

Multistory Dungeons User Manual

Version 1.4

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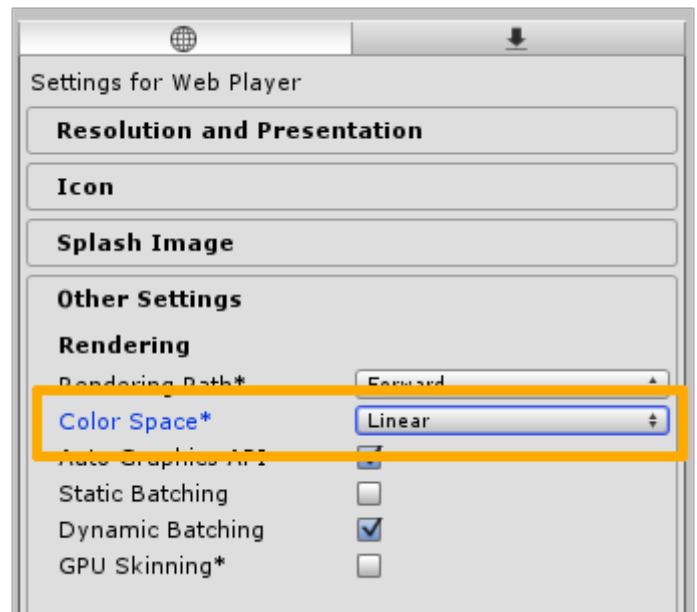
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COLOR SPACE

The set works in gamma color space by default.

For Linear color space, use prefabs from the archive **Linear Color Space Ready Prefabs.rar** (Assets -> Multistory Dungeons). You just need to copy contents from the archive to your project and agree to replace files (simply drag and drop Assets folder to replace one in your project).

Color space settings can be found under **Edit -> Project Settings -> Player -> Other Settings**.



The set should not look too bright or too dark.



To learn more about color space, please refer to the links below:

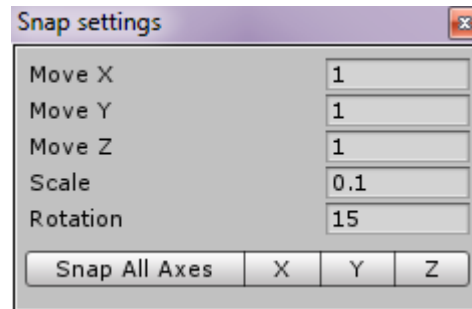
<http://filmicgames.com/archives/299>

<http://docs.unity3d.com/Manual/LinearLighting.html>

SNAPPING

You can activate snapping by holding Control (Command) key while moving and rotating objects.

Open window **Edit > Snap Settings**. Default settings should work just fine.



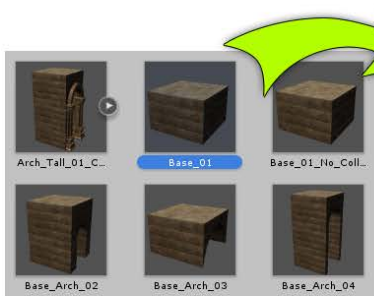
Snap All Axes is a very useful button, which moves selected objects to the nearest snapping points. If you are not using third-party plug-ins for snapping, you'll need to press Snap All Axes button every time you add a new object to the scene.



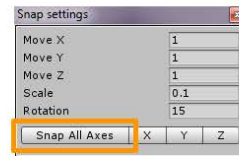
QUICK START

Start building a level with a basic block “Base_01” in **Multistory Dungeons > Prefabs > Base**. After dragging it to the scene, press **Snap All Axes** button in Snap Settings window (**Edit > Snap Settings**). You can add new prefabs or duplicate existing ones using hotkey Ctrl+D (CMD + D). Move objects holding Ctrl (CMD).

