SHADOW TRANSFORM

Small asset with a big power!

Contents

What is…?

When you make a game, it's always necessary to make some tweaks on your levels. Let's move that rock 3 units left and watch how gameplay has changed.

Later, after a week of tests, you've decided that it's too bad. So, let's return it back to a previous position.
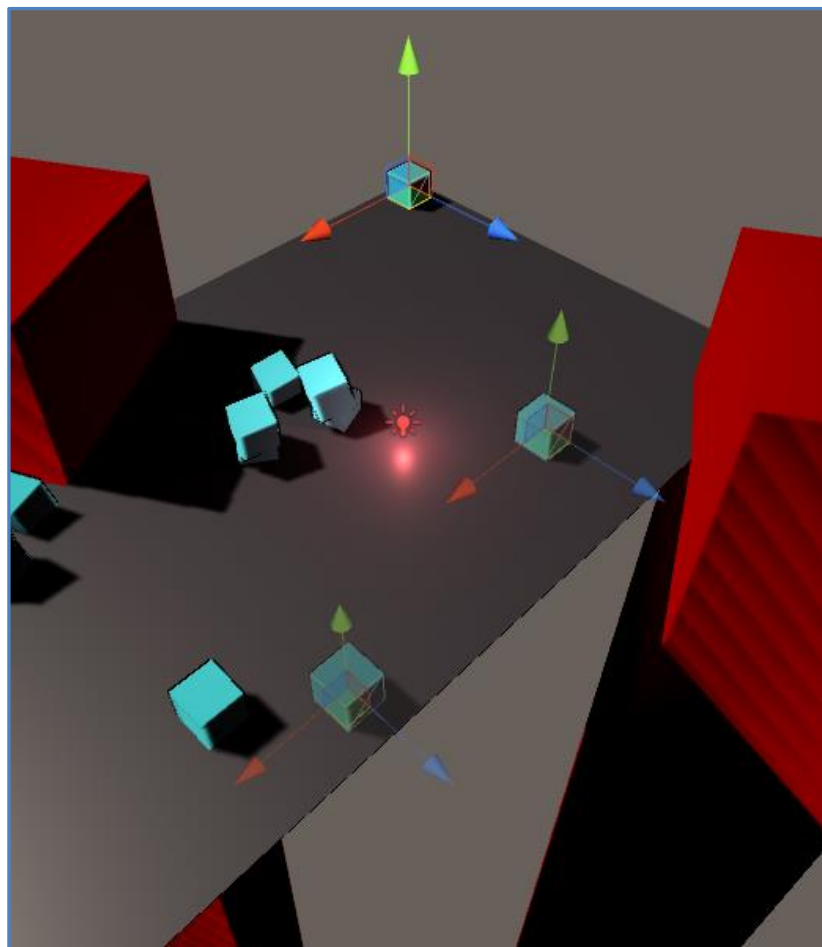
*…does anybody remember where **exactly** that rock was?*

ShadowTransform is a tool to make process of creation and tweaking your levels more comfortable. It will **remember previous positions** for any of your objects and let you switch between them in one click.

Also, that's a great tool for gameplay testing, temporary level re-planning or a massive A/B testing.

How to install?

Installation process is kinda trivial:

If you've got an asset from Unity Store:

- **Import Unity's «Standard Assets» package first!** You'll need *«Cameras», «Characters», «Effects»* and *«Particle Systems»* parts. If you don't have one, get it from [Asset Store](#).

- Proceed latter steps as for site-downloaded asset.

If you've downloaded a package from site:

- **Right-click** at any place of your project's tree and **select** *«Import Package\Custom Package»*.
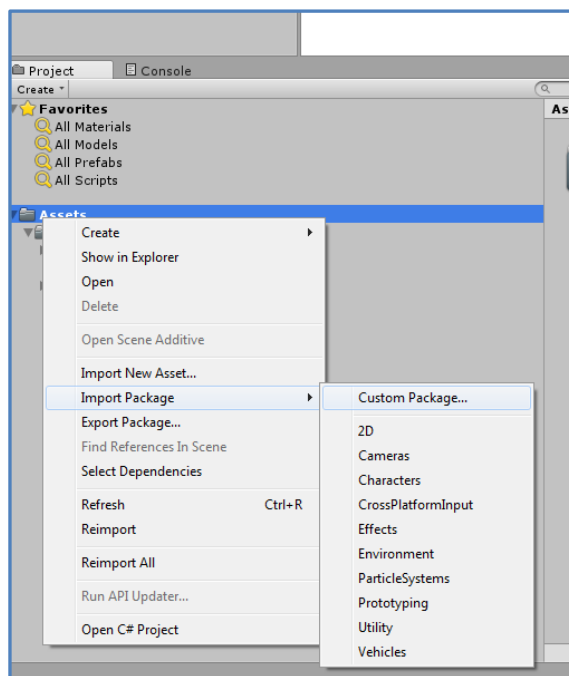

- Select a *«ShadowTransform.unitypackage»* file.
- Confirm extraction for all files.

