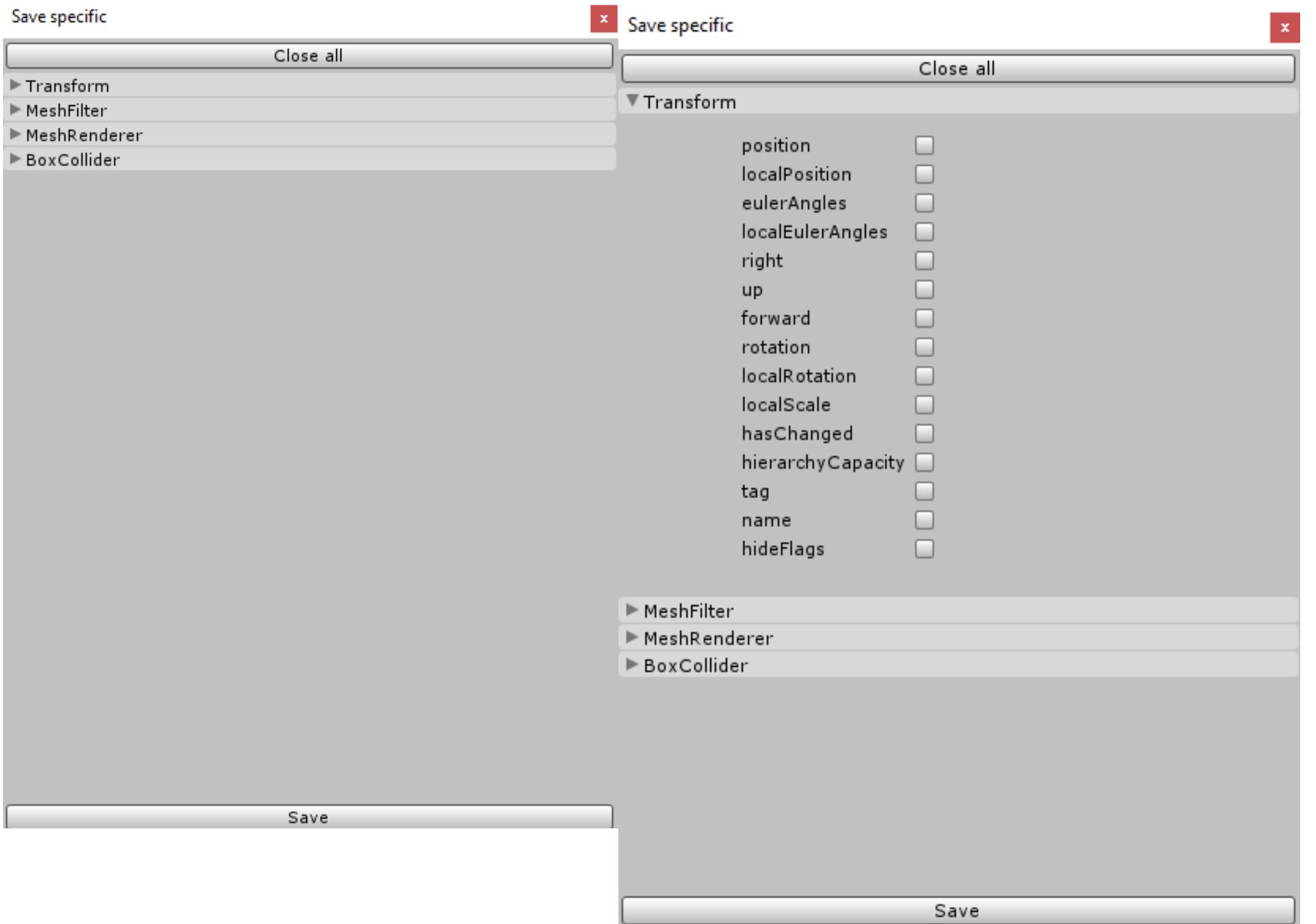
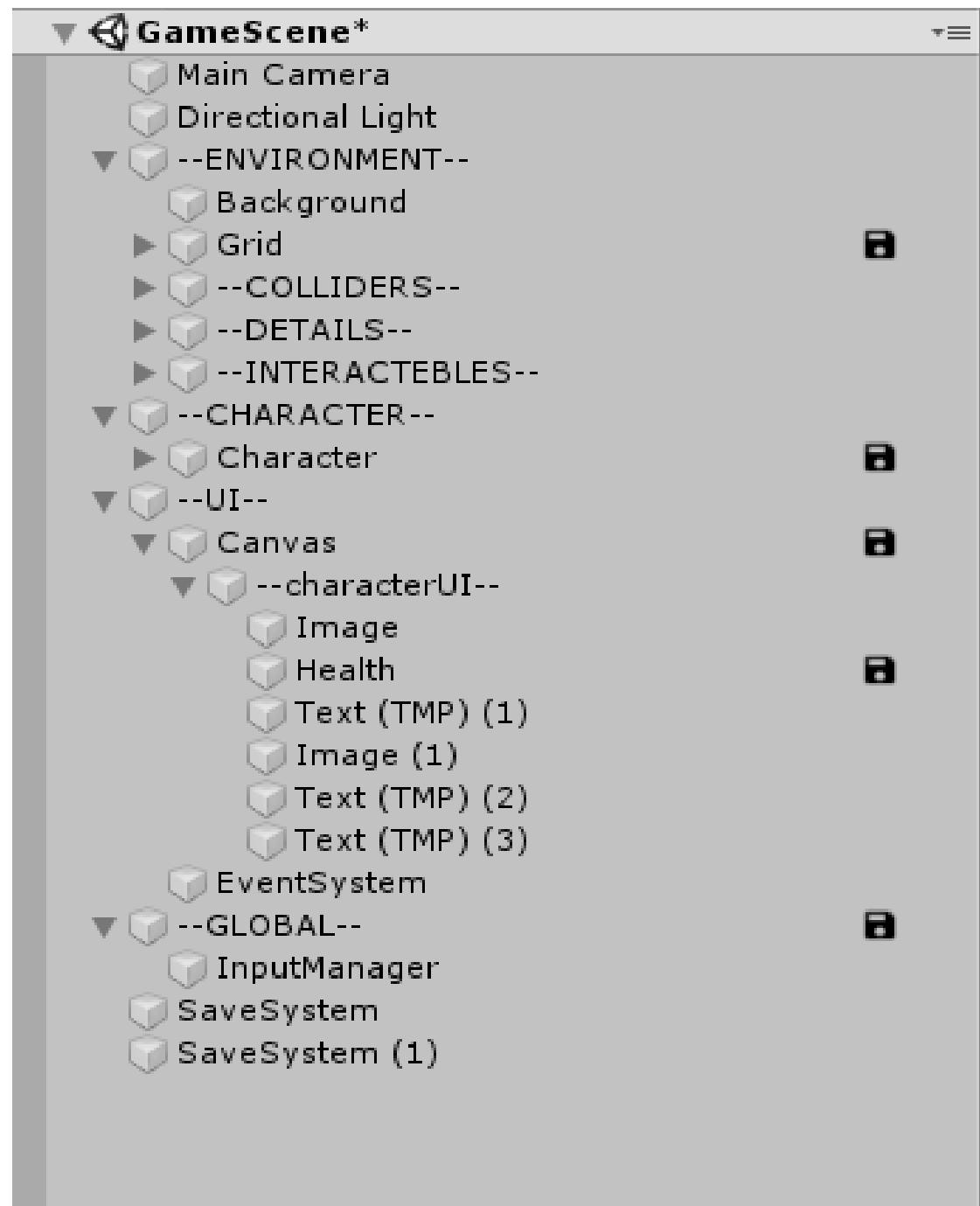