1. Drag and drop Base_01 to the Scene



2. Press Snap All Axes



3. Duplicate (Ctrl+D/CMD+D), move holding Ctrl/CMD

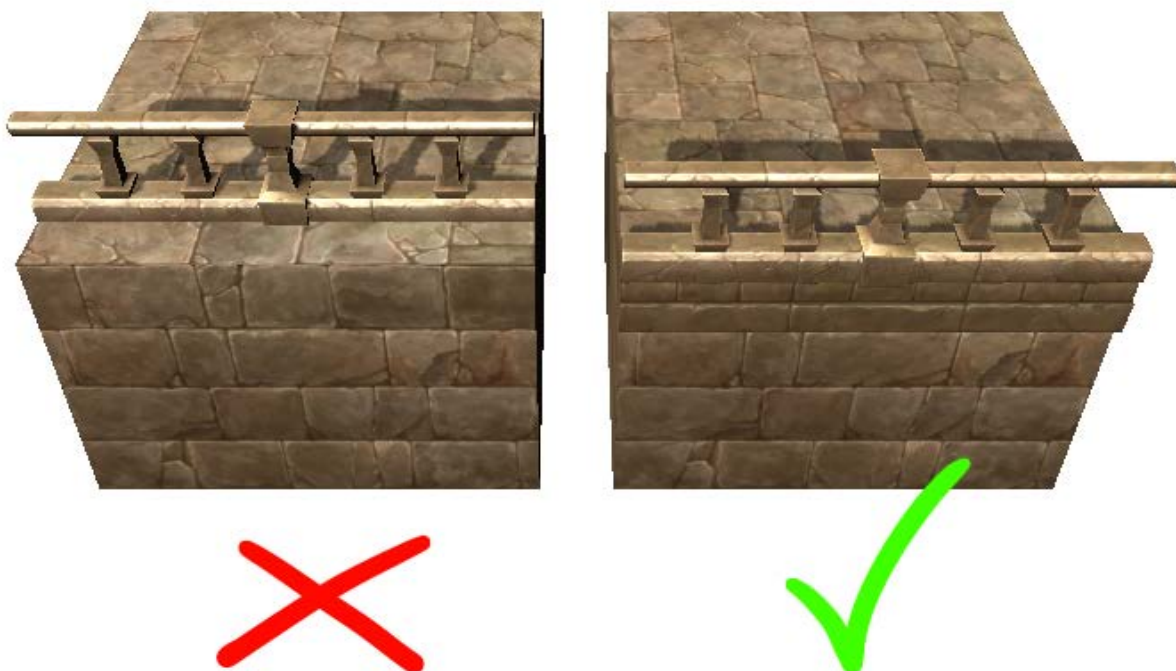


4. Add staircase and railings



You'll find all prefabs in their corresponding folders inside **Multistory Dungeons > Prefabs**

Continue adding new prefabs, following a few rules:



Railings should be placed on the very edge of the basic blocks and stairs.



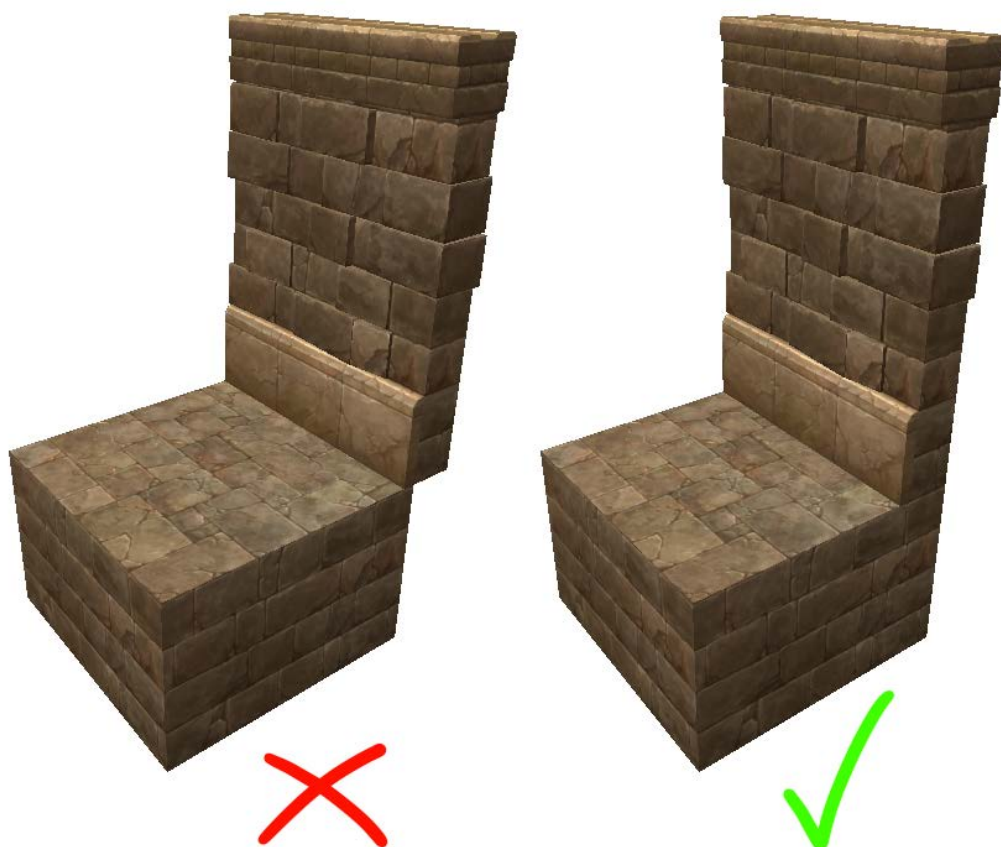
Railing pillar should be placed in between railings.



Arches vary in size and have corresponding base blocks and walls. If you're not sure which one to use, you can just take a preset from **Prefabs > Base** or **Prefabs > Walls**.



