

Minimalist Map Builder

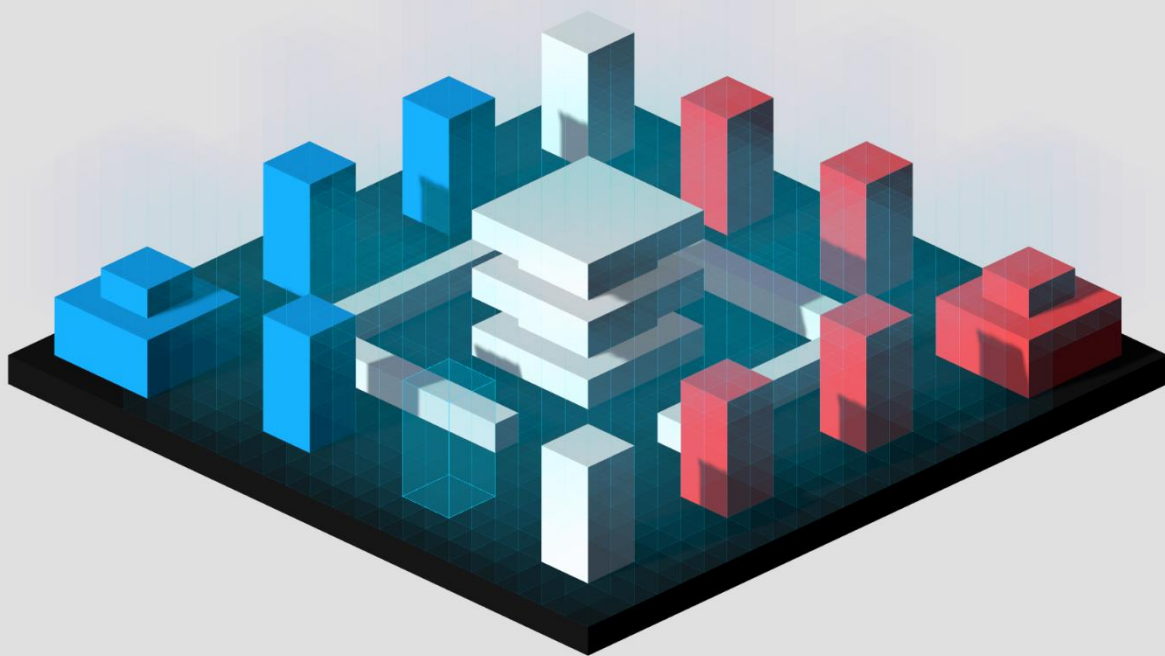


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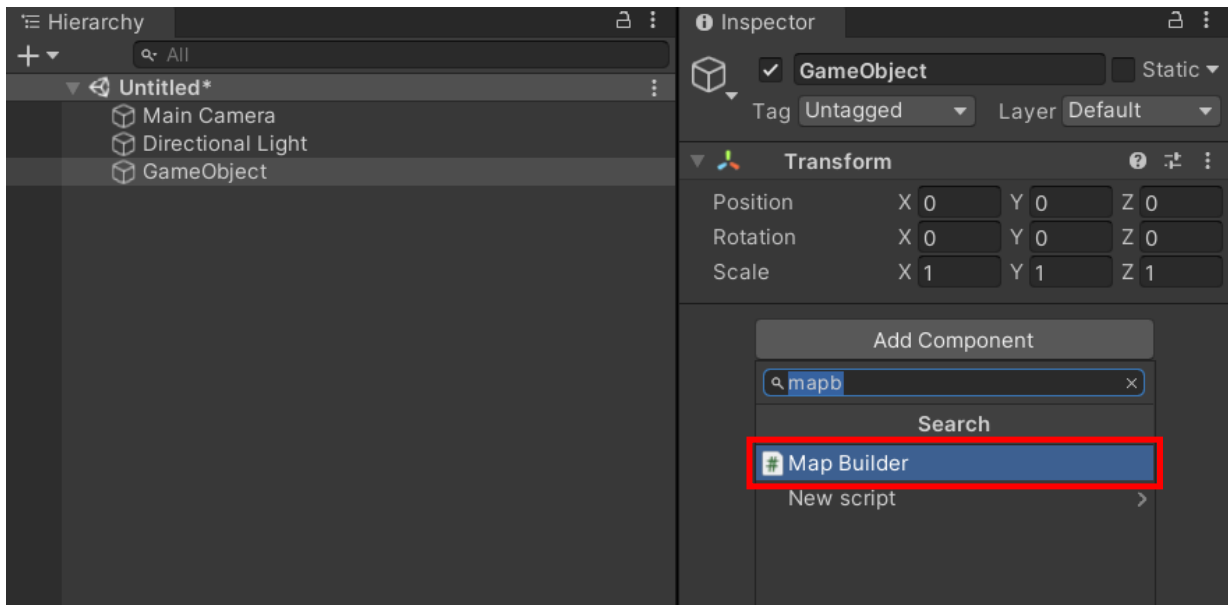
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Summary

