

MQ

Experimental Packages In Use

Layers Layout

Hierarchy

Scene Game

Inspector

Tiles (Texture 2D) Import Settings

Texture Type: Sprite (2D and UI)

Texture Shape: 2D

Sprite Mode: Multiple 1

Packing Tag:

Pixels Per Unit: 16 2

Mesh Type: Tight

Extrude Edges: 1

Generate Physics: ☒

Advanced

Wrap Mode: Clamp

Filter Mode: Point (no filter) 3

Aniso Level: 1

Default

Max Size: 2048

Resize Algorithm: Mitchell

Format: Automatic

Compression: Normal Quality

Use Crunch Compression: ☐

Revert Apply 4

tiles

RGB R G B

0x224 (NPOT) RGBA Compressed DXT5 BC3 UNorm 87.5

AssetBundle: None

Assets/tiles.png

Sprite Editor

Type: 7 Grid By Cell Size

Pixel Size: 8 X 16 Y 16

Offset: X 0 Y 0

Padding: X 0 Y 0

Keep Empty Rects: ☐

Pivot: Center

Custom Pivot: X 0 Y 0

Method: 9 Delete Existing

10 Slice

6

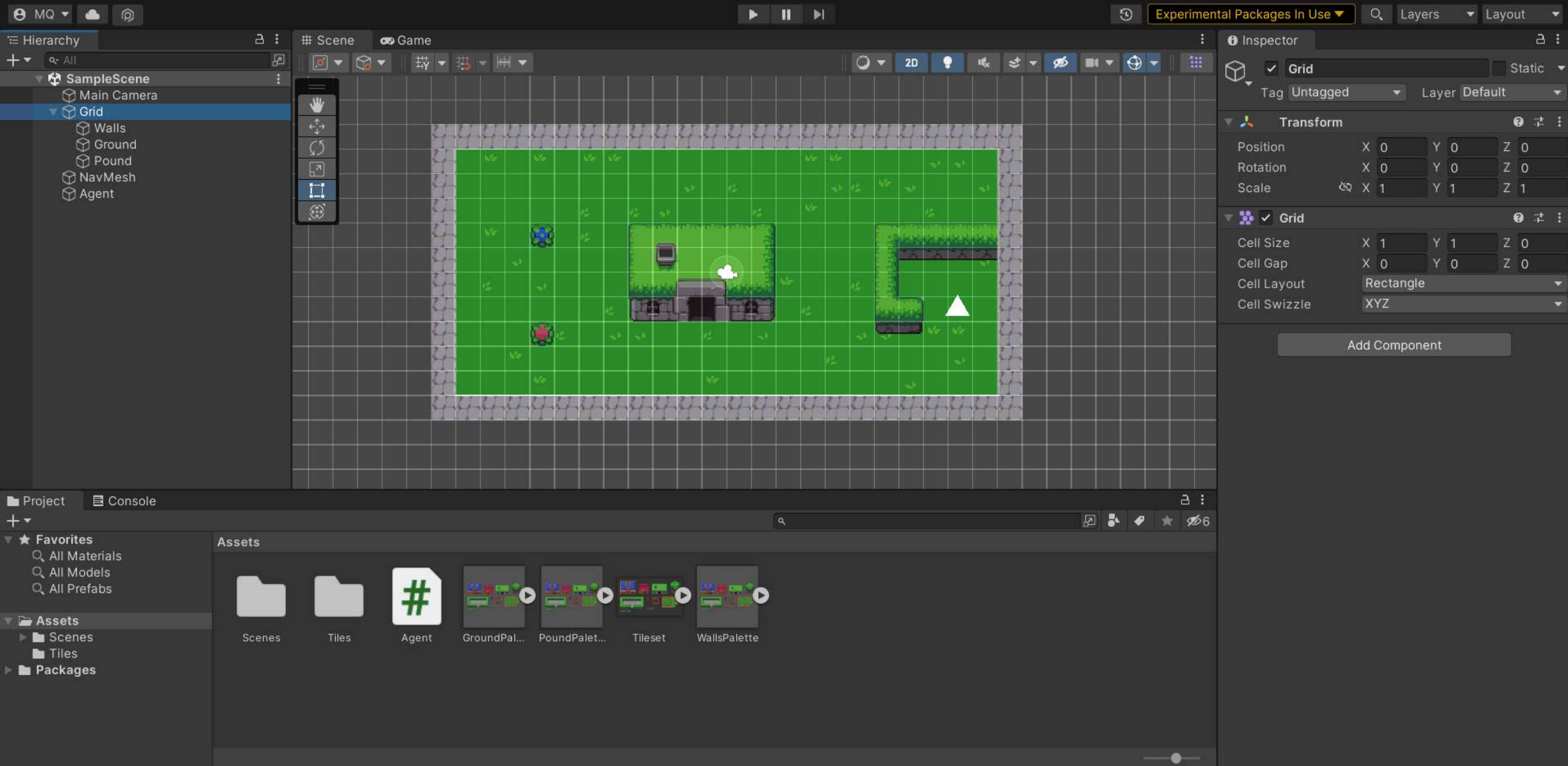
11

Revert Apply

The Delete Existing slicing method will destroy the current Sprites and recreate them from scratch, once you select Apply. This operation could cause the Sprite references to get lost. Consider using Smart or Safe slicing methods instead.