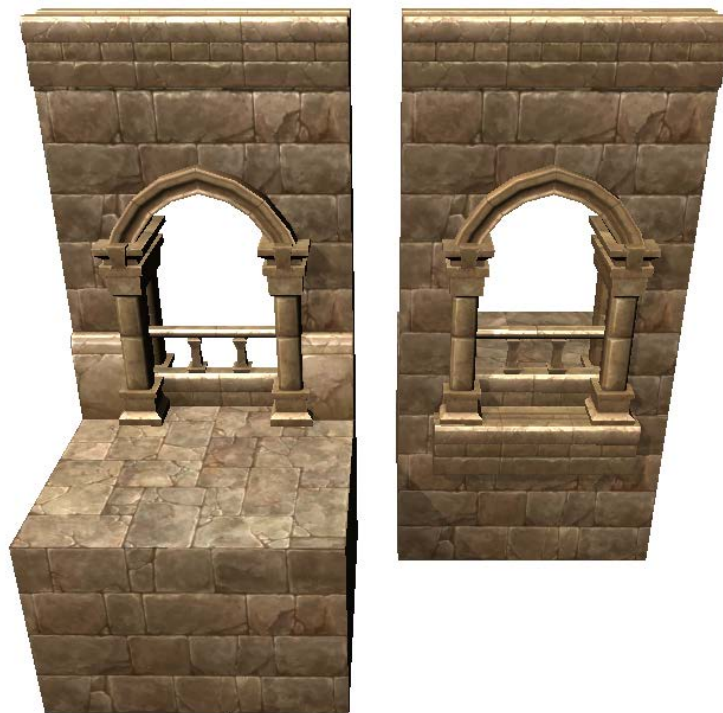
Arch_Door_01 and **Arch_Door_02** may be closed with doors. Most arches can be closed with bars.



Try to place walls on some surface.



You'll find wall parts and decoration in **Prefabs > Walls > Parts**.



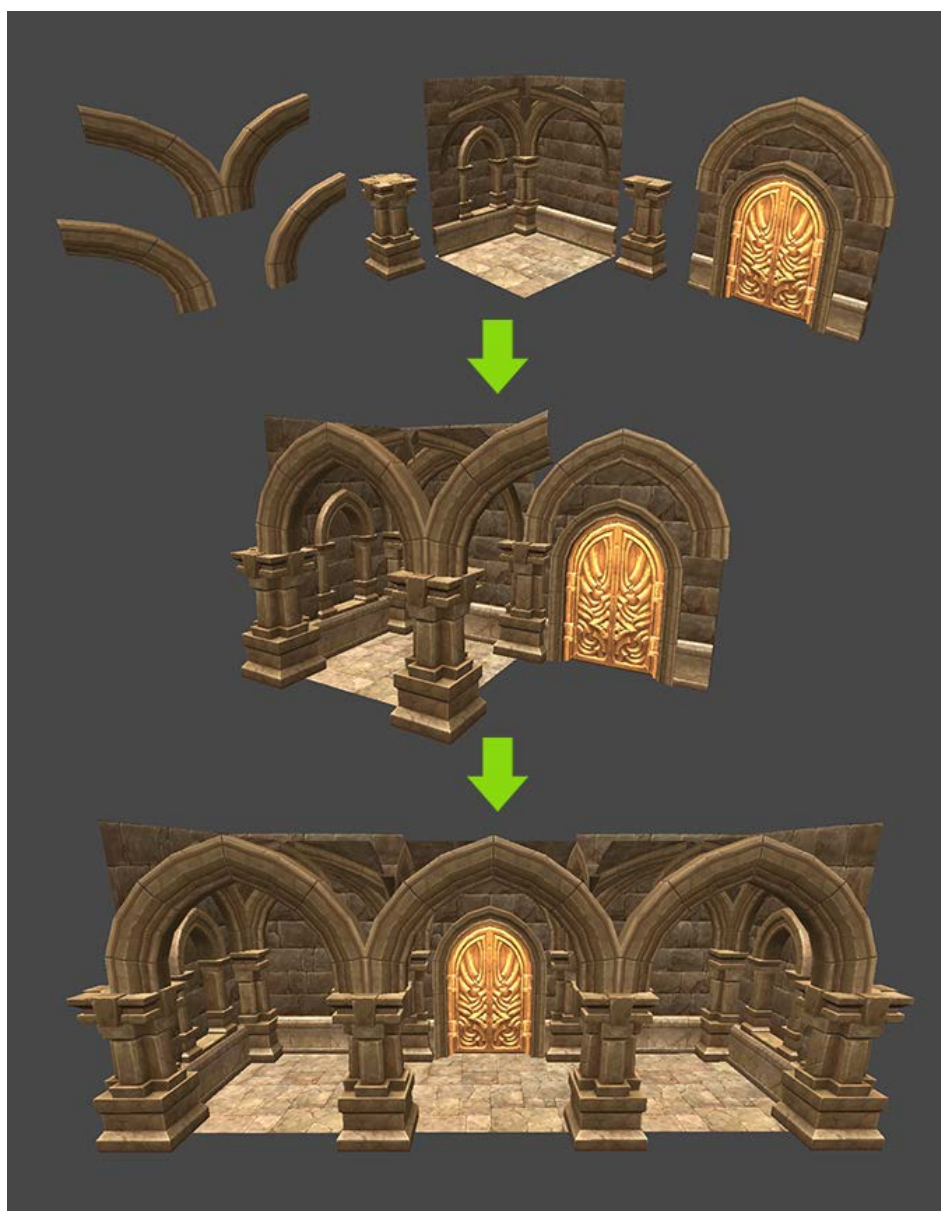
The railing called **Window_Filler_01 (Prefabs > Railing)** is designed to close arches so the Player can see what is behind but will not fall out of the level.

