



# RAFMANIX

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## 2D Desert Backgrounds

**Version: 1.4**

### **READ ME**

Thank you for supporting this asset!

We have created this asset-package to help you to create your own 2D games.

Our Asset-pack contains sprite textures to use for your projects.

The sprites are easy to use so you can quickly make your own commercial games.

All additional textures, C# scripts or animation files are for the “Example/Demo Scenes” and can be used as well.

If you have any questions, issues or feedback, then please **E-mail** us at:

**Support:** [rafmanix.studios@gmail.com](mailto:rafmanix.studios@gmail.com)

### **Info:**

If you have an older Version of Unity, make a copy of the sprites in your Project folder and set your sprite settings new, so these matches your version of unity.

### **IMPORTANT:**

If you want to make modifications of our textures or sprites, etc... please make a copy and change them as you desire.

**Reason:** If we upload a new version and you upgrade our Asset Package your work or modifications can be overwritten.

**Thank you!**

**RAFMANIX Team**

# License

## Unity Asset Store License:

The license terms are subject to Asset Store “Terms of Service” and “EULA” you can find these on the official Unity website.

Asset Store Terms of Service and EULA

[https://unity3d.com/de/legal/as\\_terms](https://unity3d.com/de/legal/as_terms)

## You need more content:

For more Informations look at our Website under Questions & Answers (Q&A).

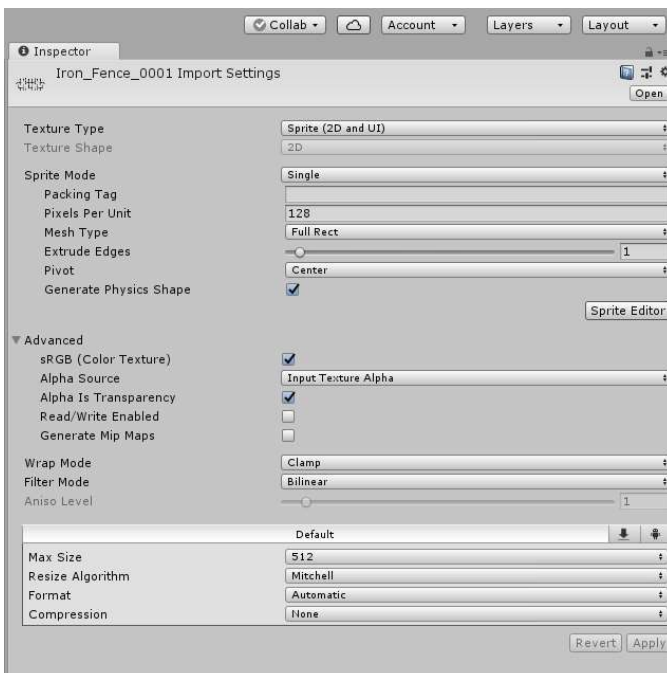
RAFMANIX Website:

<https://sites.google.com/view/rafmanix/home>

# Asset Store Package

## Settings:

All the graphics and sprites in our asset packages are created for the standard grid settings in the Unity Engine.



Make sure your texture type settings are:

- Pixels per unit is set to - **128**

so it fits to the Unity standard grid.

Or scale it according to your game grid settings!

- We have used “None Compression” for quality upload on the Asset Store.

You can use the Quality setting & compression as needed for your project

For more Information about texture or sprite setting look in the unity engine documentation.

## **Performance:**

If you do not use our ATLAS or in the package are only Single Sprite Sheets.

Copy the sprites in your project and choose your settings and use the same “**Packing Tag**” for the sprites, so the Sprite Packer reduces your drawcalls!

If the Sprite Packer is not working to save your sprites by batching, look at:

### **Edit / Project Settings / Editor**

- **Sprite Packer / Mode** = “Always Enabled” or as you need it!

