Modifiers

AddConnectors
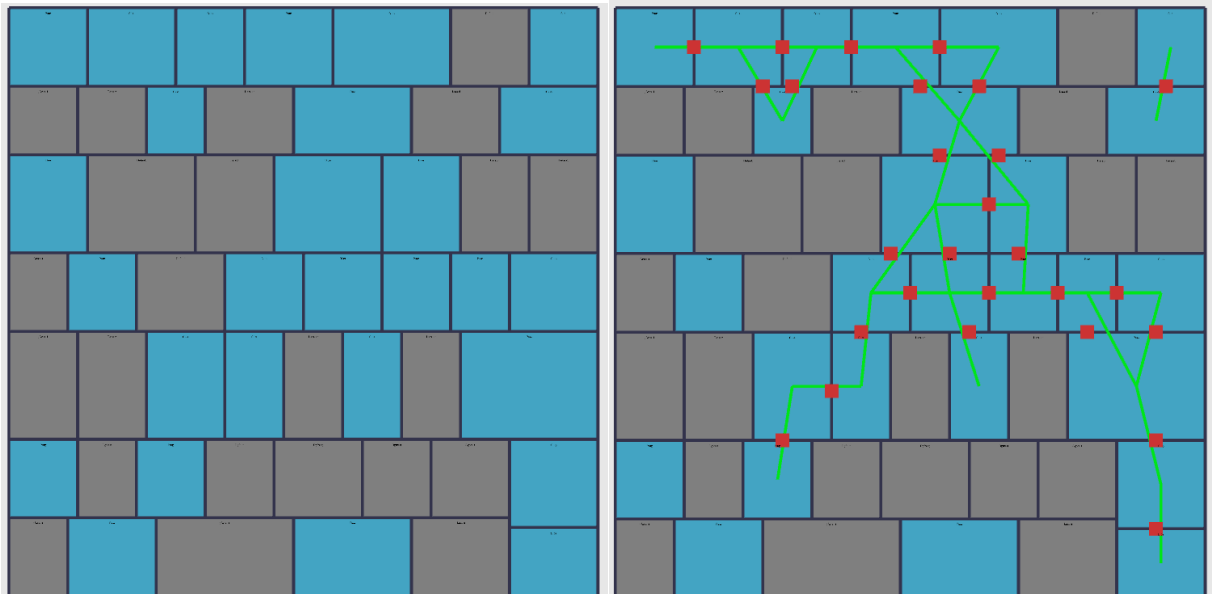

Adds connectors between all selected rooms, where possible.

Before -> After

Note that some blue rooms are not connected to each other, because border is too short. For connector of length 1 and MinDistanceToCorner=1, minimum border where connector can be placed must be at least of length 3.

PlacementMode – where to place connector.

