



User Guide

Created By: A-Lab Software Limited

Date Created: September 2010

Date Modified: November 2010

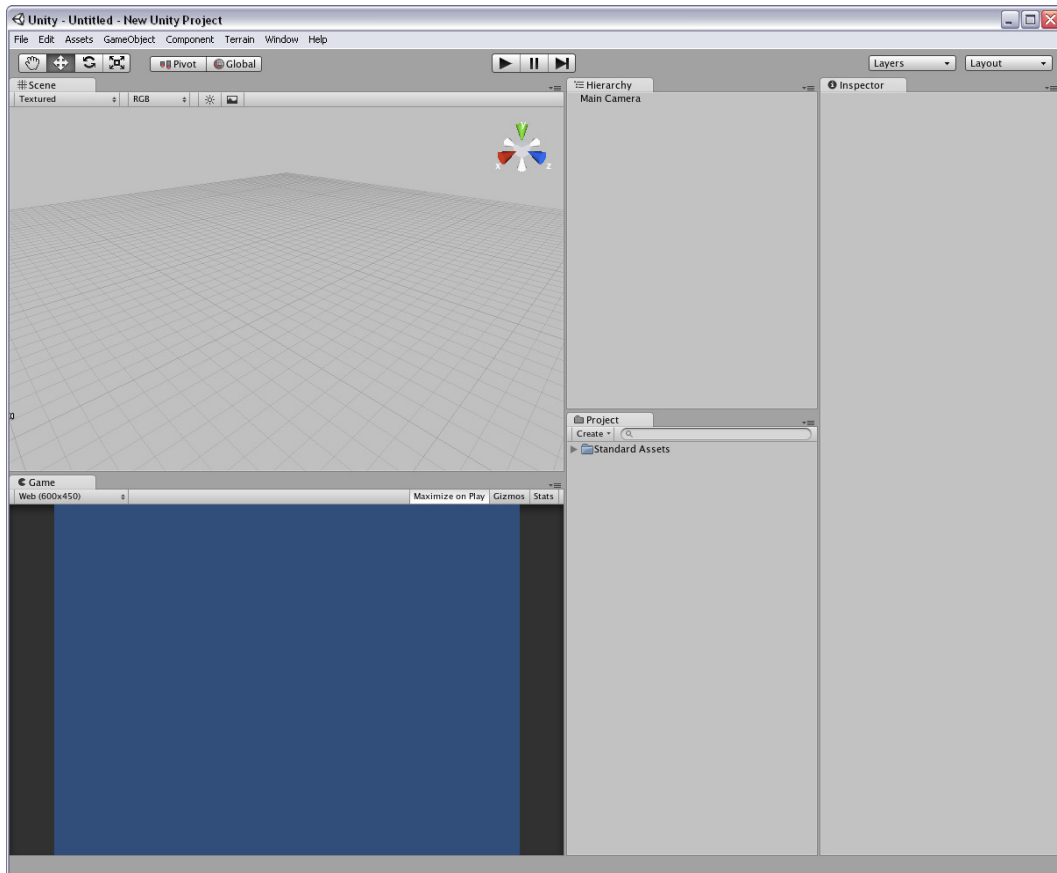
Revision: 1.1

Table of Contents

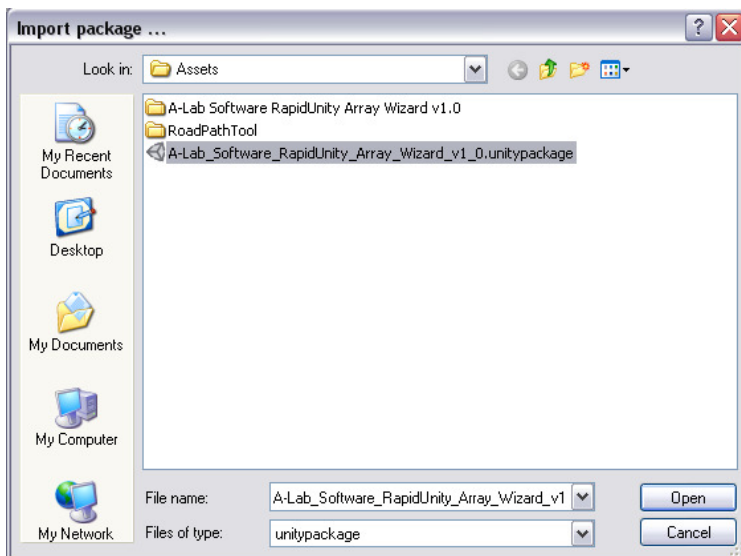
| | |
|---|----|
| Installation..... | 3 |
| How to use the Array Wizard in Unity | 5 |
| Other Array Types..... | 8 |
| v1.1 New features - Snap to Surface & Add Random Noise..... | 12 |

