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TerrainMountainRoadMaker

Thank you for downloading the TerrainMountainRoadMaker.
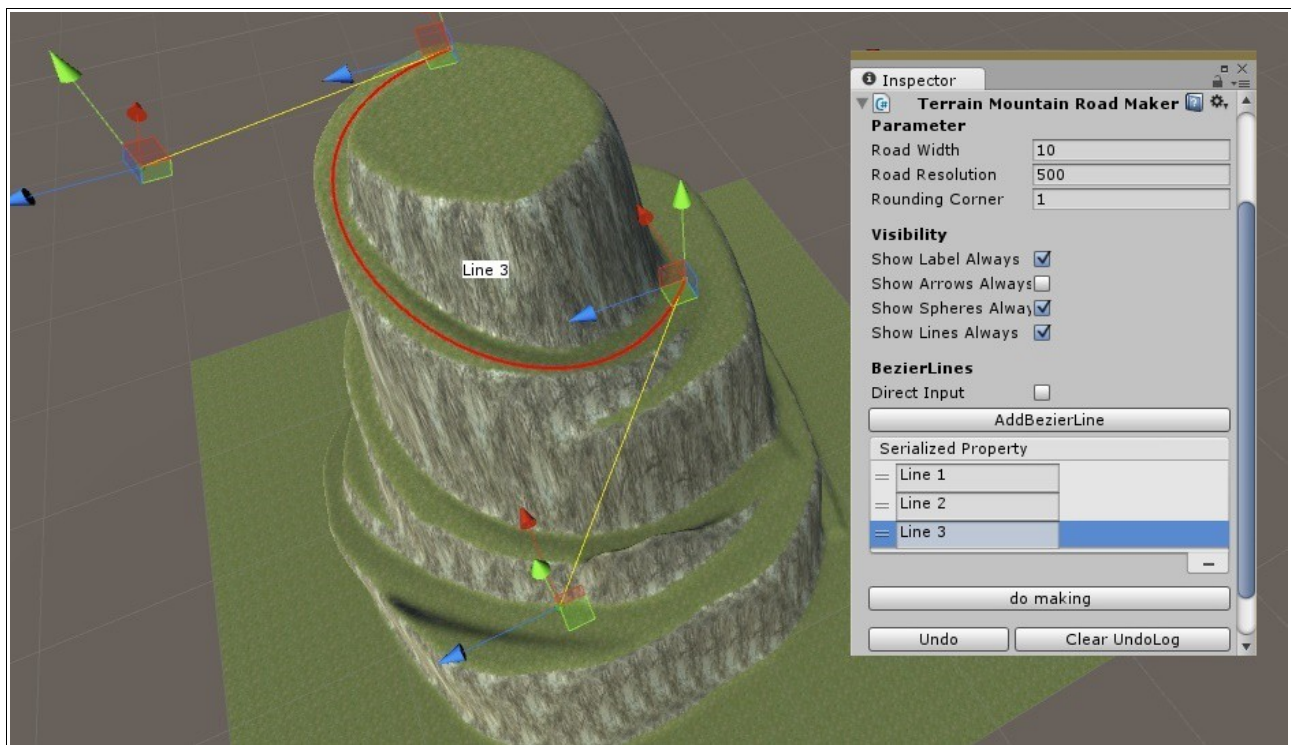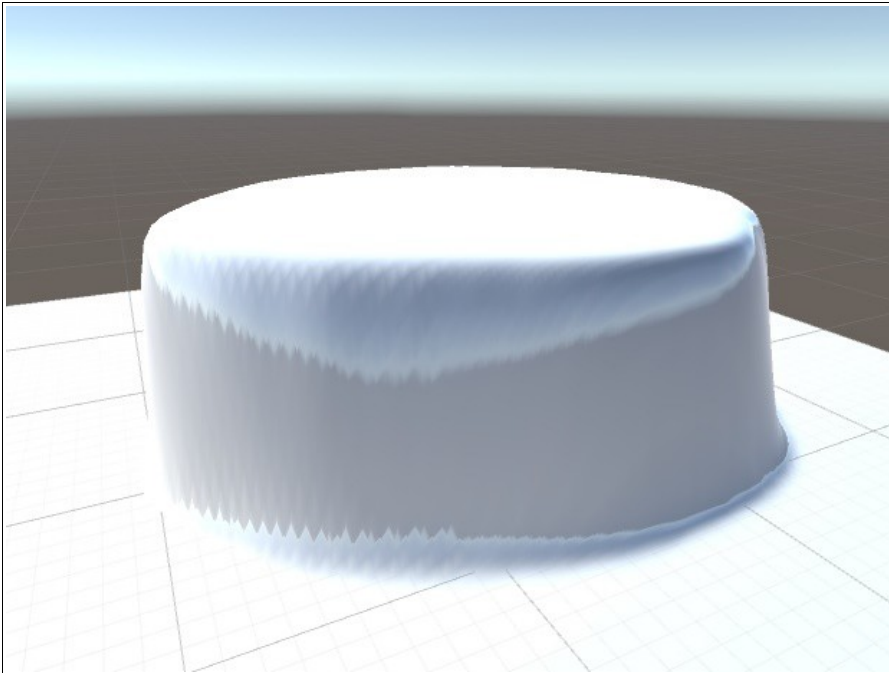

