Kdevaulo

USER GUIDE

Grid Position Editor

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Introduction

Hello and thank you for using my products. This user manual describes the main functions of Grid Position Editor. I hope with this tool you will make the world a better place!

A few details about myself: I'm Kdevaulo and I'm a game developer, and I'm also interested in creating various tools and other software. The main programming language is C#; the main development environment is Unity. If you have any questions, please contact me through my social media.

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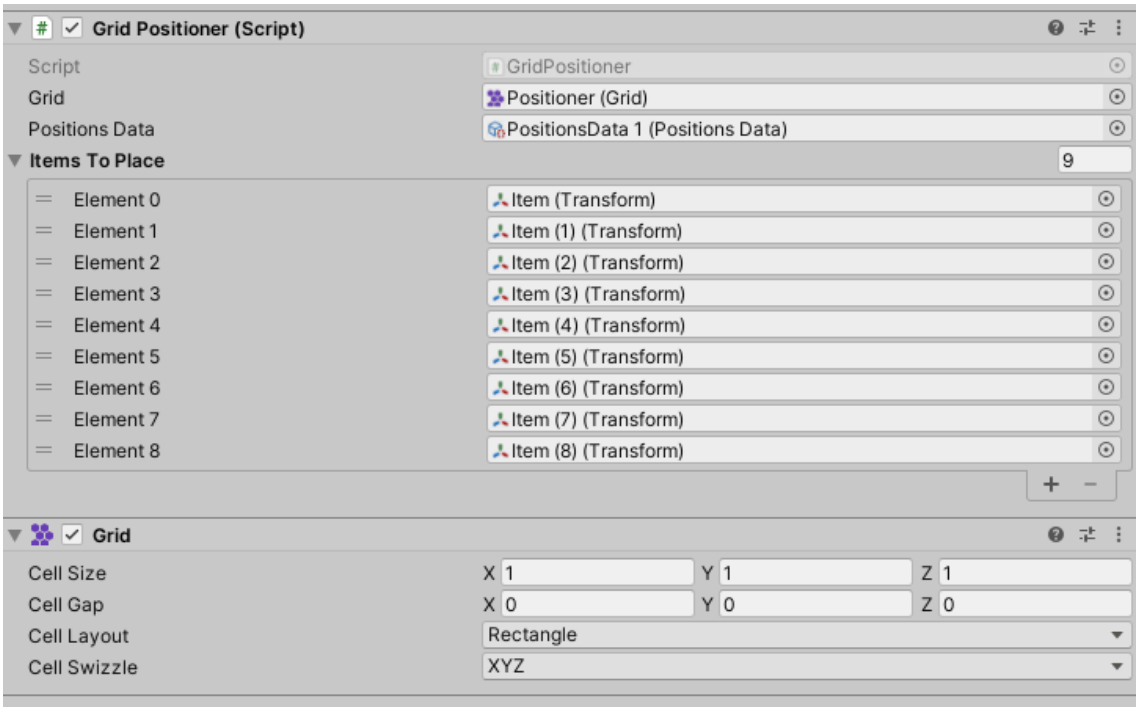
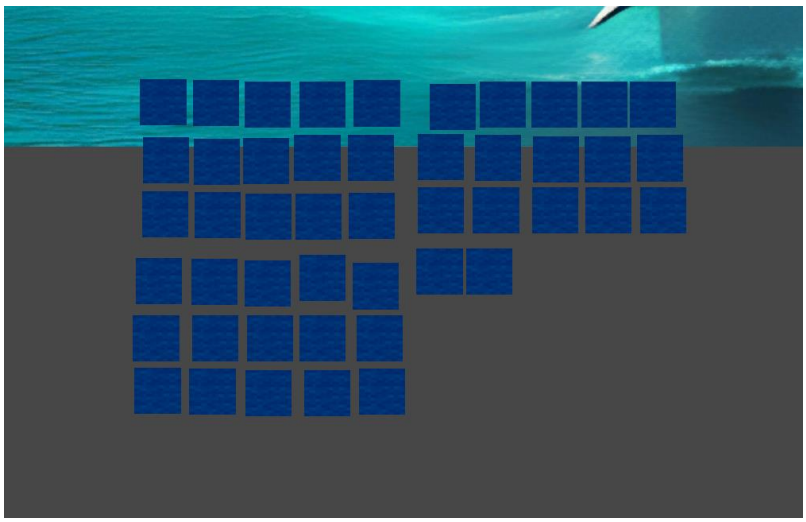
Installation guide