Installation

1. Create a New or Open an existing Unity Project within the Unity Editor.

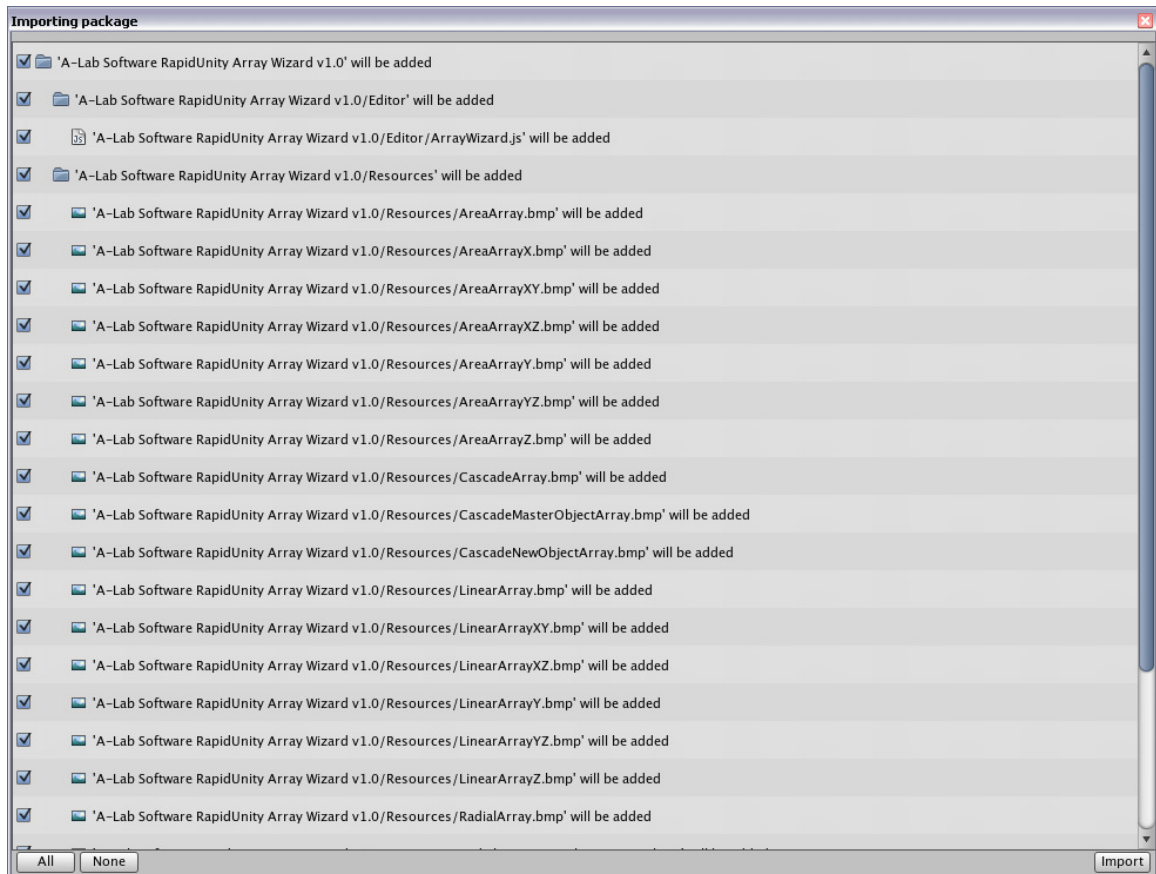


2. Next import the RapidUnity Array Wizard package, by clicking the Assets menu, and selecting Import Package...

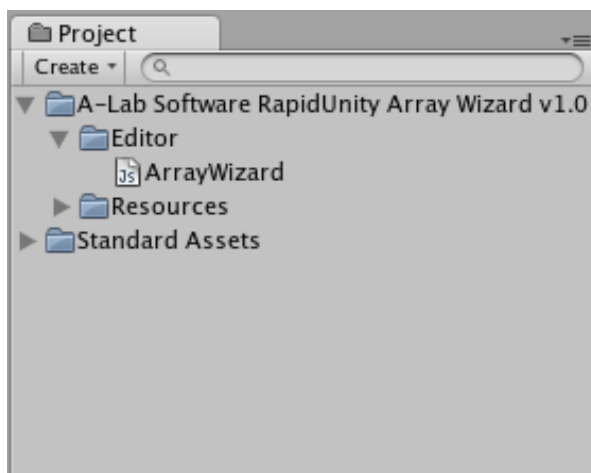


Select the A-Lab_Software_RapidUnity_Array_Wizard_v1_0.unitypackage file and click Open.

- Now the Importing package dialog will appear, simply click the Import button.



- Once the import completes, your Project panel should contain the A-Lab Software RapidUnity Vehicle Resource Pack, and sub-folders.

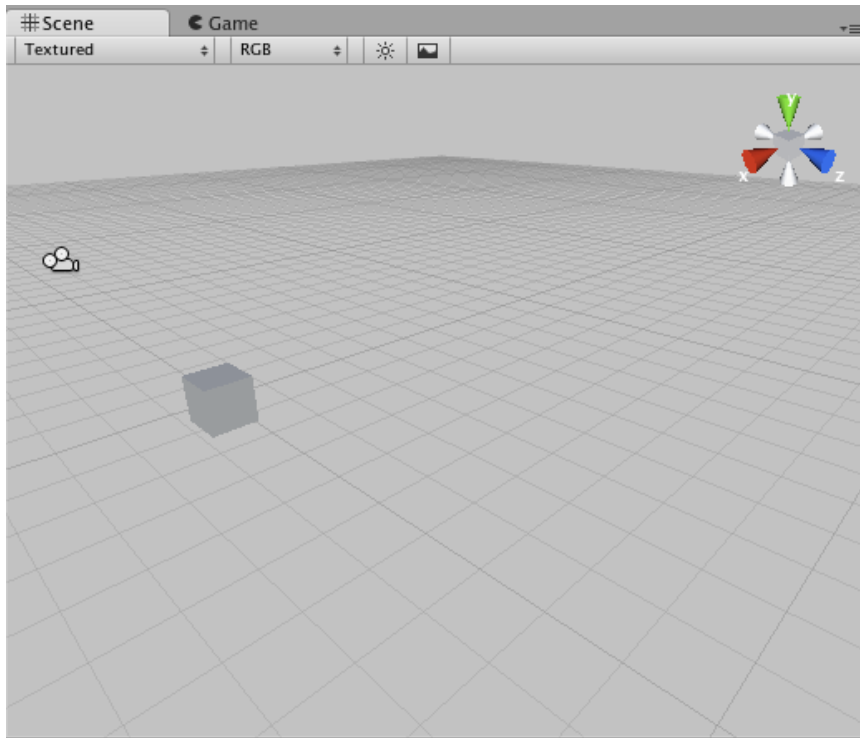


- That's it! Installation is complete, now continue to the next section to learn how to use the Array Wizard.

