

Documentation of Placer 3

Sections of the documentation:

- Introduction
- What to use when you want to....
- How to use
- Problem Solving

1. Introduction

Placer is an object placing system. its main purpose is to speed up your level designing process, or making procedural mass for you;

a) Placer Light:

Most spawners use PrefabPalettes - scriptable objects that store info about how some prefabs are meant to be spawned.

default settings, and presets can be configured in what is called Placer Defaults. There you can change the painting editor color, default scriptable objects assigned to spawners, and preset spawner settings.

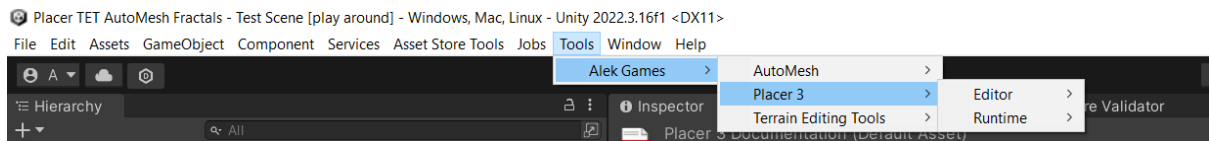
b) Placer PRO

there are 2 spawners which use different scriptable objects:

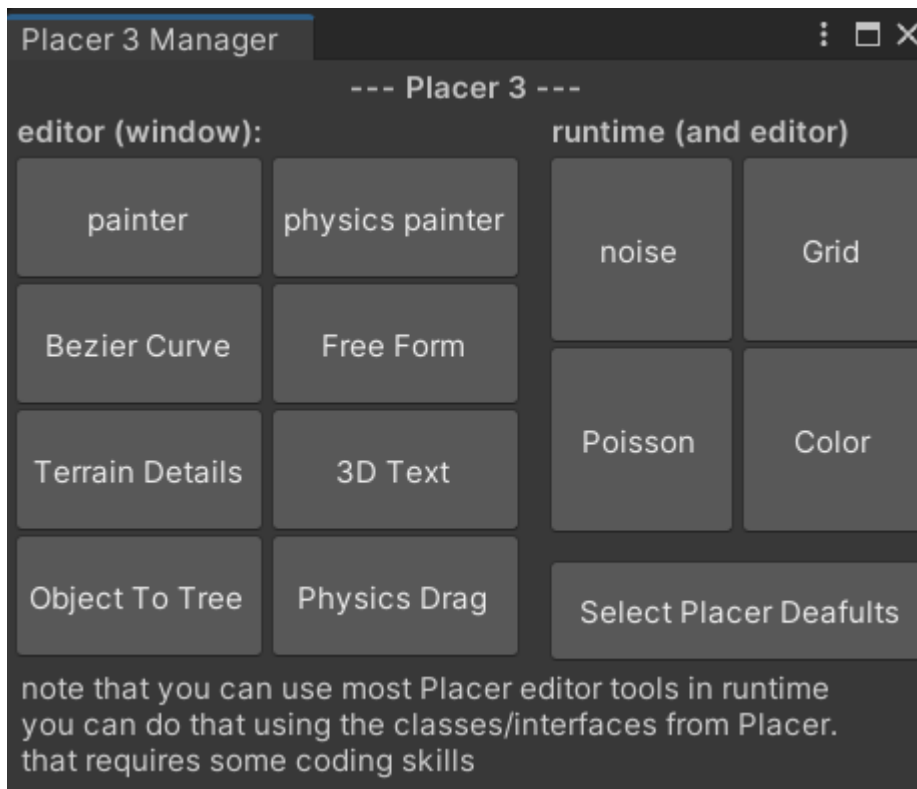
Text spawner - uses 3dFont

Step generator (for procedural spawning) - step settings

All Placer features are located in the toolbar near the top of your screen. To open any of them click on Tools/Alek Games/Placer 3/...(pick your tool)



Alternatively, if you own placer PRO, you can use the Placer manager. To open it, you can use a shortcut Shift+LAlt+P, and from there you can open any Placer tool with just a click of a button (click on the tool you want to open)



that would be it for the introduction, now you should know how to open specific Placer features.

2. What to use when you want to....

what to choose when you want to:

a) Placer Light

Populate a large area with many objects in a certain way: poisson sampling
spawner

place stuff in a grid: grid spawner

place objects with your mouse: painter

populate terrain with grass: terrain detail populator Window

b) Placer PRO

Populate a large area with many objects in a certain way: noise spawner

Place objects with physics: physics painter or physics drag

Place objects according to color of the surface: color spawner

populate an un-uniform shape (not a square) with objects: free form spawner

make a FENCE: bezier curve spawner

Make cool 3d text: 3d text spawner

Procedurally generate surroundings: step spawner

Convert game objects into terrain trees: GameObjectToTerrainTree

3. how to use:

//remember that with editor window spawners you will need to select a transform, that the spawned objects will be spawned under (hierarchy wise).

a) Placer Light

Painter:

One of the main Placer features is Painter. It is an editor window that handles placing objects with a brush.

painter has 4 modes:

scatter: used for scattering objects in brushes range. helpful when mass placing stuff

exact: places object exactly where you point your mouse

remove: removes children of selected transform, as you want (in brush range, on click)

replace: replaces objects in brushes range/where you click with different ones

to use painter just click "Enable" button, and drag your mouse around the scene

Poisson Sampling Spawner/ Grid Spawner:

mass spawners. great for populating large worlds with objects

assign some settings, and click "Spawn"

Terrain Detail Populator:

populates your terrain with grass(or any other terrain details)

assign some settings, and click "Populate"

b) Placer PRO

Physics Painter:

with this too; you can simulate physics within the editor. great for making a messy place

click "Enable" and drag around the scene with your mouse

Physics Drag:

When you open the window, just select the object you desire to place with physics. remember, it has to have a collider. Once you are finished dragging it around, you can click unselect to finalize the placement.

Bezier Curve Spawner:

tool that allows you to place stuff along curves click "Paint Points" and paint your curve. then click "Spawn" to finalize what you have done

Free Form Spawner:

a spawner that lets you create any shape, and then spawn objects inside it. click "Paint Points" and paint your shape. then click "Spawn" to finalize what you have done

Noise Spawner:

mass spawner. great for populating large worlds with objects

assign some settings, and click "Spawn"

3D Text Spawner

spawns prefabs as representation of text.

makes for more interesting tutorial text, or secret language in your game

type some text, and click "Spawn"

Color Spawner

spawns based on set rules and color of the ground.

it works better when you enable temporarily reset lights, as the shadows dont interfere with the result that much.

assign some colors in colors array, and click Spawn.

to check if all the area you want to spawn on has been registered correctly, you can check out the preview by clicking "update preview texture".

PROBLEM SOLVING

- Please report an issue and i will put the solution here