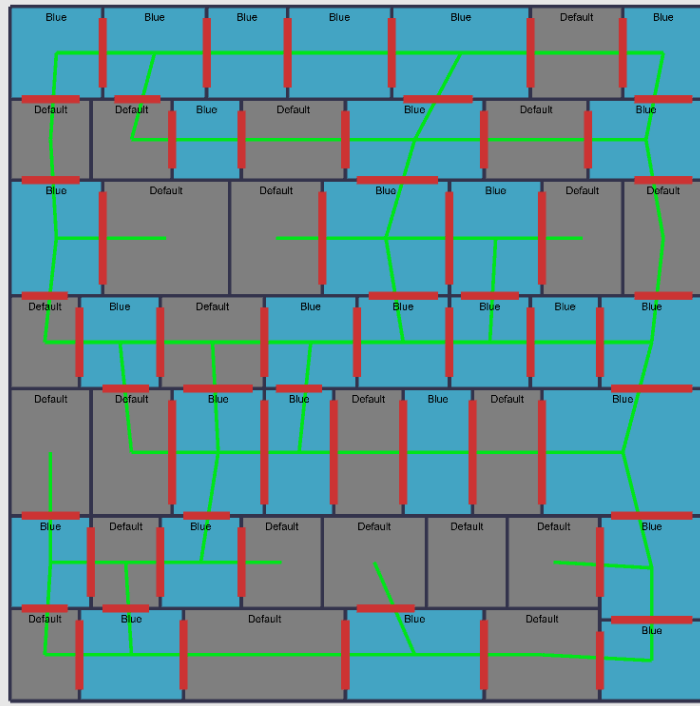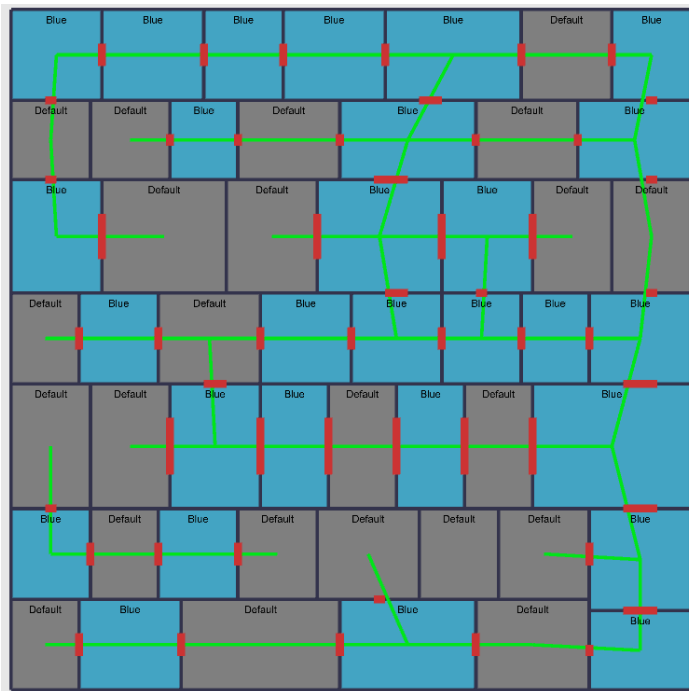**ConnectToOuterRooms** – if true, adds connectors to all adjacent rooms.
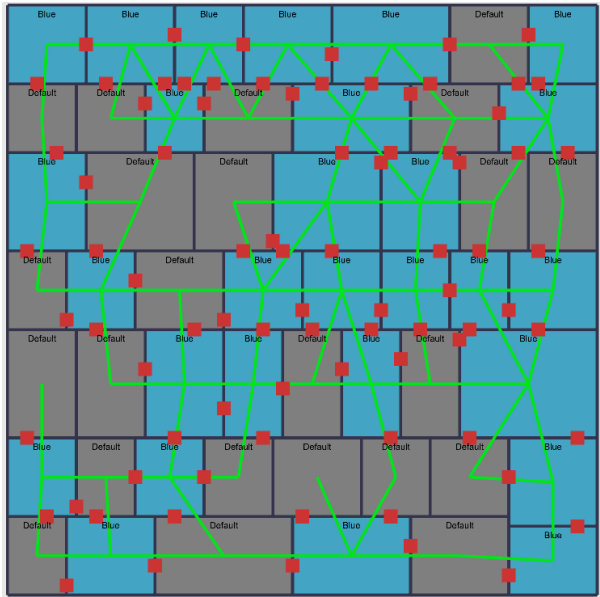
MinWidth, MaxWidth – min and max width of connector
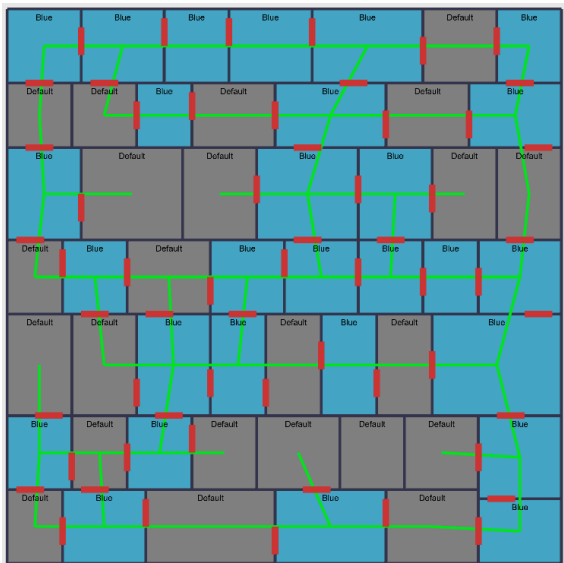
AlwaysMaximize – places widest possible connector

MinDistanceToCorner – minimum distance to corner.

