DOCUMENTATION

MAPPING
WORKFLOW TOOLS

"These PROFESSIONAL EDITOR TOOLS were initially developed while mapping for Verdun™ and Tannenberg™. In order to MASSIVELY SPEED UP manual object placement for LEVEL DESIGN and ENVIRONMENT ART processes these tools were refined over the course of 3 months of intense game production. STREAMLINE YOUR WORKFLOW now with these ready-at-hand tools, neatly presented on a snappy tool shelf!"

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1. INTRODUCTION

The tools were developed out of a genuine need of expanding the Unity3D editor after working on the level design and environment art of Verdun™ and Tannenberg™ over the course of three and half years.

All tools have undo functionality. All tools have multiple object support so can you apply the tool to multiple selected GameObjects.

2. TYPES OF TOOLS INCLUDED IN THIS PACKAGE

2.1 GameObjects specific

GameObject specific tools change one or more aspects of the selected GameObjects. For example, snap to terrain move the selected objects down to the terrain. These functions support Unity's built-in undo functionality.

2.2 Terrain specific

Terrain specific tools expose existing functionality to you in a quick, trouble free way. For example, selecting the terrain or showing/hiding trees is done through one click. When you're working on a complex scene you will find it useful if this sort of routine which generally take you 4-5 clicks through 3 different toolbars is reduced to a single button click. These functions support Unity's built-in undo functionality.

2.3 Diagnostic

The diagnostic tool, Terrain Info, is useful when optimizing your scene or when there's any ambiguity of what asset is actually being use on the terrain. It gives you a clean overview of the exact asset that's used, how often and where this object is in the project.
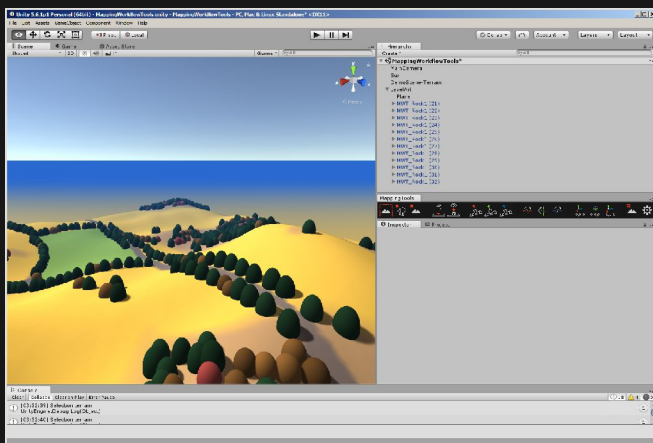

Horizontal button layout
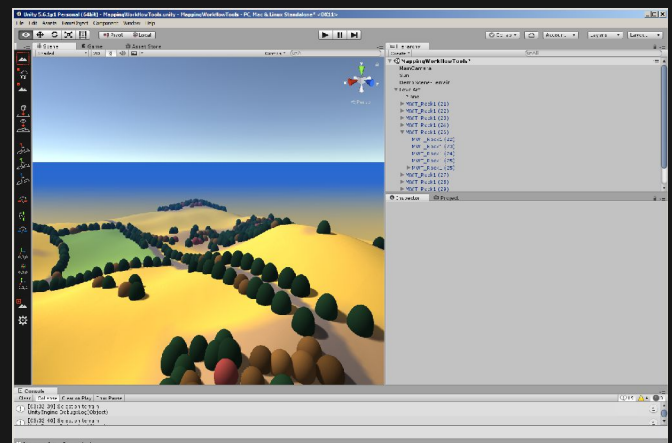
Vertical button layout

3. GETTING STARTED

1.   First, copy all the files somewhere into your ProjectName/Assets/ folder structure.

2.   With Unity open, allow for a short moment for it to compile the script in the background. Make sure the code in your project actually compiles and you have no errors in your console.

