



RAFMANIX

2D Desert Backgrounds

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).

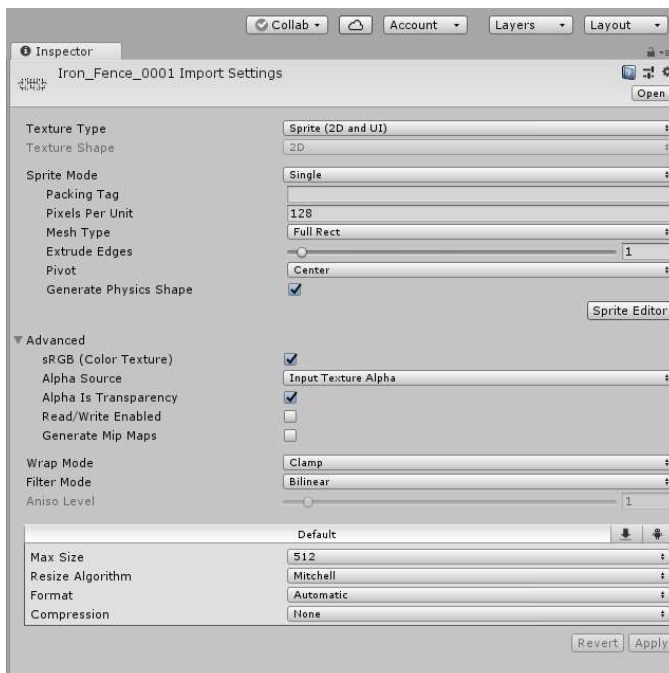
RAFMANIX Website:

<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

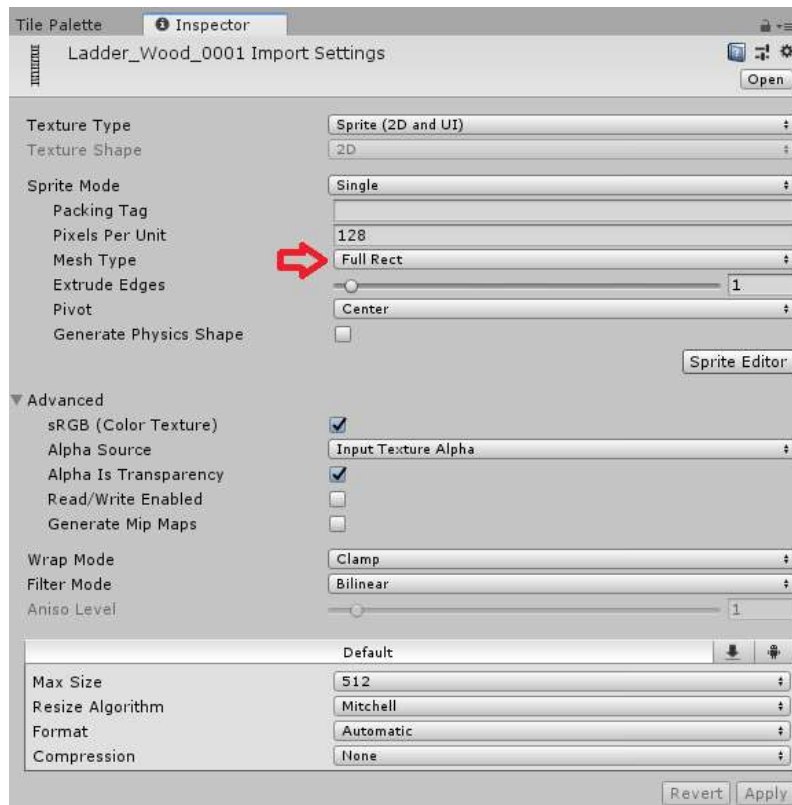
New at [Unity 2017.1](#) !