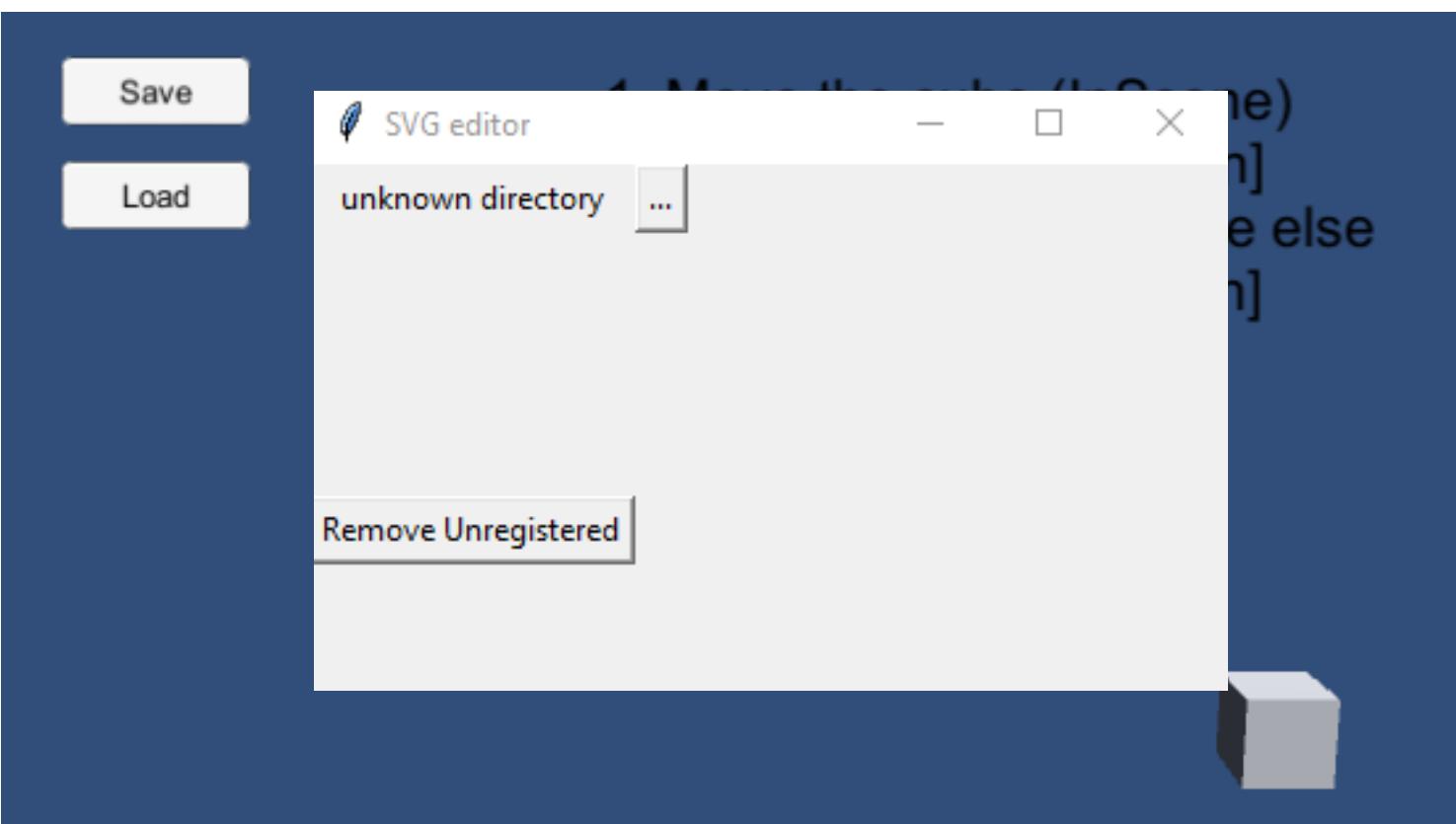
# Save system



Apart window om te kiezen wat je wilt opslaan van het object

