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# 1. Quick start

1. Open Level Designer window via menu "Window\Twice Better\Level Designer Free".
2. Select object in scene hierarchy and press [Create / Pickup] button.
3. If you imported package with Sample folder included, it will pick existing set assets and you can jump to step 7. If not, or in order to use your own sets, set them to None under Settings/Sets foldout.
4. Under Settings/Sets foldout, create set assets by pressing "new" buttons.
5. Provide created set assets with your prefabs for walls, floors, and objects by selecting set assets in Project window and by linking prefabs in inspector to appropriate fields.
6. Select object in scene hierarchy from step 2.
7. Now you should be able to click object previews in Level Designer window to add them to scene.

## 2. Sample

SampleScene is in [Sample] folder. Opening it will also open the Level Designer window and select the "Level" object in the hierarchy. All object manipulators should be visible and active in Scene window.

**[PrefabsSources]** folder contains models.fbx whose structure you can edit or explore to make your prefabs. Pay attention to how the wall blocks are oriented in it, you need to orient your walls in the same way. The remaining prefabs in this folder are made from this file.

**[Sets]** folder contains two sets that use prefabs from [PrefabsSources] folder.

**[PrefabsManaged]** folder contains parent prefab Level, child prefab Level.LevelDesign managed by extension, and Level.LevelDesign.LevelData asset containing settings and data.

**[Other]** folder contains some scripts and lighting settings for a scene.

### 3. Helpful notes

The size of the wall and object preview buttons can be configured in `LD_Window.cs`

LevelDesign prefab is created in the same folder as the source prefab of selected object in the hierarchy. If the selected object itself is not a part of some prefab, then it will be created in the Assets folder.

[Create / Pickup] button does search for suitable prefabs among the children of the selected object first and tries to pick them up and creates a new one if no suitable ones are found.

LevelDesign Prefab is saved at the moment the working object is deselected, as well as at some other points, for example, when deleting old objects, reducing old (saved) walls or floors, exiting Unity Editor, closing or saving scene, going Play mode.

You can use Lock button at the title bar of LevelDesigner window to keep the selected object active even when deselecting it, or to temporarily disable extension (Lock it when there are no selected objects).

When you create a new LevelDesign prefab, settings copied from previous one. Settings for each are individual.

Extension works fully in Unity Editor and resulting prefabs has no traces of it, and does not differ from ordinary prefabs. All positions and orientations of objects are stored in it as prefab overrides, so you can change the source objects used later. You do not need to include `LevelDesign.LevelData.asset` in the build, as the data it contains is needed in the Unity Editor only.

New added objects appear in the center of the lower half of the scene viewport. Objects can be deleted via menu called by right-clicking on their move manipulator.

Different types of wall endings can be switched by successive clicks on the wall wing manipulator, or via menu called by right-clicking on it. If you want the added walls to have no endings initially, set the first element of the `Wall_Caps` array inside `Main_Set` to `None`.

You can move and rotate objects in the usual way. Select and then deselect the working object after the changes so that LevelDesigner will save them.

Supports undoing move and rotation of objects. Undoing of adding objects can be turned on in `LD_Window.cs`, but it may not always work correctly. Undoing of deleting objects is not supported.