Quick Start Guide

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Anatomy of a Recipe

Recipes and their components (Instructions, Requirements, etc) are derived from ScriptableObjects.

A recipe runs a set of Instructions. Some instructions are general others require a target GameObject via an Instruction such as Process Prefabs.

Elements are color coded to indicate their function:

-  Recipes
-  Requirements
-  General Instructions
-  GameObject Instructions
-  Mesh Instructions
-  Texture Operations

All these elements are created via Unity's *Create* menu.

All Elements share some common features:

- **Lock:** An icon in the top right of the inspector window. Use this to enable of disable editing on the Element. There is a label to indicate the locked status.
- **Notes:** Use the Notes field to record any design decisions or the reasoning behind some settings.
- **Lists:** These have row numbers and are usually reorderable (When unlocked). Drag the row number to reorder.
- **Tools** Some Elements have tools at the bottom of their Inspector window. These are usually only available when the Element is unlocked.

A Simple Recipe

This Recipe will separate the Leaves and Trunk from a tree Model. The result will be saved with a new prefab.

1. This Recipe will use the Free asset POLYGON Starter Pack by Synty Studios. Start by ensuring it is installed.
2. Create a folder called A Simple Recipe
3. Create a Recipe via the Create menu Recipes/Recipe
4. Create a Requirement via the Create menu Recipes/Requirements/Asset
5. Create a Process Prefab Instruction via the Create menu Recipes/Instructions/Process Prefabs
6. Create a Process Meshes Instruction via the Create menu Recipes/GameObjects/Process Meshes
7. Create a Save Prefab Instruction via the Create menu Recipes/GameObjects/SaveAs
8. Create a Spatial SubMesh Extractor via the Create menu Recipes/Meshes/ Spatial Extractor.
9. Create a Merge Set via the Create menu Recipes/Meshes/Merge Set.
10. Open the Recipe from step 3.
11. Set the Title to: A Simple Recipe
12. Set Description to: Separate Leaves and Trunk
13. Set the Output Path to Assets/Output/A Simple Recipe
14. Add a Requirement slot. Drag and Drop the Requirement from 4. This must be satisfied before the Recipe will build.
15. Add an Instruction slot. Drag and Drop the Instruction from 5.
16. Open the Requirement from step 4. This requirement will check if the Test Path exists.
17. Set the Description as: POLYGON - Starter Pack
18. Set the Test Path as: Assets/PolygonStarter
19. Set the URL as: https://assetstore.unity.com/packages/3d/props/polygon-starter-pack-156819 - This provides a way of resolving the requirement if not met.
20. Open the Process Prefab Instruction from step 4. This Instruction will instantiate the referenced prefab into the scene and run the Instructions.
21. Add a Prefab slot. Drag and Drop the prefab Assets/PolygonStarter/Prefabs/SM_Generic_Tree_01
22. Add 2 Instruction Slots. Drag and Drop the Instructions from steps 6 and 7 in that order.
23. Open the Process Meshes Instruction from step 6. This will process all meshes rendered by the instantiated GameObject.
24. Set Default Sub Mesh Mode to: Extract Mesh.
25. Add 2 Instruction slots. Drag and Drop the Mesh Instructions from steps 8 and 9 in that order.
26. Open the Process Prefab Instruction from step 6.
27. Open the Spatial Submesh Extractor from step 8. This will split the mesh based on the spatial separation of its vertices. Triangle vertices within the distance threshold are

grouped together. The effect here is to separate the Leaves from the Trunk. No Changes are needed.

28. Open the Merge Set from step 9.
29. Add 2 Merges. These will effectively rename the sub mesh 000 to Leaves and 001 to Trunk. The Match Name field supports regular expressions when prefixed with #.
30. Set the Merge 000 to Name: Leaves Match Name: 000.
31. Set the Merge 000 to Name: Trunk Match Name: 001.
32. Open the Save Prefab As Instruction from step 7. This will save the modified GameObject as a new Prefab. No Changes are needed.
33. Open the Launcher via the menu Tools/Recipes/Launcher
34. Find and expand your new A Simple Recipe
35. Build the Recipe.