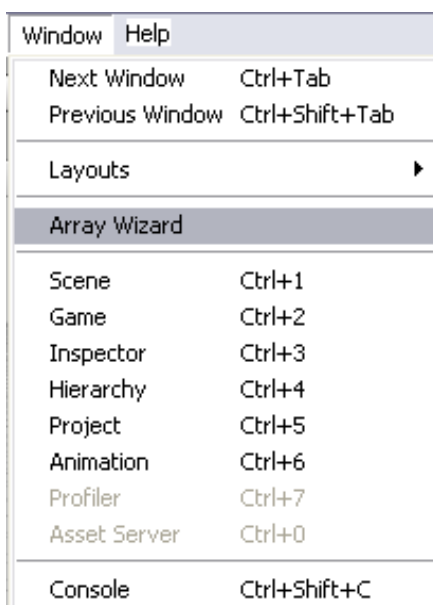
How to use the Array Wizard in Unity

Using the RapidUnity Array wizard is very simple, by following the steps below you will be creating scenes full of objects in no time!

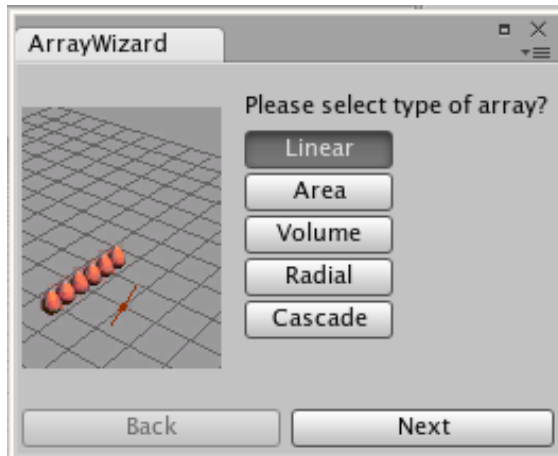
1. First, add a Cube to the scene, click the GameObject menu, and select Create other..., and choose Cube.



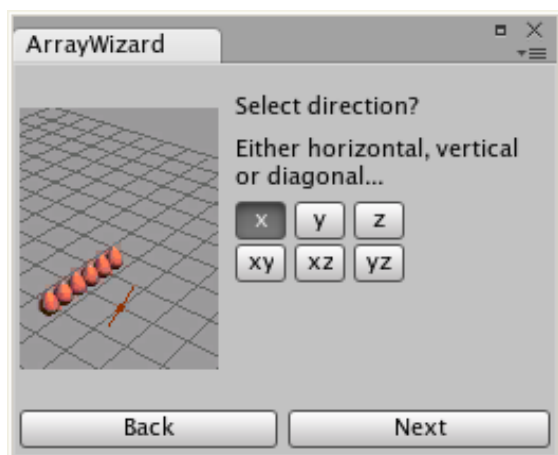
2. You now need to open the Array Wizard to do this simply click the Window menu, and select Array Wizard.



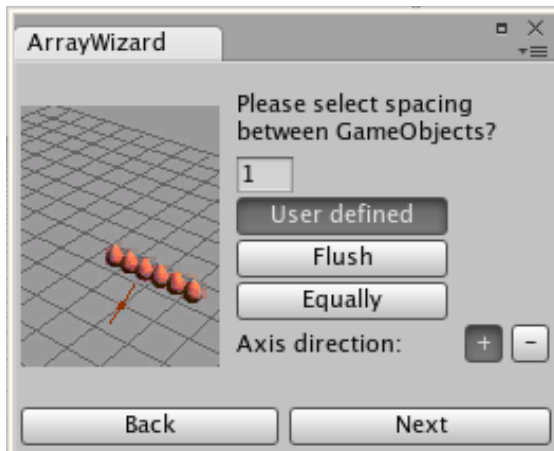
3. Now the Array Wizard panel will be displayed.



4. As mentioned early, using the Array Wizard is simple, simply select the type of array you wish to create, you can do this by clicking on the relevant selection button, and then click Next to proceed.
5. For the purpose of this example, please select the Linear selection button, and click Next.
6. You will now be asked in which direction you wish the array to be created. By selecting the different axis options, the image on the left changes to show you the direction. Once you have made your selection, simply click Next to proceed. For this example select z.



- Next you are asked about the spacing between your GameObjects, the default is User defined, you can enter any value you like, the default is 1. If you select flush the GameObject will be arranged next to each other with no space inbetween, or if you select Equally, then the GameObjects will be equally spaced out based on their size in the direction you are creating the array. The best thing to do if your not sure, is to play about, and you will soon workout how to achieve your desired results.

