Selectors

AdjacentSelector

Selects **RoomParams** rooms that are adjacent to the given **AdjacentRoomParams** rooms with **RoomConnection**.

Before -> After

MinCount and **MaxCount** specify target count of rooms to select.

MinAdjacent and **MaxAdjacent** specify how much rooms with given parameters must be adjacent to the target rooms.
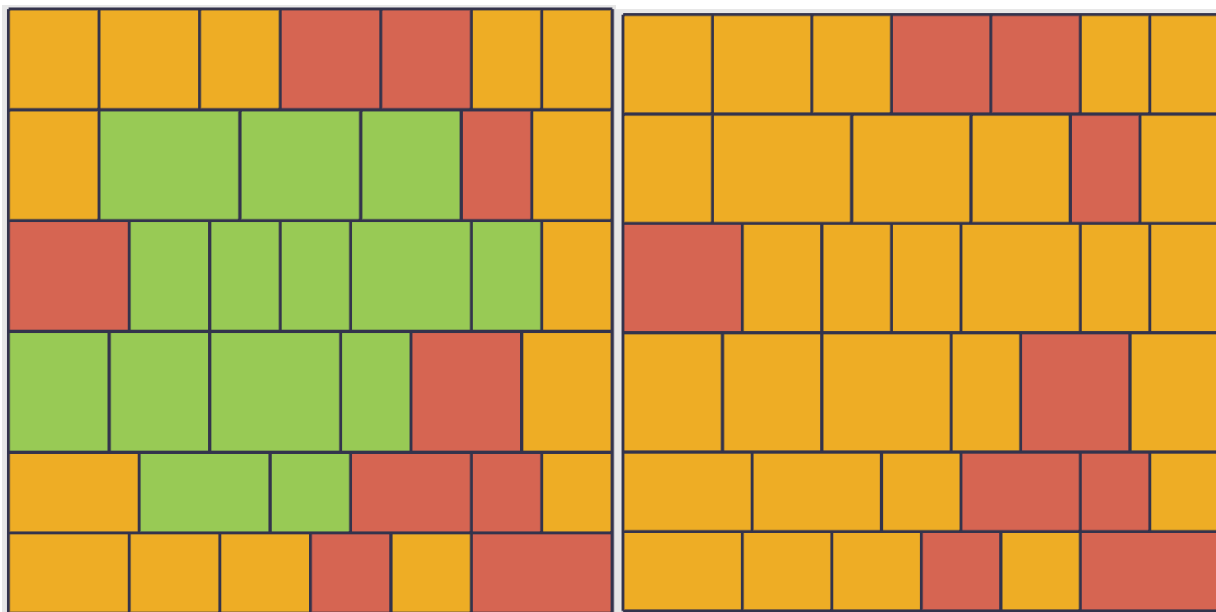
CentralSelector

Selects **RoomParams** rooms starting from their center (center is calculated as average of their centers).

Before -> After

PercentageMode – if true, total amount of selected rooms is determined with **MinPercentage** and **MaxPercentage**. If false, total amount will be in range [**MinCount**; **MaxCount**]
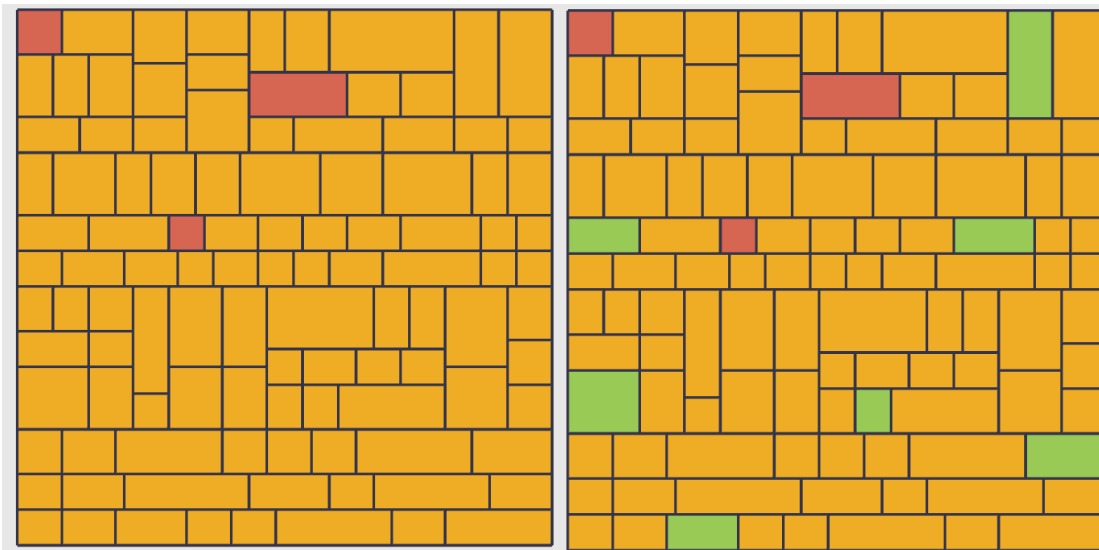
FromMaxtoMin – if false, starts from the center, if true, starts from the furthest point from center.

