Interstellar Pilot 2 (Unity) Editor

Getting Started

Note: This is a pre-alpha release version of the IP2 Editor and so this information may not yet be accurate or is likely to change!

Welcome

Welcome to the Interstellar Pilot 2 Unity Editor. This document describes basic steps to start creating IP2 save files with the editor.

What is the editor?

This editor is a set of Unity extensions that allow DAT files to be created, which can then be loaded and played by the Interstellar Pilot 2 game.

Requirements

The editor has been tested against Unity versions 2021 and 2022. It is recommended to use version 2022.1.20. Other versions may work. If you find that another version of Unity has problems with the editor then please post some feedback.

It is recommended to also have the standalone (Steam) version of the game installed. This will allow quicker testing of scenarios. The minimum version of the game that allows this is v2.0.50

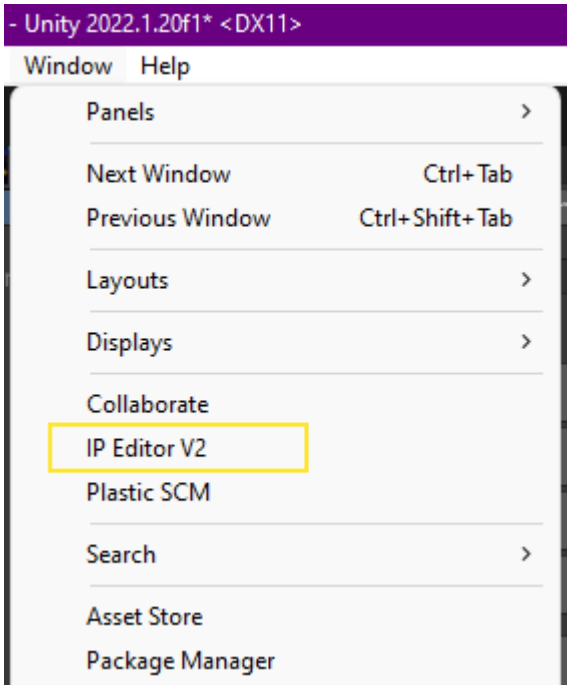
Installation

Import the **IP2_Editor-[version].unitypackage** package file. Make sure to include all items.
Once the files have been imported, Unity will take some time to rebuild it's library.

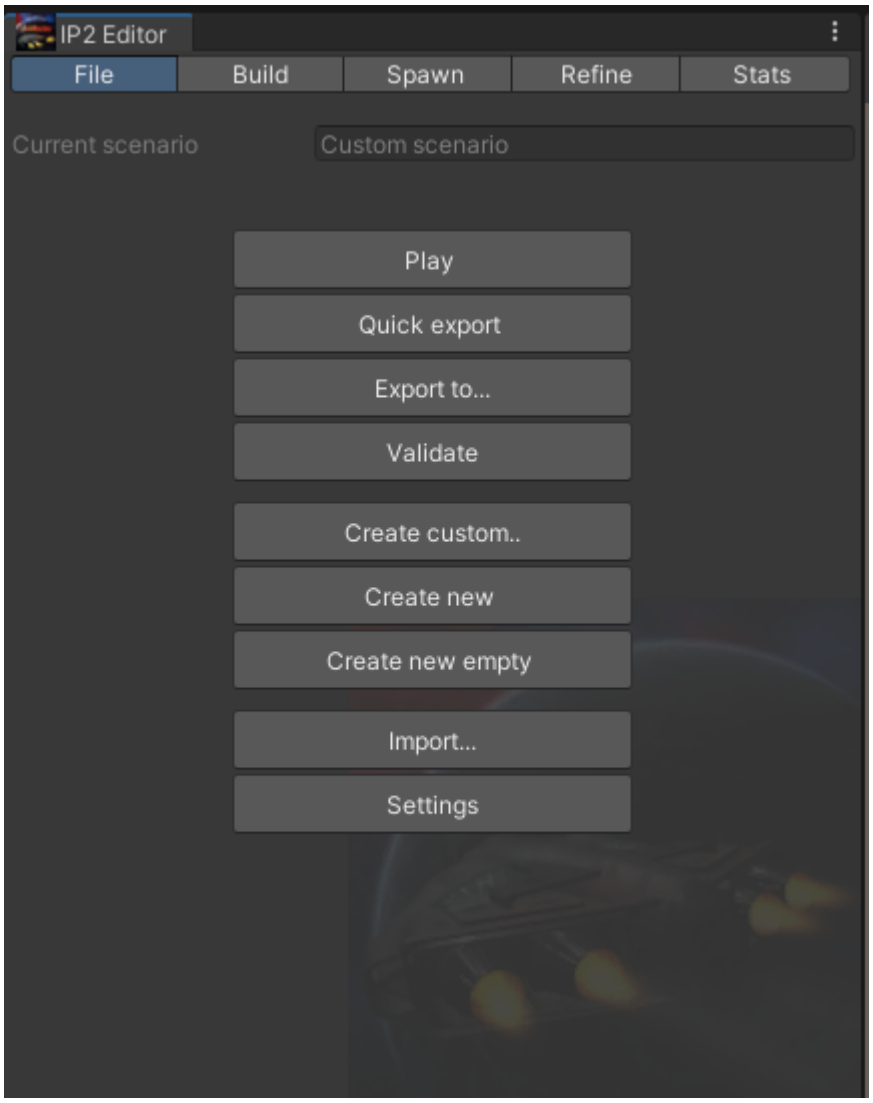
For more info about importing packages please see Unity's own documentation.

