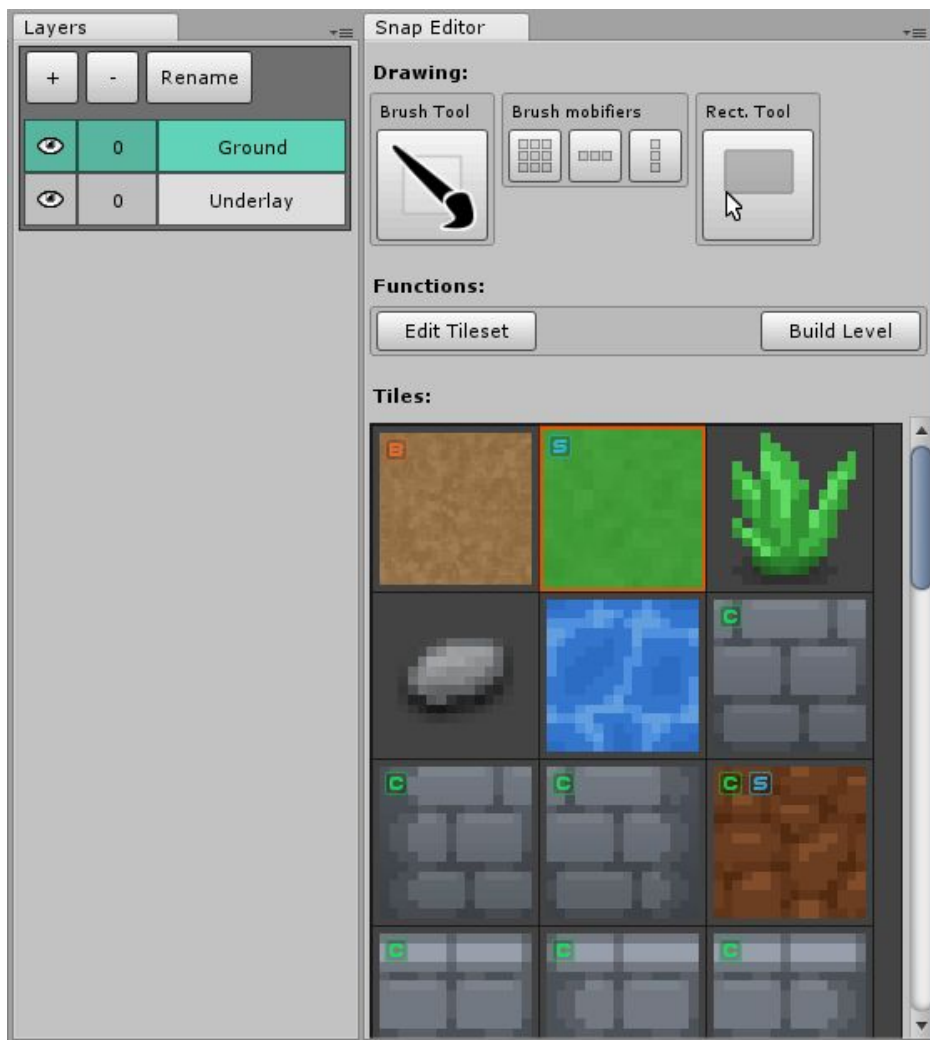# Snap Editor

(2D tile level builder)

Snap editor is a very straightforward and easy to use tool that lets you build whole levels within minutes.

In this document I will explain how the tool works so you can start crafting your own worlds.

Snap editor is separated in 3 Core segments:

1) The layers tab
2) The drawing tools
3) The functions segment
4) The tiles segment

The layers segment is where you add, remove, rename or manipulate the depth of the layers in which you can later on start drawing on.

In the drawing tools segment you will find 2 brush tools and 3 brush modifiers.

Brush Tool and modifiers

The brush tool (D) is a simple drawing brush that lets you add a 1x1 tile in the scene. When activated you can also apply any of the 3 modifiers that will enable you to add 3x3(B),3x1(V) or 1x3(H) tiles.

Rectangle Tool

The rectangle tool (R) uses a click and drag method of drawing on your scene.
Simply left click and drag to add as many of the tile you have selected or right click and drag to remove as many tiles as you want from your active layer.

[Note here that when any of the drawing tools is activated you can start drawing but you cannot use any of the other scene functionalities of unity such as zoom in, navigate around or move game objects]

The functions segment is where you can add or modify your tileset by clicking the "Edit Tileset" button or build your levels before playtesting.

You can address your tiles collision components, set them as big materials or smart materials while you are in the edit tiles mode and then save your tilesets .