ErrorIfImpossible – throws exception if connector wasn't placed.

ConnectorsLimit – if there is already N connectors between two rooms – new connector won't be placed.
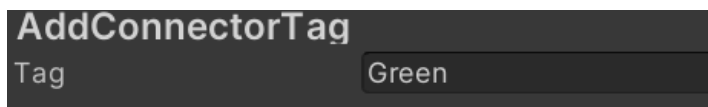
Tag – tag which should be added to connector.

AdjacentMode and **ConnectedRoomPairs** – by default, connector will be palced between every two given rooms, but you can restict it with these prameters.

If MustInclude is set – only given room paris will be connected.
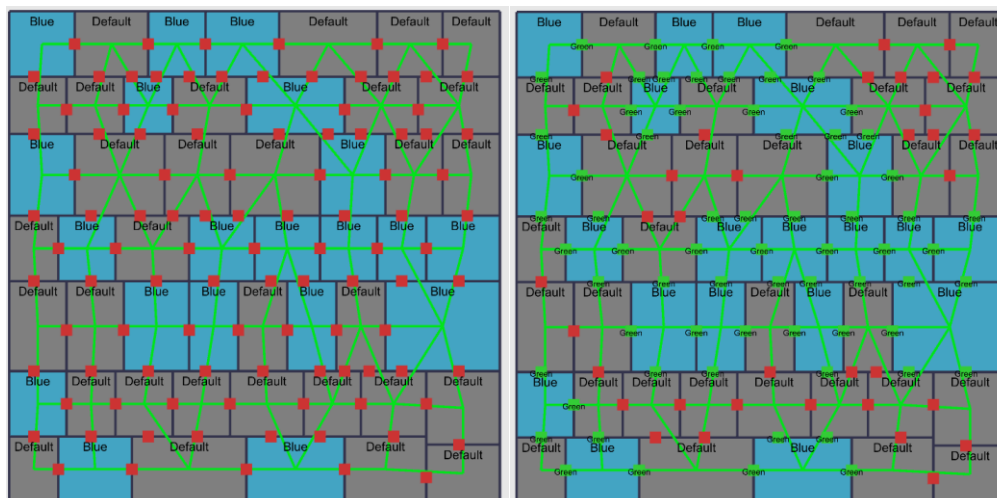
If MustExclude is set – every room pair except given will be connected.

AddConnectorTag

Adds tag to each connector near given rooms.

Before -> After

AddTag

Adds tag to each selected room.

AddTag

Tag	Blue

AddTag with CentralSelector example:

BinarySpacePartitioning, QuadSpacePartitioning

BinarySpacePartitioning

MinWidth	6
MaxWidth	15
MinHeight	6
MaxHeight	15
Chance	0.5
VerticalSplitPreference	0.5
SaveTags	✓
NewTag	

Replaces given rooms with smaller rooms.

All generated rooms will be within given size range

Chance – chance to split each particular room that is already within given range, but still can be split more.

VerticalSplitPreference – chance for vertical split.

SaveTags – if true, saves tags from each split room and pass them to new rooms.

NewTag – tag that will be added to each new room.

DistributeTags

Distributes tags according to given ratios among selected rooms.

Before -> After

RandomizeRoomOrder – randomizes the order of selected rooms. Some selectors pass rooms in specific order(SquareSortedRoomSelector for example), and if it is not needed – this parameter will randomize them.

DistributeTagsPrecisely

Distributes exact count of each room tag.

