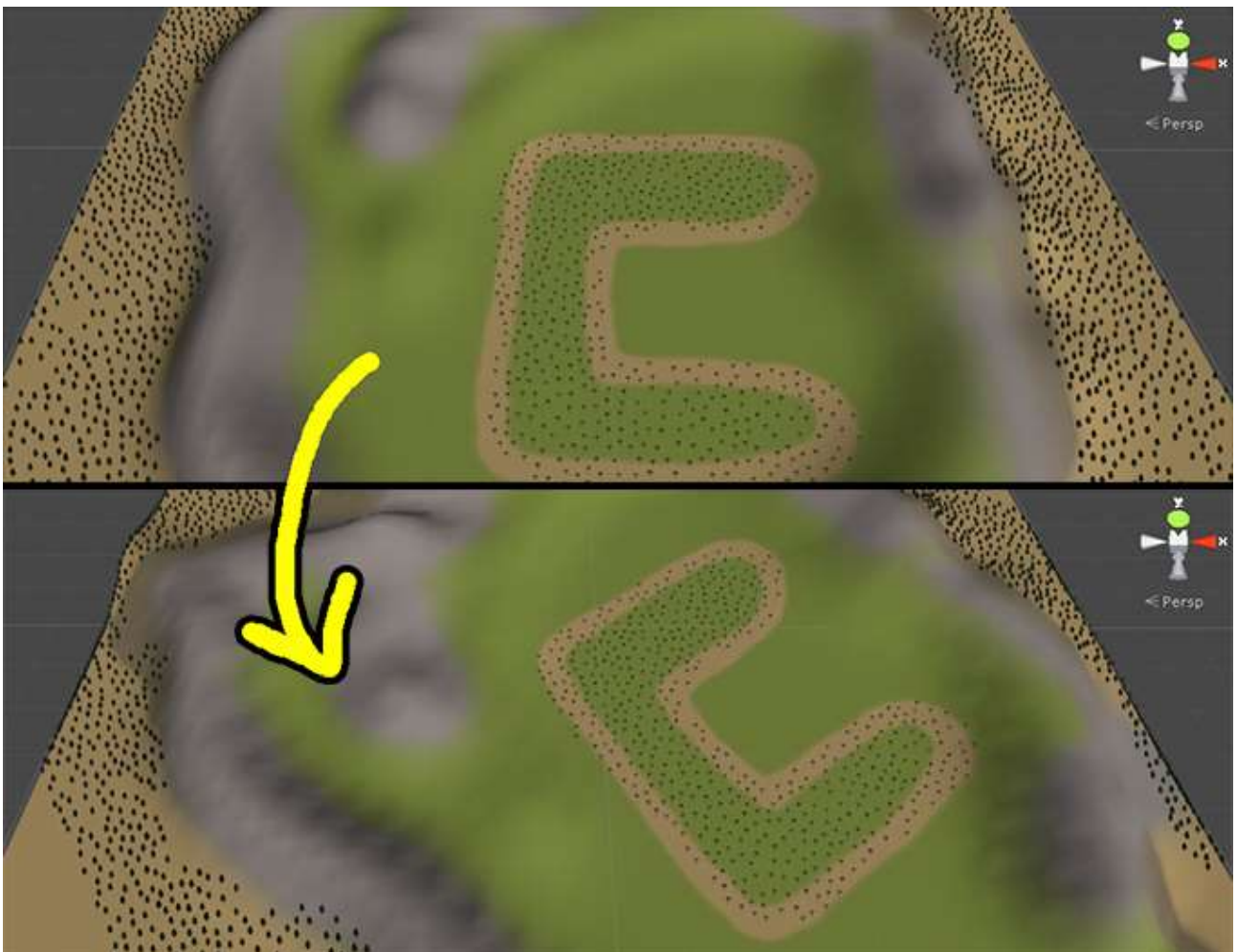


8/28/2014

UNITYCODER.COM

TERRAIN ROTATOR



Terrain Rotator

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Terrain Rotator

INTRODUCTION

Small editor plugin for rotating terrain (data).

FEATURES

- Rotates all terrain data interactively (including: height map, textures, trees, details (grass) , but not lightmap data)
- Super simple user interface

LIMITATIONS & WARNINGS

- No Unity undo available (it gets too slow to use it, you can reset to original data while it's still in memory – after entering playmode or closing editor window its not possible anymore)
- Rotation pivot is currently center of the terrain (no options to adjust it)
- Rotation is lossy (terrain information IS LOST during rotation, it's not 100% quality)
- Lightmap is not rotated (you need to re-bake it)
- Only terrain data is rotated, not the actual terrain gameobject
- Take backup of your terrain or project before using this (if your original terrain data is very important)
- Trees get clamped on the borders (if they would otherwise go outside during rotation), so you need to clean them up

REQUIREMENTS

- Unity 4.3 or newer (indie or pro) **tested with 4.3.0 – 4.5.3*

FILES IN THE PACKAGE

Files inside the `"/Tools/TerrainRotator/"` folder:

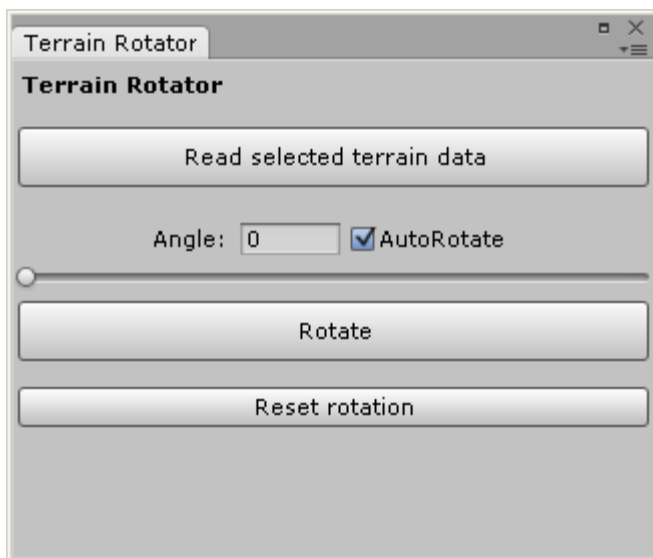
FOLDER / FILE	INFO
/DEMO/Scenes/Demoterrain001	Sample terrain that you can try to rotate
/DEMO/Scenes/scene_rotationDemo	Sample scene to test rotation
/DEMO/Standard Assets/*	Unity terrain assets
/DEMO/Terrain Assets/*	Unity terrain assets
/DEMO/	Simple texture shader, with mask image
/Documentation/ TerrainRotator.pdf	(This pdf)
/Editor/TerrainRotator.cs	The main script

*Demo folder (and everything inside it) can be deleted.

USAGE INSTRUCTIONS

Usage

- Start plugin from Window / Terrain Rotate
- Select 1 terrain from hierarchy (scene)
- Click "Read selected terrain data"
- Now you can rotate terrain by dragging the scrollbar or by entering value (0-360) and pressing Rotate
- "Reset rotation" assigns back the values read from "Read selected terrain data" button



Tips

- You might need to use terrain smoothen tool after rotating
- Also remove the clamped trees on terrain borders, if there are some

KNOWN ISSUES

- If you click "Read selected terrain data" and then enter PlayMode, rotation won't work anymore until you click "Read selected terrain data" again
- Trees get "clamped" on the terrain border, if they would otherwise go outside the terrain during rotation
- There is no Unity undo (because it gets too slow or crashes..)