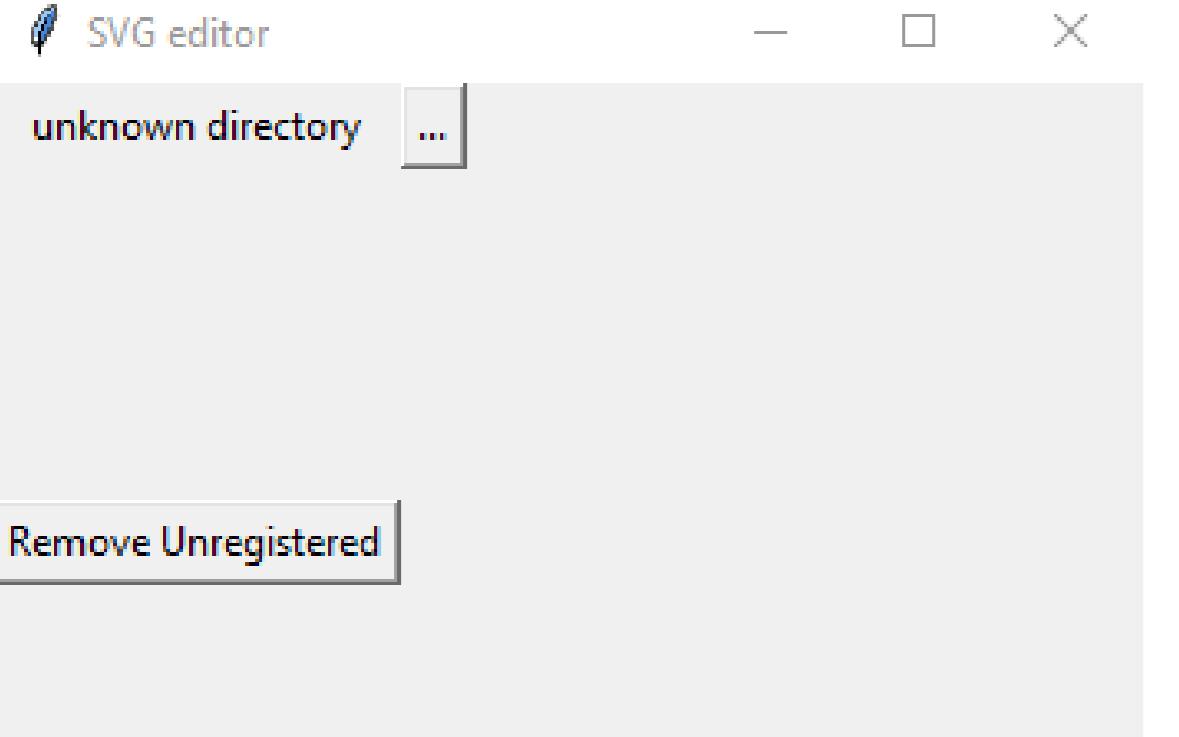


Mogelijkheid om overzichtelijk te zien wat er