



RAFMANIX

2D Top Down Cemetery World Tileset

Version: 1.3

READ ME

Thank you for supporting this asset!

We have created this asset-package to help you to create your own 2D games.

Our Asset-pack contains sprite textures to use for your projects.

The sprites are easy to use so you can quickly make your own commercial games.

All additional textures, C# scripts or animation files are for the “Example/Demo Scenes” and can be used as well.

If you have any questions, issues or feedback, then please **E-mail** us at:

Support: rafmanix.studios@gmail.com

Info:

If you have an older Version of Unity, make a copy of the sprites in your Project folder and set your sprite settings new, so these matches your version of unity.

IMPORTANT:

If you want to make modifications of our textures or sprites, etc... please make a copy and change them as you desire.

Reason: If we upload a new version and you upgrade our Asset Package your work or modifications can be overwritten.

Thank you!

RAFMANIX Team

License

Unity Asset Store License:

The license terms are subject to Asset Store “Terms of Service” and “EULA” you can find these on the official Unity website.

Asset Store Terms of Service and EULA

https://unity3d.com/de/legal/as_terms

You need more content:

For more Informations look at our Website under Questions & Answers (Q&A).

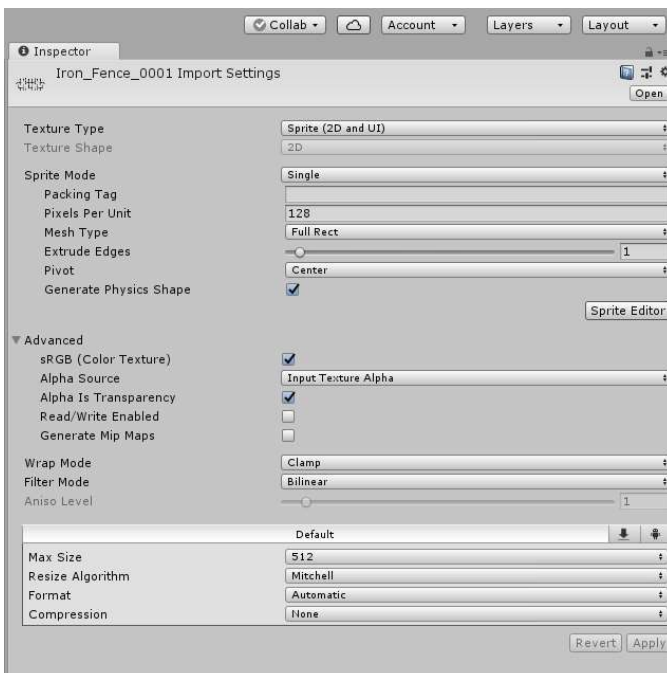
RAFMANIX Website:

<https://sites.google.com/view/rafmanix/home>

Asset Store Package

Settings:

All the graphics and sprites in our asset packages are created for the standard grid settings in the Unity Engine.



Make sure your texture type settings are:

- Pixels per unit is set to - **128**

so it fits to the Unity standard grid.

Or scale it according to your game grid settings!

- We have used “None Compression” for quality upload on the Asset Store.

You can use the Quality setting & compression as needed for your project

For more Information about texture or sprite setting look in the unity engine documentation.

Performance:

If you do not use our ATLAS or in the package are only Single Sprite Sheets.

Copy the sprites in your project and choose your settings and use the same “**Packing Tag**” for the sprites, so the Sprite Packer reduces your drawcalls!

If the Sprite Packer is not working to save your sprites by batching, look at:

Edit / Project Settings / Editor

- **Sprite Packer / Mode** = “Always Enabled” or as you need it!