Right Mouse / Create / Sprite Atlas

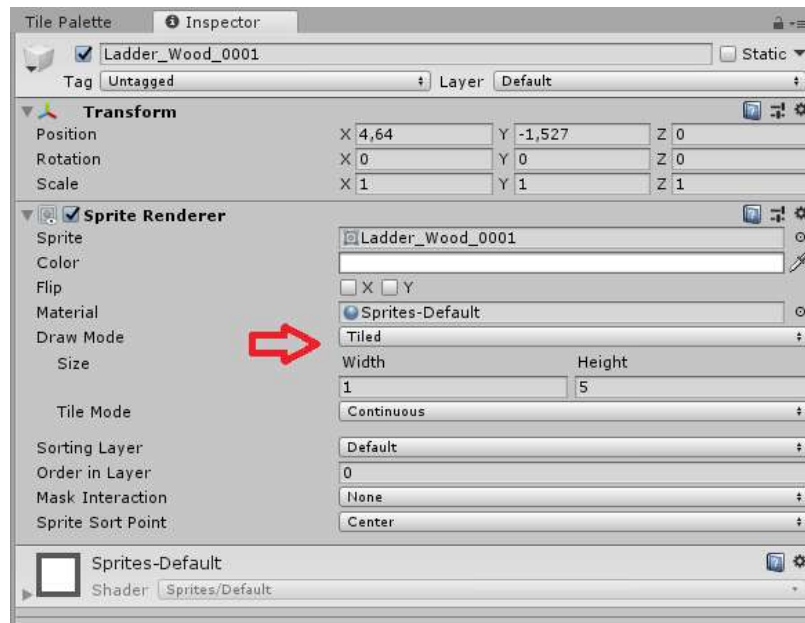
- Bake all sprites in the new “**Sprite Atlas**” from Unity!

Sprites Tiled:

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

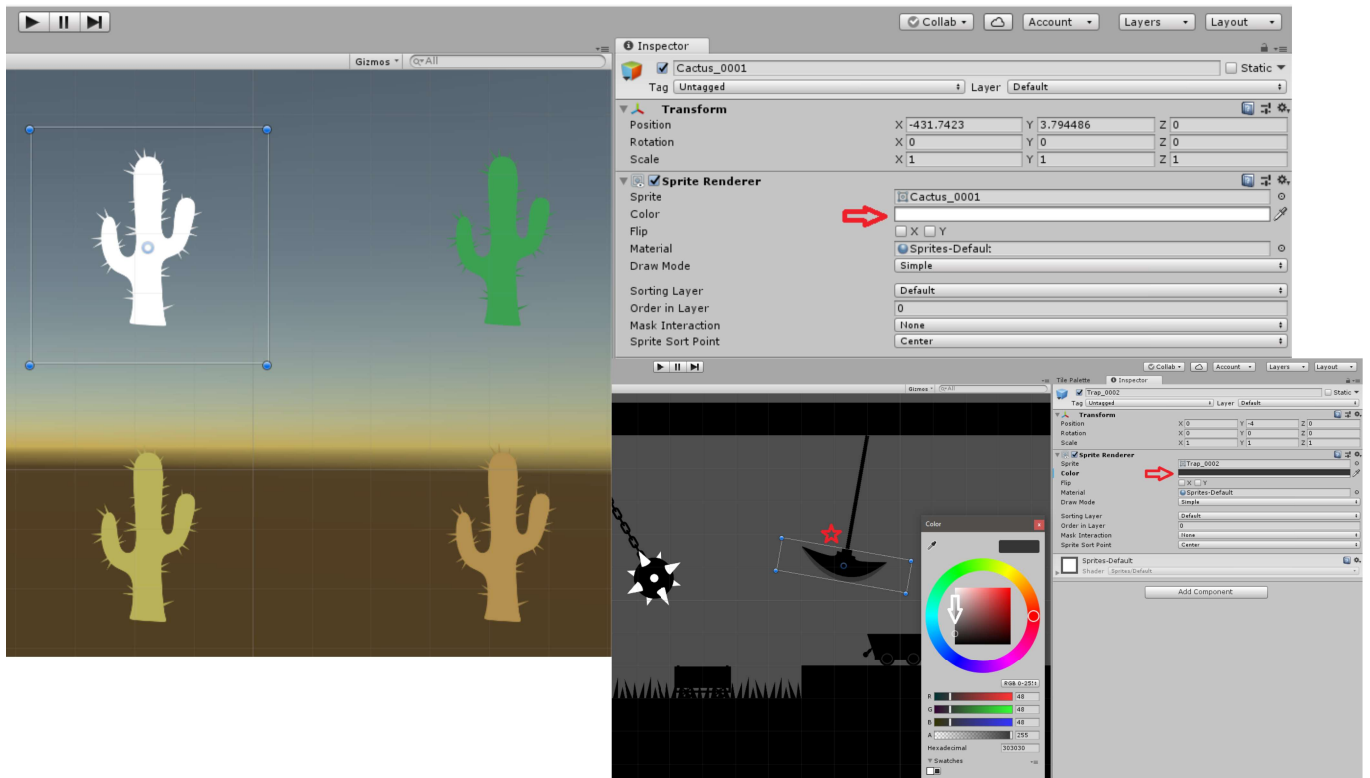


In the “Sprite Renderer” set the “Draw Mode” from **Simple** to **Tiled**.



White Color Sprites

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



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!