opgeslagen gaat worden

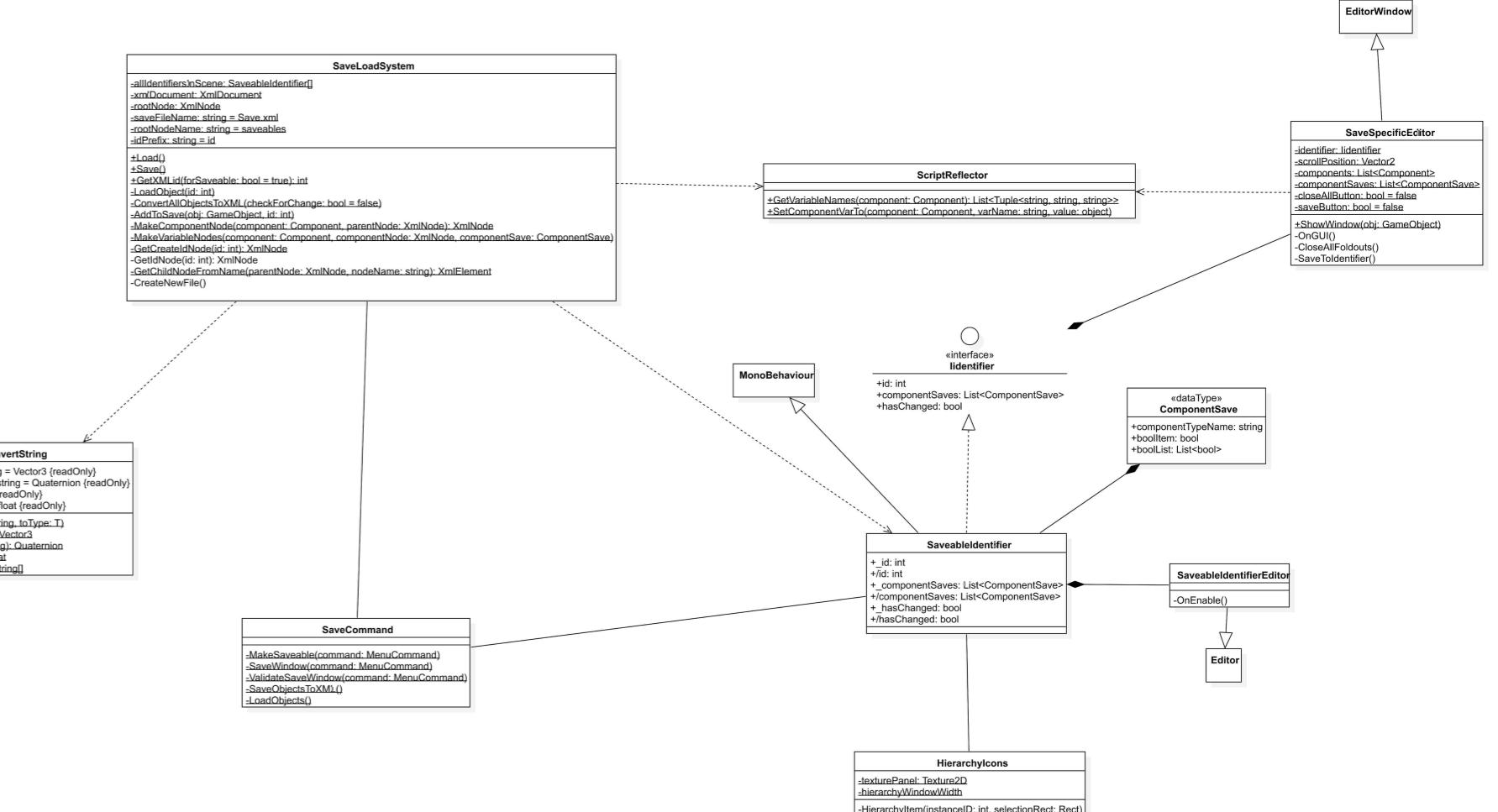
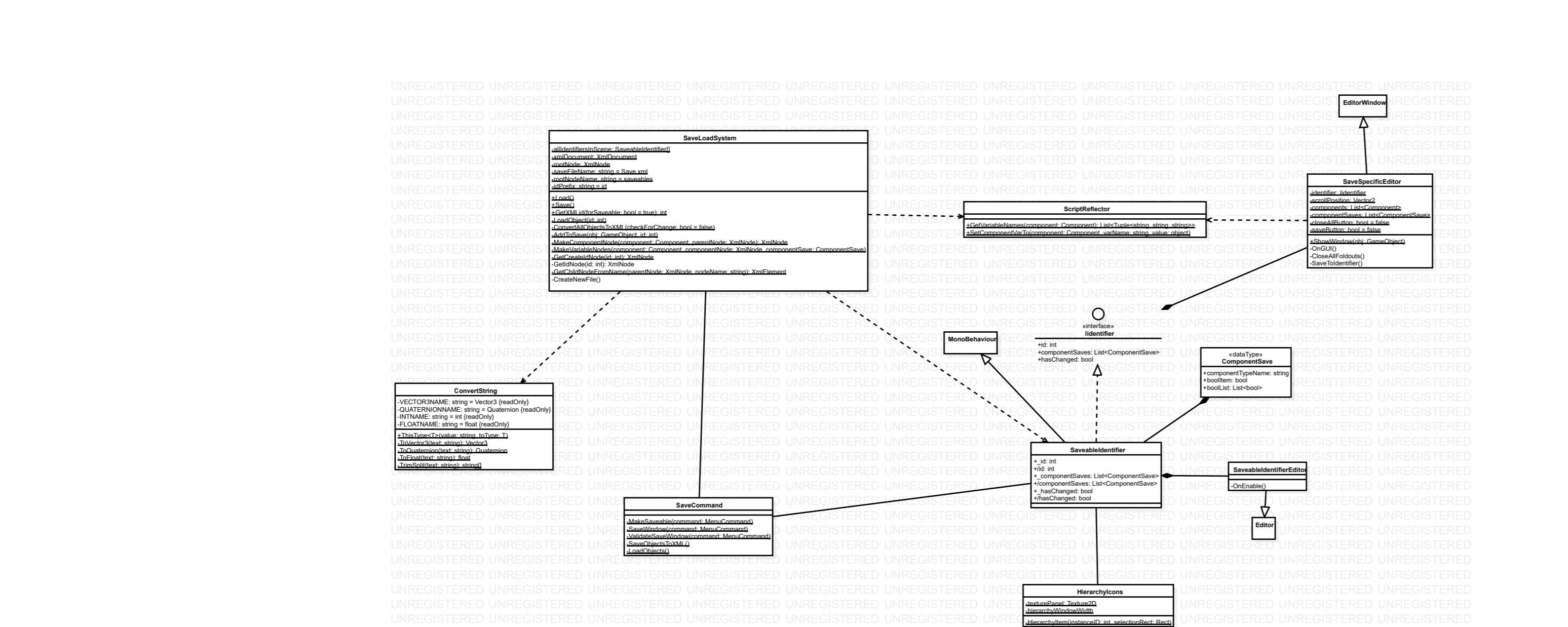