What this asset do?

This asset make roads on a terrain.
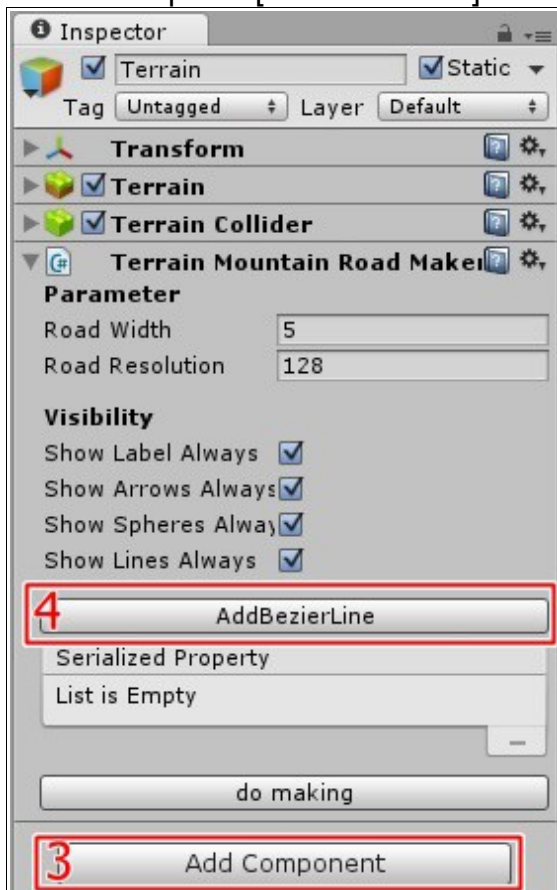
The road is made by bezier lines.
You can set those bezier lines, using Inspector and SceneView.

How to use?

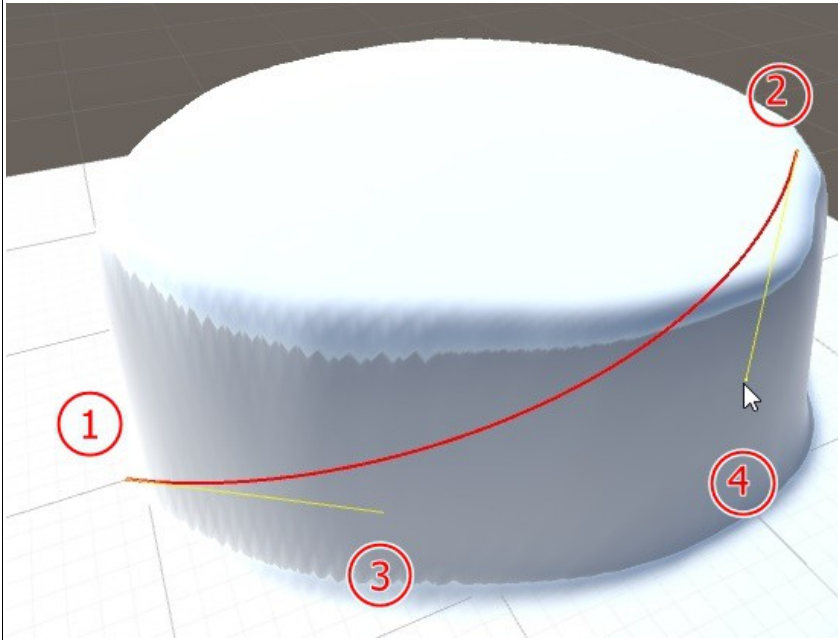1. Create a terrain.
2. Make a mountain.

