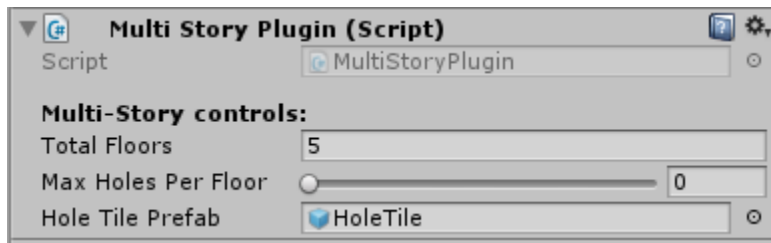# Multi-Story Plugin:

To use the Multi-Story Plugin, simply add the MultiStorePlugin.cs script to your Dungeon Generator object. The plugin is automatically included when a Dungeon is generated via the generator. Simply set the required values and generate a dungeon as per normal.

It will give you the following options:



The values used for the plugin are:

**Total Floors:** How many floors to generate.

**Max Hole Tiles Per Floor:** Hole tiles is the term for any prefab used for moving between floors, such as a ladder, stairs, etc. Setting this value determines how many the generator will try and place on each floor.

**Hole Tile Prefab:** The prefab object to use for the hole tiles.