Big Materials

Big materials are tileable textures that you can later set up in the edit tiles mode. in this example our texture contains a wall that is 4x4 tiles long.
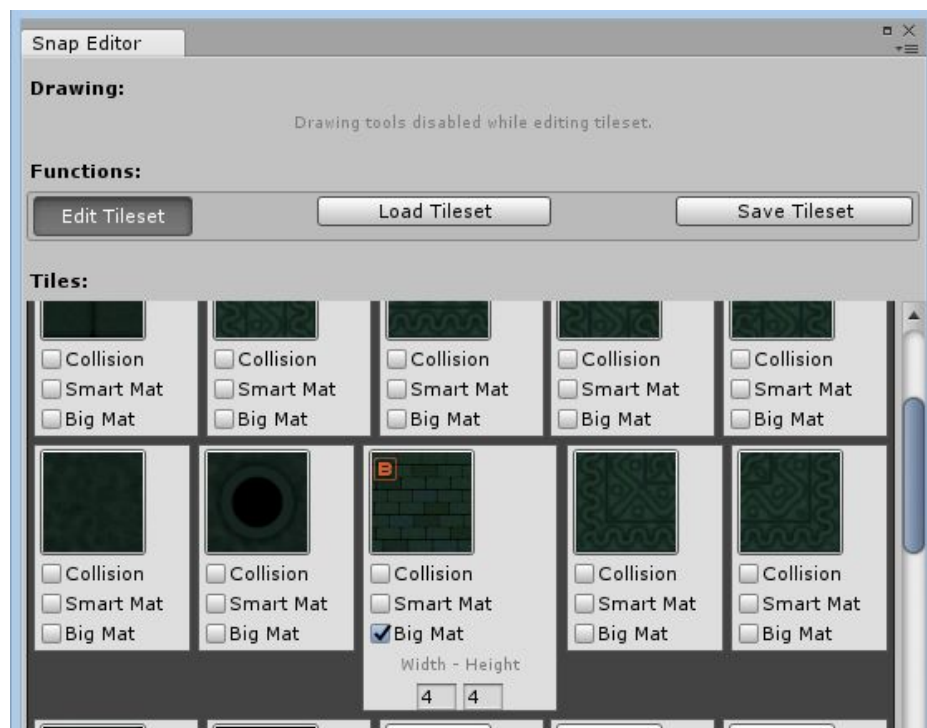
One of the benefits of this method is that you can create your tiles, make a bigger tile out of them and them make variations of the same tile so your levels become more interesting.

Here is the comparison of the same tile. the one on the right is edited so it has more variations of the same tile in it.
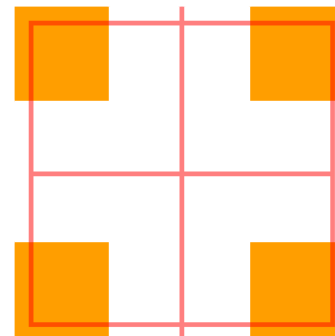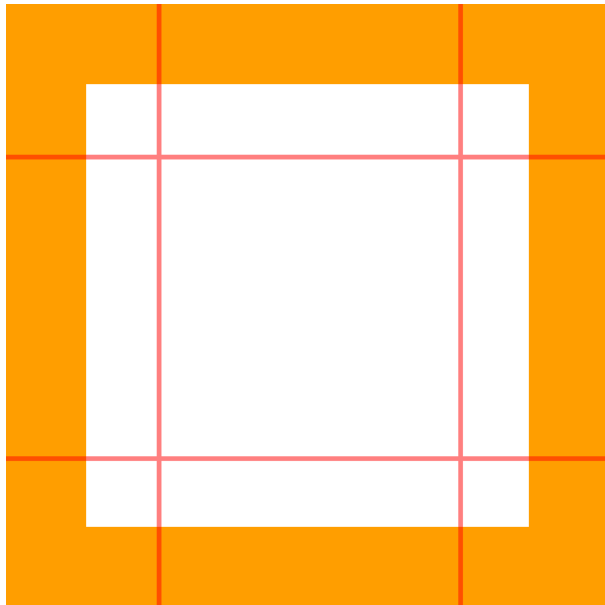