DistancingSelector

Selects **RoomParams** rooms that are situated on specified distance from each other

Before -> After

MinimumRoomsDistance – minimum count of rooms between two rooms (while going through **ConnectionParams** connections)

MinimumManhattenDistance – minimum distance by x or by y

MinimumCenterDistance – minimum distances between centers

EnableAdditionalRooms – enables next parameter

AdditionalDistance – additional rooms, that affect distance calculation

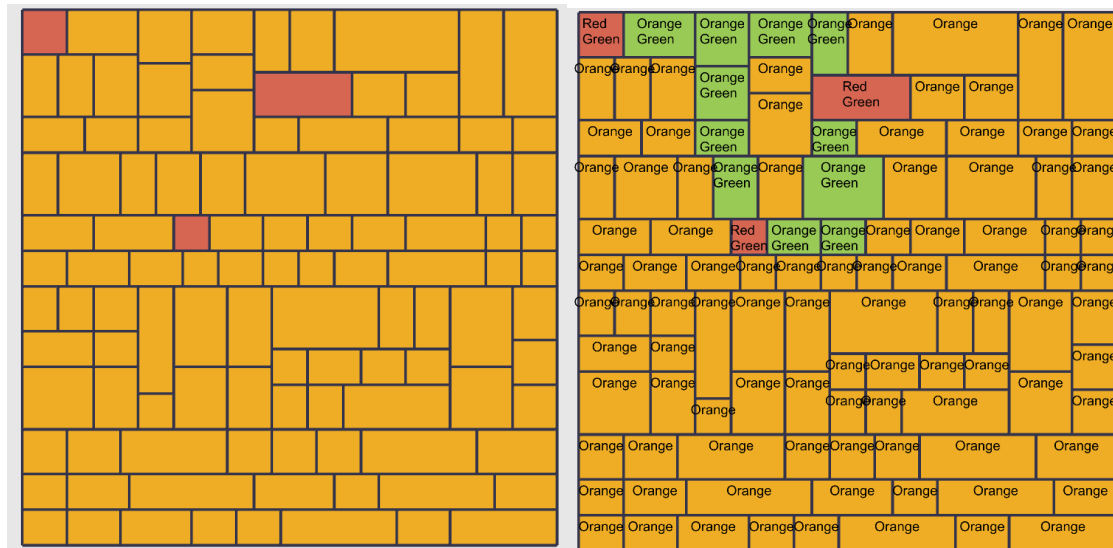**PathRooms** – rooms which are allowed to be visited during rooms distance calculation.

PathBetweenSelector

Finds path between all given rooms (between each pair), includes target rooms to result as well.

Before -> After

TurningCost – additional cost, when changing direction (from vertical to horizontal, or the opposite).

PathBetween – target rooms between which path will be calculated.

ConnectorParams – which connectors can be used to move from room to room.

PathRooms – rooms that can be used for pathfinding.