3. Add TerrainMountainRoadMaker.cs to the terrain.
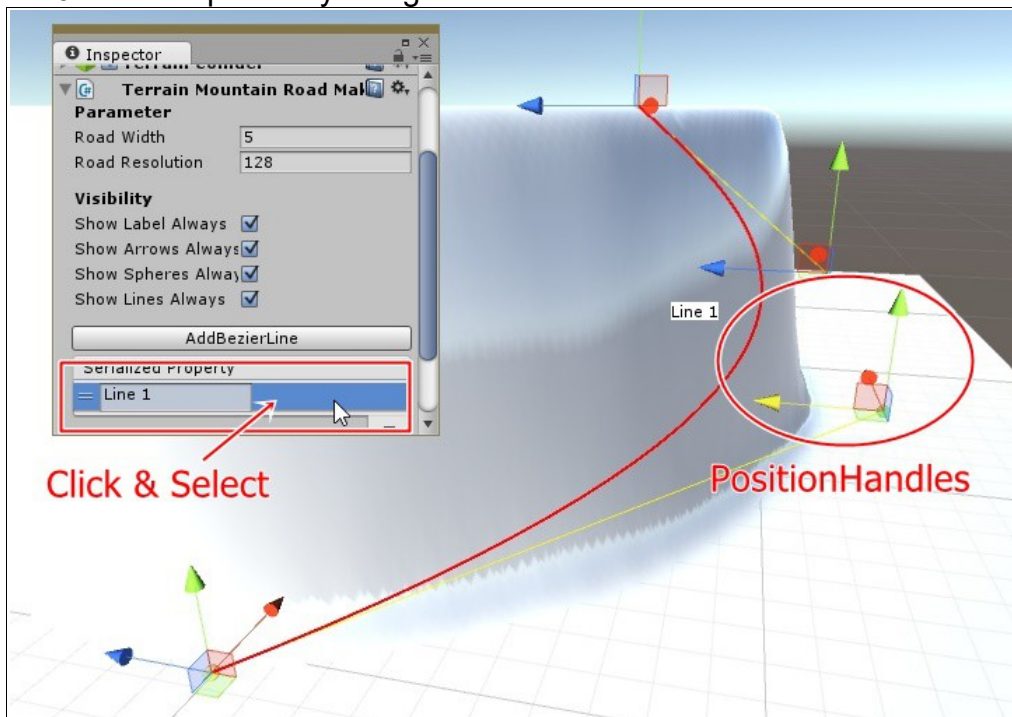4. And press [AddBezierLine] button.