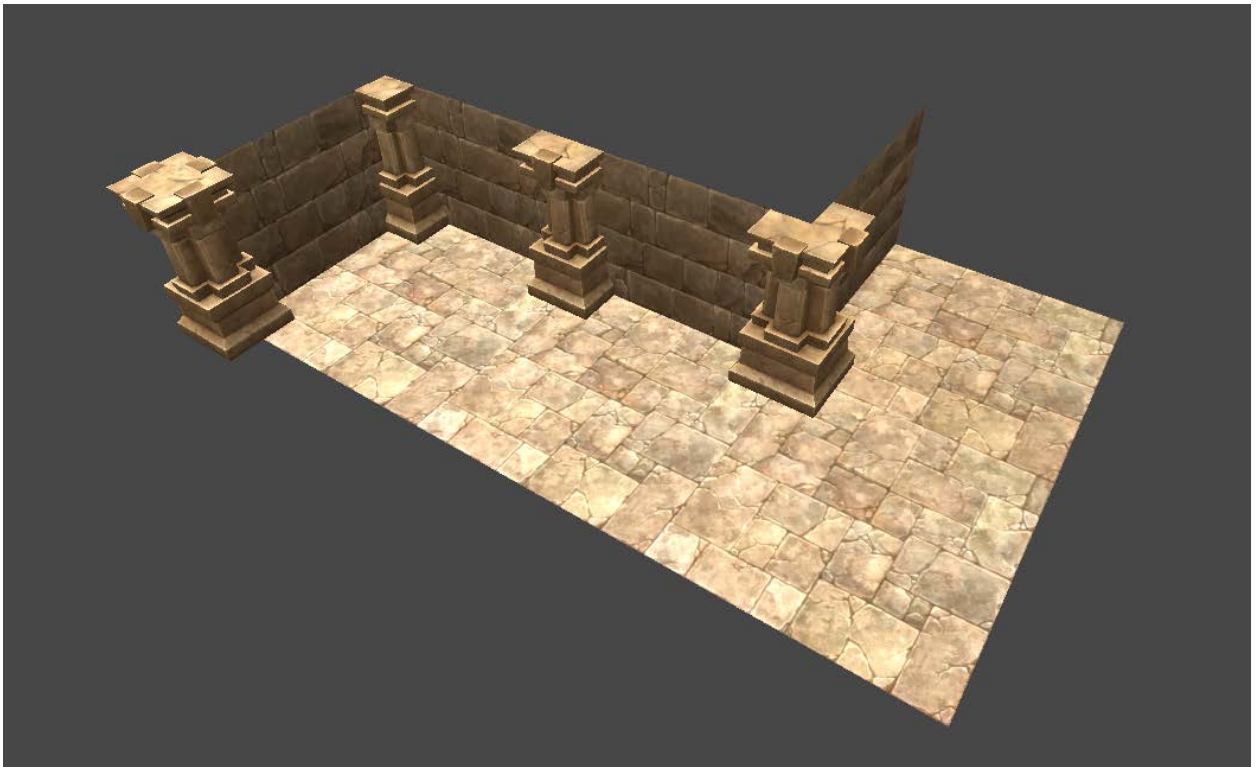


You can make a niche in a wall, using an arch and the asset called **"Wall_Filler_01" (Prefabs > Walls)**. Or you can just use a preset from **Prefabs > Walls** ("Wall_Arch_05_Decorated" for example).