Before -> After

RandomizeRoomOrder – randomizes the order of selected rooms. Some selectors pass rooms in specific order(SquareSortedRoomSelector for example), and if it is not needed – this parameter will randomize them.
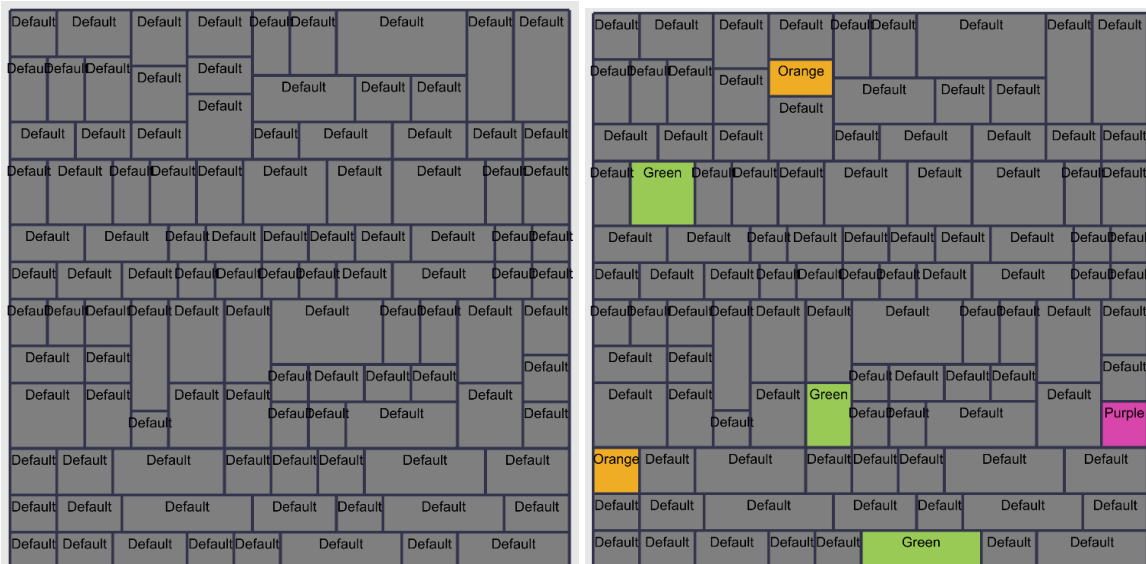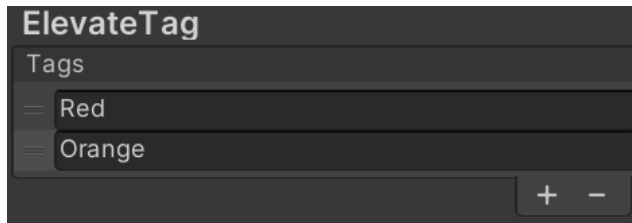
ElevateTags

Examines each selected room, and if it contains at least one of the given tags – replaces all tags of this room with highest matching tag in list.

For the example above effect will be as follows:

Before -> After

Orange tag in the list makes no difference in this example, because Red tag is higher.

Grid

Grid	
Width	9
Height	7
NewTag	Red
ExcessToRight	☑
ExcessToTop	☑
ExcessNewTag	Green

