

# MAP MAKER V1.0 USER MANUAL

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### [INSPECTOR PANEL]

#### 1. TILE WIDTH/ HIGHT

- Set the number of tile to create.

#### 2. MAP SIZE

- **APPLY THE ASPECT RATIO.**
  - Adjust the size of a tile map in the standard ratio.
- **RELEASE THE ASPECT RATIO.**
  - Adjust the scale of a tile map on the X-axis.
  - Adjust the scale of a tile map on the Z-axis.

#### 3. MAP POSITION

- Relocate the map.

#### 4. GET MAP DEPTH

- Import the map-depth value of the created prefab.

#### 5. MAP DEPTH

- Adjust the map-depth value of the created map.

#### 6. PREFAB X,Y,Z - POS

- Adjust the position of the prefab to create.

#### 7. PREFAB X,Y,Z - ROT

- Adjust the rotation of the prefab to create.

#### 8. RANDOM X,Y,Z - ROT

- When creating a prefab, create it with the random values designated by slides.

#### 9. REFERENCE ROT

- If it is checked, creation is made according to the rotation value of the already-created prefab.

#### 10. GET TRANSFORM

- If it is checked, the transform values of the selected prefab is imported.

#### 11. PREFAB DATA

- **SAVE TRANSFORM DATA**
  - It saves the entered Transform information with the designated name. (Data permanent storage)
- **LOAD**
  - Import the saved Transform information data.
- **DELETE ( “ - ” BUTTON )**
  - Delete the saved information data. (Data permanent deletion)

#### 12. RANDOM PREFABS

- The registered prefabs are randomly created.

#### 13. SHOW PREFABS

- Prefab in “ [Resources\USER\\_Prefabs](#) ” directory is displayed in a new window. (Preview and Button functions)

#### 14. DRAW FULL TILES

- Prefab is created in the whole map.

#### 15. DRAW UNUSED TILES

- Prefab is created only in the empty tile where prefab is not created, in the whole map.

#### 16. GENERATE MAP

- Map is created with the designated map width and height values

#### 17. REMOVE MAP

- It deletes the created map.

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### 18. SAVE MAP DATA

- It saves the map data with the designated name. (Data permanent storage)

### 19. LOAD MAP DATA

- A new window is popped up, and a list of the saved map data is displayed on the screen.
- With a Load button, the saved map data is loaded, and with a - button, it is deleted.

### 20. COMPLETE

- The ongoing map is completed

#### [ SCENE VIEW PANEL ]

### 21. EARSER

- It deletes the selected prefab.

### 22 RANDOM PREFAB

- With a button, the designated prefab is randomly created.

### 22 SELECT PREFAB

- It shows the selected prefab.

MAP MAKER V1.0  
NEXT! GAMES

- **WORKING PREVIEW** **YOU TUBE LINK** / [goo.gl/Qsiu69](https://goo.gl/Qsiu69)
- **TUTORIAL** **YOU TUBE LINK** / [goo.gl/HhXhPK](https://goo.gl/HhXhPK)
- **WEBSITE** / [goo.gl/3IfRWI](https://goo.gl/3IfRWI)