



LAZY FETCHER USER MANUAL

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V1.1.0 | June 2023

GENERAL INFO

Build your desired levels at an instant of a click! 🛠️

Lazy Fetcher is a Tool & Library designed to simplify the construction of 3D environments.

Super Lightweight 🚀

Since the tool by default does not contain any 3D assets its whole source occupies less than 5Mb.

Make use of the official Library 📦

The Lazy Fetcher comes with a main official library that has hundreds of CC0 Assets to help you build/prototype your levels ([more info](#)).

Create & Add your Custom Libraries 🖋️

The tool supports the addition of custom libraries (local or remote) to expand this collective open-source library or to quickly access your private asset collection.

It has a dedicated window to help you manage & configure the library's data structure (local only).

How does it actually work? ⚙️

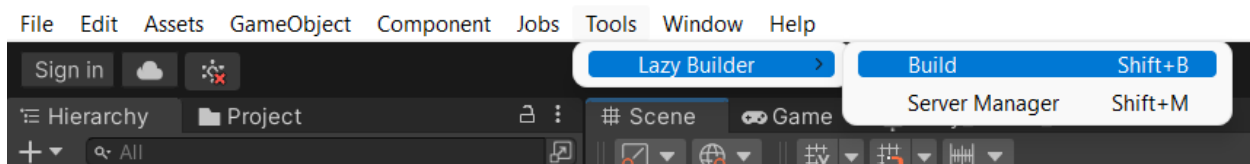
The tool was designed to use an agnostic fetching service that reads the list of available items (**data.json**) and displays & organizes them based on their **ItemId** & **ItemTypeId** properties. As you select each Item the fetching works by following the established path (./content/**ItemId/ItemId_ItemTypeId.fbx**)

| Fetching Service | In Version | Additional Info |
|------------------|------------|--------------------------|
| Github | 1.00 | Public repositories only |
| Local | 1.00 | Tested on Windows OS |

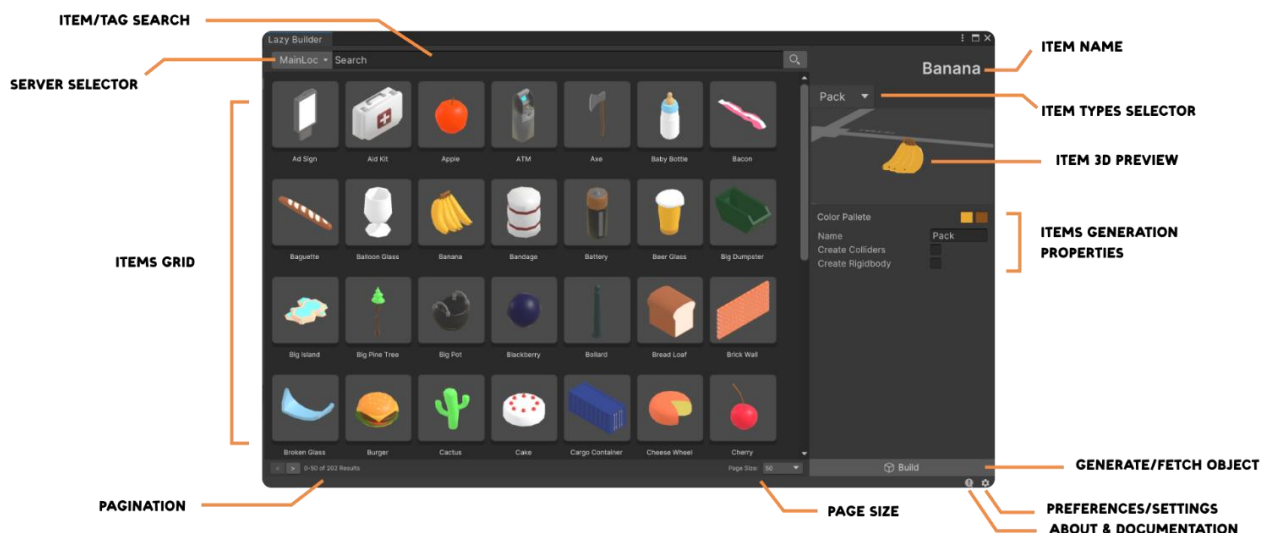
QUICK START

Fetcher Window

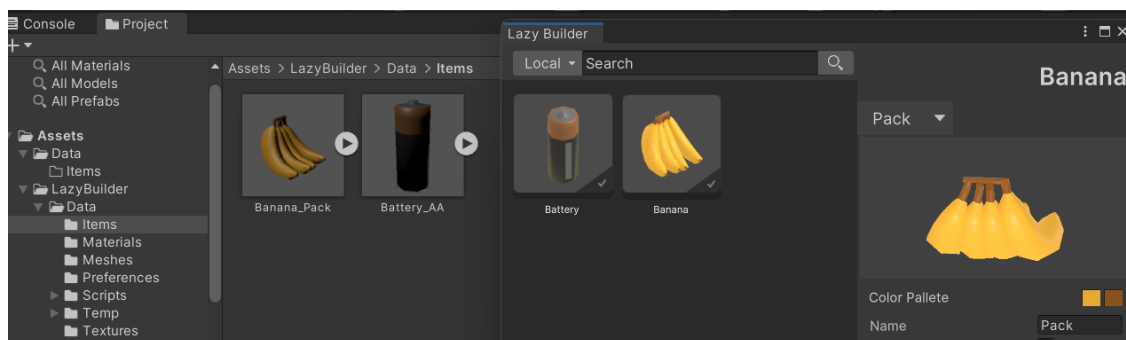
In order to start building assets into your game, open the “Fetcher Window” located in **Tools > Lazy Fetcher > Build** or simply press **Shift+B**



As you select the above option, the Fetcher window will appear. Here you can browse for **Items** from each **Server**'s collection, select an **Item Type**, change its **properties**, and **build** it.