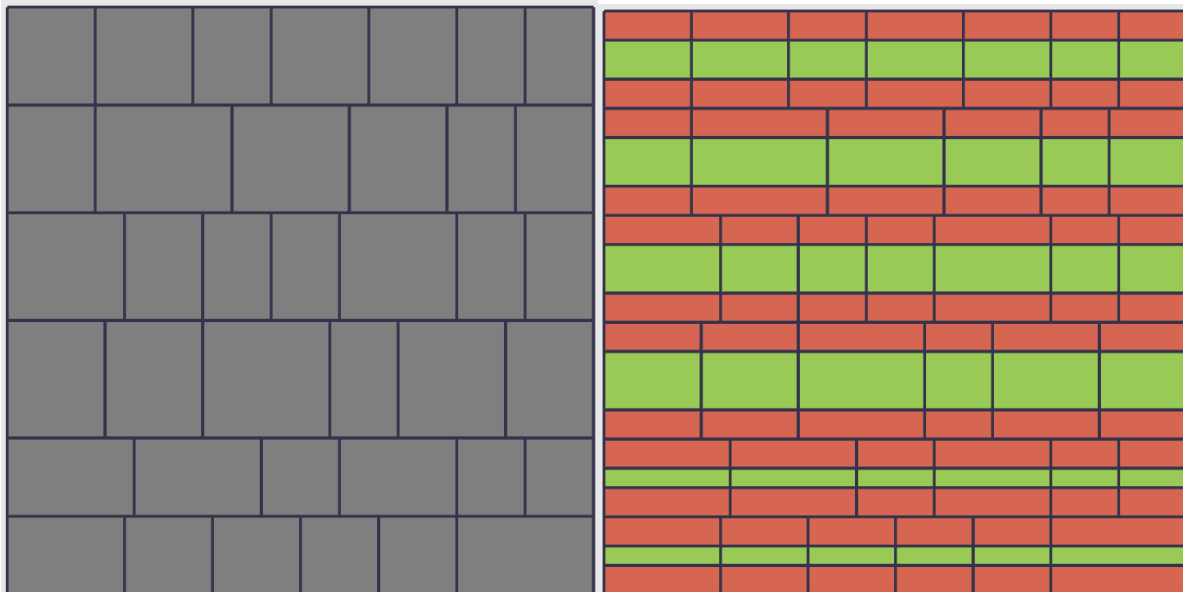Splits given rooms into similar-sized rooms. If room can't be evenly split – adds smaller "Excess" rooms to the sides.

Default	(grid of rooms)

Green	Green	Green	Green	Green	Green	Green
Red	Red	Red	Red	Red	Red	Green
Red	Red	Red	Red	Red	Red	Green
Red	Red	Red	Red	Red	Red	Green
Red	Red	Red	Red	Red	Red	Green
Red	Red	Red	Red	Red	Red	Green
Red	Red	Red	Red	Red	Red	Green
Red	Red	Red	Red	Red	Red	Green
Red	Red	Red	Red	Red	Red	Green

RectOutline

Adds smaller rooms to each side(with value > 0)

Before -> After

RemoveConnectors

Removes connectors near each selected room, while ensuring connectivity (if set) through given connectors.

Before -> After
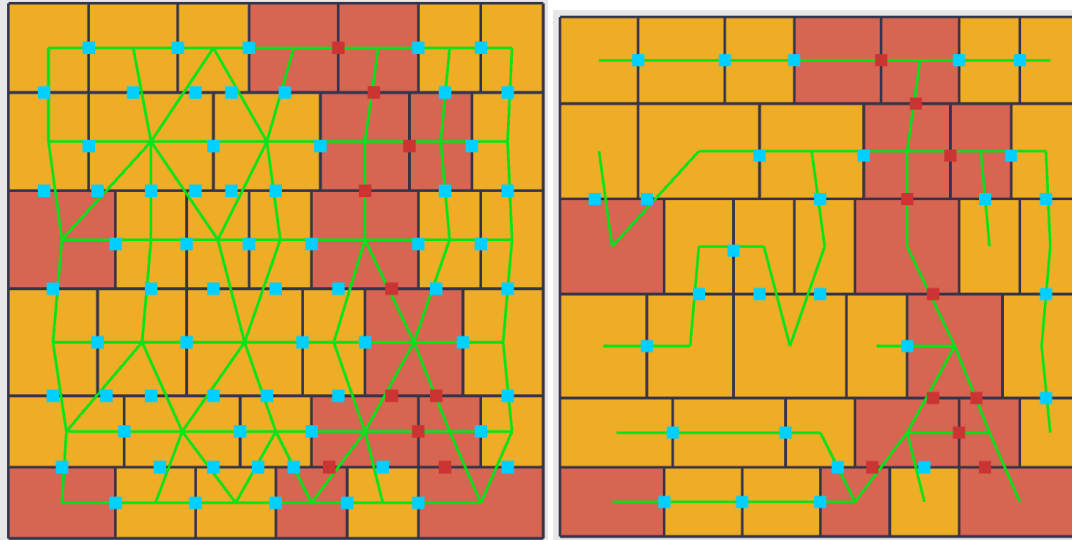
In this example, all possible blue connectors were removed.

