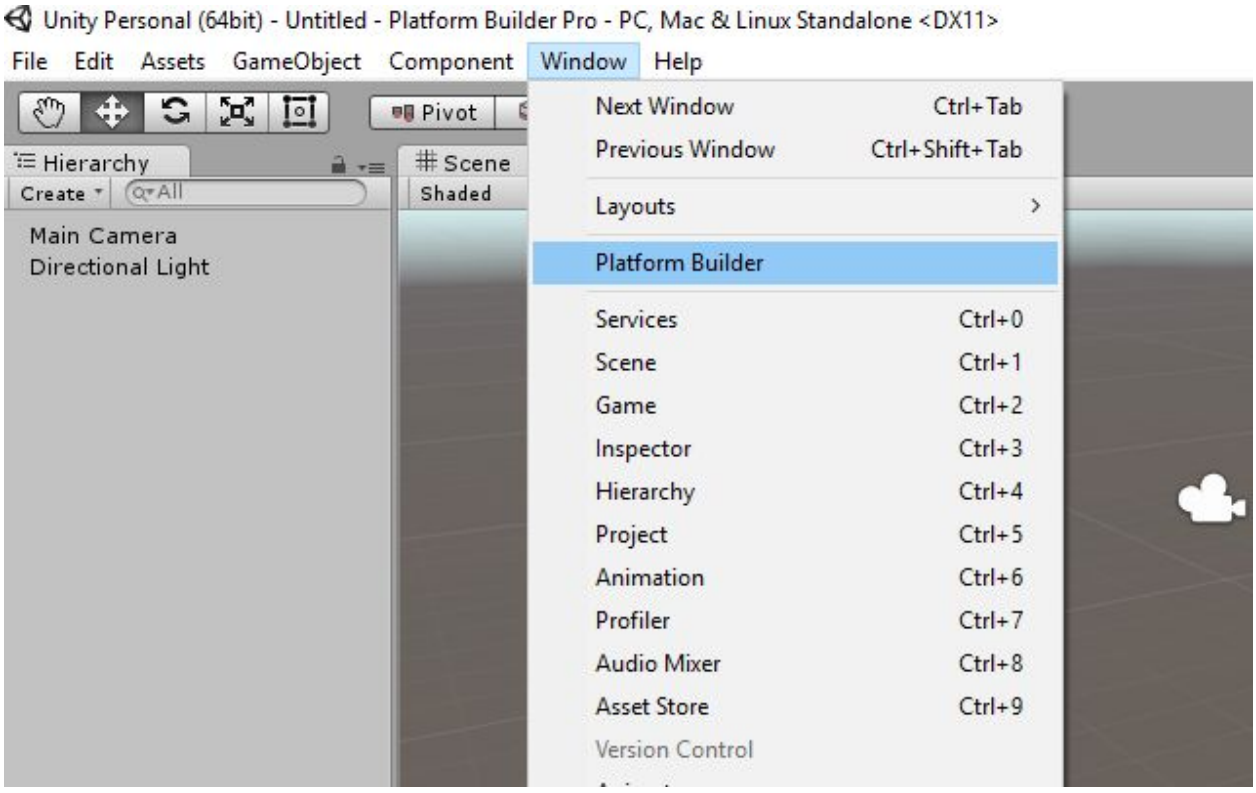
Documentation: Platform Builder Pro

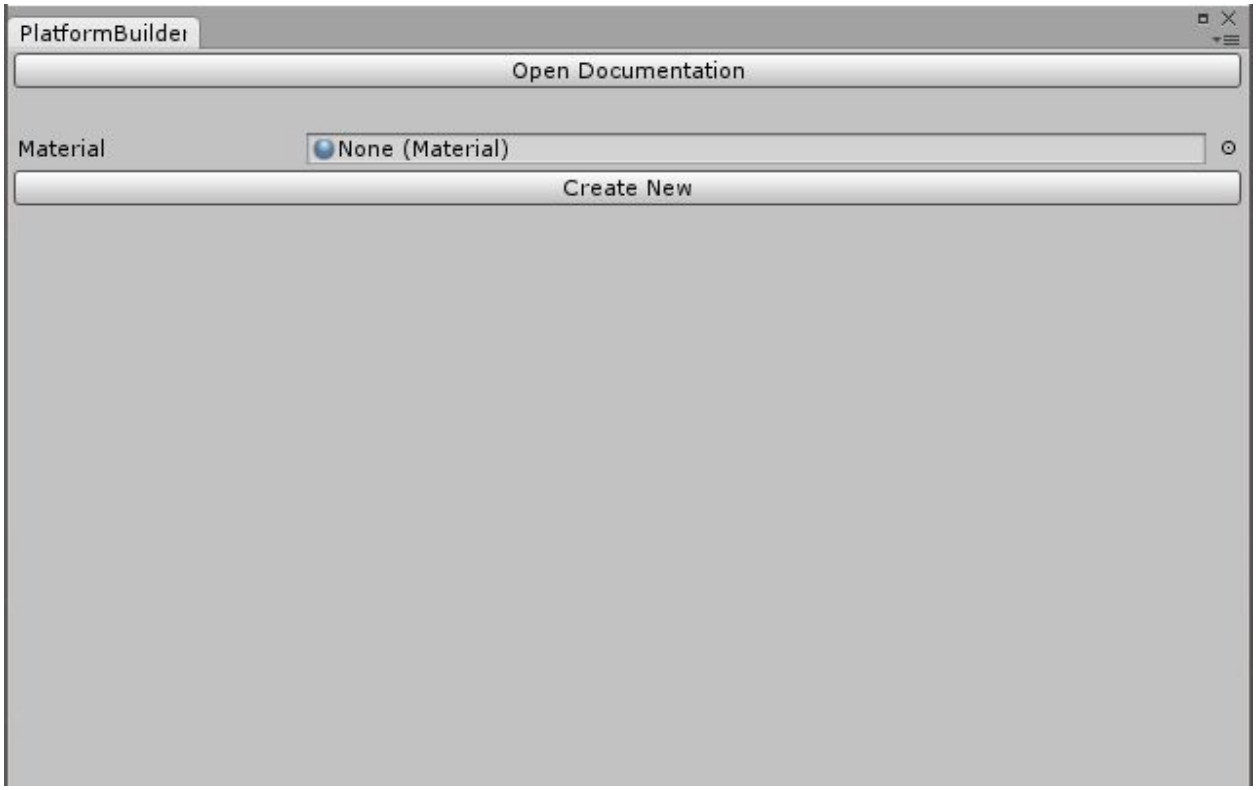
For the most up-to-date documentation, please visit the GitHub Wiki page here:

https://github.com/horsley86/platform-builder-pro/wiki

The first thing to do is to make sure you have the custom window opened:



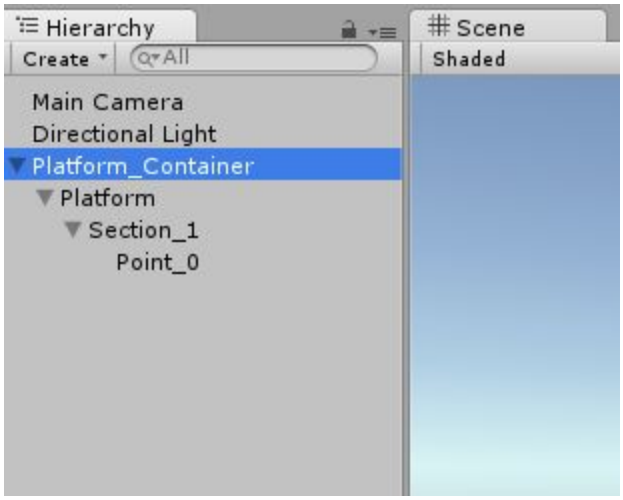
The newly opened window should look like this:



There are three UI items here:

- Documentation button: when clicked, it will open a browser page to this wiki.
- Material selector: use this to add a default material to platforms yet to be created.
- Create New button: when clicked, this will create a new platform GameObject in the scene view.