Simple tool for either prototyping and iterating over novel map / level designs, or tracing out preexisting meshes / textures into voxel maps (watch the setup videos in the [package page](#) for an example of each). Essentially, it works by creating a map base, upon which 3D tiles can be placed and stacked.

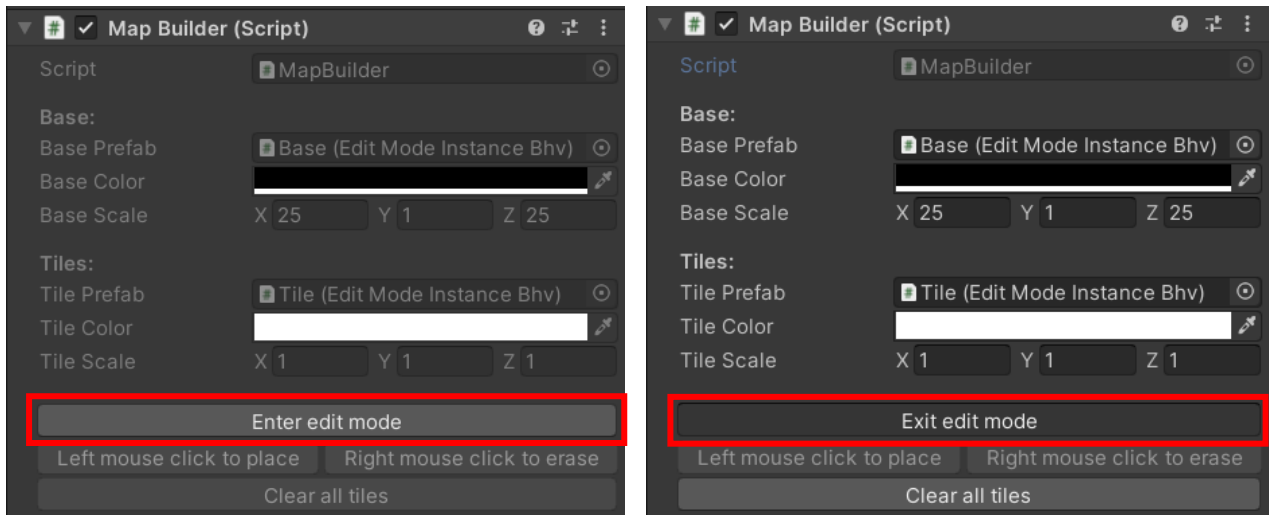
Setup

1. Attach the *MapBuilder* script to an empty game object. That's it.

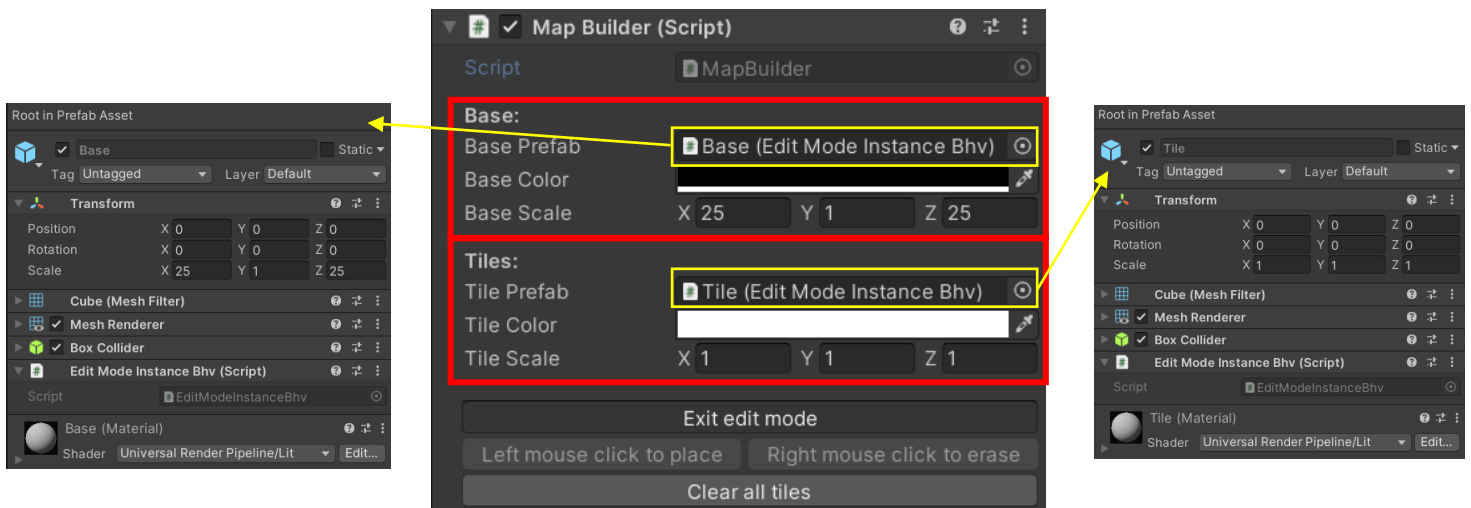


Usage

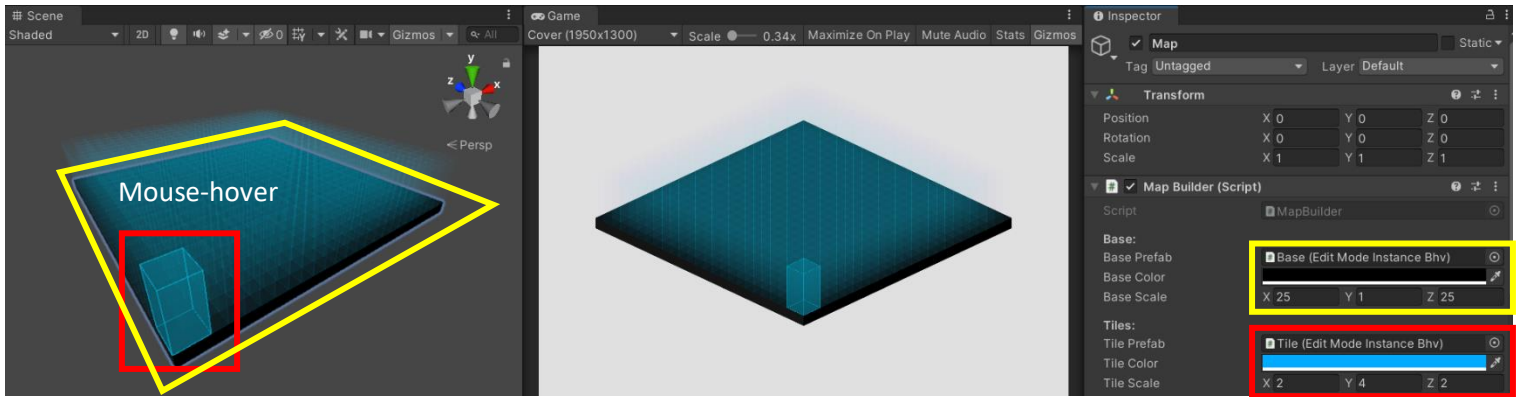
1. Toggle the "Enter / Exit edit mode" button to start / stop editing;