3.   Go to *Window>Mapping Workflow Toolbar*.
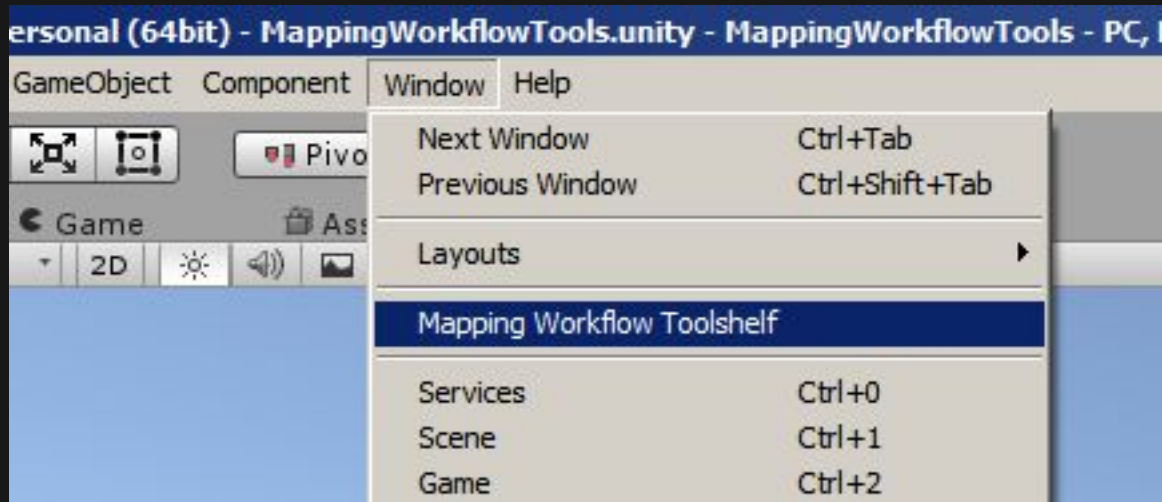
4.   The toolbar now opens as a floating window called "MappingTools" – move it anywhere in the layout where it suits you.

5.   Make amazing projects!

4. TOOL FUNCTIONS

4.1. Select Terrain

Select the main terrain in the scene (Terrain.activeTerrain).

4.1. Show/Hide Trees and Grass

Toggles the display of the "trees" and "paint objects" (grass/stones) of the main terrain in the scene.

4.3. Show/Hide Terrain
Toggles the display of the main terrain in the scene.

4.4. Snap GameObject to terrain
Moves the selected GameObjects along the Y-axis to onto the terrain

4.5. Snap GameObject to where the scene view camera is looking
Moves a single selected GameObject to the collider at the center of the scene view camera. Similar to Unity's "Move to view" (CTRL+F)

4.6. Align GameObject x/y/z-axis to terrain angle
Set the GameObject's rotation to match the terrain angle directly below it.

4.7. Flip GameObject on local x/y/z-axis
Flips the GameObject exactly 180 degrees around its local x/y/z axis.

4.8. Reset GameObject rotation/position/scale
Set the transform or rotation of the selected object to (0, 0, 0), or set the scale to (1, 1, 1).

4.9. Show "terrain info" diagnostics window
Inventorises the used trees and "paint details" used on the terrain and lists the number of times used. Enable the checkbox to view the object references to the assets used in the project folder structure.

4.10. Show plugin settings
Set the user configuration and other behavior;
-Set horizontal or vertical button placement;
-Log plugin actions to the console (through Debug.Log);
-Log a time stamp to the console if actions from the plugin are logged (useful to keep track of when you did something with lots of distractions happening around you);
-Set a number of (physics) layers to be ignored for the plugin. Useful when UI, game systems with geometry, water, sfx, etc get in the way of the scene camera.

5. SUPPORT

If you run into any problems using Mapping Workflow Tools, or if you would like to request a feature please send an e-mail to rotor3d@gmail.com.