Integratie in-game

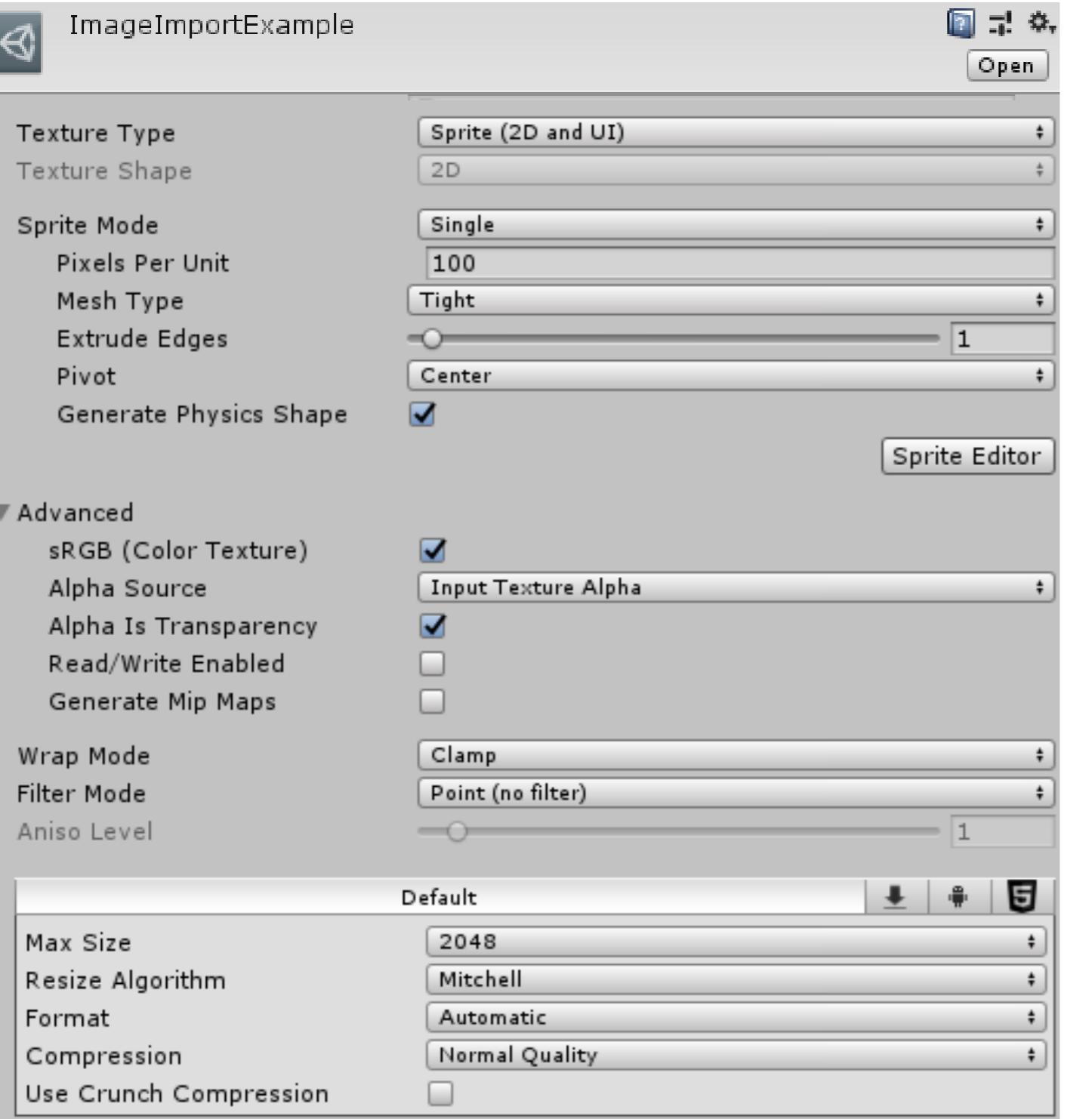
# VG editor