5. Click and Set 4 Points on SceneView.
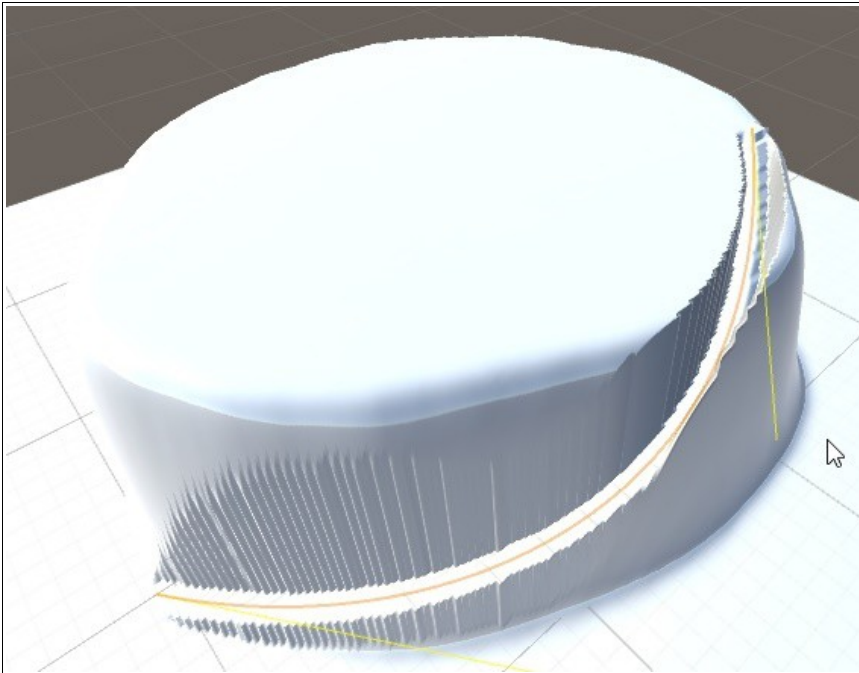   - 1. StartPoint. (entry point of road)
   - 2. EndPoint. (exit point of road)
   - 3. StartTangent. (road direction from StartPoint)
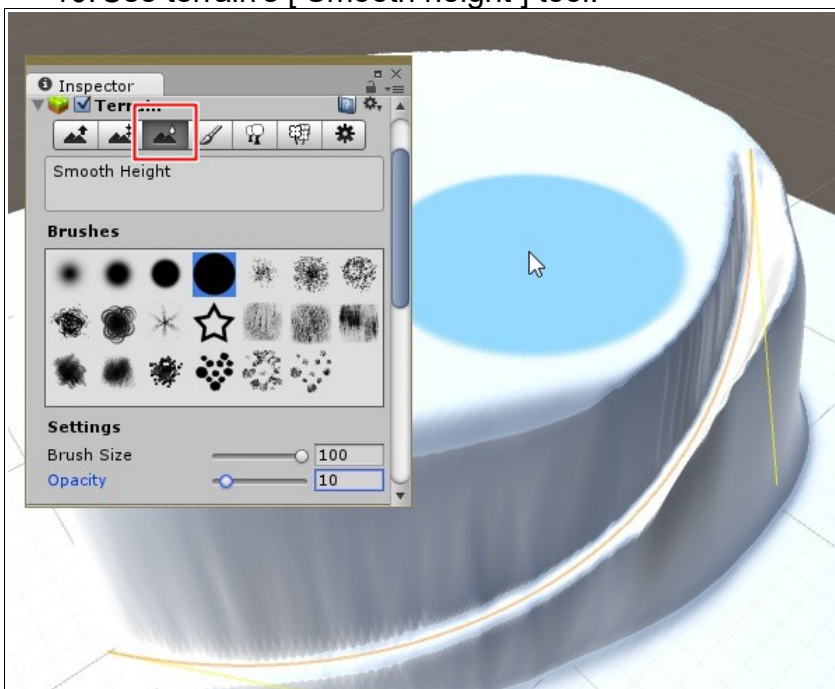   - 4. EndTangent. (road direction from EndPoint)

6. Fix the points by using Handles.

7. Press [do making] button.
8. Then a dialog will open and press [ok] button.
9. New roads will be created.

10. Use terrain's [Smooth height] tool.
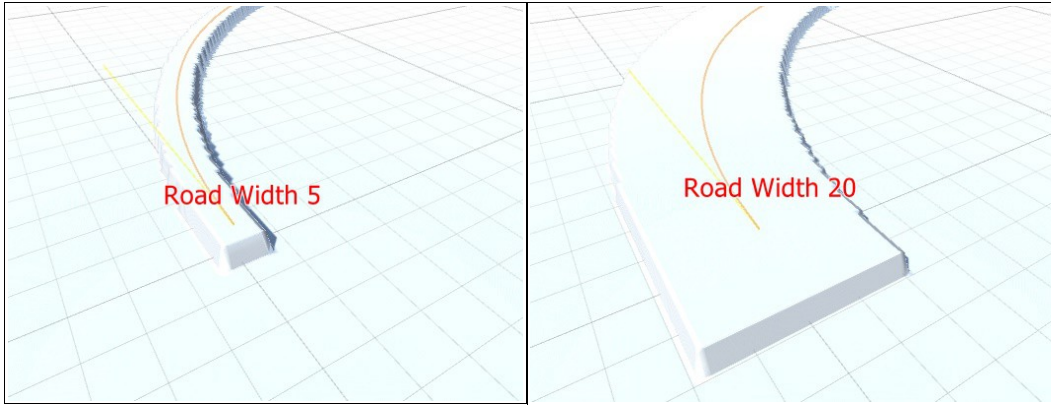

11. Complete!

About Inspector

TerrainMountainRoadMaker has some parameters.