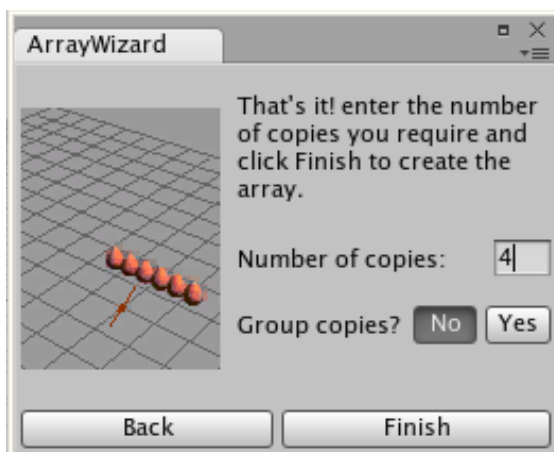


You can also define in which axis direction your array will be created, either in the positive or negative direction, the default is positive +.

For this example, select Equally, and leave Axis direction as +.

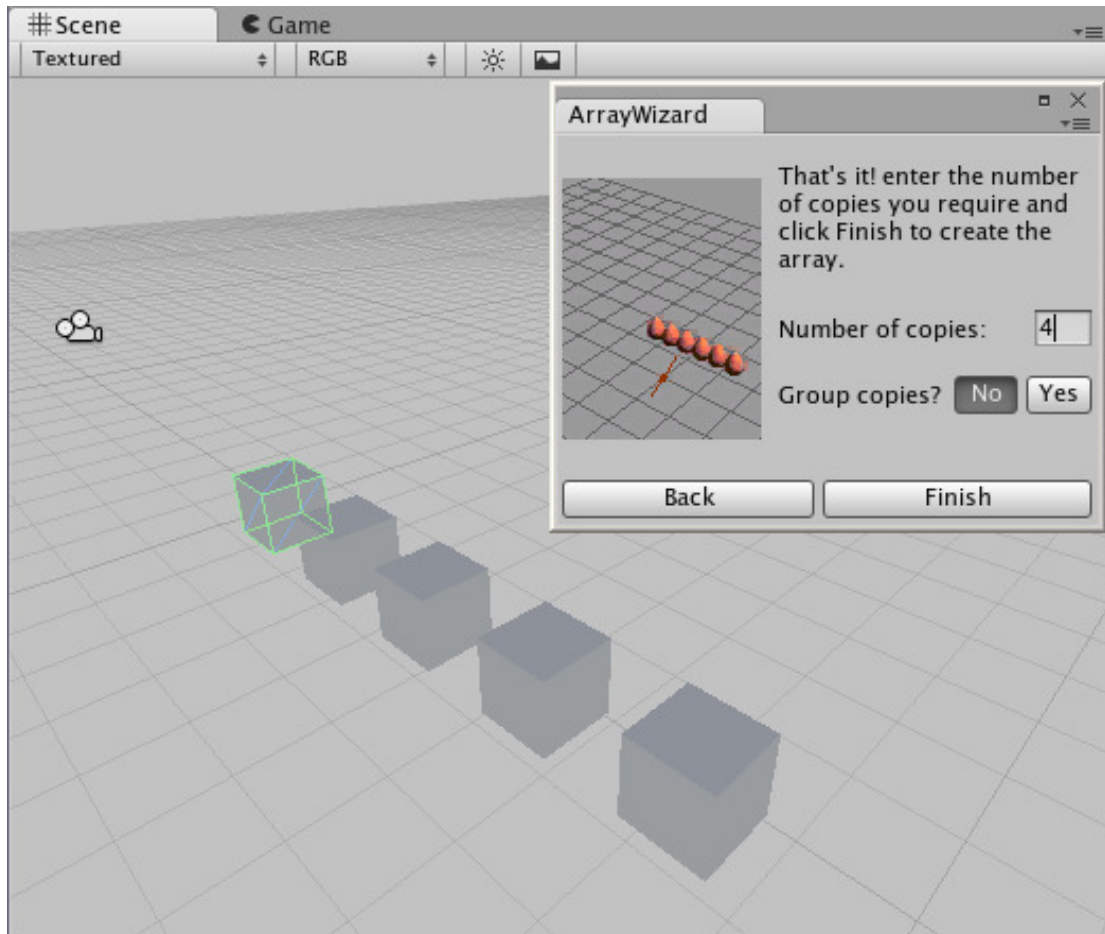
Finally, click Next to proceed.

- That's it! You are now ready to create your Linear array, simply enter the number of copies you want, and select either Yes or No to group your array GameObject's together or not. Then click Finish to create your array!



NOTE: If you have not selected a GameObject in the scene you will receive an error message. Simply select the GameObject in the scene you want to copy, and click Finish again.

For this example enter 4, and leave Group copies as No. You should end up with the same as the image below.



