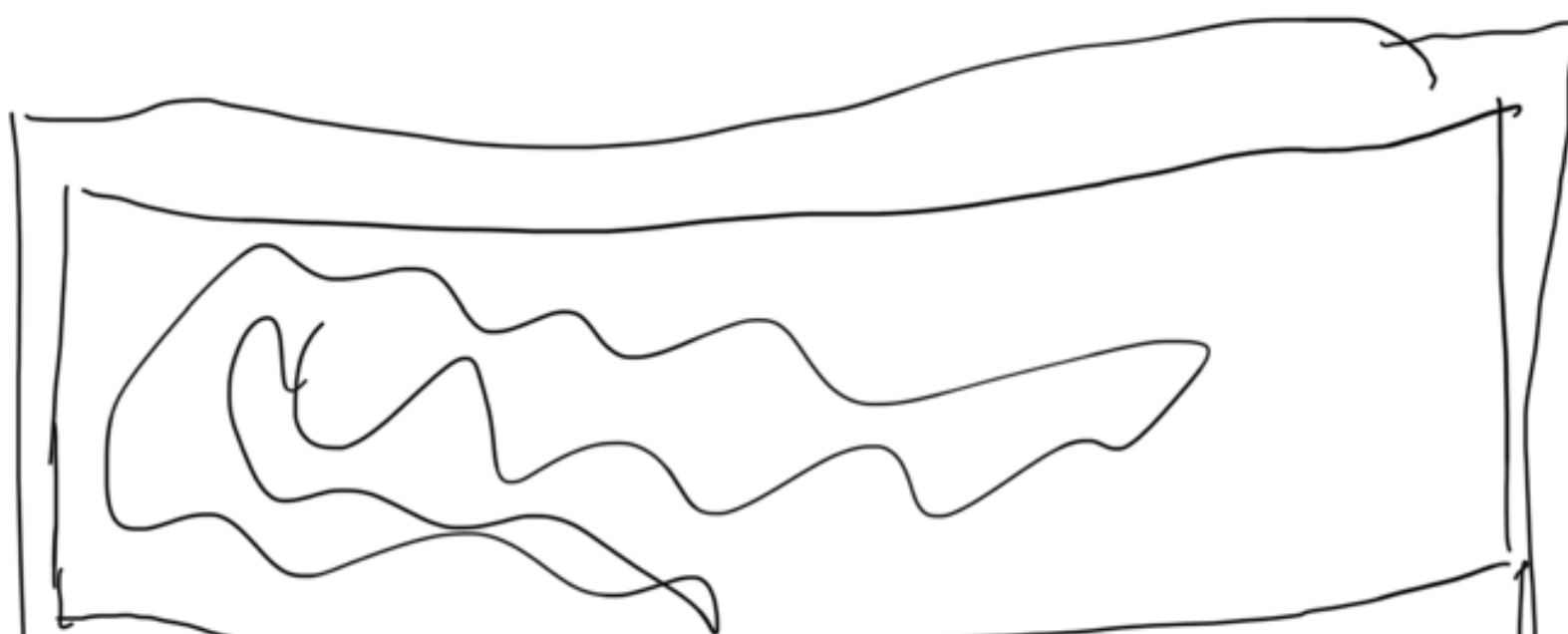
height

seed

Preview

set Preview

save Prefab



Name:

save Path

width

height

▼ Advanced

Seed

Wall Density 0 100

Cellular Automata Iterations

Border Density:

Min Wall Region Density:

Min ^{Minimal size} Room Density:

Conexions ^{size} density:

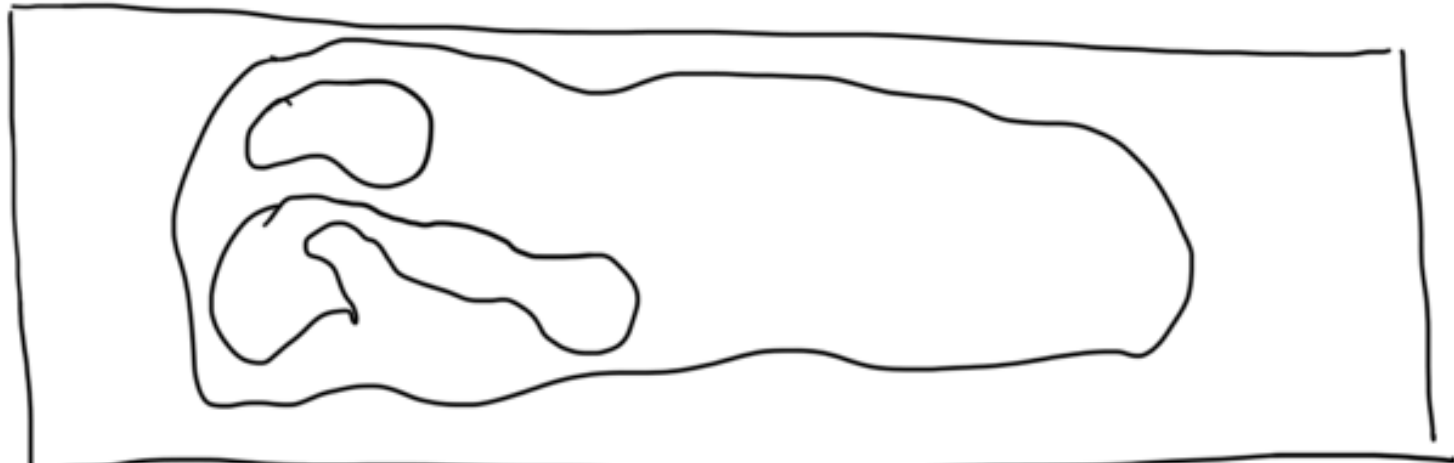
Cell Size:

Wall Height:

Set Preview

Save

Preview



Update Preview

Width

Height

Seed

▼ Advanced

Iterations

Border Density

Min Wall Region Density

Min room density

Conexion density

Cell size

Wall Height

Save Prefab