Or

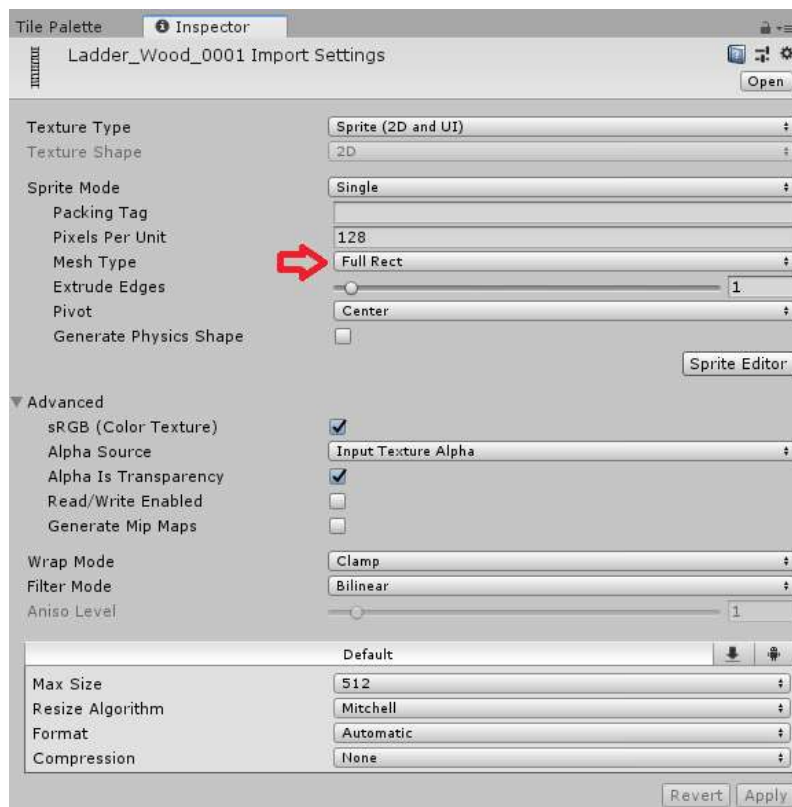
New at [Unity 2017.1](#) !

### **Right Mouse / Create / Sprite Atlas**

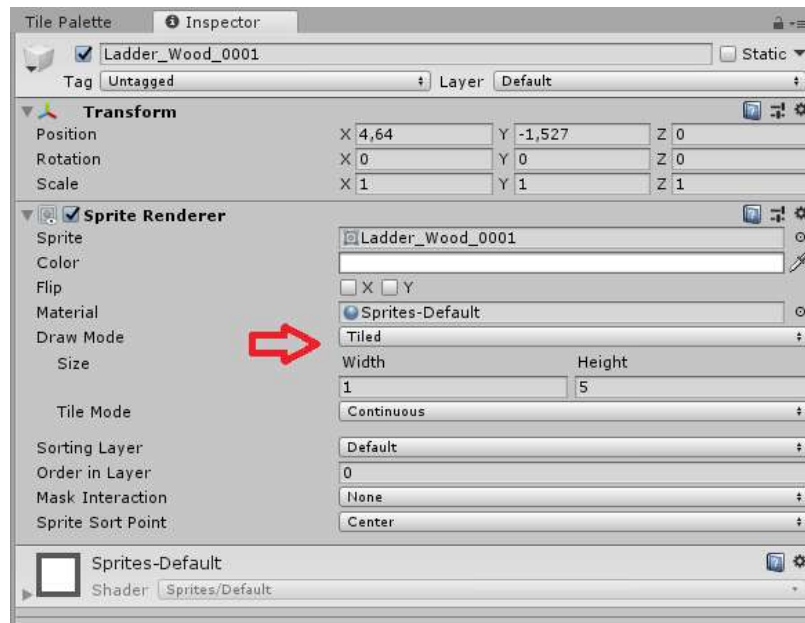
- Bake all sprites in the new “**Sprite Atlas**” from Unity!

## **Sprites Tiled:**

Some of the Sprites are “**Tiled**” make sure your Sprite settings looks similar like this Screenshots!