RandomSelector
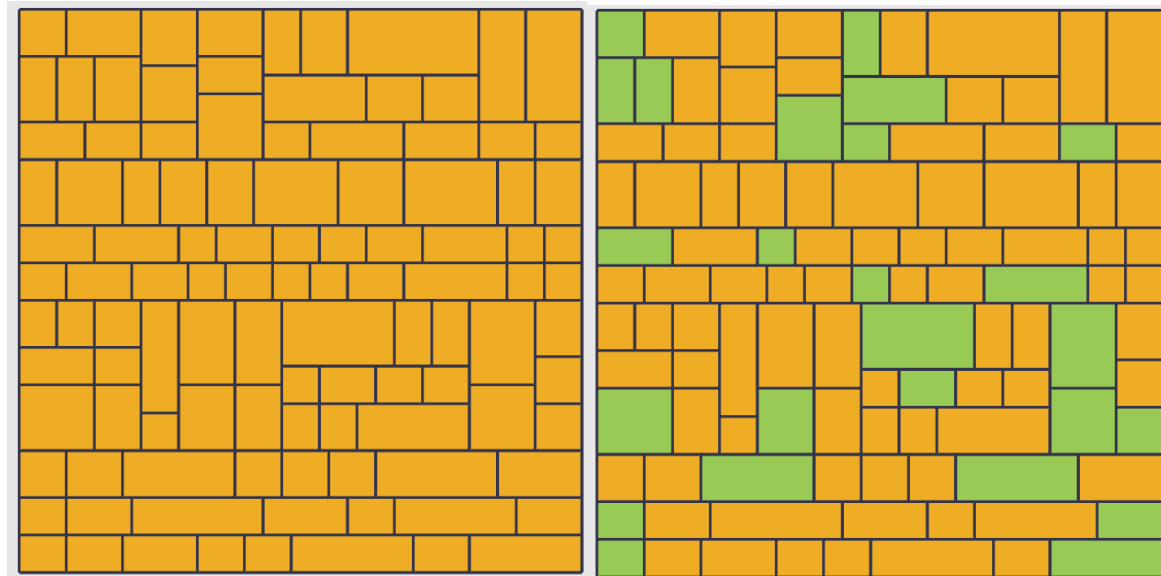

Selects **RoomParams** rooms in random order.

Before -> After

PercentageMode – if true, total amount of selected rooms is determined with **MinPercentage** and **MaxPercentage**. If false, total amount will be in range [**MinCount**; **MaxCount**]

RandomWalkSelector

RandomWalkSelector

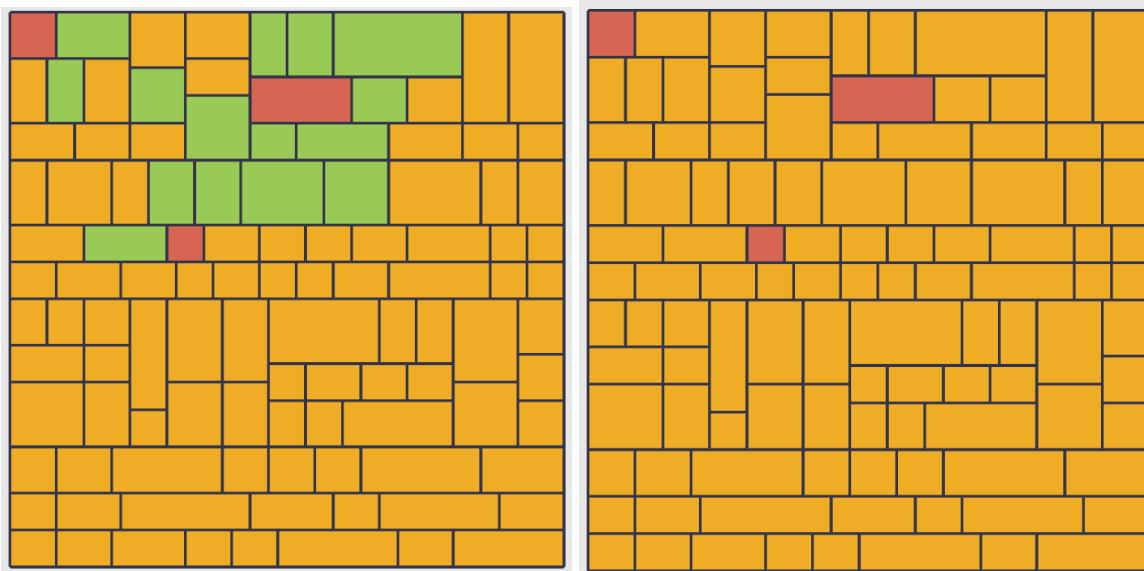|	
MinCount	15
MaxCount	15
InitialRoomParams	Red ▼
TargetRoomParams	Orange except red ▼
ConnectorParams	All(min border=3) ▼

Selects rooms, while going in random directions from **InitalRoomParams** rooms.

Before -> After

TargetRoomParams – rooms where it is allowed to go.

ConnectorParams – way to access adjacent rooms.