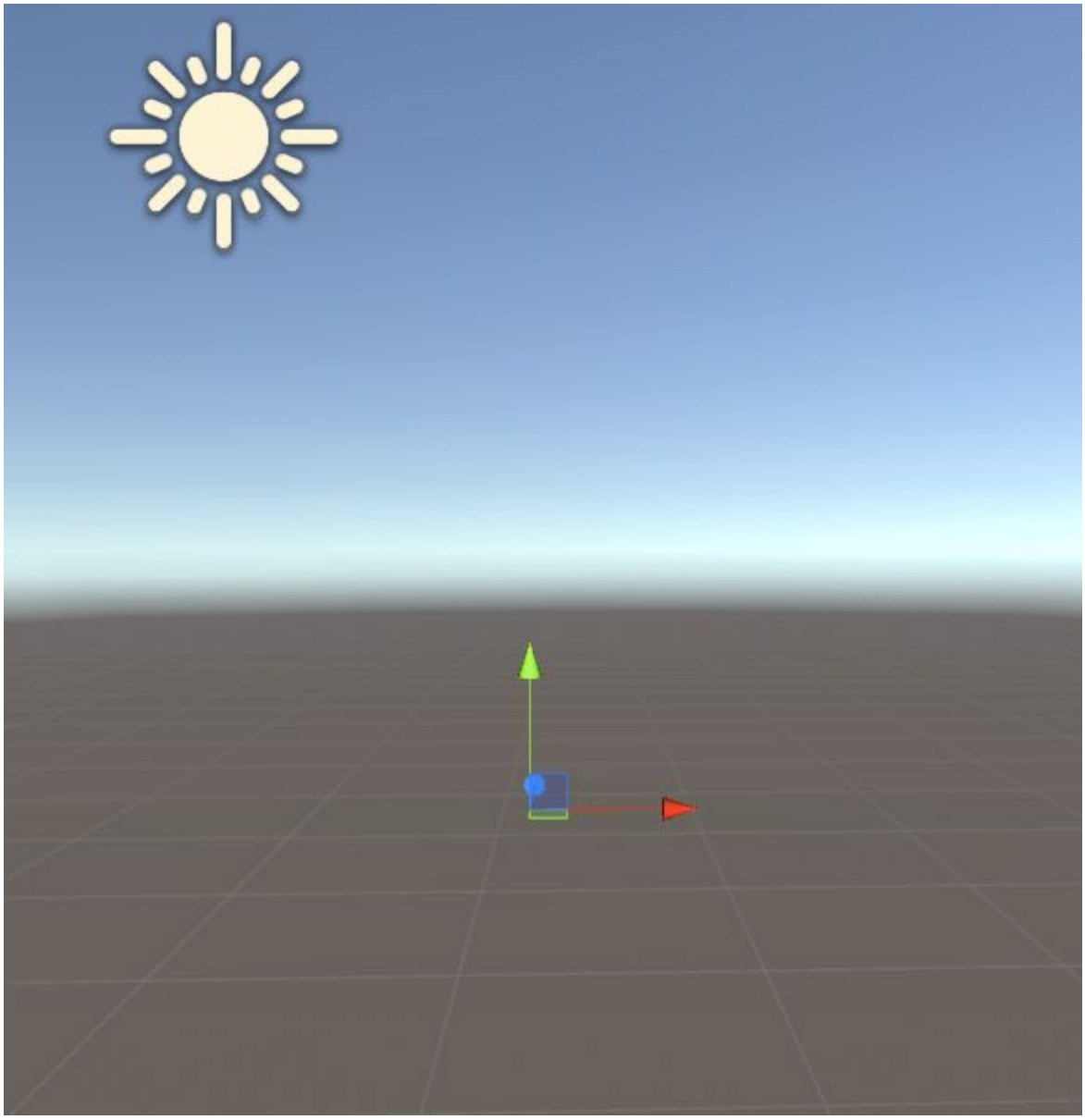
Click the 'Create New' button. In the project hierarchy you should now see a new GameObject called Platform_Container:



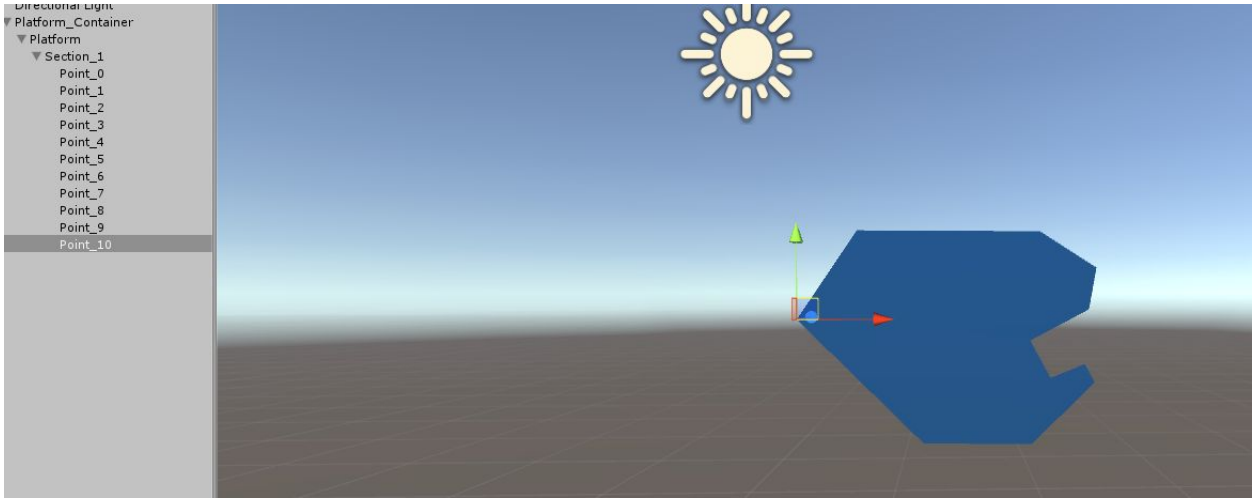
There are a few GameObjects here, which we will go over:

- Platform_Container: use this to move and rotate the platform
    - Platform: the platform, with the mesh, renderer, collider.
        - Section_1: the first section in a platform. A section contains all the points that make the shape of the platform.
            - Point_0: the first point in a section.

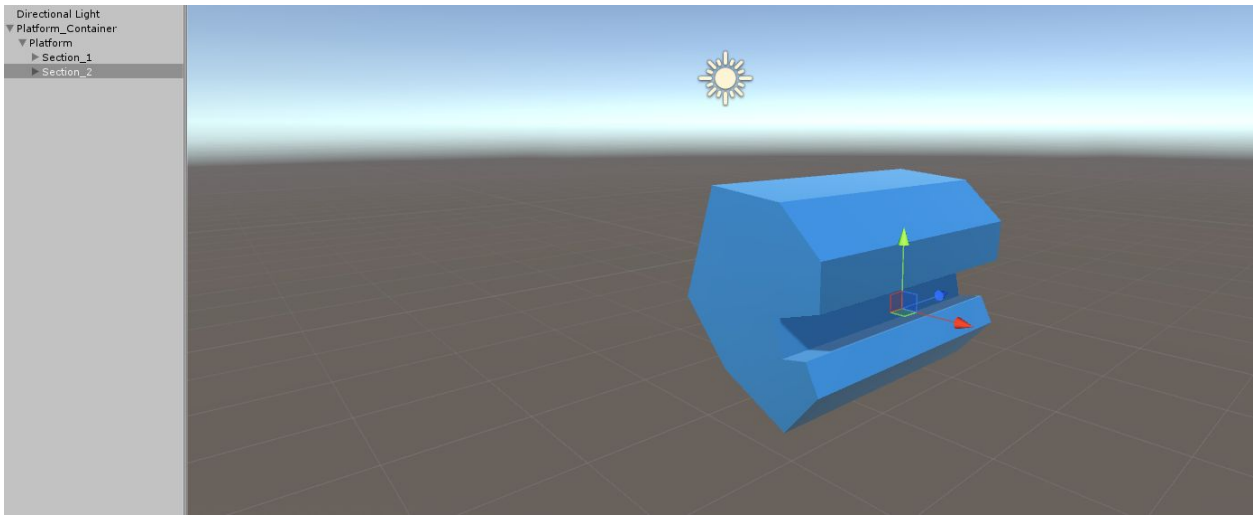
Select the first point, called 'Point_0'. In the scene view, you will just see the transform handle:



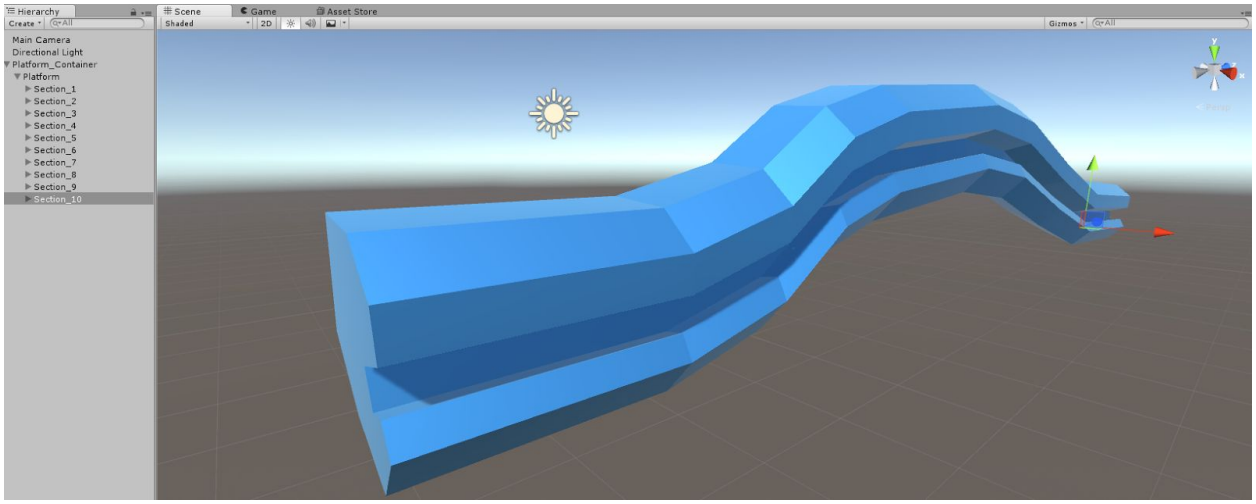
With Point_0 selected, hit Ctrl + D to duplicate it. Now move the duplicate somewhere to the right. Continue duplicating points and moving them in a counter-clockwise direction. If you set a default material, then you should start to see the shape.



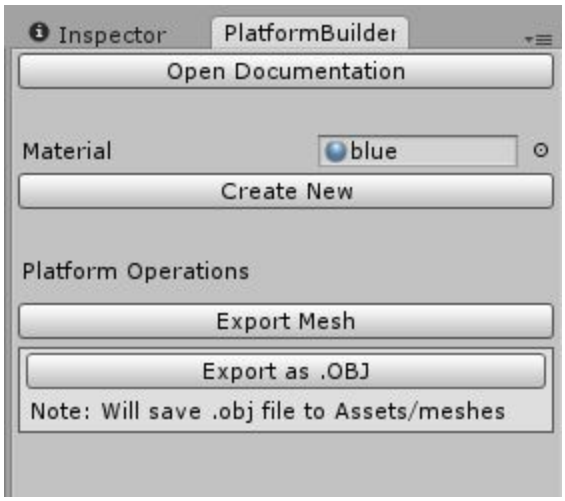
Minimize the points in Section_1 and select Section_1 in the hierarchy. Move your camera off to the side, as we are going to start duplicating sections and moving them out. With Section_1 selected, hit Ctrl + D and move out the duplicated section.



From here you just continue duplicating sections and moving them where you see fit until you're happy with your platform. That's it!



When you are happy with your platform you can use the included strategy, Export Mesh, to export the mesh to .OBJ:



When you click the 'Export as .OBJ' button, an OBJ will be generated and added to a folder called 'meshes'.