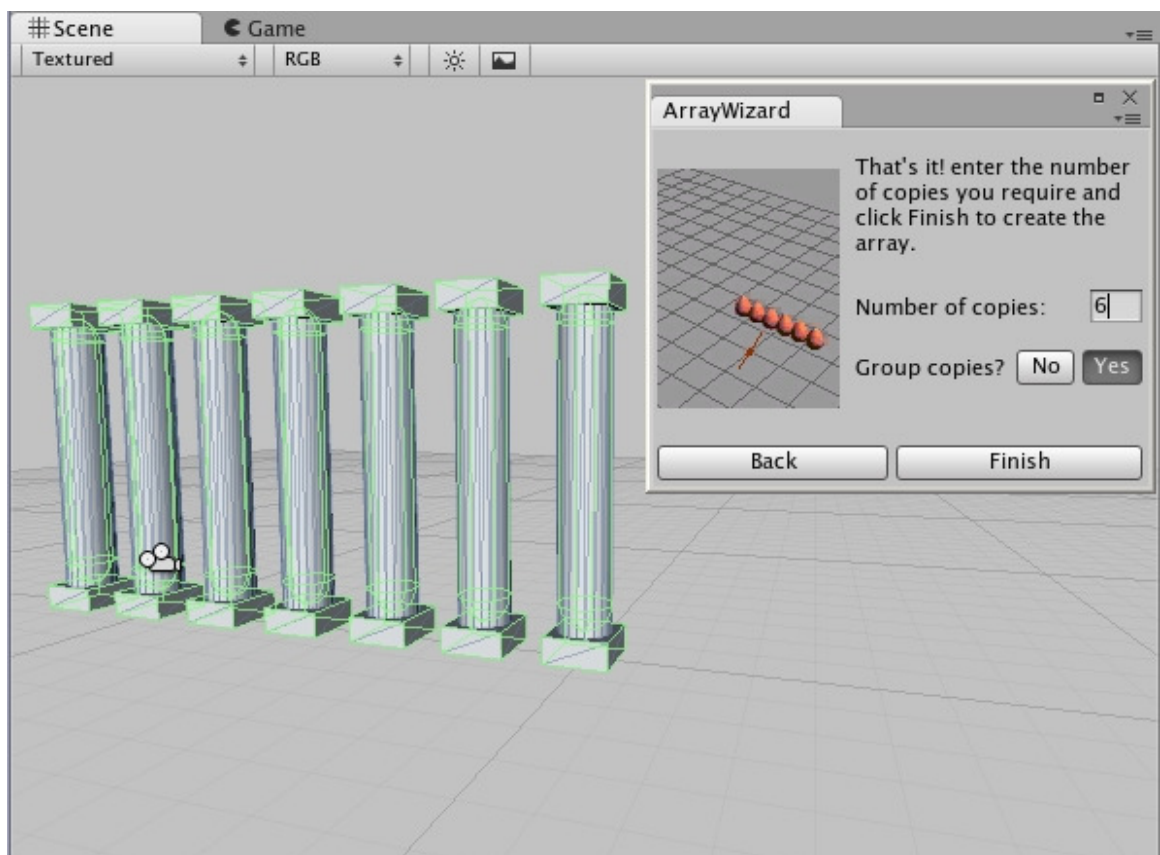
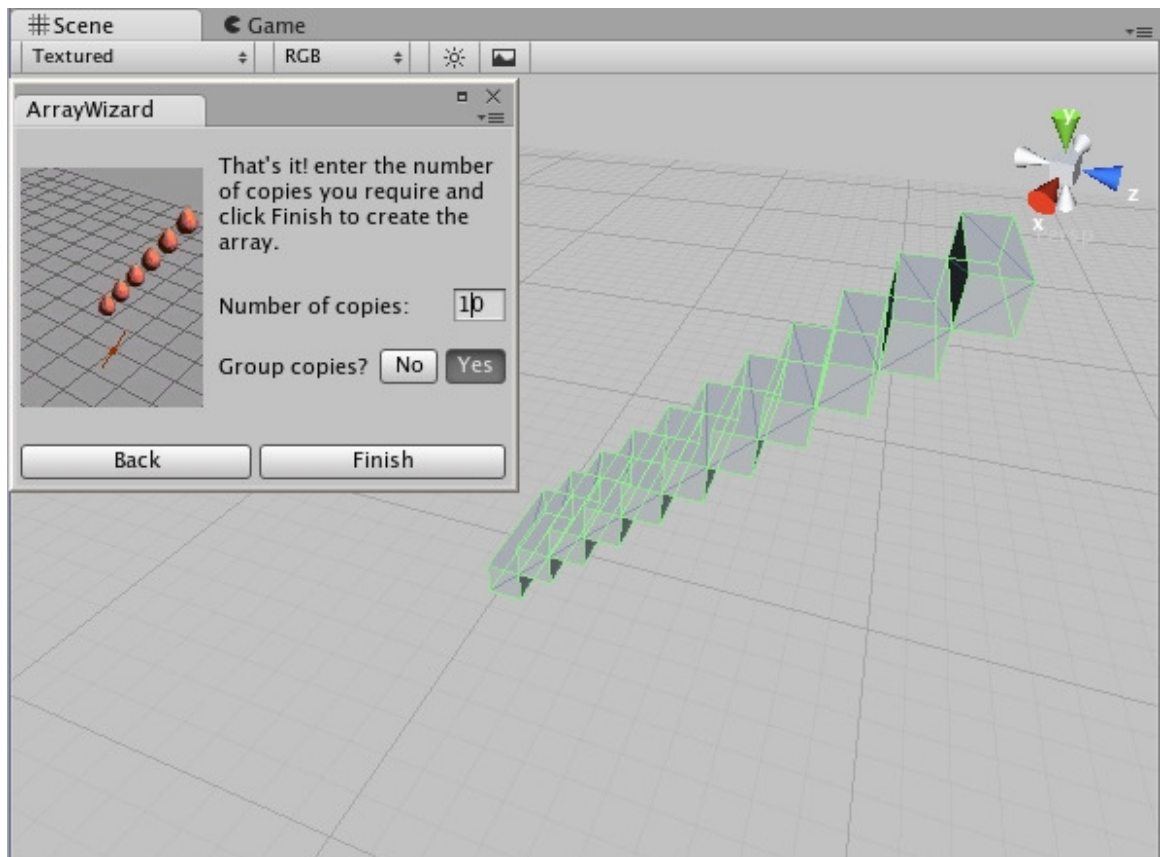
Other Array Types

Creating the other types of arrays that are available is exactly the same process as creating the Linear array above.