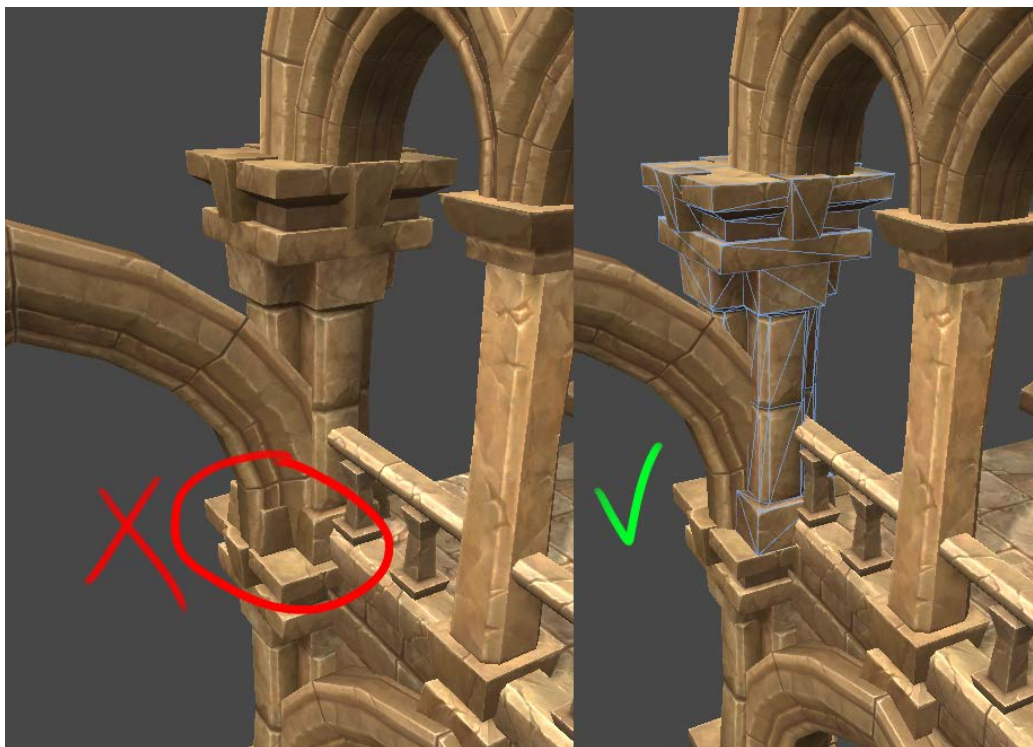
First-Person Mode

You will find prefabs designed for first-person projects in **Prefabs > FIRST-PERSON**.
As always, you can just connect elements using snapping.





You can use different types of columns depending on the shape of the walls (**Prefabs > FIRST-PERSON > FP Columns**). There are separate columns for inner corners, outer corners and flat walls. Of course, you can just use “full column” to save time.



Column_Low_Special_01 is used in a situation like this, when we have weird intersections with arches.



You can make double arched windows and balconies.

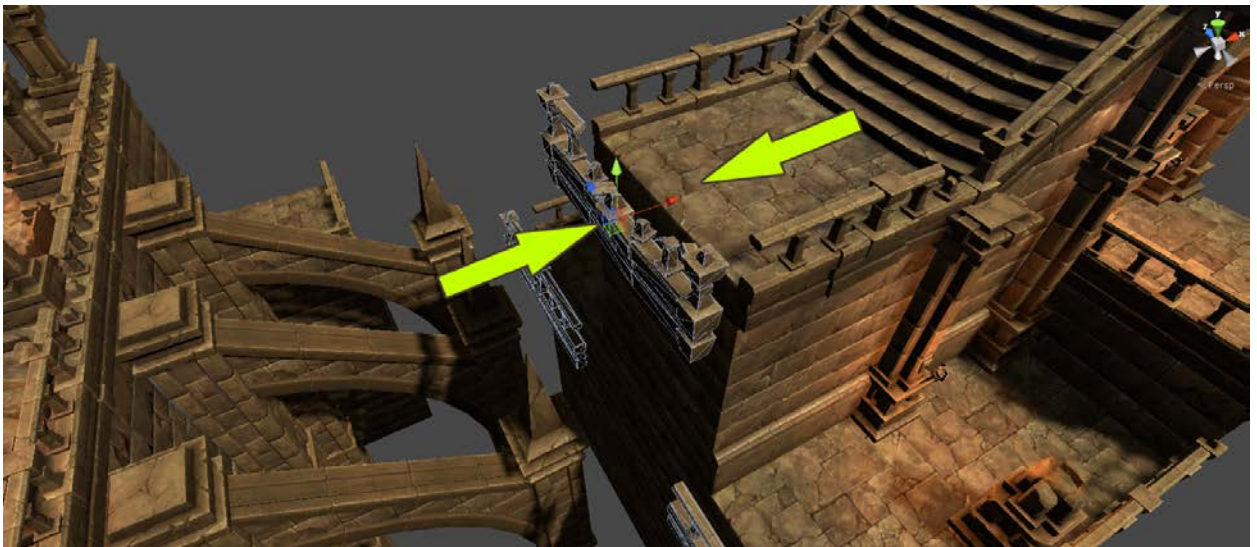
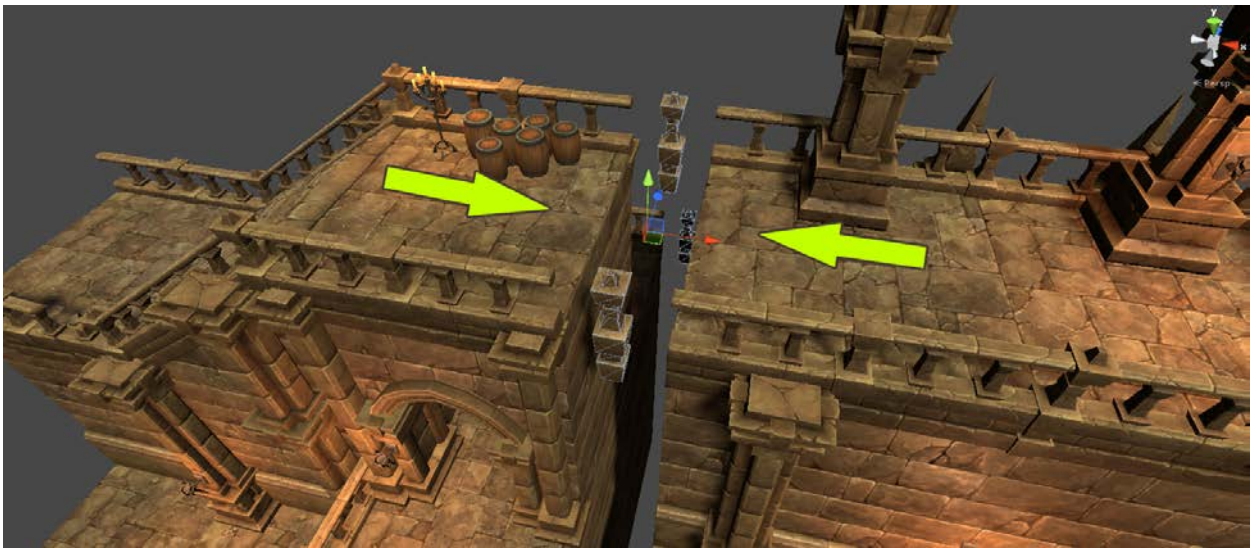