Or

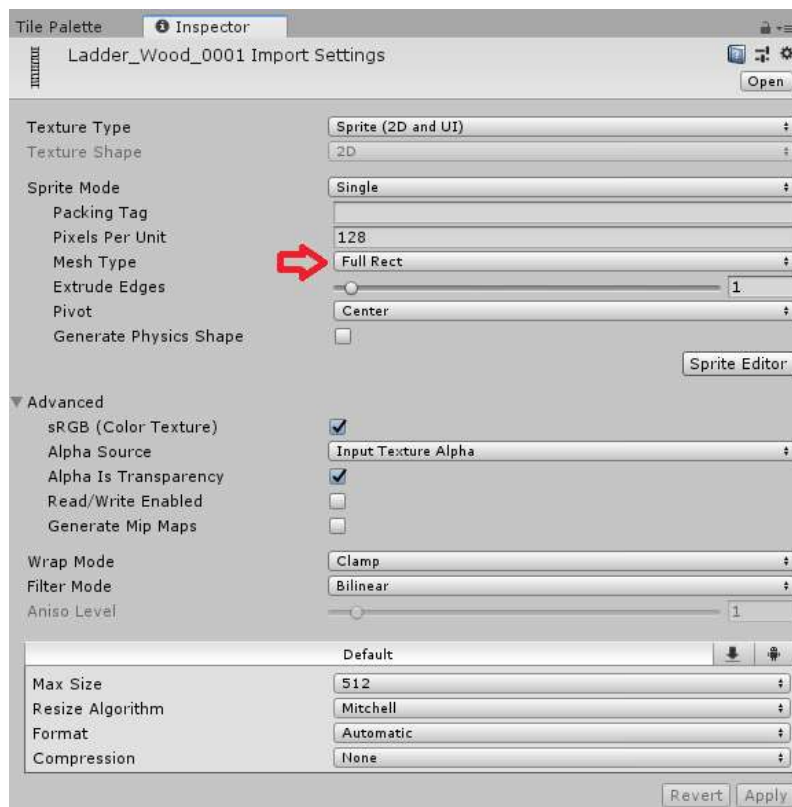
New at [Unity 2017.1](#) !

Right Mouse / Create / Sprite Atlas

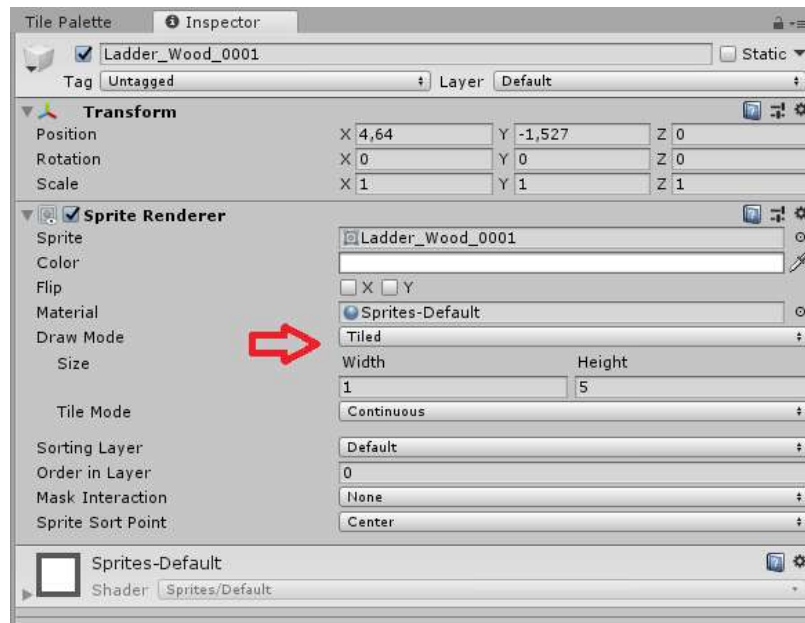
- Bake all sprites in the new “**Sprite Atlas**” from Unity!

Sprites Tiled:

Some of the Sprites are “**Tiled**” make sure your Sprite settings looks similar like this Screenshots!