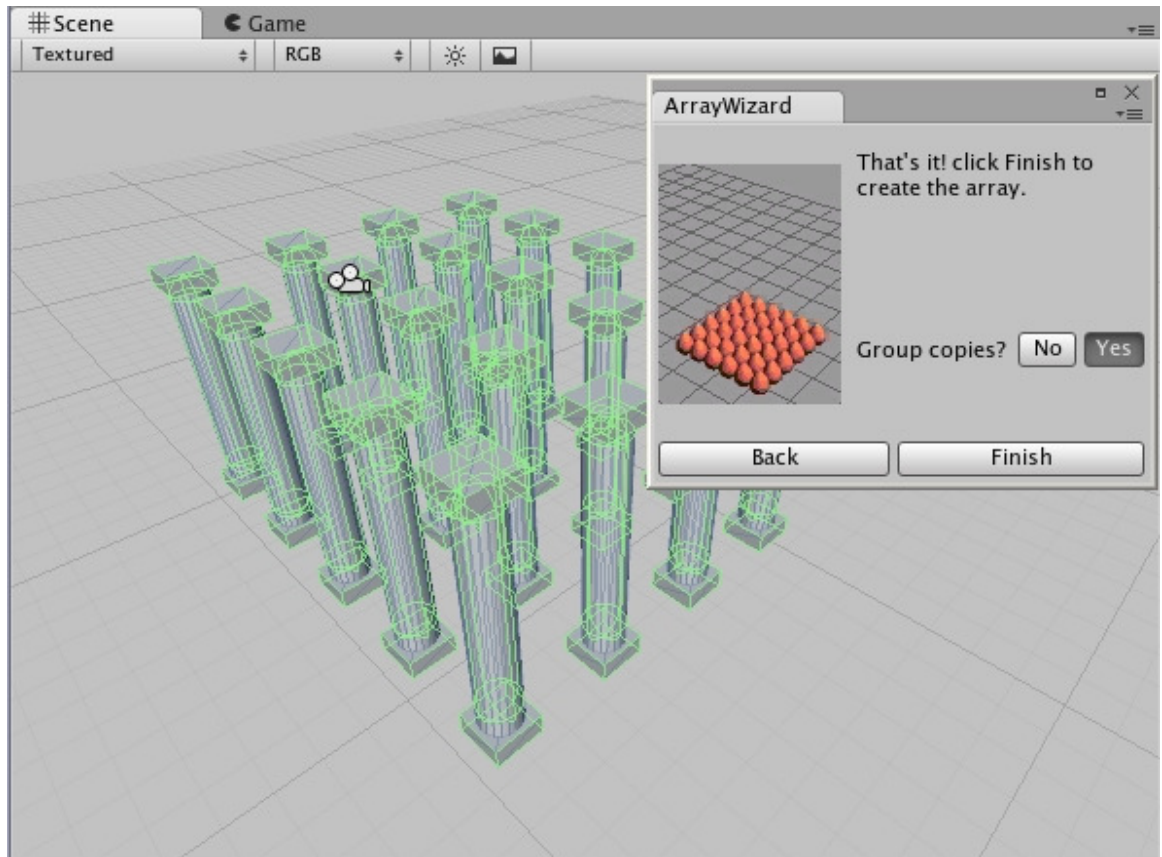
Simply follow the wizard interface making your selections, and click Next to proceed at each step.

Here is an explanation of each type of array, with some images showing the results that can be achieved.

A **Linear** array is one that is formed in a line, either up, down, left, right or diagonally, spacing between GameObjects can be specified as well.