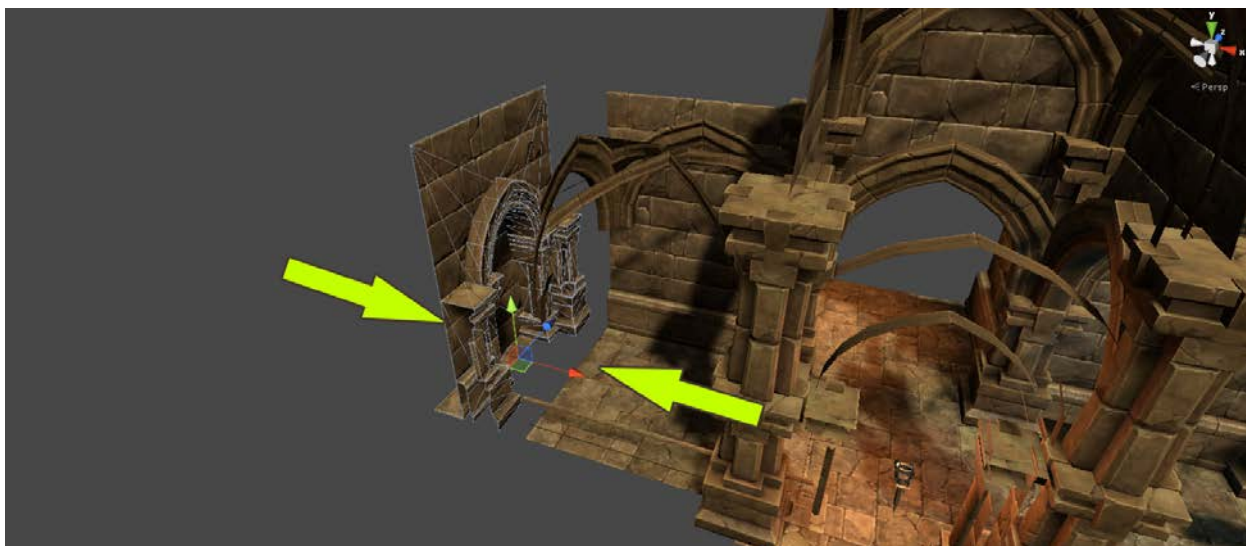
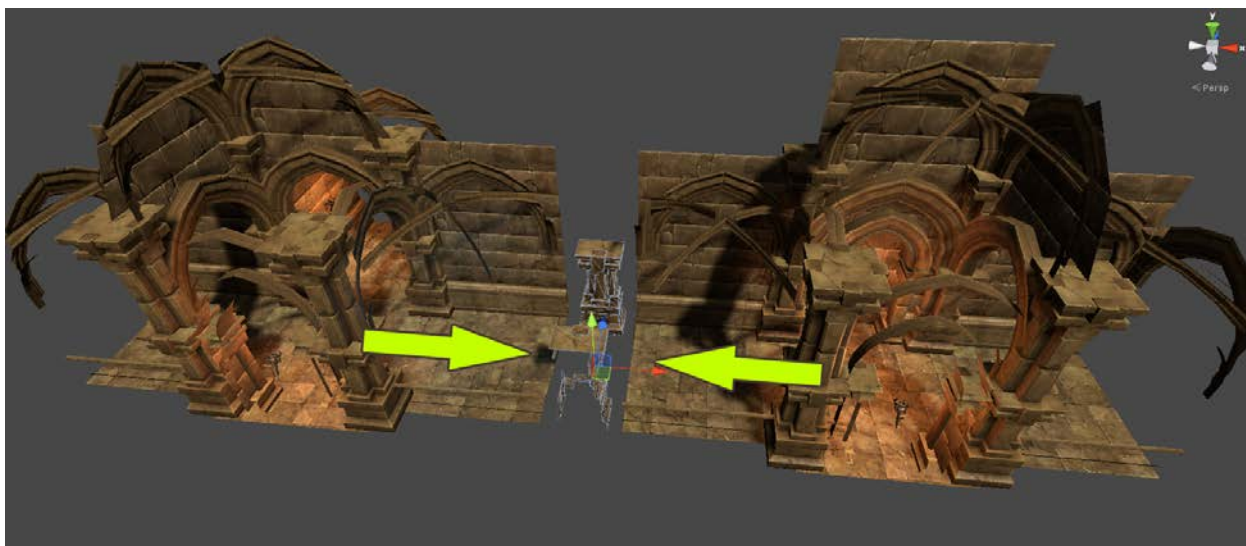
Please refer to the scene **Scenes > First-person Demo** to discover more assets and use cases.