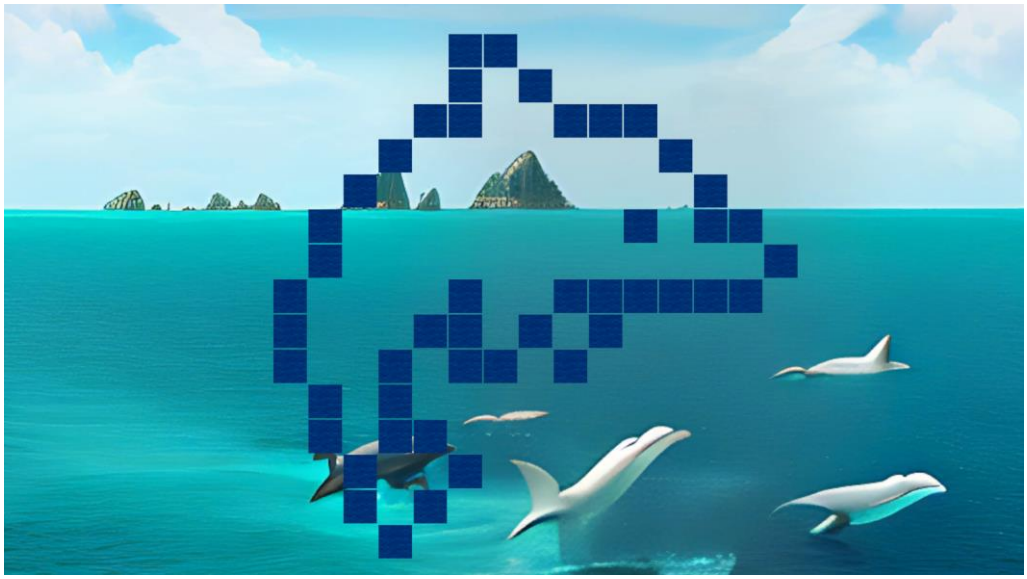
By following this tutorial, you will use the demo scenes to work with the Grid Position Editor.

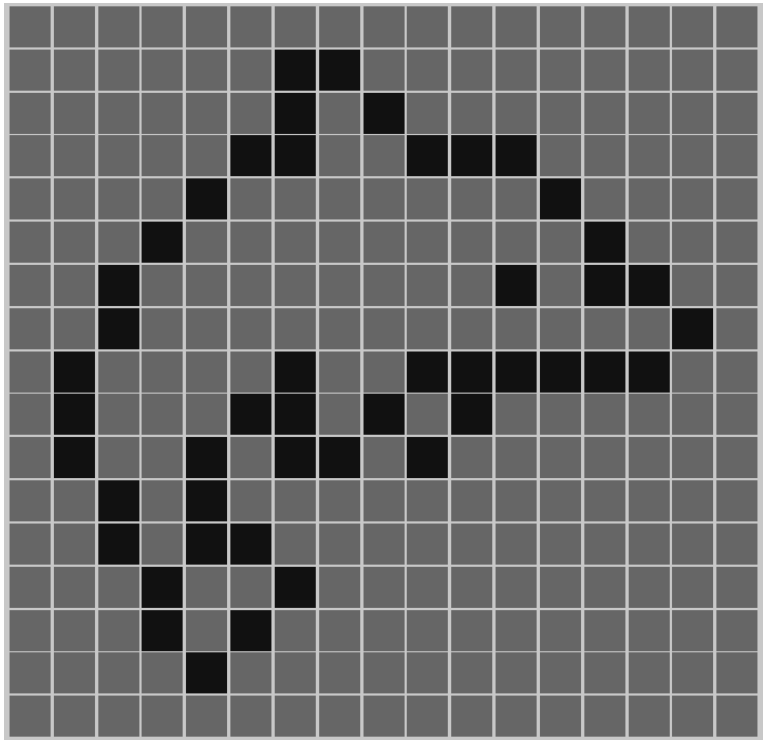
1) Add package to your Unity project.
2) Use sample scenes to see how it works.
3) In sample scenes **Grid Positioner** uses Unity **Grid** component and **Positions Data** to place items from list.
4) In all cases, make sure that the number of positions specified in Positions Data is greater than or equal to the number of objects that you want to place.