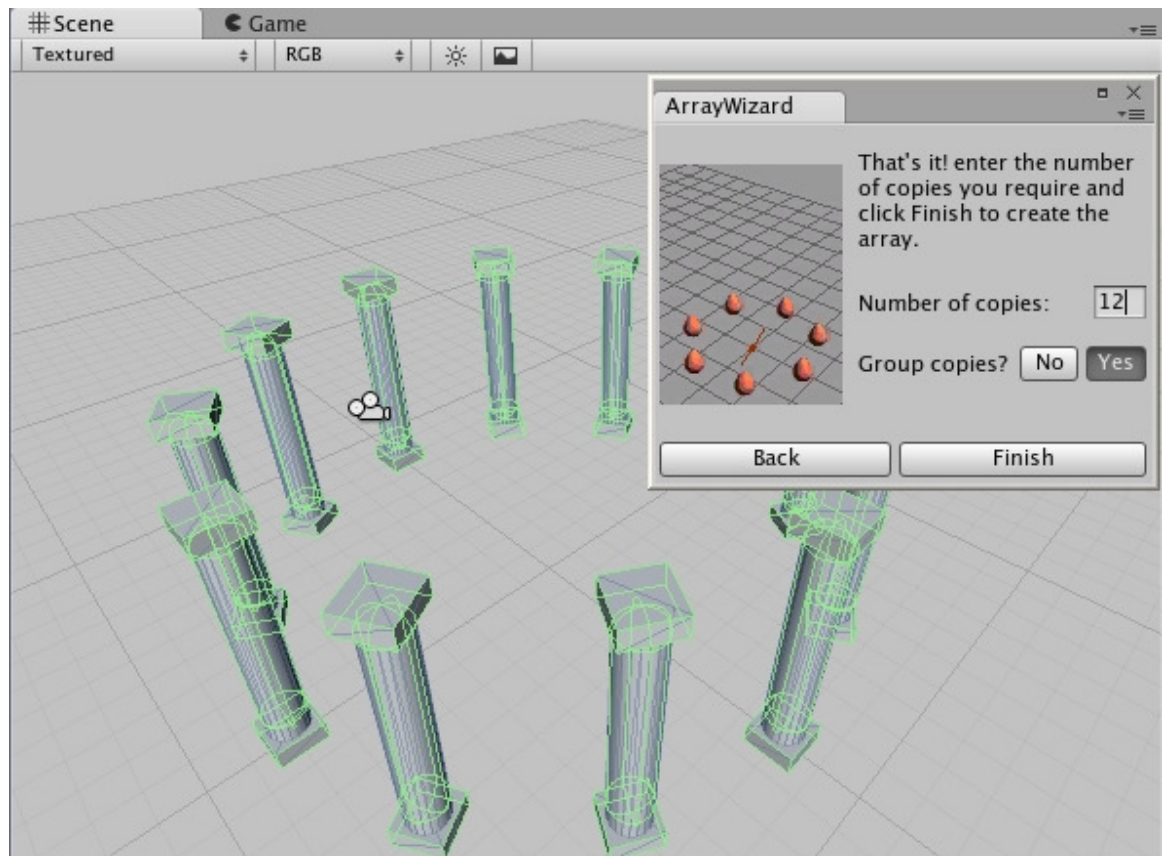


An **Area** array is one that is formed in a grid, either up, down, left, right or diagonally, spacing between GameObjects can be specified as well.



A **Volume** array is one that is formed in a mesh, and is defined by rows, columns and planes, spacing between GameObjects can be specified as well.

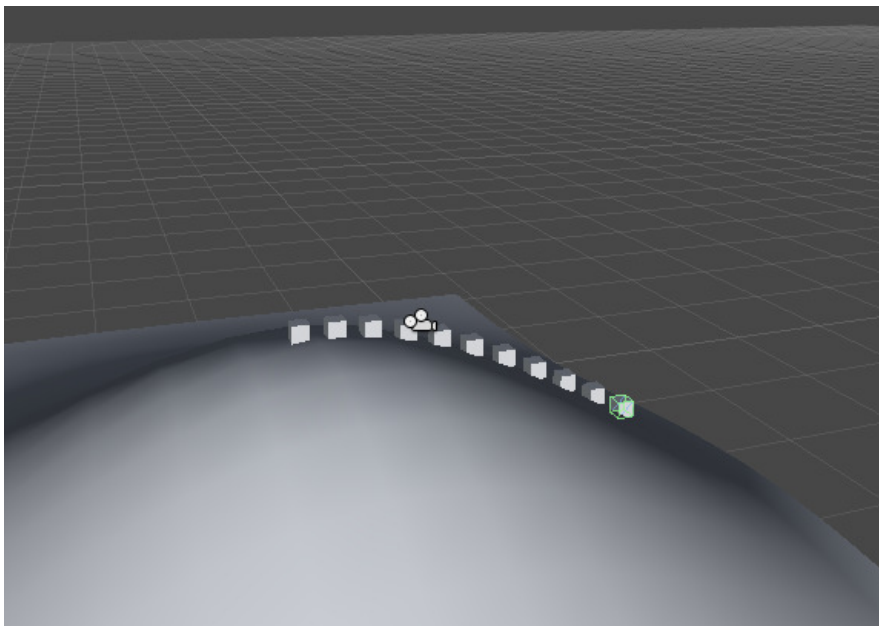
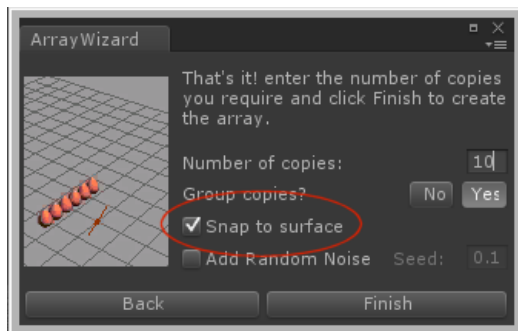
A **Radial** array is one that is formed in circular directions, and is defined by degrees.



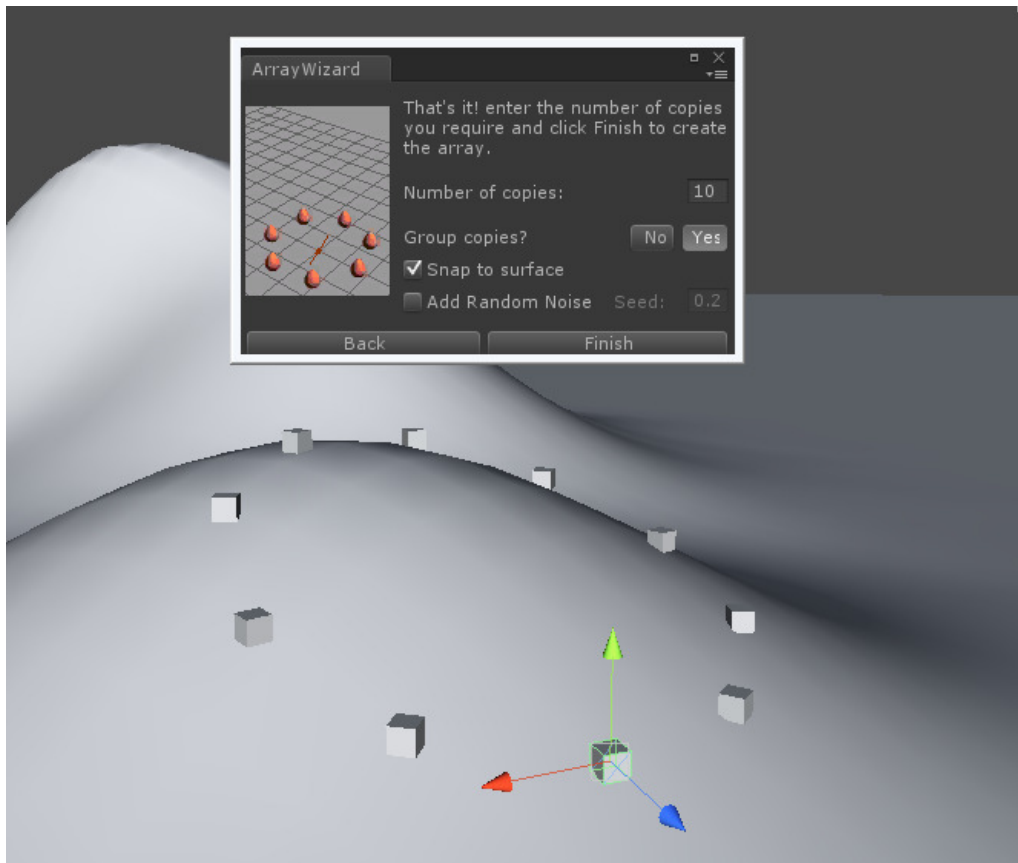
Finally, **Cascade** this is my favourite, it allows you to duplicate changes you make to position, rotation and scale, and then it replicates these changes to subsequent copies. This is a very powerful feature, think pyramid!