ROOMS AND TILES

You'll find pre-made top-down tiles in **Prefabs > TD TILES** and first-person rooms in **Prefabs > FIRST-PERSON > FP ROOMS**.

Rooms and tiles have “doorways” or places to connect to each other. You can put specific prefabs (connectors) to the place where two tiles or rooms are connected. You also need to close unused doorways. These connectors can be found in **Prefabs > FIRST-PERSON > FP ROOMS > FP Connectors** for 1-st person rooms and in **Prefabs > TD TILES > TD Connectors** for top-down tiles.





DUNGEN INTEGRATION

DunGen related prefabs can be found in **Prefabs > DunGen Presets**.

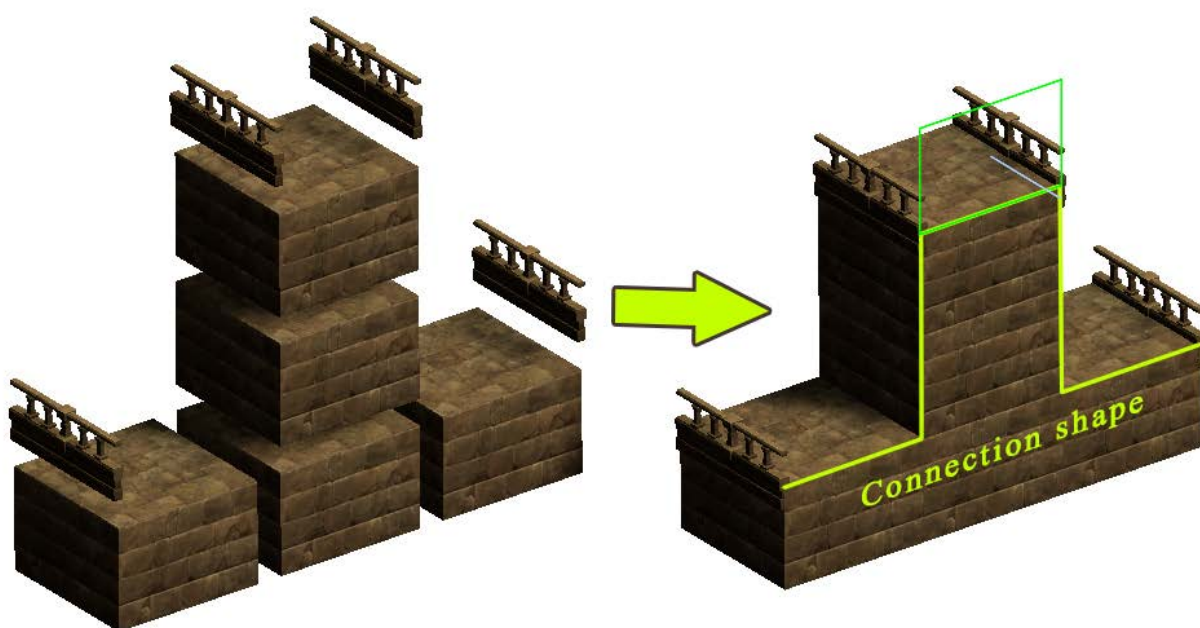
DunGen ready rooms and tiles are located in **Prefabs > DunGen Presets > First-Person Rooms** and **Prefabs > DunGen Presets > Top-Down Tiles**.

Demo levels and tilesets can be found in **Prefabs > DunGen Presets > Demo**.

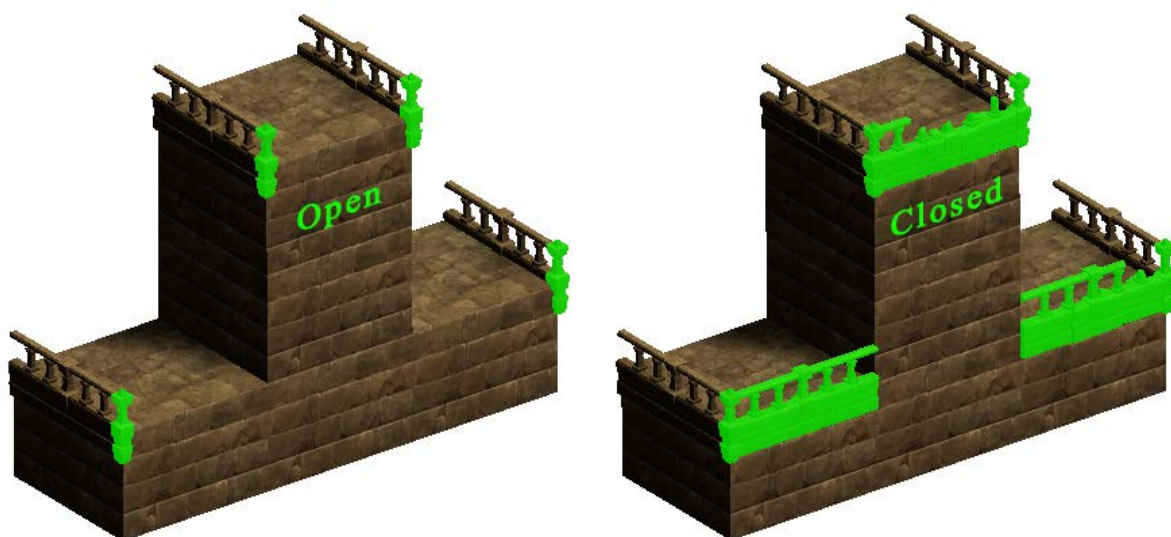
In **Prefabs > DunGen Presets** you'll also find two scenes containing source rooms and tiles.

