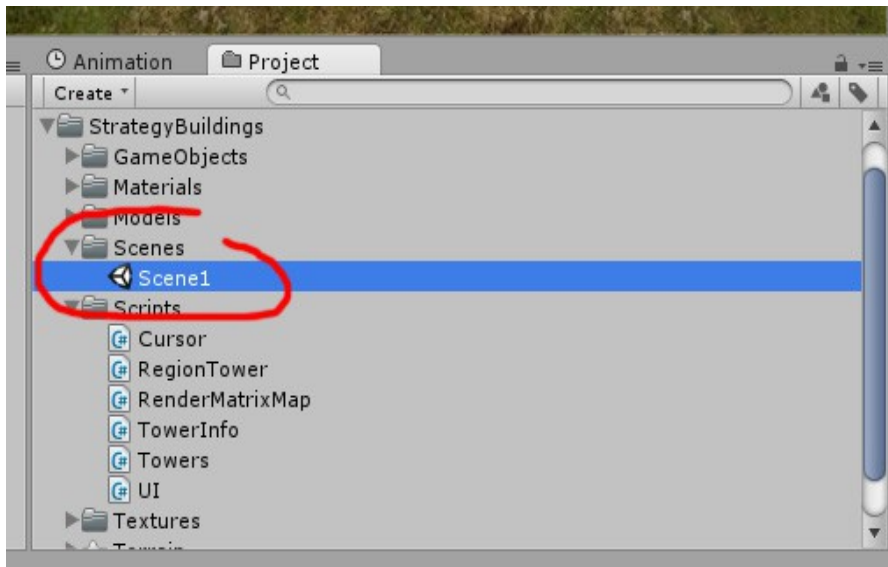


Introduction

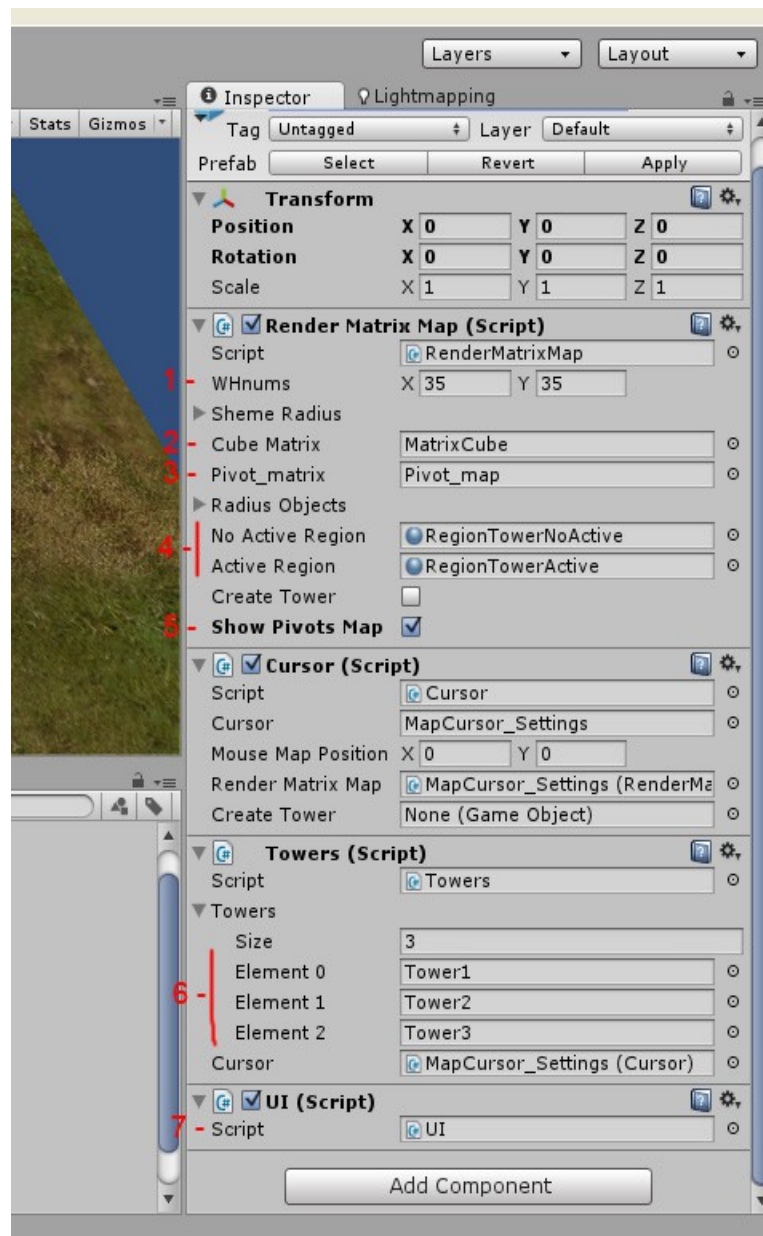
Just want to apologize for my english, so as I am a citizen of the Republic of Belarus and to bring you information to use google translator :)

As I wrote in the description of the code is very simple, so here I will briefly describe the principle of operation code

To begin, open the folder with the demo example, run it



In the scene just 3 objects, of which only one is an important object
«**MapCursor_Settingsac**» click on it and you will see the parameters that are necessary for setting up a project



1. The number of cells in X, Y that you must specify on what scale will be used by the construction of buildings. To see where they are located, check the box «**Show Pivots Map**» (number 5)
2. Objects that will shape the grid at the property
3. The objects to be displayed when installing a tick «**Show Pivots Map**» (number 5)
4. The material of the object if the cell is free green, if not red
5. Show / Hide objects on which to build a building
6. The objects themselves are building the script «**RegionTower.cs**» if you read the script, it will be clear what type of set radius
7. The buttons are responsible for the construction of a building at a clique is a function call by «**SendMessage**», all methods are «**Towers.cs**»

Starting grid going from 0 to (X, Z), so «**Terrain**» is transferred to the center, and use the tick «**Show Pivots Map**» (No. 5) to check the cells.

Contact at

Vkontakte : http://vk.com/andrei_by

Email : zhernosek12@gmail.com