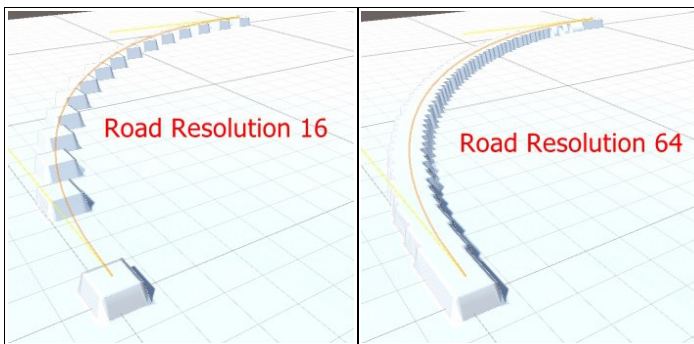Those are set for making good roads.

1. Road Width
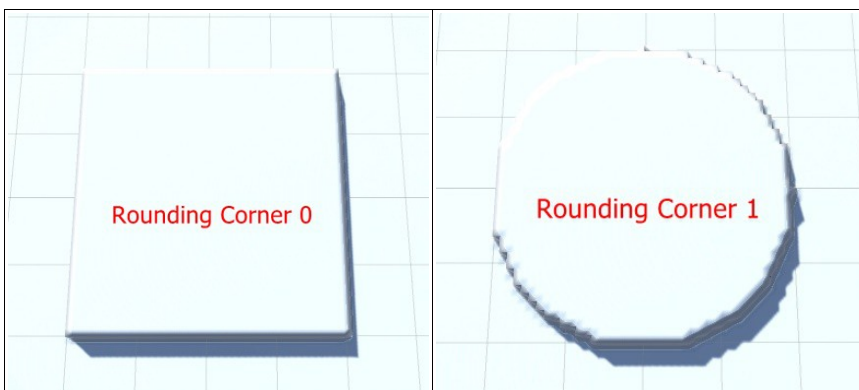   This is a width of generated road.

2. Road Resolution
   This is a resolution that how many times modify the heights.

3. Rounding Corner
   This makes corners smooth.

4. Visibility options.
   This is for not editing bezier lines.
   If check all, you can both see and edit all bezier lines.