If you'd like to make new rooms that are compatible with those provided with the set, you need to follow certain pattern regarding "doorways" (see the pictures below).

For Top-Down



DunGen will place "Open" and "Closed" prefabs depending on doorway state.

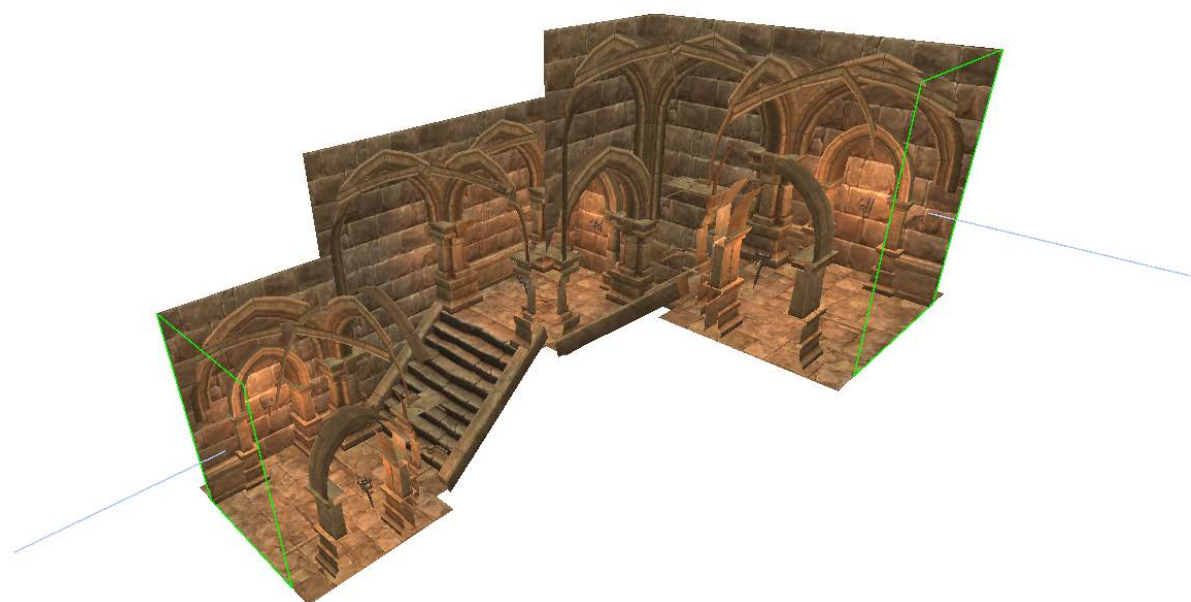
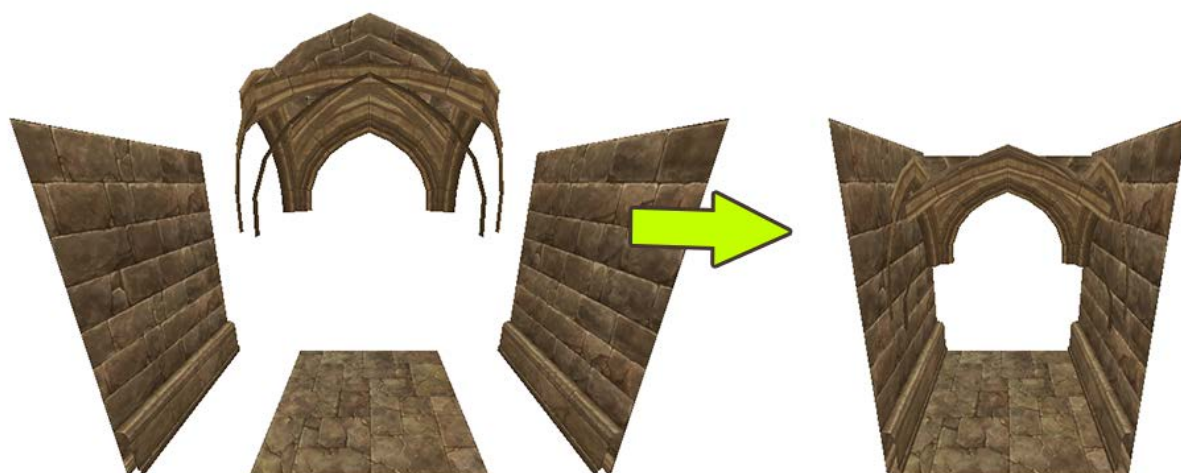




You can add walls, it should work just fine. Please note that only upper floor is walkable, lower floors serve as a background.

Use doorway prefabs from **Prefabs > DunGen Presets > Doorways** for this particular pattern.

For First-Person



Demo scenes are located in **Multistory Dungeons > Scenes**



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