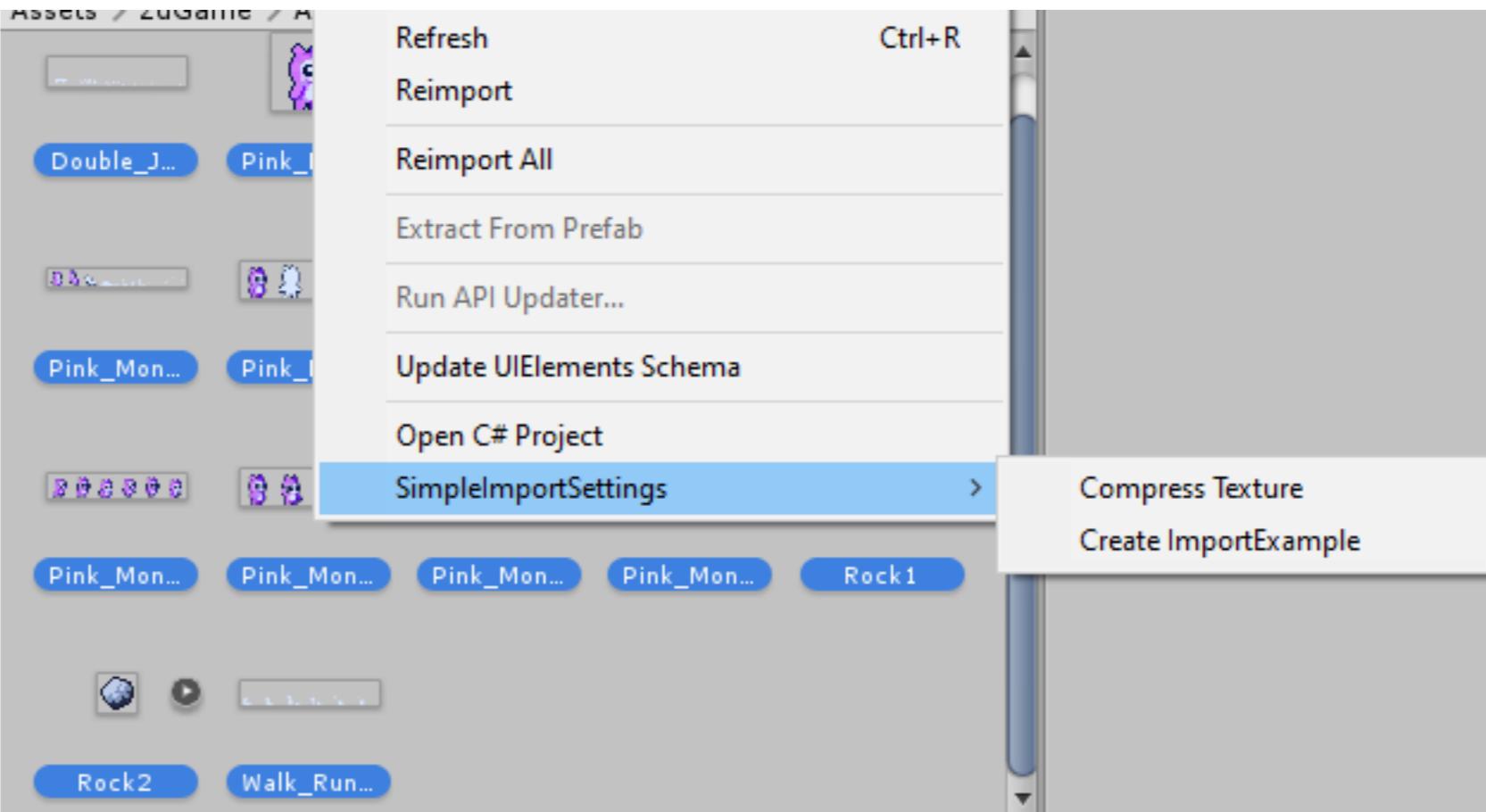
Verwijderd het UNREGISTERED woord uit je SVG