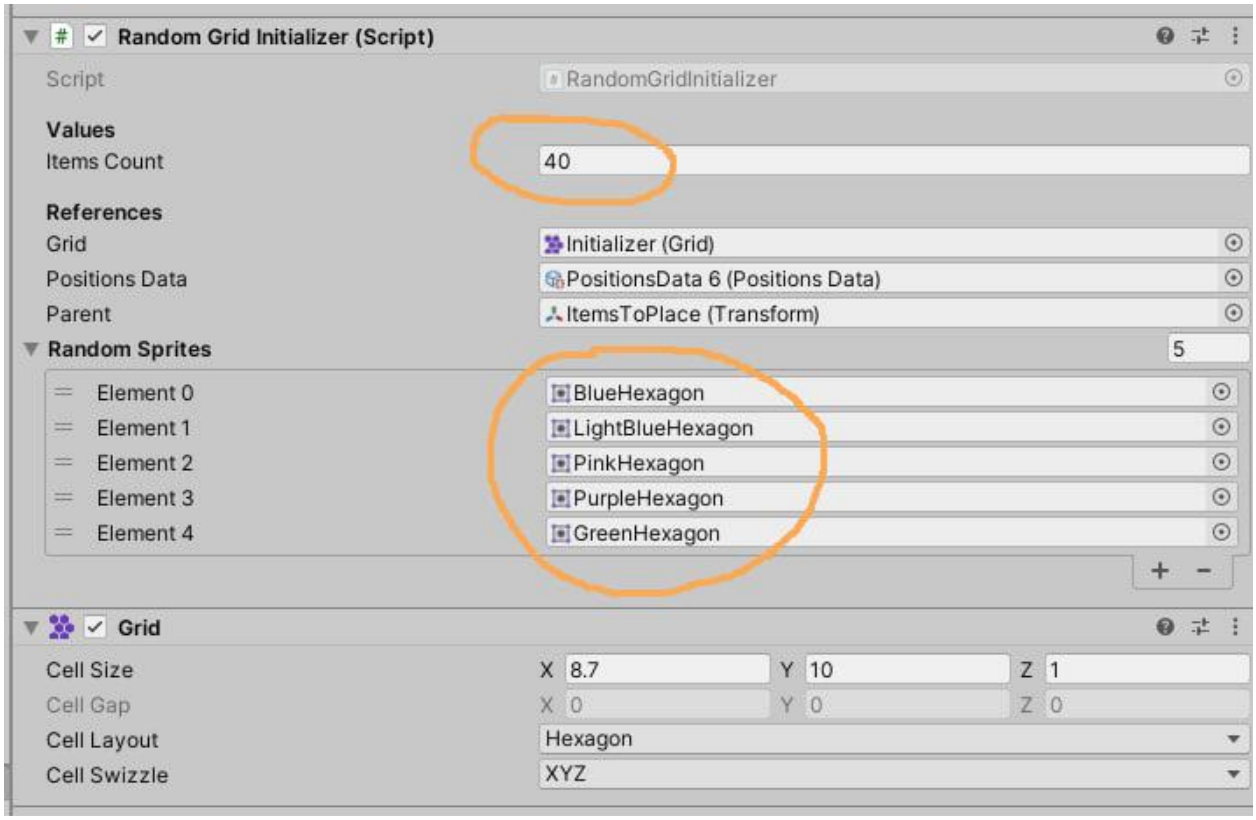
5) Before the start of Playmode, the objects are scattered, after the start, the objects must be placed according to the positions in **Positions Data**.







6) In Hexagon grid sample fill in the **Random Sprites** field with sprites and specify the number of objects in the **Items Count** field.



This way Random Grid Initializer will create objects at Start and place them according to Grid component and Positions Data.

CHANGELOG

1.0.0 release:

- Grid Position Editor added, Samples added