



Fantasy Heroes: Editor

By Hippo Games

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1 ONLINE HELP

You can find the latest manual version in our wiki:

<https://github.com/hippogamesunity/HeroEditorHub/wiki>

There are general asset information, FAQ, tips and other helpful materials. Moreover, you can request new features, submit bugs and get online help here:

<https://github.com/hippogamesunity/HeroEditorHub/issues>

2 ABOUT

With **Fantasy Heroes: Editor** you can create amazing human characters for your mobile games. Create role playing games, arcades, platformers, quests and even strategies!

It contains awesome sprite collection, character editor and all general animations. Our built-in editor will help you to customize your characters and play animations. You even don't need to write a line of code!



3 DO YOU LIKE IT?

If so, please support us on [Unity Asset Store](#). You can rate ★★★★★ our asset and leave your feedback!

4 CONTACTS US

Here is our email hippogamesunity@gmail.com, so feel free to ask your questions and request new features!

5 HIRE ARTIST

Need exclusive on non-exclusive art works? Our artist is [ready for hire](#)! Please email to hippogamesunity@gmail.com!

6 FEATURES

- Create and customize human characters
- Change body parts and equipment
- Change body parts color
- Play animations
- Extend sprite collection with our [paid bundles](#) (available on the Asset Store)
- Mobile friendly
- Compatible with Unity 5 and 2017

7 TECH SPECS

- Unity 2017
- Clean C# source code with comments
- Mobile friendly
- Any platform (PC, Android, iOS, WebGL)

8 SETUP & TEST GUIDE

1. Download and install unity package
2. Make sure you have [FantasyHeroes](#) folder added to your project
3. Open [CharacterEditor](#) scene from Scenes
4. Run scene

9 EDITOR USAGE

- Use arrows to play animations
- Use arrows to change body parts and equipment
- Use palette to change body parts
- Use [Save]/[Load] buttons to save and load characters prefabs
- Use [Test] button to open TestRoom

10 WEAPON TYPES

- There are different weapon types: one-handed melee, two-handed melee, bows and firearms
- Please refer to [WeaponType](#) enum
- You can use the only one weapon type at the same time

11 ANIMATION

Select [Dummy/Animation](#) from scene or [Human.controller](#) from Project window. Then open Window/Animator. You will see all our animations.

There are three layers: Upper, Lower and Head. Each of them is independent. It means you can play any animation available for each layer simultaneously.

On Parameters tab, you will see all parameters that control animation transitions.

Select each layer to see animation flow.

You can switch animations with the following ways:

- Most simple way. Just call [Character.Animator.Play](#). This will immediately play animation clip by its name, without any transition and smooth.
- More advanced way. Call [Character.Animator.CrossFade](#), this will fade new animation in over a period of time seconds and will fade other animations out.
- However, the best way is to use animation parameters to control animation transitions. It can take time to learn animation parameters effects.

12 HOW TO EDIT AND CREATE ANIMATION

We made all our animations with built-in Unity animation system. So you can edit them and create your own.

- You can find all animations in [Animation](#) folder
- [Human.controller](#) contains all animation data
- Use [Animation](#) window to edit and create animations
- Use [Animator](#) window to edit transitions

13 LAYERS AND LAYER MANAGER

There is [LayerManager](#) attached to all Characters. It contains ordered character sprite list and handles sprite overlapping. All sprites have [Sorting Layer](#) as multiples of ten: 0, 10, 20, 30 and so on. That way we'll be able to insert new layers in future.

If your character is moving by Z axis, then you'll better use [Z coordinate](#) for layers instead of [Sorting Layer](#). LayerManager has two checkboxes: [UseLayer](#) and [UseZCoordinate](#). Simple check what you want

and then press [SetOrder](#) button. Now your sprites are ordered by Sorting Layer or Z coordinate. You can also change Z accuracy by editing SetOrder method.

14 HAIR MASK

Hair mask is attached to [Hair](#) sprite renderer. It is used to partially hide hair.