- Show Lable Always

- Show Arrows Always (this is controllable)
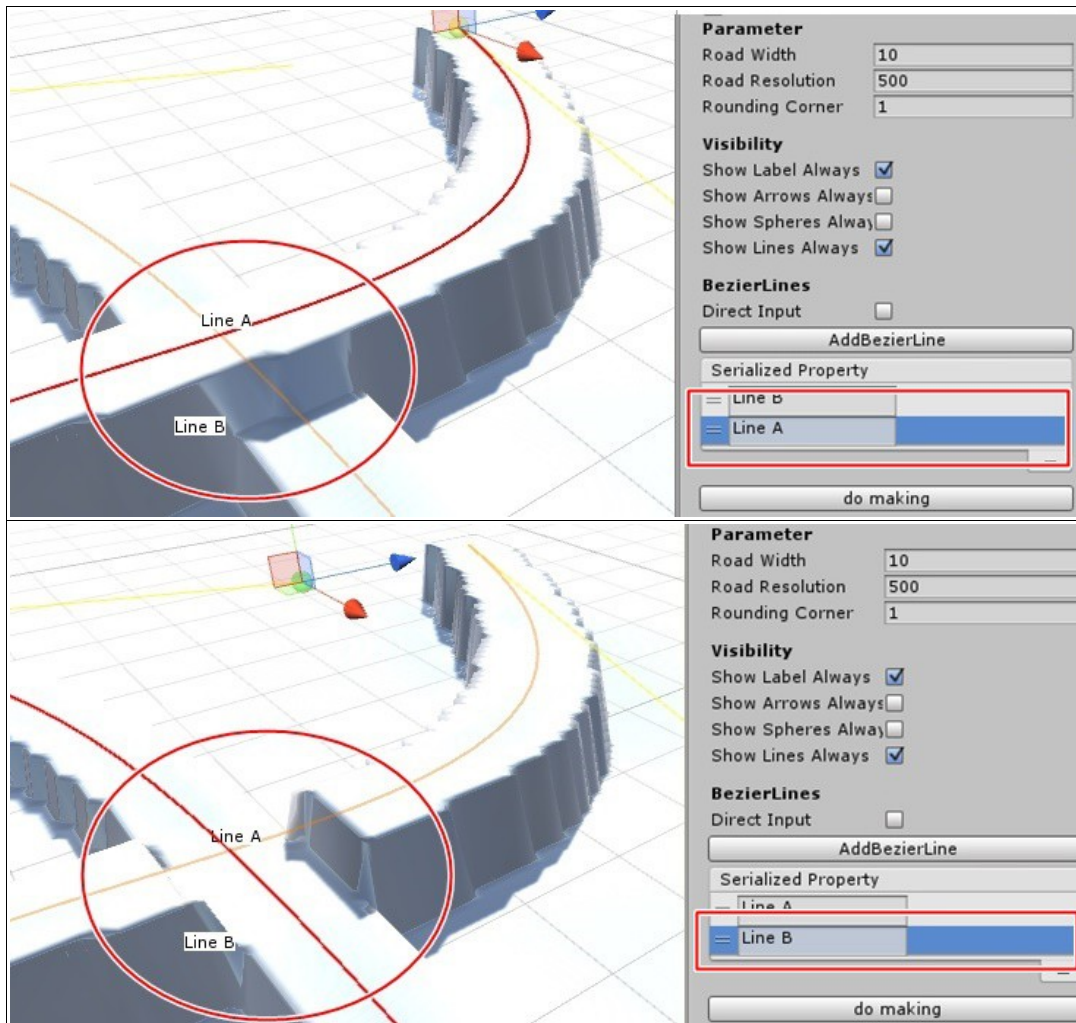

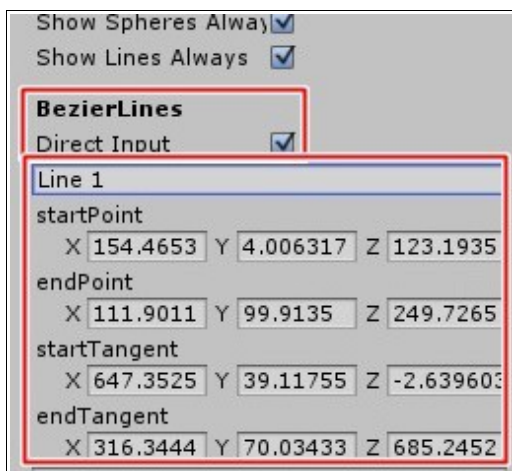- Show Spheres Always

- Show Lines Always

5. ReorderableList
    If bezier lines were crossed, you can change orders of list.
    This is good to select, which bezier line is more important.