v1.1 New features - Snap to Surface & Add Random Noise

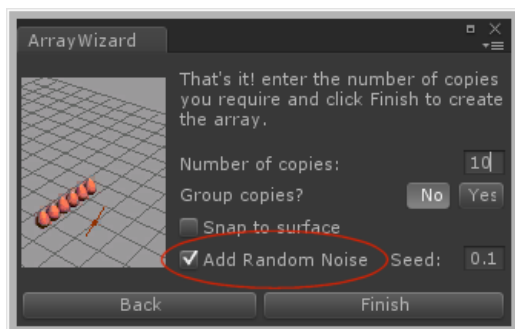
New in v1.1 are two user requested features, the first is **Snap to Surface**, by selecting this option via the checkbox (circled in red below) on the final panel of the wizard when creating a new array, will automatically snap each object in your array to the surface within your scene.



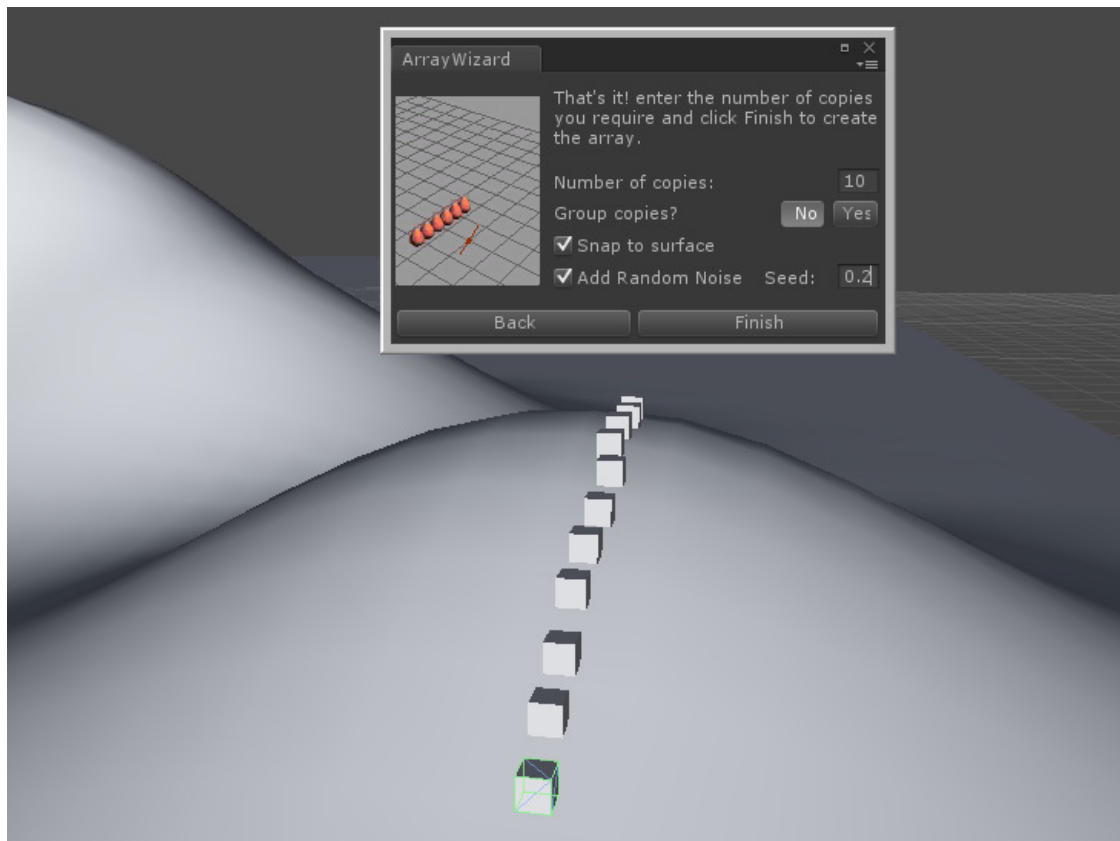
The new **Snap to Surface** feature works with Linear, Area, Volume and Radial arrays.



The second new feature is **Add Random Noise**, by selecting this option via the checkbox (circled in red below) on the final panel of the wizard when creating a new array, allows you to specify a Seed value, which will then add some randomization to the position of each of your object copies.



This is great for adding that extra touch or realism to your scenes, as objects in real life are not always exactly positioned apart or in line.



In the image above you can see the affect of using a Seed of 0.2.