

InfiniWorlds
by Deific Games
www.deificgames.com

Welcome to InfiniWorlds, Infinite Worlds & Megastructures Generation tool!

To get started; simply drag the Infinite Worlds prefab into your scene, and then drag your models, or an object with your models as children, over to the Starting Environment slot and Other Environment slots, and you're ready to go!

Note: Having the SCENE view and the GAME view simultaneously visible on your screen while in Play mode can cause some lag. If you do experience lag, simply hide your scene view while in Play mode. Performance will be much higher with only the GAME view visible while playing.

Also: You will get much higher performance after you build and run the standalone game.

If you need any assistance, feel free to email us at: support@deificgames.com

You can find tutorial videos at www.deificgames.com

And now, on to the variables you can assign in the script:

Variables:

Player Tag

This is your player's tag. You may change it if you wish, but make sure your player is the only object in the scene with the given tag.

Additional Tags

You may assign additional tags to be infinitely wrapped within the world, such as bullets or falling objects.

Infinite Wrapping

This checkbox allows you to enable or disable infinite wrapping of your player and additional tags.

World Size

This lets you set the size of the world, which will also effect the view distance.

World Additional Size

This lets you further increase the size of the world. **WARNING:** If you have too many objects, or the objects are very complex, setting the world size too high can cause some lag.

Distance Between Objects

This allows you to set some distance between the objects that will instantiate for wrapping.

Starting Environment To Wrap

This is where you will assign your start location for your player. Just drag and drop the environment prefab you wish to serve as the starting location.

Wrap Starting Environment

If this box is ticked, then the starting environment object will also duplicate in the wrapping process.

Other Environment To Wrap

This is where you will assign any other objects that you want to randomly generate in the wrapping process.

Random Position Strength

This will randomly offset the position of the objects that are being wrapped.

Random Scale Strength

This will randomly scale the objects that are being wrapped.

Random Rotation Strength

You may set random rotation strength on each axis. This will set a random rotation for the wrapped objects.

Use Fog

This is usually desirable, since fog will conceal any clipping at the far distance. InfiniWorlds uses a slightly customized version of legacy fog, but you may disable this option and use your own fog if you wish.

Fog Color

This allows you to change the color of the fog and sky.

Edge Outline

This is merely an additional cosmetic feature. It will add a visible outline to objects based on the depthnormals.

Use Shadows

You may want to disable shadows if your scene is too complex. If you do experience lag, shadows from the directional light may be causing it.

Enable GPU_Instancing

If your materials support GPU Instancing, you will definitely want this option enabled. It will vastly increase performance.