# Easy image import settings

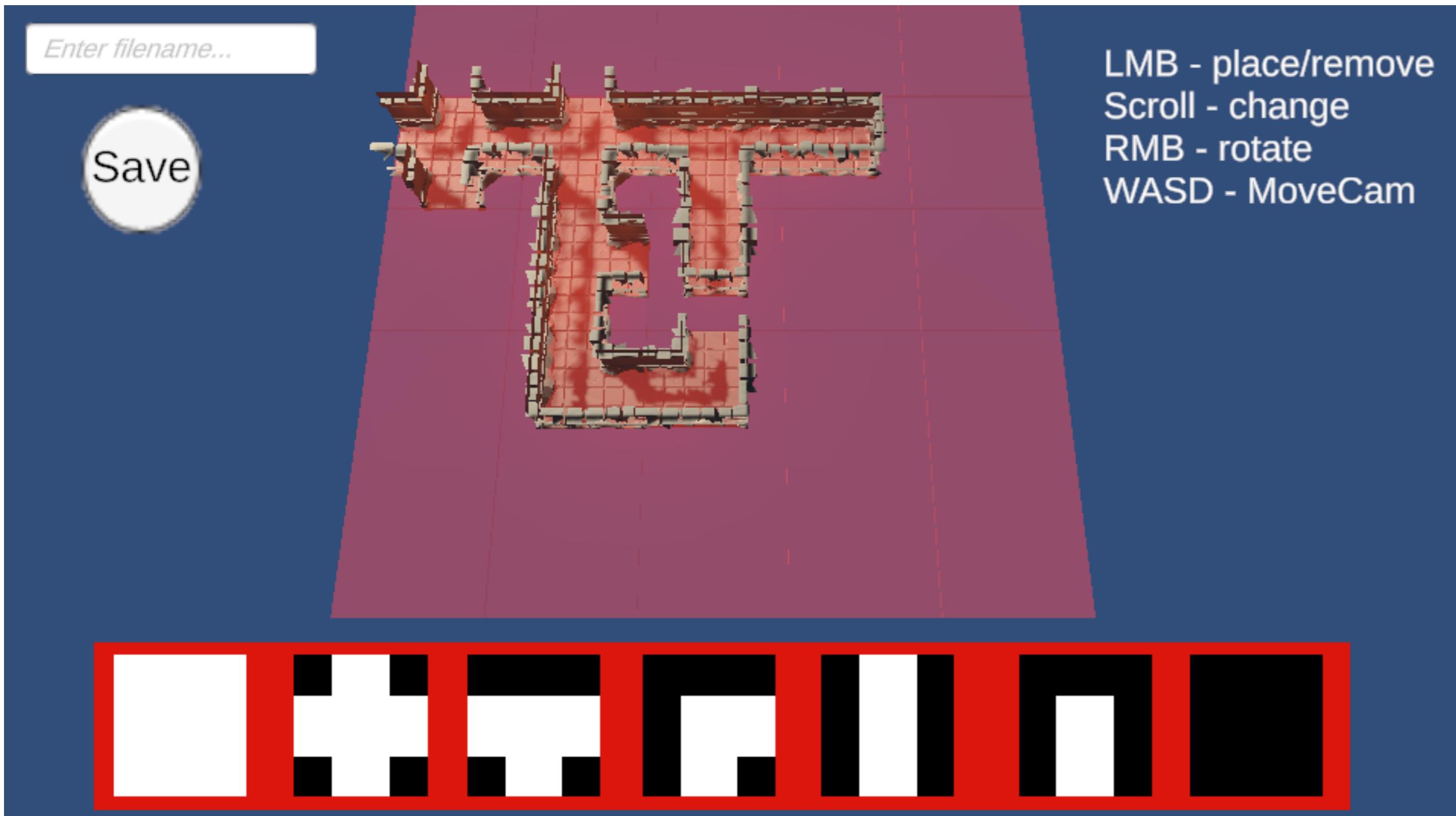


Stel de import settings in, in de imageimportexample

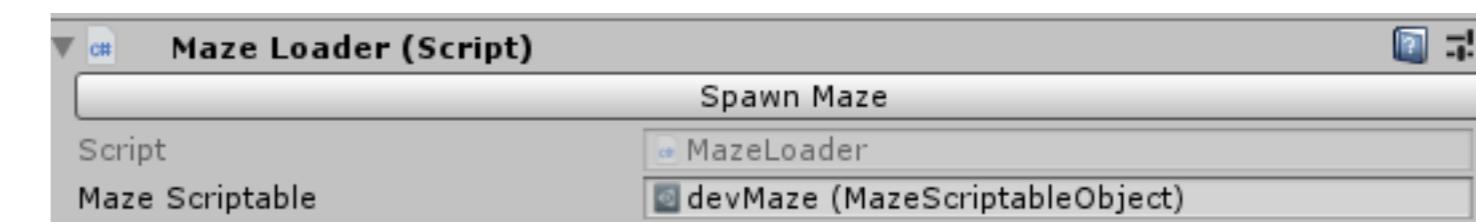


Selecteer vervolgens al je images and apply de settings van het example

# Prefab grid builder

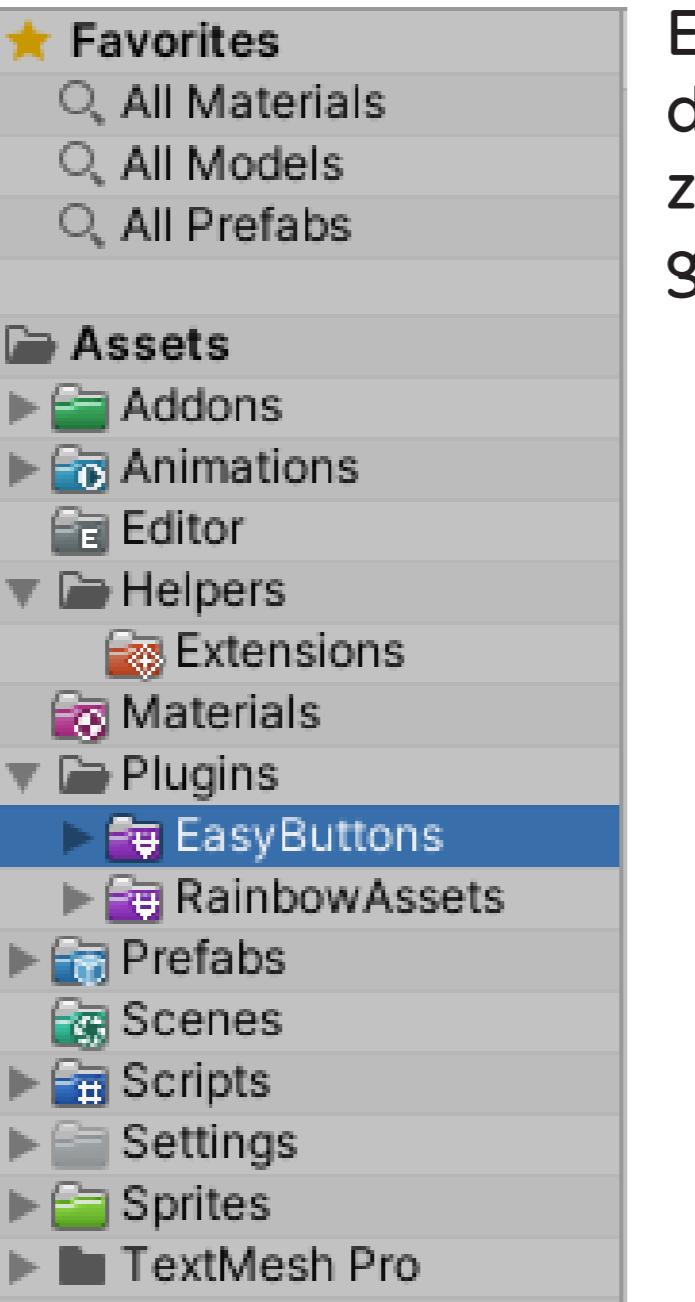


Maak en save de scene



Spawn de scene in waar je ook maar wilt

# Handy Unity code library



Een Unity code library met daarin scripts/extensies die je vaak gebruikt maar niet in unity standaard zitten. Ook tools zoals EasyButtons, zodat je gemakkelijk functies kan testen.