

Easy-Blox Readme

Thank you for downloading either Easy-Blox.

Easy-Blox can be used to rapidly create top down game levels from nothing more than cubes that we call Blox then merge all of those "Blox" together to reduce on your draw calls while easily changing or selecting what texture goes where, either way if it's for a quick prototype or a simple game level Easy-Blox might provide.

Easy-Blox also contains full source-code so you can add your own code or change it.

Easy-Controls

To get started follow these easy steps to get underway.

- 1) On the menu go to Easy Blox > select > Blox Manager and put it somewhere you feel comfortable having it
- 2) Now first thing to do is to place the Master Blox, this will spawn your first Blox and the __BloxManager, do not delete the manager from the scene, it is a required component that loads the textures, but you can delete the Master Blox at any time to start over.

You should now be able to see all the controls.

BloxManager Window Controls

-Player Spawn Location	Click this to enable a player object to spawn on top of the blox, you can only have 1 player spawn at this time, clicking this a second time on another blox replaces the spawn position.
-ID: X	This is the ID of this blox, right now this should be 1 and is unique for each blox.
Back & Next	Used to cycle through all the bloxes in the scene when you have more than 1, deleting any inside the editor does not affect cycling through them afterwards.
Left, Right, Front, Back	Click on any of these to place your next Blox inside the editor scene on an adjacent free space, if the space is not free, it will say so in the log.
<<[Base]>>	Change between texture categories.
<<[Texture]>>	Change between textures inside the selected category
Combine Bloxes	Combines all the colliders and meshes on the bloxes made with the Master Blox to reduce on draw calls, this will however revert individual selected textures to the Master selected blox and finally delete all the no longer used child objects.

Blox Script Controls

Turn into Wall	Raises the Blox to become a wall.
Move Blox in World Space	
Left, Right, Front, Back	Allows the Blox to be moved around freely in world space.

Using your own Textures

Drop them inside the folder Resources/Textures/Misc or Base, they should now show up during selection, if they do not click the __BloxManager and select reload Textures and you should be good to go.

Altering Code

You may re-use parts of this code or change it depending on your needs, but you may not repackage this or parts of the source code for re-sale.

Blox Editor

Apart from the BloxManager there are also controls located on each cube itself that allow you to change the shape if it or add specific level design features that will be implemented in the future but what we have planned are things like automatic doors, elevators, moving bloxes etc.

Turn Blox into Wall	Works only on completed blox but turns them into a 3 cube height wall.
World Space Movement	Allows you to move the blox in world space without restraints with the possibility to adjust movement rate on all axis.
Scale Blox Size	Scale the size of the blox, can be adjusted in size per click.
Change Blox Height	Change blox height, can be adjusted in height adjustment per click.
Stretch Blox	Stretch the blox across either the X or Y axis with the possibility to change adjustment per click.
Scale texture	Scales the textures up or down.

Known Bugs

- Blox name sometimes get stuck as selected, this results in master blox being placed inside other master bloxes.
- When placing a new Master Blox inside other cubes, its ray-casting gets stuck on finding blox all around when you move it out, to fix this deselect it and select it again, I need to move ray-casting to be used on button click instead of blox spawn.
- None of the Blox Editor features check for going below 0 with their adjustment rates.
- Sometimes the Blox ID's get messed up and browsing between them stops working.