MinCount and MaxCount determine target count range of selected rooms.
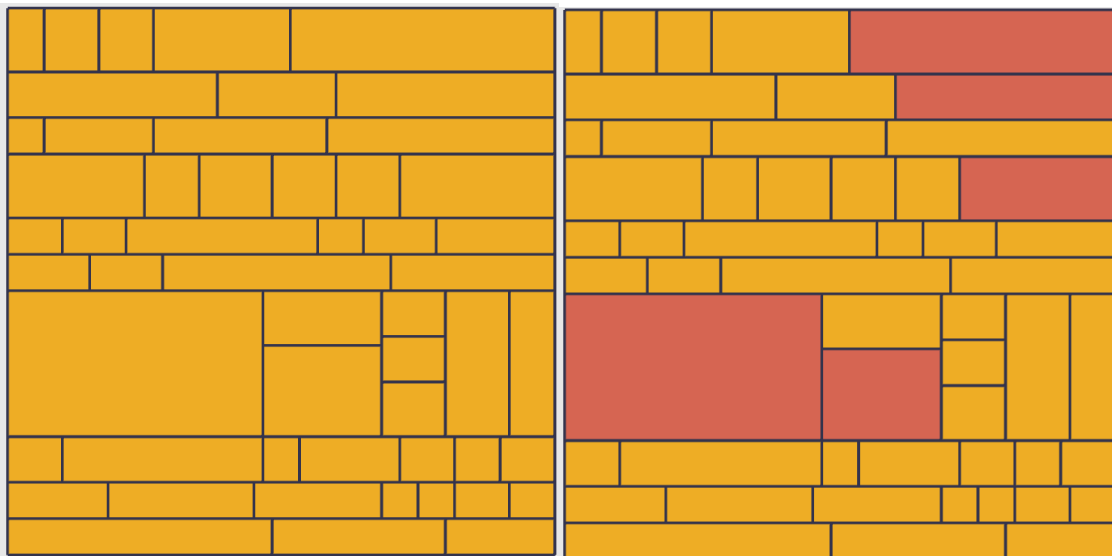
SquareSortedRoomSelector

SquareSortedSelector
PercentageMode ✓
MinPercentage 0.1
MaxPercentage 0.1
MinCount 1
MaxCount 1
FromMaxToMin ✓
RoomParams All

Selects **RoomParams** rooms sorted by their square – **FromMaxtToMin**, or the opposite.

Example above selects 10% of rooms, and they have biggest square among all rooms.

Before -> After

PercentageMode – if true, total amount of selected rooms is determined with **MinPercentage** and **MaxPercentage**. If false, total amount will be in range [**MinCount**; **MaxCount**]
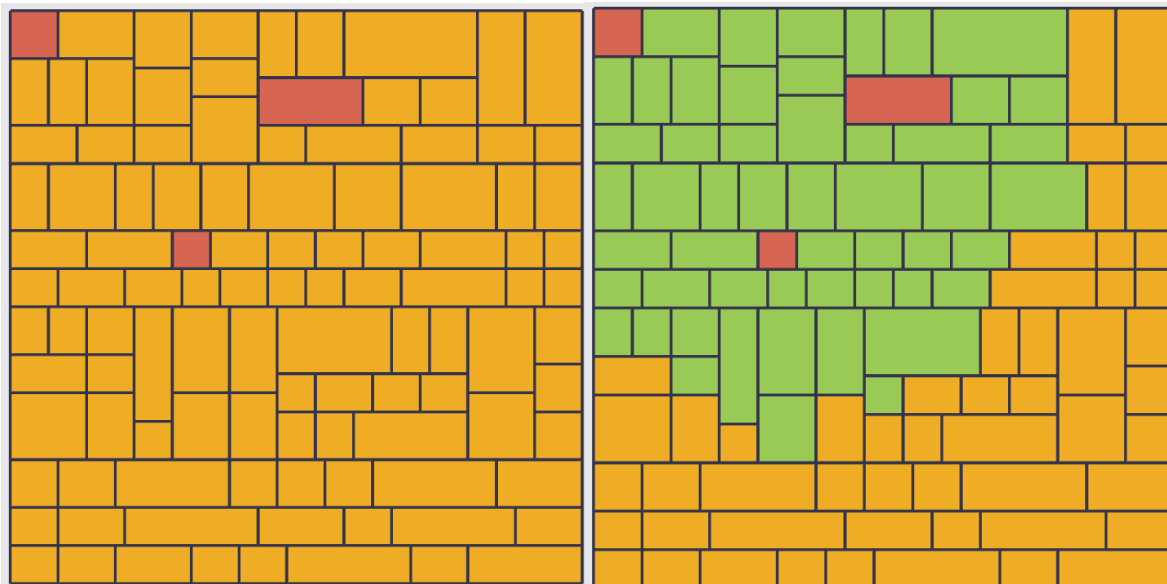
DistanceOrderSelector

Selects **RoomParams** rooms that are closest to the given **DistanceToParams** rooms.

Uses center distance as distance metrics.

Before -> After

PercentageMode – if true, total amount of selected rooms is determined with **MinPercentage** and **MaxPercentage**. If false, total amount will be in range [**MinCount**; **MaxCount**]

FromMatToMin – if true, starts from the closes rooms to the target rooms, if false – from the farthest.