Smart Materials

Smart materials are tileable materials that generate their edges automatically.
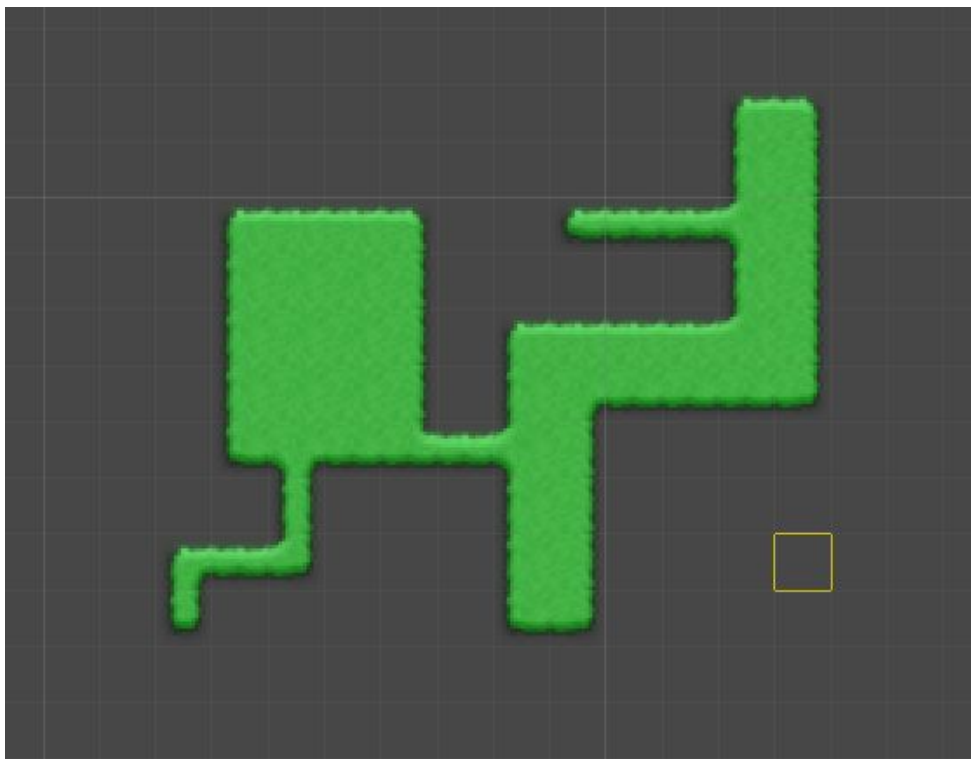
We have also included a photoshop template for you to follow in order to start crafting your own smart materials.

Edges
Tile borders
Inner surface

Editing Tilesets

Click "**Edit Tileset**" on the *Functions* segment to start adding your own materials as tiles by clicking on an empty slot, click "Open Tileset" to open a saved tileset from your project or save the current tileset you are using with the editor.
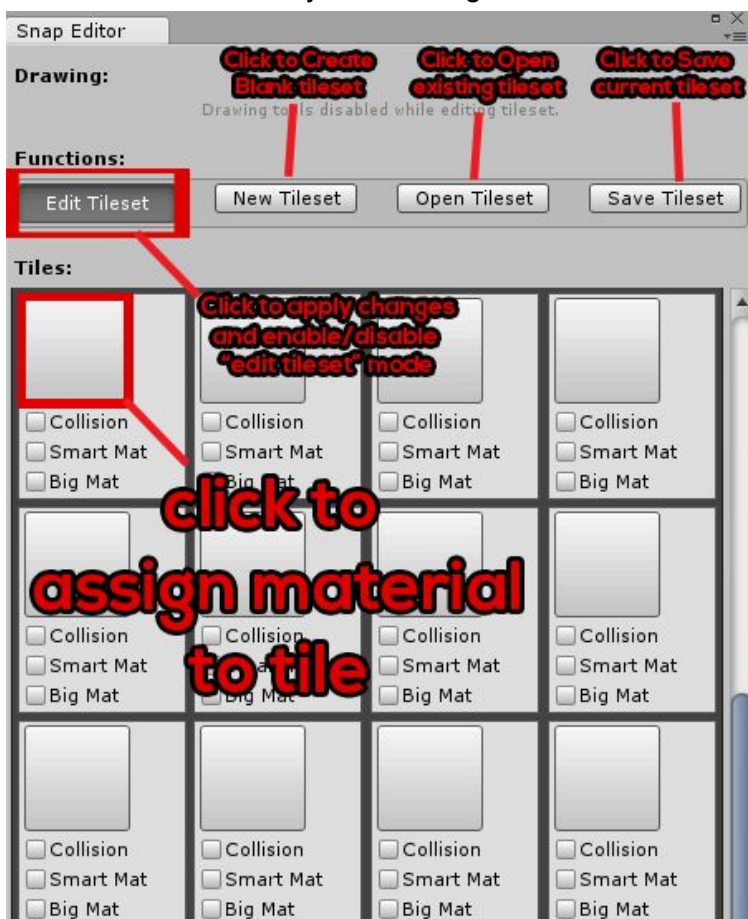
In case you want to modify the editor there are comments throughout the code so you can add any features as you please.

Thank you for purchasing our product. If you have any suggestions for future features or any bug reports please contact us via our facebook page @PixelReign or at pxlreign@gmail.com