6. Direct Input
    You can input vector3 directly, when you put [Direct Input] button on.
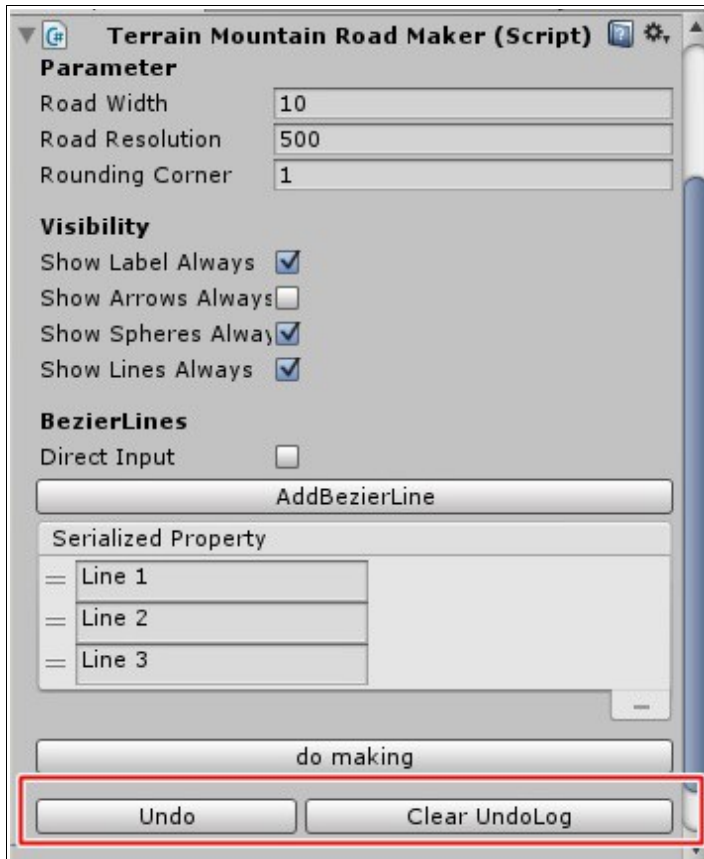
7. Undo
   After [do making], you can see the [undo] button.
   Make sure, it's not Unity default undo command.
   This keep height data into the TerrainMountainRoadMaker component.

8. Clear UndoLog
   If you don't need to undo, you can release undo buffer.
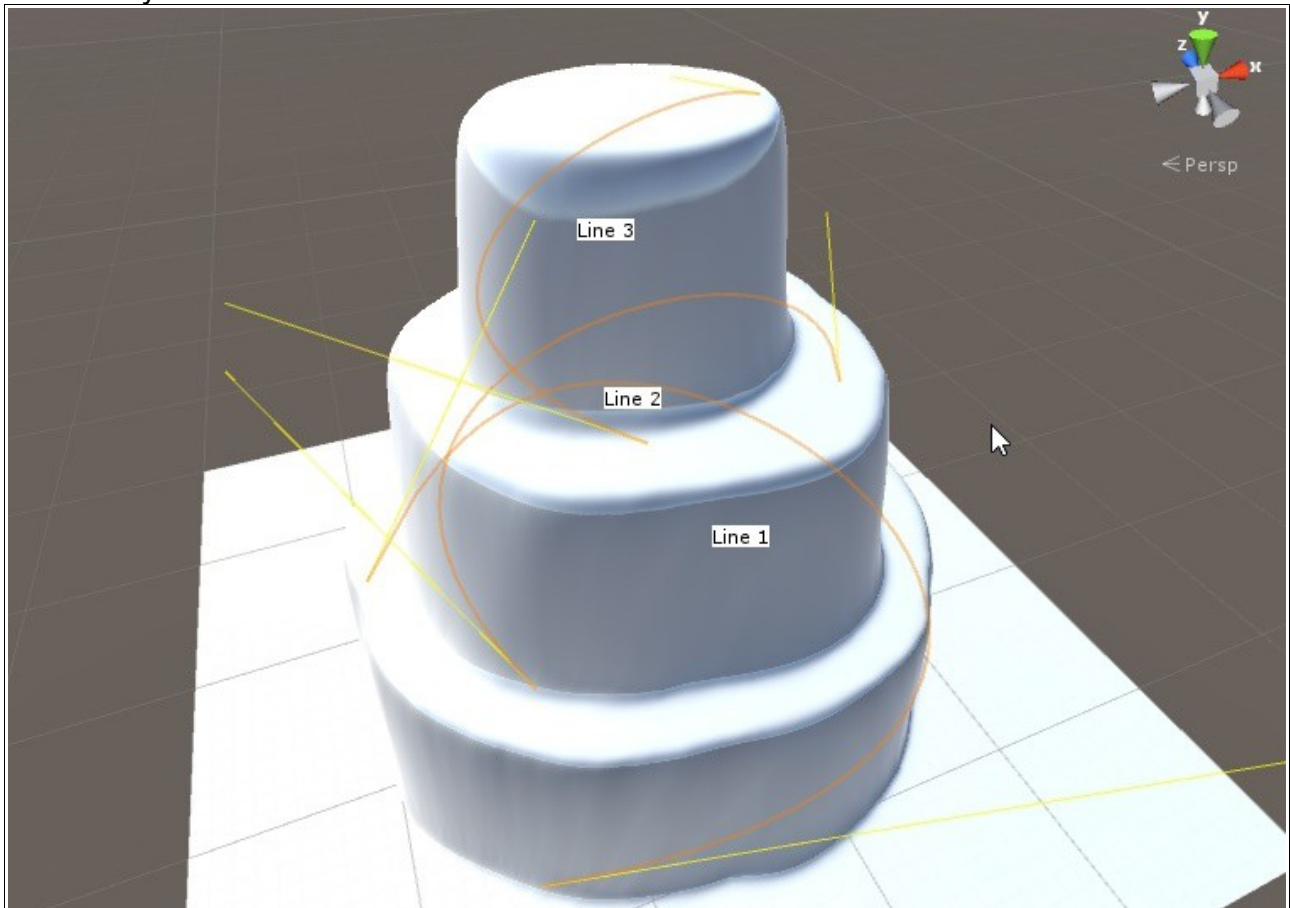
About Demo scene