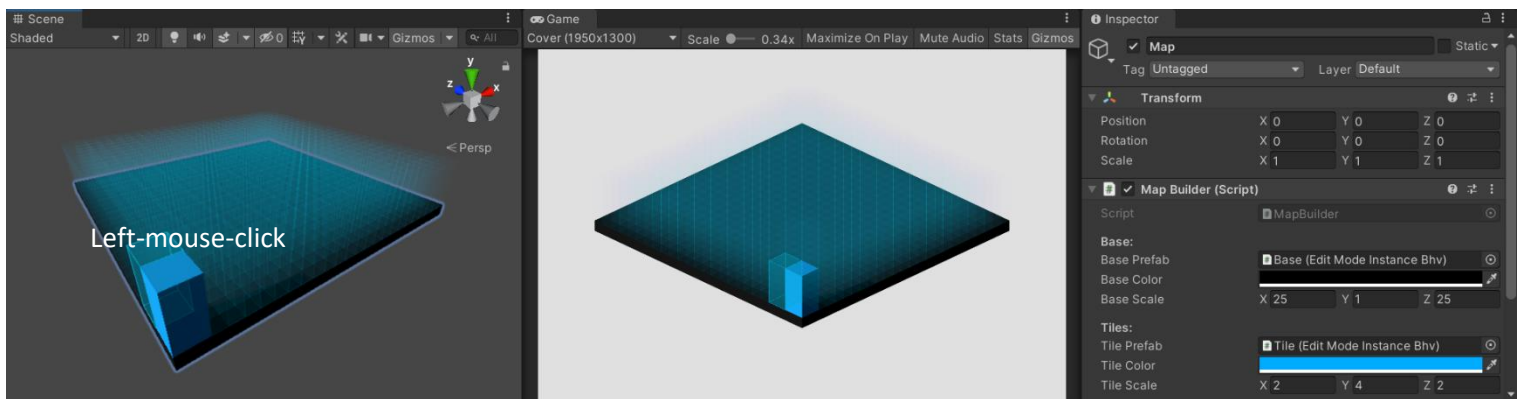
2. Tweak the "Base" & "Tiles" sections of the *MapBuilder* component to your liking. The **Base** & **Tile** prefabs are included in the package and are the default values of the corresponding fields in the *MapBuilder* component. However, these can be replaced by any prefab so long as they have the *EditModeInstanceBhv* attached to them. This ensures that all prefab instances are stored correctly should you choose to stop editing the current map (and even remove its *MapBuilder* component) and save the map itself as a prefab. The Color and Scale properties control just that, the color and scale of the map Base and the current Tile;



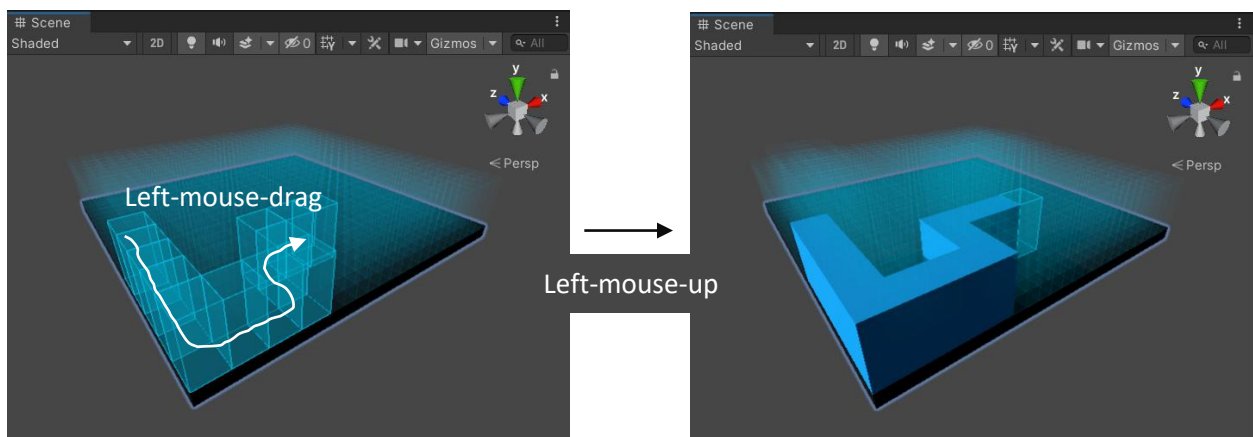
3. Mouse-hover the currently configured map base in the **scene view** to move a ghosted version of the currently configured tile around all possible locations where it can be instantiated (note that vertically stacking tiles is allowed);