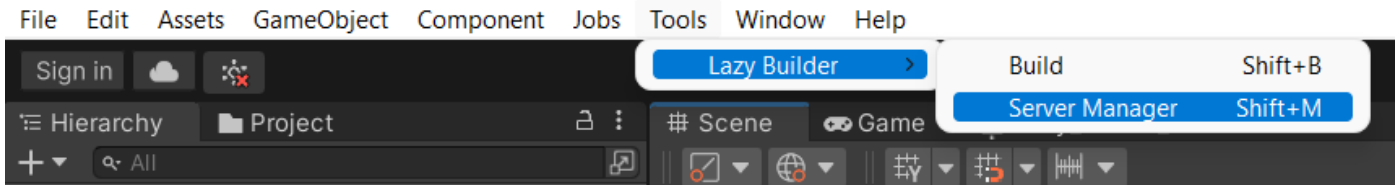


The built/fetched items can be found in the “**Local**” server option or simply in the project path **Lazy Fetcher > Data > Items**.

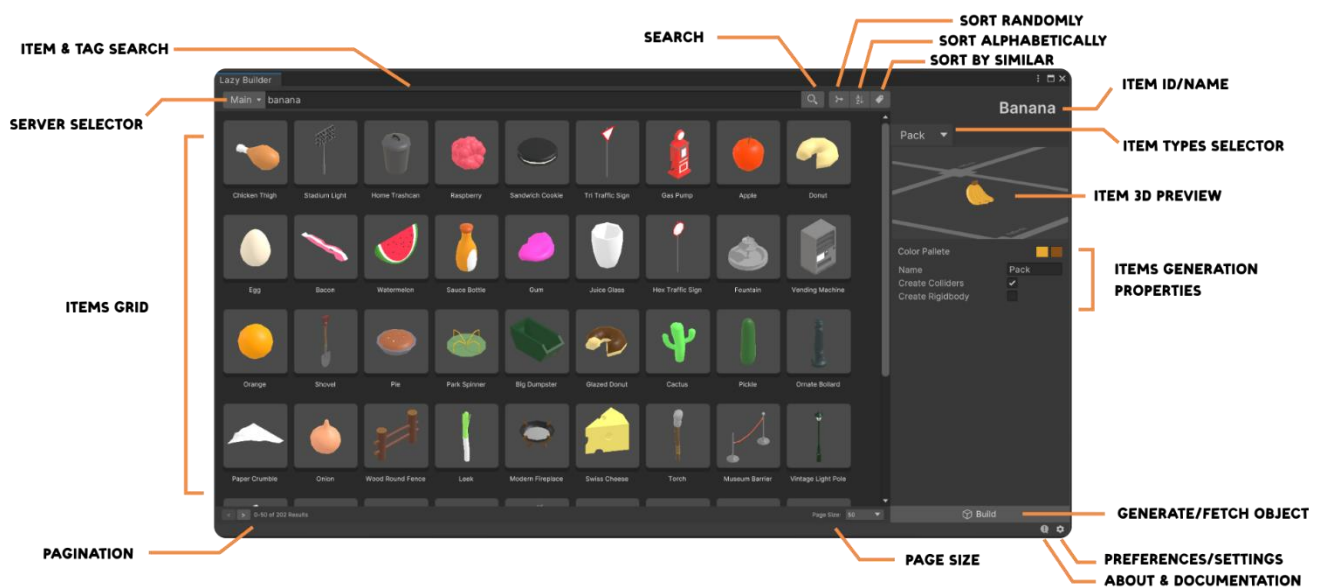


Manager Window

In order to start building open the “Fetcher Window” located in **Tools > Lazy Fetcher > Build** or simply press **Shift+M**



As you select the above option, the Manager window will appear. Here you can load a local **Server** and access all its **Items**, where you can check the overall Item status, display the **Item Types**, display/edit search **Tags**, generate **Thumbnails** of each **Item**. There are also options to automatically generate the **data.json** and the **AssetList.md** file, based on the current file/folder structure.



ABOUT INFO

Tool & Library Sources

Both projects are available in their respective GitHub Repositories: [Lazy Fetcher](#), [Lazy Fetcher Library](#).

Contribute

If you found out this tool useful and/or want to help financially this project continue its development, you can [buy me a coffee!](#)

Support

If you spotted a bug, need a feature, or have an awesome suggestion you can always create a GitHub issue, fork it & merge request or simply contact me directly via e-mail. If you want to be a part of this project and contribute to it feel free to do so!

Licensing

The Lazy ecosystem is licensed under [MIT License](#).

Crediting is not mandatory but kindly appreciated 😊