



HARDHAT

Modular In-game Builder System for Unity3D

User Manual

Version 0.7b

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User Manual

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LEGAL

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SUMMARY

Thank you for your purchase of HardHat!

HardHat is a very simple example project in Unity showcasing a modular post-and-lintel structure system. This allows for the user to build complex structures using an assortment of basic pieces which have been designed to fit together nicely.

The system was in short, was inspired by creative toys and games which allow for players to maximize creativity in-game. But I also creating a strict and structured environment. Literally. The end goal of HardHat is to allow users to create structures in-game. To this end we have employed significant modularity.

FEATURES

- Dynamically create post-and-lintel structures.
- Structural support.
- Unsupported structures break apart.
- Rapidly add variant models.
- Highly configurable.
- Great performance.
- Full source code.
- Extensive commenting.
- Fully name-spaced.
- Full API documentation.
- Demo Scene based off of Unity Standard Assets.
- Experimental serialization using UnitySerializer-ng.

IMPORTANT NOTE ABOUT SERIALIZATION

Experimental serialization was achieved with open-source unity plugin UnitySerializer-NG. It is a beta-quality upgrade of a long-popular open source serialization solution for Unity 5. The version that HardHat used is available from the link below.

<https://github.com/TheSniperFan/unityserializer-ng>

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INSTALLATION

To install, please follow the instructions below:

- Make sure you are logged into the Unity Asset Store.
- Download latest version of **HardHat** from Unity Asset Store.
- Import "**HardHat.package**" into desired Project.

DEMO USAGE

- Load the demo scene.
- Hit play.
- Control Firemode with Function keys.
- Control Buildmode with Number keys.
- Increment/Decrement Variant using < and >
- Build/Destroy/etc with LMB
- Open Serialization Menu with P.

CUSTOM USAGE

- Import the necessary HardHat prefabs into your scene.
- Please have studied the documentation, as HardHat is a complete and internalized system and will require integration work to implement into your own project!
- If you still have questions, contact me as soon as is convenient! I will do anything I can to help you get your project integrated.

For support, if you have questions, comments, or anything else - please visit my website to get in touch:

<http://www.rancid1.com/hardhat/>

SUPPORT

Documentation, API notes, tutorials, and much more can be found at my website:

<http://www.rancid1.com/hardhat/>

You can also contact me directly via: contact AT rancid1 DOT com.

HardHat is still in beta! There are a number of features planned and a public roadmap is available at <https://trello.com/rancid1>.

VERSION HISTORY

0.7b:

- Beta release candidate 3 includes documentation.