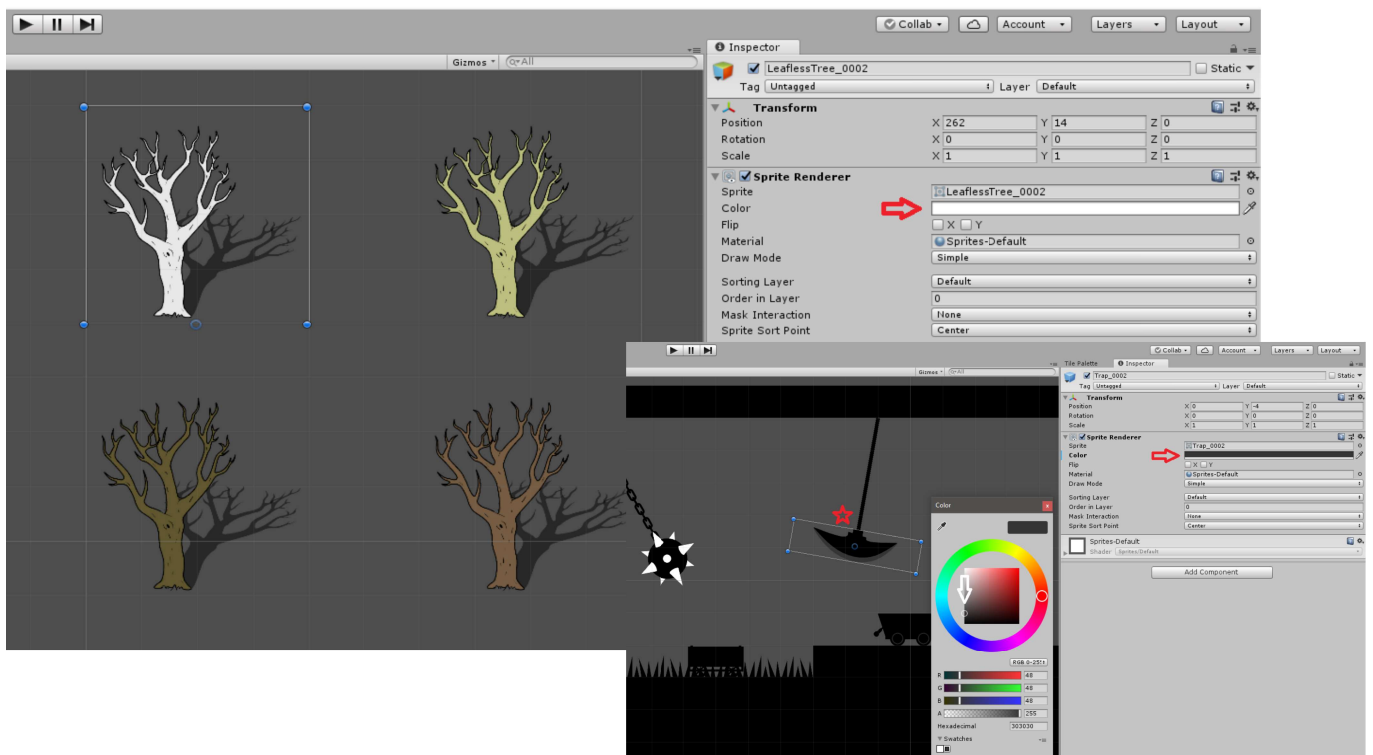


In the “Sprite Renderer” set the “Draw Mode” from **Simple** to **Tiled**.



White Color Sprites

If you don't want that some sprites are white in your game then set the “Color” as you desire:



Tile Palette

To paint your game world you need to build a “**Grid System**” from Unity and set up your Prefabs in the “Tile Palette Window”

If you would like to see an example open YouTube and search

“**RAFMANIX**”

Or click the video in the Asset Store!

Tile Palette Brushes

We recommend to use Unitys “Penny Pixel” example brushes.

If you need more Information how to use the brushes, follow this Link:

<https://unity3d.com/de/learn/tutorials/topics/2d-game-creation/intro-2d-world-building-w-tilemap?playlist=17093>

If you want to use the free content on this tutorials from Unity.

Create a new project and test it out and use the Folder you need in our Project, this should save you from errors in your Project!

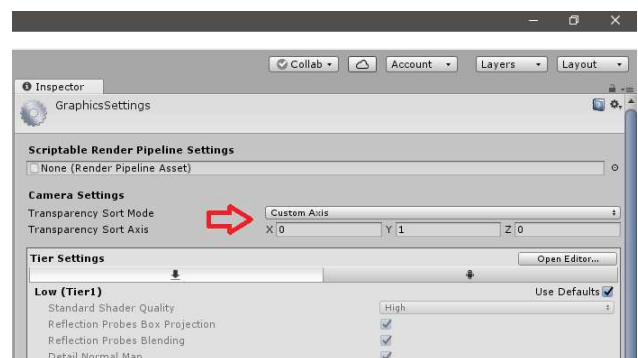
Trees overlap Settings:

To set your Trees or Grass to overlap each other go to:

Edit → Project Settings → Graphics:

Transparency Sort Mode → **Custom Axis**

Transparency Sort Axis → x **0** y **1** z **0**



Prefabs:

The prefabs, in the package, are only examples what you can make with this sprites.

You can use them, if you like or build your own prefabs!

Support us:

Please do not forget to write a **review** on the Unity Asset Store!

If you have any issue or questions please feel free to contact our support Team under this E-mail:

rafmanix.studios@gmail.com

Please do not post your problems as a **review!** (Privacy Policy)

We try to provide good support and it is not possible to answer quick and in detail to a review post.

You would help us a lot. Thank you!