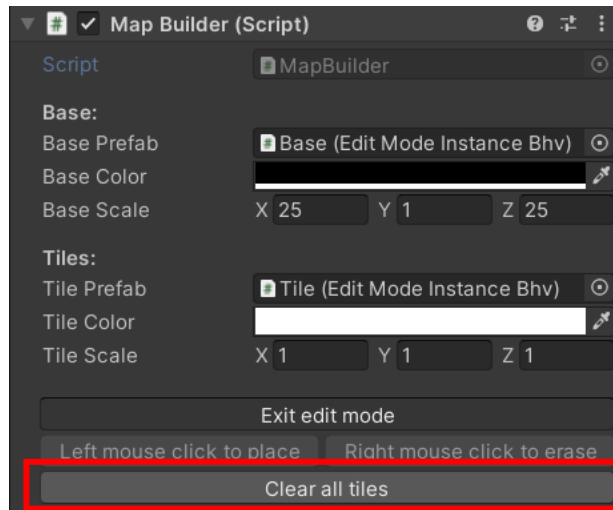
4. Left-click an eligible location to instantiate the currently selected tile prefab at that location;



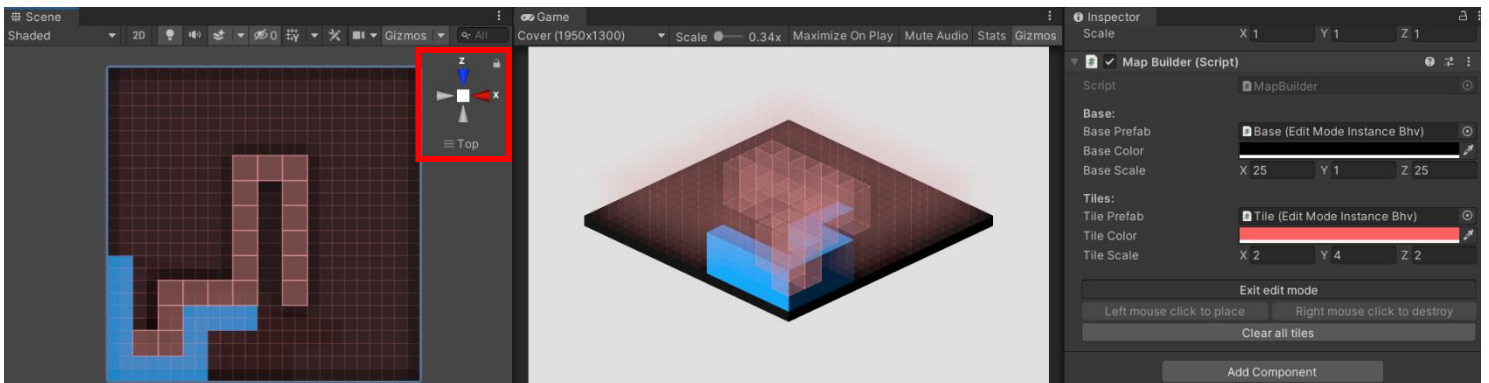
5. Right-click a previously placed tile to destroy it;
6. Left-mouse-drag to draw a path onto which tiles will be instantiated once the drag ends (on left-mouse-up);



7. Right-mouse-drag to delete all tiles of **the same type** (meaning same color and scale) of the one over which the mouse cursor is at the onset of the drag;
8. Clicking the "Clear all tiles" button does just that;



9. Suggestion: set the scene view to isometric (instead of perspective) and select the top view to make it easier to know where your tiles will land.



Contact Information

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