Ultimate Isometric Toolkit - Quick Guide

for version 2.0

Introduction

This is a quick guide on how to use the Ultimate Isometric Toolkit. Create a new project, import the Ultimate Isometric Toolkit from the Asset Store Window and create a new scene.

Create the IsoSorting component

Add a new empty GameObject to the scene, add the *IsoSorting* component to it, then add the *TileSorting* component and drag it onto the Sorting Strategy field in the inspector window.
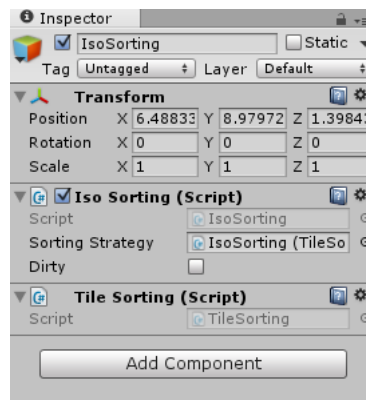

Figure 1: Proper IsoSorting Setup

There are multiple ways on how to achieve proper isometric sorting, each of which makes different assumptions about your game. It is therefore crucial to choose the right *sorting strategy*. The isometric toolkit offers three sorting strategies right now.

Heuristic Sorting

Fastest sorting strategy with smallest cpu overhead that requires all sprites to be of relatively equal size. Use for games with the maximum number of sprites that do not differ much in size. Sorting overhead can be neglected.

Tiled Sorting

Second fastest sorting strategy that requires all sprites to be tiled (sliced into 1x1 pieces). Use for games with a large number of sprites. *This is the sorting strategy you would use in most cases.*

Dependency Sorting

Worst in terms of cpu overhead, best in overall compatibility. Allows objects to be of any size. Use for games with up to a couple of hundred sprites.

Please note that perfect isometric sorting in all cases can not be achieved. All sorting strategies have edge cases in which visually correct sorting is impossible. That is not only for this toolkit but for any sorting approach. The provided sorting strategies are just the most common approaches.

IsoTransform Component

IsoTransforms (former IsoObjects) extend the regular Transform component similar to the RectTransform component. The IsoTransform component replaces the Transform component in the inspector window. Every GameObject in your Scene that has to hold information like a position or size must have an IsoTransform component attached.

Drag a sprite into the scene and add the IsoTransform component to it. *See figure 2*
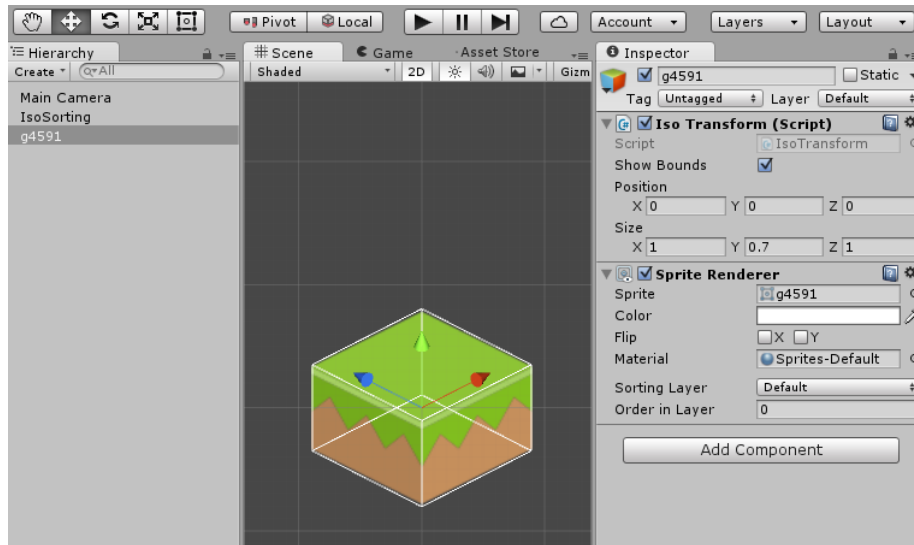

Figure 2: IsoTransform

Show bounds when active will show the rectangular bounds of this GameObject

Position the isometric position of this GameObject

Size the isometric size of this GameObject

For ease of use all sprites have properly set up prefabs in the respective *Prefabs* folder that you can add to the scene.

IsoSnapping

Bring up the IsoSnapping utility tool by pressing CTRL+L. The IsoSnapping tool allows you to evenly place IsoTransforms in your scene.

Auto Snap when active will position evenly across the scene

Snap Value IsoTransforms will snap to the closest multiple of x, y, z

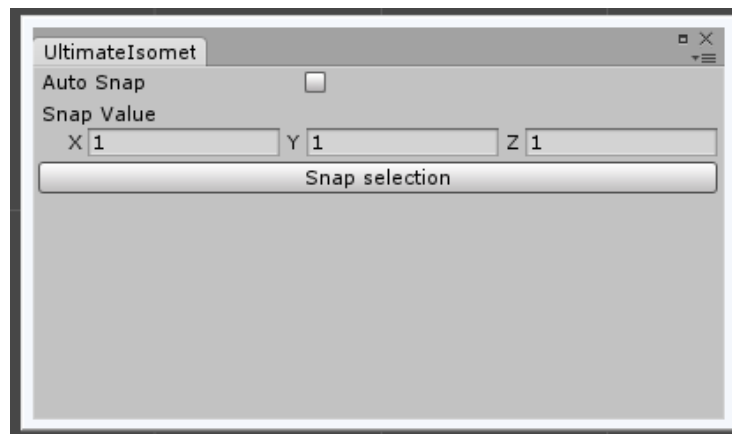**Snap Selection** Snaps the current selection in the hierarchy

Figure 3: IsoSnapping tool

Additional Resources

You now have the basic knowledge on how to set up an isometric scene. Here are some additional resources:

Manual Extended documentation

Youtube Youtube channel with additional tutorials

Doxygen Online class overview