

What's Included

Terrain Slicing & Dynamic Loading Kit

Terrain Editor Window Tools

- Be advised, the terrain tools are all found under the Terrain menu, which is no longer used by Unity directly.
- The first time you import the package, you may need to click on the menu bar or minimize and then maximize Unity for the Terrain menu option to show up.

Terrain Editor Window Tools

- Terrain Slicing Tool
 - Use by creating a Slice Configuration File asset (scriptable object). There are two ways to do this:
 - Right click a folder and choose Terrain Slicing Kit -> Create Slice Configuration File.
 - Select a folder and then on the top menu bar choose Assets -> Terrain Slicing Kit -> Create Slice Configuration File.

Terrain Editor Window Tools

- Duplicate Terrain(s) Tool
 - Allows you to duplicate one or more terrain's so that the duplicated terrains are completely independent from the original (simply duplicating the terrain game object in the scene hierarchy will not do this).
 - Found under Terrain -> Terrain Slicing Kit -> Duplicate Terrain(s)

Terrain Editor Window Tools

- Blend Edges Tool
 - Allows you to blend the edges of two or more terrain (or a group of terrain).
 - Found under Terrain -> Terrain Slicing Kit -> Blend Edges.
 - **Outdated:** Use the Tileable Terrain Maker instead.

Terrain Component Tools

- These are Unity components which can be added to a Terrain game object.
- Utilizing components makes the UI cleaner and allows you to switch between scenes while retaining settings (or even close/reopen Unity).
- All components except the Set Neighbors component are editor tools, i.e., they are not meant to be used in Play Mode.
- All can be found under Component -> Terrain Slicing Kit.

Terrain Component Tools

- Draw Detail Map
 - Draws grids over the terrain that show how the detail map is laid out.
- Tileable Terrain Maker
 - Allows you to tile a group of terrains with each other or itself (i.e., to make an endless repeating world).
- Set Neighbors
 - Can be used to set the Terrain Neighbors of a group of terrain in Play Mode.

Dynamic Loading Components

- Components for the Dynamic Loading portion of the kit can be found under Components -> Dynamic Loading Kit

Dynamic Loading Managers

- Dynamic Loading Managers are premade game objects containing all required components to get Dynamic Loading up and running (note, other setup is required before adding this game object, please read [Dynamic_Loading_Kit_Quick_Guide.pdf](#))
- Found under GameObject -> Create Other -> Dynamic Loading Kit

Miscellaneous Tools & Commands

- Miscellaneous tools and commands can be found under Assets -> Dynamic Loading Kit.
- They can also be opened/used by right clicking a folder in the Project Hierarchy and hovering over the Dynamic Loading Kit menu option.

Miscellaneous Tools & Commands

- Add Prefabs to Scene
 - Adds the selected prefabs to the scene at their correct position (as seen in the inspector when a prefab is selected).
- Copy Absolute Folder Path
 - Copies the selected folder's absolute path (starts with "Assets/")
- Copy Relative Folder Path
 - Copies the selected folder's path relative to the Assets folder (starts with "/")

Miscellaneous Tools & Commands

- Create Prefabs
 - Tool which allows you to convert one or more game objects in the scene into prefabs.
- Create Naming Convention Asset
 - Create asset used through the terrain slicing and dynamic loading kit.
- Create Scene Generation File
 - Creates asset which can be used to generate scenes from prefabs.
- Create World Grid
 - Creates a World Grid asset (see quick guide) for use with Dynamic Loading.