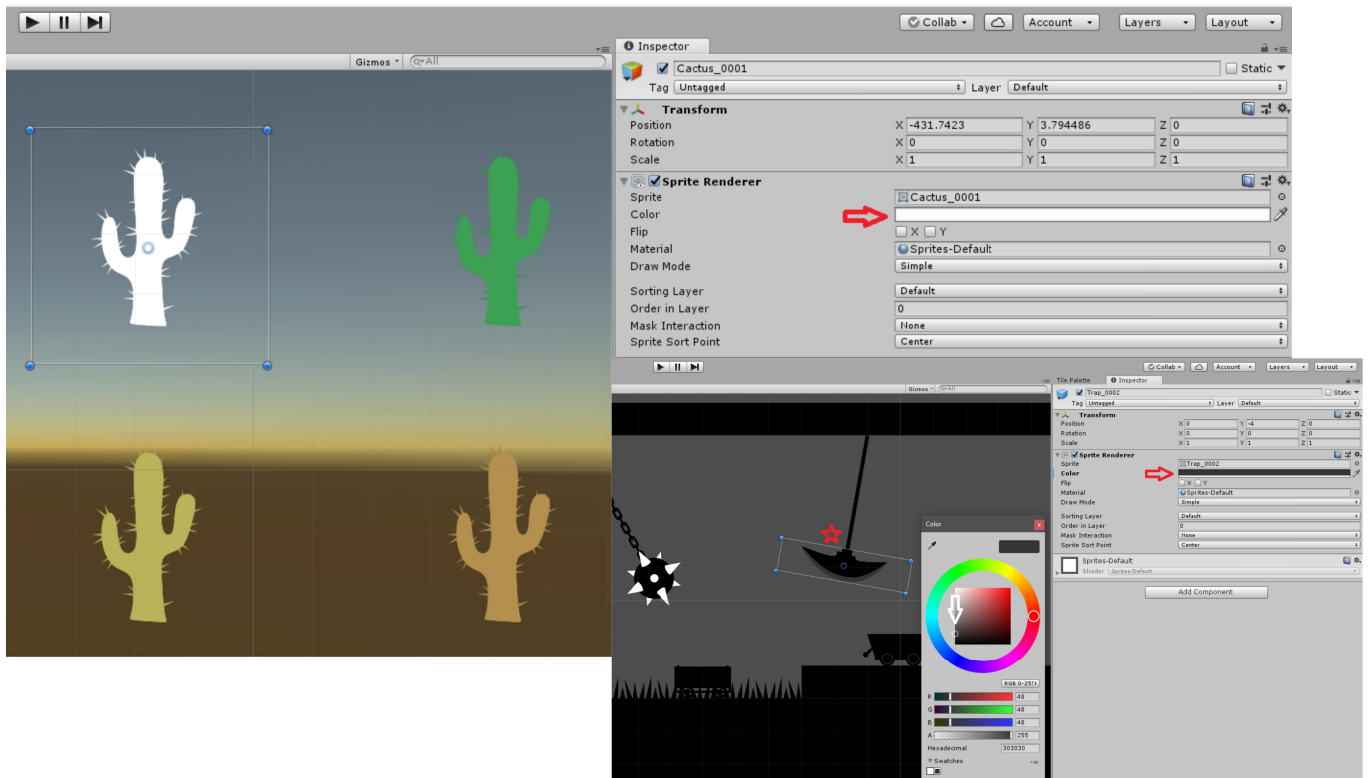


In the “Sprite Renderer” set the “Draw Mode” from **Simple** to **Tiled**.



## White Color Sprites

If you don't want that some sprites are white in your game then set the “Color” as you desire:



### **Prefabs:**

The prefabs, in the package, are only examples what you can make with this sprites.

You can use them, if you like or build your own prefabs!

### **Support us:**

Please do not forget to write a **review** on the Unity Asset Store!

If you have any issue or questions please feel free to contact our support Team under this E-mail:

[rafmanix.studios@gmail.com](mailto:rafmanix.studios@gmail.com)

Please do not post your problems as a **review!** (Privacy Policy)

We try to provide good support and it is not possible to answer quick and in detail to a review post.

You would help us a lot. Thank you!