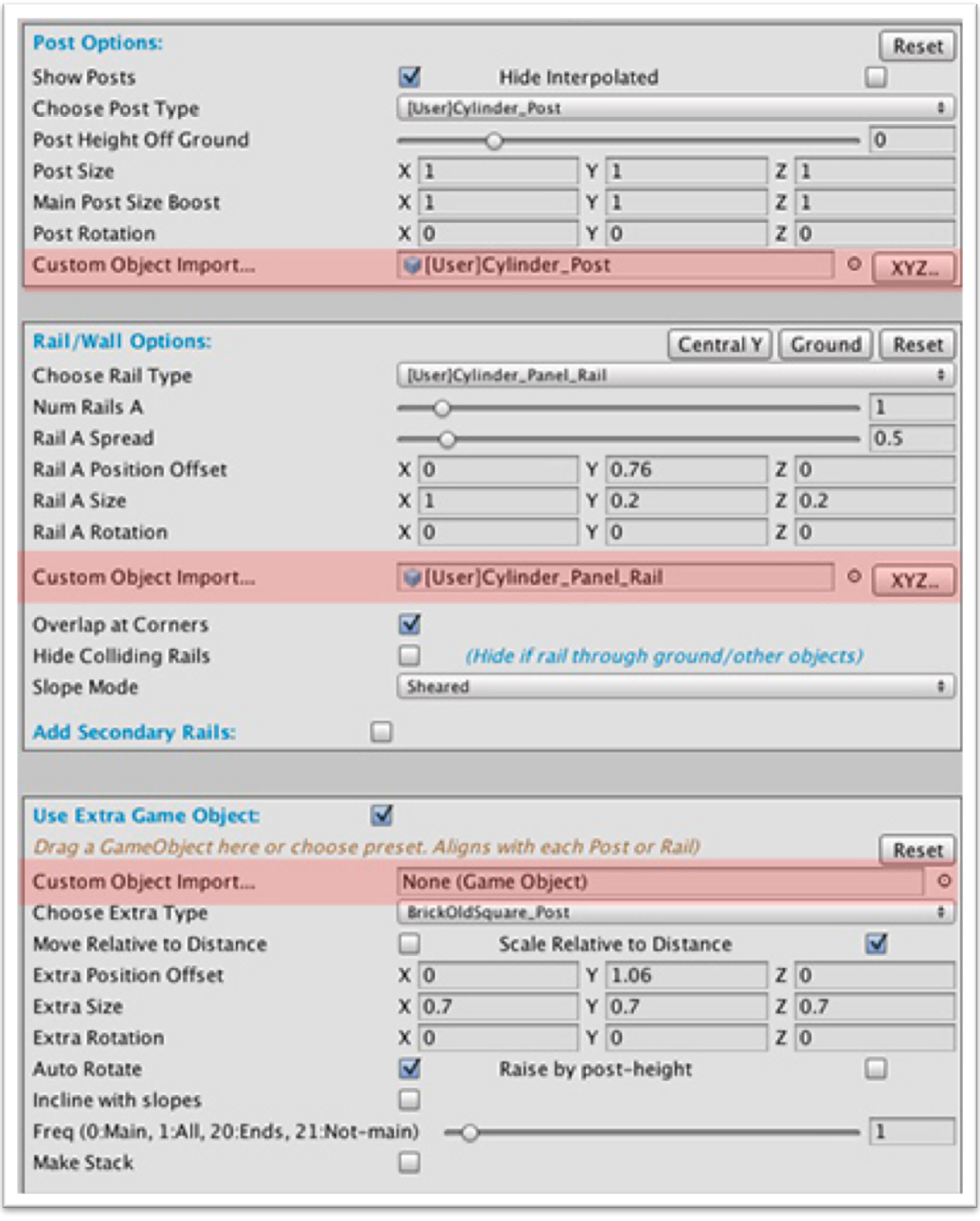
Auto Fence Builder

Using Custom Objects

To add custom Rails/Walls, Posts or Extras, drag the Game Object from your hierarchy in to one of the corresponding slots highlighted below.



After adding your object, it will be placed in to the prefab menu for that category. All custom objects will be named starting with [User] and appear at the top of the list.

Auto-Rotate

In the case of Rails/Walls & Posts, AFB will attempt to Auto-rotate the object to suit the purpose. E.g. a Unity Cylinder would be rotated 90 to lie on it's side to use as a Rail. If you want your object rotated differently, open the 'XYZ' window, and after trying 'Auto', you can enter custom rotations and preview different settings.

The rotations are applied to the mesh directly, so that you still have complete control to rotate them using the Rotation options in the inspector, which will appear as (0,0,0) as normal.

AFB does *not* override scaling of posts, to modify their rotation. E.g. If you scale a standard Unity Cube on it's X-axis in to a long block that is now lying horizontally, AFB assumes you want it that shape, which is probably unsuitable for a post. The underlying Cube is still upright and with zero rotations, and so the 'XYZ' rotations will have no effect. In this case it makes more sense to scale the object in to the approximate shape before importing.

'Extras' are not Auto-Rotated or scaled as no assumptions are made about their shape or purpose.

Using nested objects (parent/child)

There is beta support for nested objects. We've tried importing lots of assets from popular Asset Store packs to test as rails/walls and posts, and hope we've covered every possibility. Because of the way AFB deforms, scales & rotates meshes, it's not a simple case of instantiating the GameObject at all the relevant positions, as with a regular spline placement tool. Instead, the Parent/child stack has to be disassembled and re-assembled after mesh modification, so that AFB can integrate them in to the fence-design process, and deform them over sloping terrain.

Some assets, e.g. a castle tower, may actually be modelled lying on it's side, be two separate meshes, and a 90• rotation added in its transform to correct this. This rotation might be added to parent, the object itself, or anywhere else in the group.

Usually AFB will make sense of this, and figure which way is best suited for a wall or post.

If not, or you want to ensure you grouped objects are as efficient as possible…

CustomObjectCombineTool

In the case of very complex objects, it's much more efficient (and intuitive) to combine them into a single simple object first. You can use the included CustomObjectCombineTool for this. You can find it in the folder

"User Custom Object Combine Tool"

If you find any assets that do not seem to orient correctly when integrated in to a fence design, please contact us at twoclicktools@gmail.com, and we'll get a solution to you straightaway.