

# Easy Isometric Sorting Manual

Creative Spore

Support: [creativespore@gmail.com](mailto:creativespore@gmail.com)

Web: <http://www.creativespore.com/>

Unity Forums: user CreativeSpore

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## Overview

The **Easy Isometric Sorting** provides you a very simplified way to sort your sprite objects by a chosen axis.

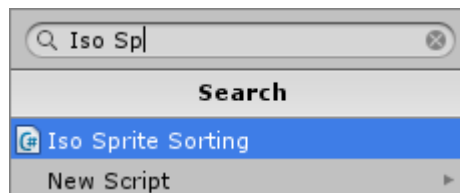
You don't need to change the Z position according to the Y position, neither change the sorting order of each part of the sprite nor change the layer.

All you need is attach the IsoSpriteSorting script to any object, and all its renderer children will be sorted according to the position of parent object in the sorting axis.

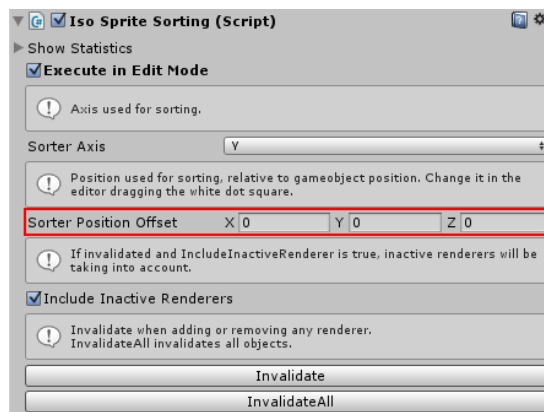
You can have objects made with different render parts with an specific sorting order, like a Puppet2D character, and it will be sorted as well.

## Usage

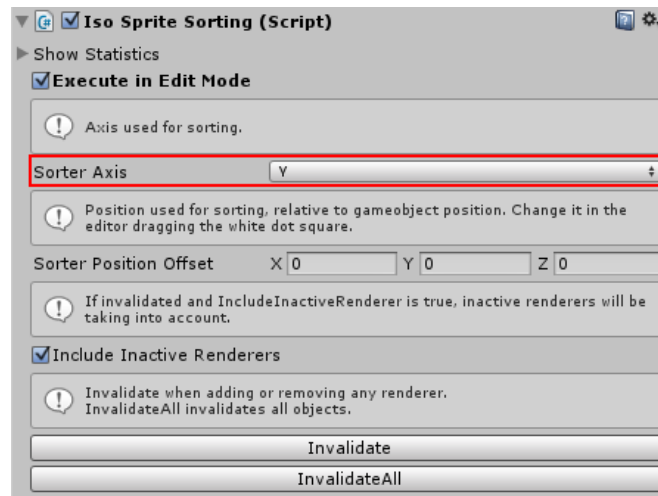
1. Add the **IsoSpriteSorting** script to the parent object. To update the sorting move the object a little in the editor. **IsoSpriteSorting** is sorting by layer, then by position relative to sorting axis.



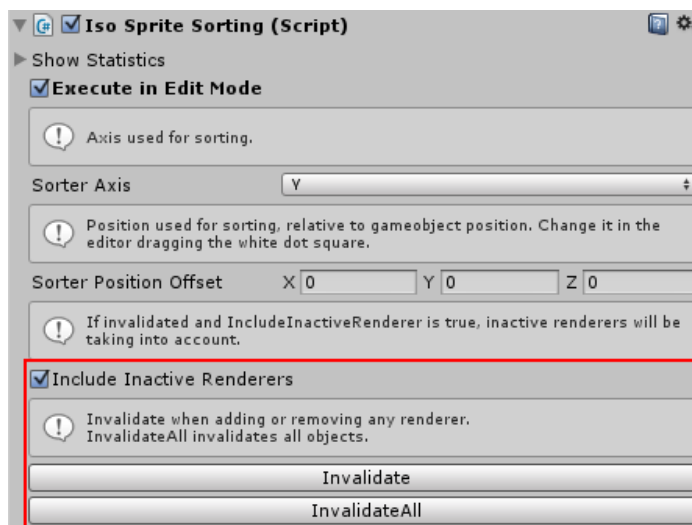
2. Change the sorting base position by dragging the white square or by modifying the offset in the inspector view.



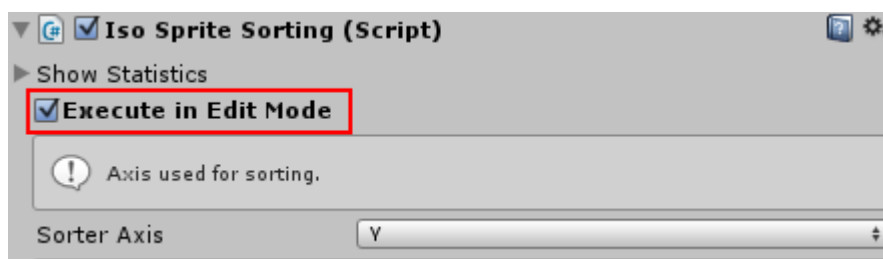
3. Choose the sorting layer if you want a different axis from default Y.



4. If you change the renderers of the object you need to **invalidate** it so the new renderers are sorted properly. The same if you uncheck the **Include Inactive Renderers** option and you re-activate any renderer. **InvalidateAll** will invalidate all objects.



5. **Execute in Edit Mode** is enabled by default and will update the sorting during in edit mode is enabled. This is a global parameter and will affect to all **IsoSpriteSorting** objects.



6. **Show Statistics** will display useful statistics about the number of objects and renderer parts currently being sorted. Not visible objects won't be sorted for performance improvement.