Assets

Scenes Agent Tileset



MQ

Scene

Game

2D

Light

Audio

Selection

Navigation

Grid

Experimental Packages In Use

Layers

Layout

Hierarchy

Scene

Game

SampleScene

Main Camera

Grid

Walls

Ground

Pound

NavMesh

Agent

Inspector

Walls

Tag Untagged

Layer Default

Transform

Position X 0 Y 0 Z 0

Rotation X 0 Y 0 Z 0

Scale X 1 Y 1 Z 1

Tilemap

Tilemap Renderer

Sort Order Bottom Left

Mode Chunk

Detect Chunk Culling Auto

Chunk Culling Bounc X 0 Y 0 Z 0

Mask Interaction None

Material Sprites-Default

Additional Settings

Sorting Layer Default

Order in Layer 1

Navigation Modifier

Ignore From Build

Override Area

Area Type Not Walkable

Affected Agents All

Sprites-Default (Material)

Shader Sprites/Default

Edit...

Add Component

Project

Console

Favorites

All Materials

All Models

All Prefabs

Assets

Scenes

Tiles

Packages

Assets

Scenes

Tiles

Agent

GroundPal...

PoundPalet...

Tileset

WallsPalette

MQ

Experimental Packages In Use

Layers Layout

Hierarchy

- SampleScene
 - Main Camera
 - Grid
 - Walls
 - Ground
 - Pound
 - NavMesh
 - Agent

Scene Game

Inspector

Ground

Tag Untagged Layer Default

Transform

Position X 0 Y 0 Z 0

Rotation X 0 Y 0 Z 0

Scale X 1 Y 1 Z 1

Tilemap

Tilemap Renderer

Sort Order Bottom Left

Mode Chunk

Detect Chunk Culling Auto

Chunk Culling Bounc X 0 Y 0 Z 0

Mask Interaction None

Material Sprites-Default

Additional Settings

Sorting Layer Default

Order in Layer 0

Navigation Modifier

Ignore From Build

Override Area

Area Type Walkable

Affected Agents All

Sprites-Default (Material)

Shader Sprites/Default

Add Component

Nav Mesh

Show NavMesh

Show HeightMesh

Assets

Scenes Tiles Agent GroundPal... PoundPalet... Tileset WallsPalette

MQ

Experimental Packages In Use

Layers Layout

Hierarchy

- SampleScene
 - Main Camera
 - Grid
 - Walls
 - Ground
 - Pound
 - NavMesh
 - Agent

Scene Game

Inspector

Pound

Tag Untagged Layer Default

Transform

Position X 0 Y 0 Z 0

Rotation X 0 Y 0 Z 0

Scale X 1 Y 1 Z 1

Tilemap

Tilemap Renderer

Sort Order Bottom Left

Mode Chunk

Detect Chunk Culling Auto

Chunk Culling Bounc X 0 Y 0 Z 0

Mask Interaction None

Material Sprites-Default

Additional Settings

Sorting Layer Default

Order in Layer 1

Navigation Modifier

Ignore From Build

Override Area

Area Type Not Walkable

Affected Agents All

Sprites-Default (Material)

Shader Sprites/Default

Add Component

Nav Mesh

Show NavMesh

Show HeightMesh

Project Console

Assets

Scenes Tiles Agent GroundPal... PoundPalet... Tileset WallsPalette

MQ

Play

Pause

Next

Experimental Packages In Use

Layers

Layout

Hierarchy

Scene

Game

SampleScene

Main Camera

Grid

Walls

Ground

Pound

NavMesh

Agent

Hand

Move

Rotate

Scale

2D

3D

Light

Audio

Physics

Navigation

Visuals

Tools

Inspector

NavMesh

Static

Tag Untagged

Layer Default

Transform

Position X 7.41219 Y -0.070 Z -0.087

Rotation X -89.98 Y 0 Z 0

Scale X 1 Y 1 Z 1

Navigation Surface

R = 0.5

H = 2

45°

Agent Type Humanoid

Collect Objects All

Include Layers Everything

Use Geometry Render Meshes

Advanced

Nav Mesh Data NavMesh-NavMesh 1

Clear

Bake

NavMesh CollectSources2d

Override By Grid

Use Mesh Prefab None (Game Object)

Compress Bounds

Override Vector X 1 Y 1 Z 1

Rotate Surface to XY

Add Component

Project

Console

Favorites

All Materials

All Models

All Prefabs

Assets

Scenes

Tiles

Packages

Assets

Scenes

Tiles

Agent

GroundPal...

PoundPalet...

Tileset

WallsPalette

Nav Mesh

Show NavMesh

Show HeightMesh

MQ [Icons]

Hierarchy [Icons] All

- SampleScene*
 - Main Camera
 - Grid
 - Walls
 - Ground
 - Pound
 - NavMesh
 - Agent

Scene [Icons]

Game [Icons]

Inspector

Agent

Tag Untagged Layer Default

Transform

Position	X	9.38	Y	-1.48	Z	0
Rotation	X	0	Y	0	Z	0
Scale	X	1	Y	1	Z	1

Sprite Renderer

Sprite Triangle

Color

Flip X Y

Draw Mode Simple

Mask Interaction None

Sprite Sort Point Center

Material Sprites-Default

Additional Settings

Sorting Layer Default

Order in Layer 0

Nav Mesh Agent

Agent (Script)

Script Agent

Sprites-Default (Material)

Shader Sprites/Default Edit...

Add Component

Project Console

Assets

Scenes Tiles Agent GroundPal... PoundPalet... Tileset WallsPalette