This asset has one demo scene.
It shows you, how does this asset make roads on a terrain.

This scene has 1 terrain with TerrainMountainRoadMaker.cs and 3 bezier lines.
You can immediately press [do making] button.
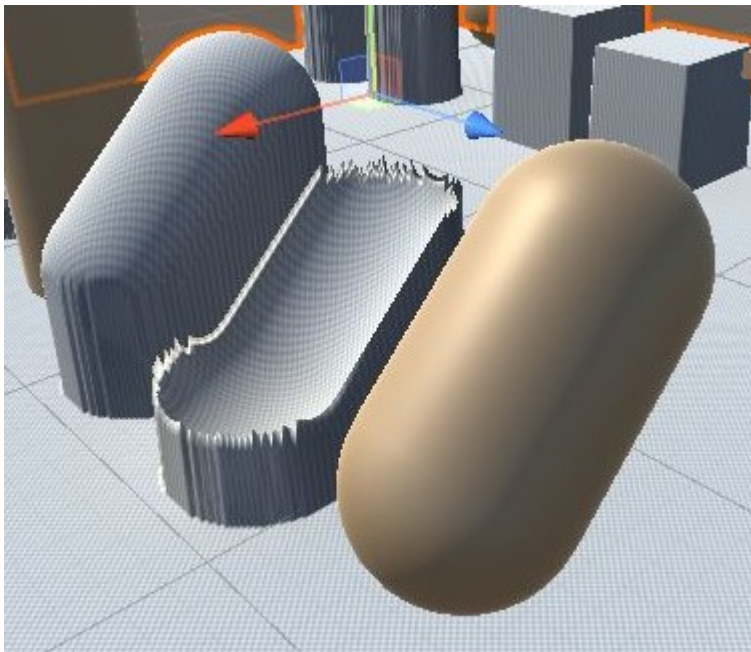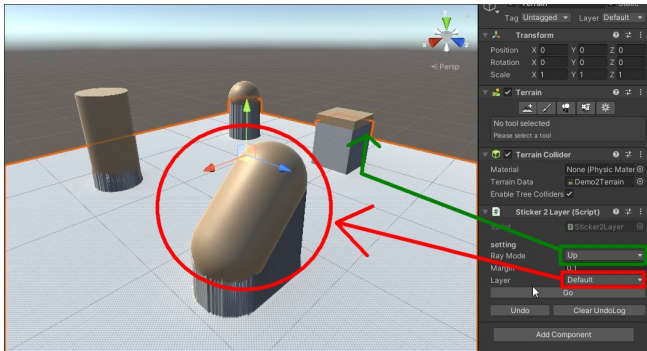And then you know how does it work.

About Stick2Layer

Stick2Layer is a extra script.

This using is similar as Terrain Mountain Loader.

1. Add component.
2. Set properties.
3. Go

The terrain stick to objects.

Contact.

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