EnsureConnectivity – if true, doesn't remove connectors, taht are ccritical for dungeon connectivity.

ConnectorsToRemove – how many connecotrs should be removed.

ConnectorsToRemoveParams – what type of connectors shoudl be removed.
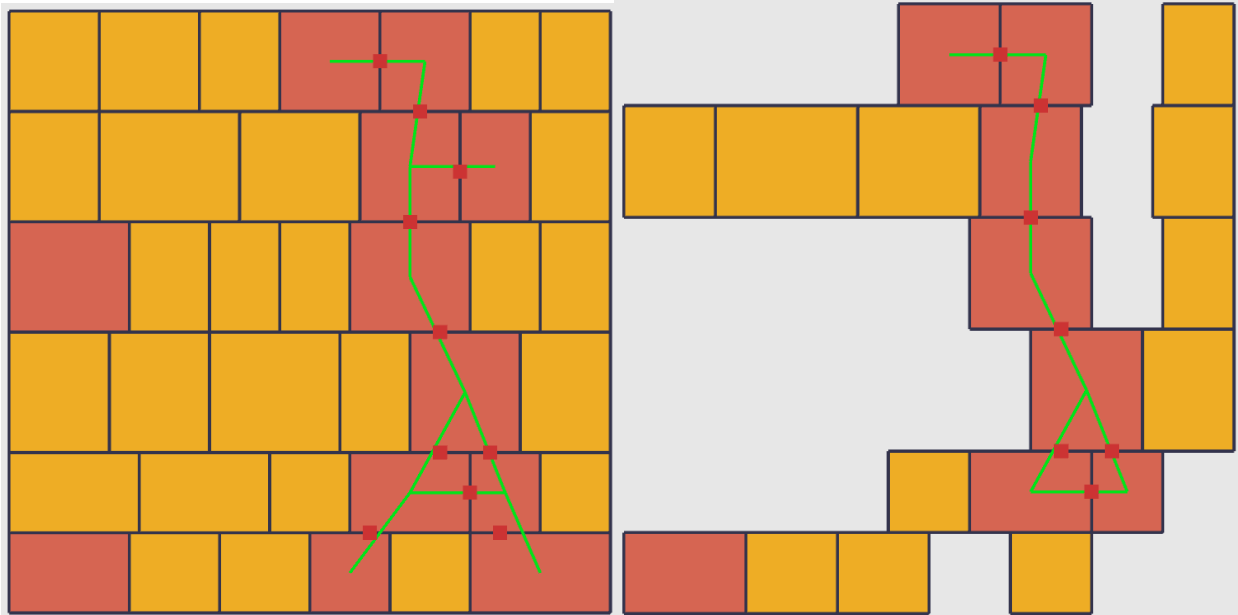
ConnectorsToWalkParams – which connectors can be used to move while checking dungeon connectivity.

RemoveRooms
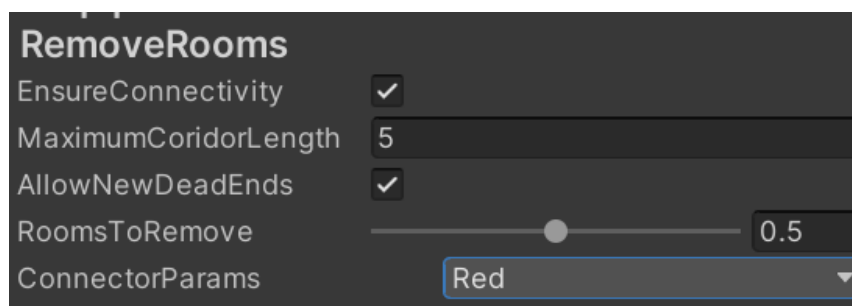
Removes given selected rooms, while ensuring that dungeon will remain connected (if set).

Before -> After

EnsureConnectivity – prevents from removing critical for dungeon connectors.

MaximumCoridorLength – maximum count of rooms in a row without branching.

AllowNewDeadEnds – if true, allows new "dead end" rooms.

RoomsToRemove – amount of rooms to remove.

ConnectorParams – connection parameters for connectivity chedk.