



Documentation

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Scripts

Main Scripts

ZippyTerrain2D.cs	Main script controls the terrain appearance and behaviour.
ZippyTerrain2DChild.cs	Script used for objects that is connected to the terrain.
ZippyTerrain2DEndless.cs	Repeats multiple terrain segments, see demo scene.

Secondary Scripts

RollingBall2D.cs	Simple 2D rolling ball controller, used for demo scene.
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External Resources

Demos

Properties

Appearance Settings

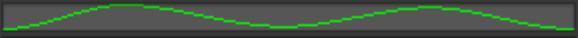
Terrain Curve

Curve Repeat

Top Color

Bottom Color

Resolution



1

15

Terrain Curve	Curve used to generate terrain.
Curve Repeat	Repeat the curve.
Top Color	Top mesh vertex color.
Bottom Color	Bottom mesh vertex color.
Resolution	Resolution multiplier.

Size Settings

Width

Height

50

10

Width	Terrain width.
Height	Terrain height.

UV & Material Settings

Static Texture

UV Scale X

UV Scale Y

UV Offset X

UV Offset Y

☐

5

1

0

0

Static Texture	Disable distortion on texture.
UV Scale X	Stretch UV horizontally.
UV Scale Y	Stretch UV vertically.
UV Offset X	Offset UV horizontally.
UV Offset Y	Offset UV Vertically.

Sprite Sorting

Sorting Order	-60
Sorting Layer	Default

Sorting Order	2D sorting order of the terrain.
Sorting Layer	2D sorting layer of the terrain.

Collider Type

Collider Type	
Collider Type	Edge

Collider Type	2D Collider component of the terrain.
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Customizing

Getting Started

1. Create a new empty gameObject.
2. Attach the ZippyTerrain2D.cs script to the gameObject.
3. Create a terrain curve in the Zippy Terrain 2D settings.
4. Create and apply a material to the Mesh Renderer.
5. Adjust Zippy Terrain 2D settings to complete your terrain.

For more information please take a look at the demo scene(s) included.