Opening the editor

If installation was successful, a link to the editor should appear underneath the Window menu:



Clicking the link, should open the IP2 Editor window:



Create a first scenario

From the **File** tab click **Create new**. A new scene will be created that contains a single sector, the player and the player's ship.

It should be possible to export and play this created scenario. If this is not the case then look at the console for issues and post some feedback of the issue.

Create a more interesting scenario

From the File tab click "Create custom…". From the window that appears, enter the amount of sectors that you would like and then click Create.

Configuring the editor

Optional - configure game executable

In order to use the "Play" option from the File menu, the path to the IP2 executable must be configured.

If running on Windows, the editor may be able to automatically find the executable if it was installed via steam in the default location.

Access Settings from the File tab.

Amend the "Game executable path" to the location of the IP2 installation.

Optional - configure export path

By default the export path is blank and scenarios are exported to Unity's temp area. You can optionally configure your own workspace location here.

When exporting a scenario, it will overwrite any existing scenario file of the same name

Capabilities

Alongside this file you will find a Capabilities.csv file. This file lists all of the currently implemented features of the editor and also those that aren't supported. If a feature is not listed, it is likely to not be supported.

Notes about Import

The import functionality is not currently complete. Only some objects from a save file can be imported. At the time of writing these include; sectors, wormholes, ships, stations, asteroids, cargo containers. Even where these objects import, they will likely be missing information until the feature is fully implemented.

Quick tips

- There are a number of sample scenes that show how to use certain features
- Most of the scripts that the IP2 editor works with are prefixed with "Editor_"
- You can hover the mouse over properties in the inspector to get tooltips in some cases
- You can modify IP2 settings to customize the types of scenario that the editor creates. For example, you can modify the distribution of Ice vs Rock asteroids.
- There are a number of sector prefabs for all of the sectors of the "Uncharted" universe
- It is possible to create your own ship variants. Create a copy/variant of an existing ship prefab, give it a custom name and modify it.
- Keep an eye on the Unity console window to see output from the IP2 Editor.

Best practices

- Avoid edits of any of the files in this package that are under the directory "Pixelfactor\EditorV2". If you install a newer version of the package, these edits will be overwritten. However, you can create objects/prefabs that are based on the prefabs in this directory.
- Do not create multiple "EditorScenario" objects in the same scene. Keep one EditorScenario per Unity scene.
- Where possible give the player a "Mission" to show what should be done in the scenario. See the sample scene "The Duel" for an example mission with a trigger that completes the mission.
- Give your scenario a name. Update the Title of the "EditorScenario" object. The Title is shown when loading up the data file inside the game.

- Base your templates on the sample scenes by saving a copy into your own folder location. This will save a lot of initial setup time.
- Design single-sector or small universes initially
- Create your own prefabs to save time e.g. mixed fleet of ships, a faction with certain settings, a sector with custom appearance.
- Read the capabilities file (alongside this one) to discover what is currently possible using the editor.
- Join the IP2 Editor Discord channels to share creations and post feedback

Known issues

- The editor does not support legacy “barebones” ships. These will not import into the editor and there are no prefabs to create them.
- When generating a universe, a sector can be created that has two different asteroid types.
- Fleet orders have not been implemented. There are missing fleet order prefabs.
- There is no functionality in the editor window to spawn cargo containers. However, these can be spawned manually be dragging prefabs into a sector.
- Opening or refreshing the IP2 editor window without an EditorScenario in the current Unity scene may raise errors.