There are 3 type of masks defined in [HairMaskType](#) enum:

- [None](#) - don't crop, show full hair sprite
- [HelmetMask](#) - use helmet mask if exists, sprite will be visible outside the mask
- [HeadMask](#) - use common head mask, sprite will be visible inside head outline only

Helmet masks are located in [HelmetMasks](#) folder. When you equip a helmet, linked helmet mask will be automatically added to hair sprite.

You can read more about sprite masks here: <https://docs.unity3d.com/Manual/class-SpriteMask.html>

15 WEAPON TRAILS

Each melee weapon is linked to its trail sprite (by hash). [SpriteCollection](#) contains both weapon and trail sprite lists. For more info, please visit our wiki:

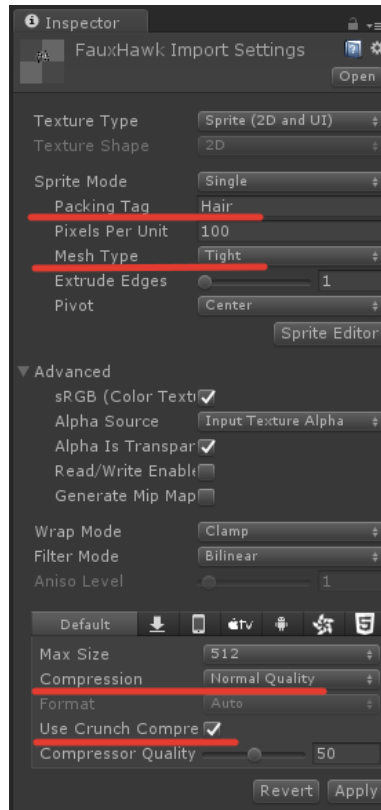
<https://github.com/hippogamesunity/HeroEditorHub/wiki/Melee-weapon-trails>

16 PAID EXTENSION ASSETS

We provide additional editor extension assets, such as new sprite collections. Please visit our page on the Asset Store to find our extension assets: <https://assetstore.unity.com/publishers/11086>

17 OPTIMIZATION TIPS

- Enable [Texture Compression](#) for all sprites to minimize build size
- Use [Crunch Compression](#) for all sprites to minimize build size
- Use [Sprite Mode > Mesh Type = Tight](#) because all sprites are 512x512 px and are not cropped
- Set [Sprite Mode > Extrude Edges = 2](#) or more if you have **crop artefacts**
- Use [Packing Tags](#) for sprite groups to improve performance (legacy feature, but preferred)
- Enable [Legacy Sprite Packer](#) from Editor settings
- Refer to Unity docs for details about [Texture Compression](#) and [Packing Tags](#)
- Consider to use [Sprite Atlas](#) (replacement for Legacy Sprite Packer)
- Read more about sprite packing in [Sprite Atlas \(Packing\)](#) section below



18 FRAME-BY-FRAME ANIMATION

This feature may be under development. Contact us if you need it!

Wanna use our awesome characters outside of Unity? Maybe in other game engines? It's no problem anymore as we made sprite sheet generator! It comes with [Fantasy Heroes: Editor Pro](#). Simply open [SpriteSheetMaker](#) scene and "dump" any animations you want to sprite sheets!

19 SPRITE ATLAS (PACKING)

In order to reduce memory usage and improve game performance sprites can be grouped into combined textures called [Atlases](#). As well as our sprite collection is very large, we advise you to use packing features available in Unity 2017: [Sprite Packer](#) and [Sprite Atlas](#).

It is preferred to use [Legacy Sprite Packer](#), read more here:

<https://docs.unity3d.com/Manual/SpritePacker.html>

Alternatively, you can use [Sprite Atlas](#), read more here:

<https://docs.unity3d.com/Manual/SpriteAtlas.html>

When using [Sprite Atlas](#), please:

- group sprites and make sure that each atlas size is no more than 2048x2048 to avoid issues on different platforms. Use different packing tags: Weapon, Armor, Shield and so on.

20 SCRIPT REFERENCE

Please refer to [ScriptReference.chm](#) if you have any questions about code samples.

21 FAQ

Please visit our project wiki:

<https://github.com/hippogamesunity/HeroEditorHub/wiki/FAQ-&-Troubleshooting>

22 ACKNOWLEDGMENTS

[Mike Jakubowski](#) – help with character eyes colorizer shader and editor UI suggestions.