How to use?

> *Note:* **Want a quick start with ShadowTransform?**
> *Open «Example/RacingTrackExample.scene»*
> *and proceed with our in-editor tutorial.*

> ## 1) **Add a ShadowTransform to object**

To remember states for some object, you must add a *new ShadowTransform component* to this object. Make a **right-click** at object's Transform, and select **«Add Shadow Transform»** in menu.
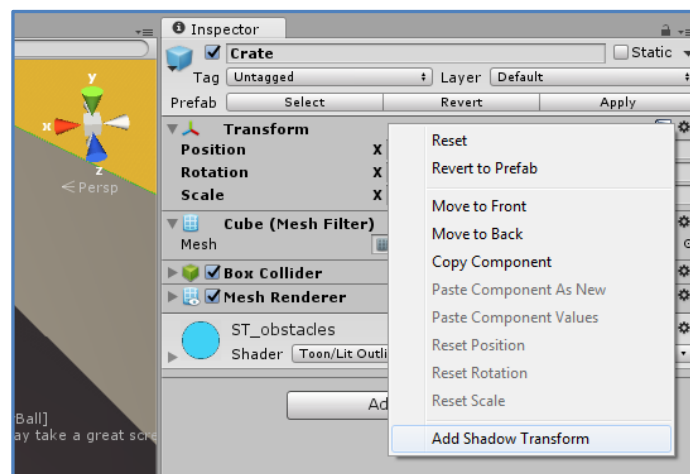
You will see a new component appears below Transform:
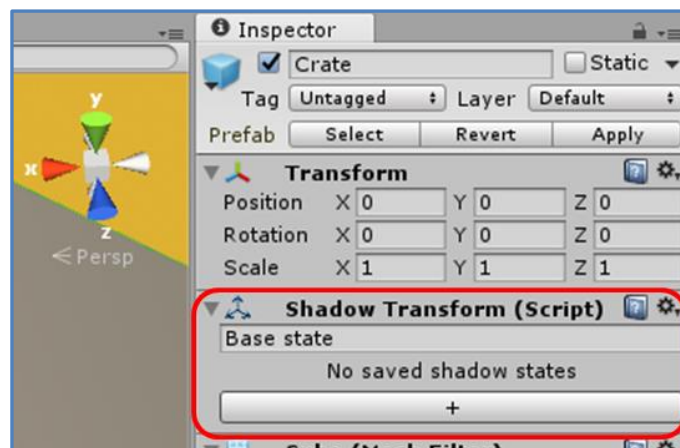
New ShadowTransform comes empty, without saved states.

➢ 2) Saving object positions (states)

State is a combination of object's *position & rotation & scale*. You may preserve *up to 256 states* in a single ShadowTransform.

That's a main function of ShadowTransform – to remember, where your object exactly was. So, you someday may return it back, or switch between its last positions.

To remember state for an object:

a) Move your object to desired position and rotate and scale it as you wish. *Note, that non-uniform scaling with rotation may be handled incorrectly* (Unity3D does not like it anyway).
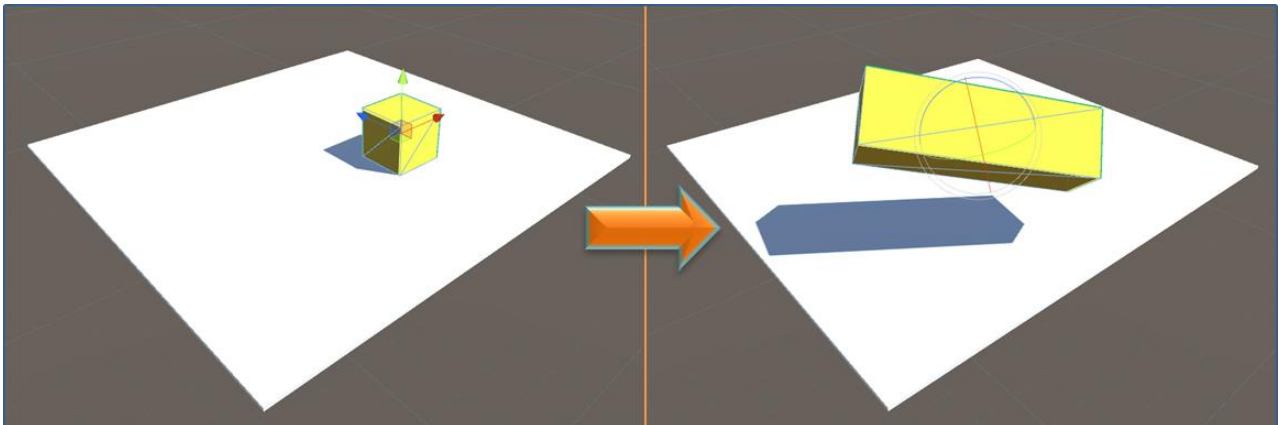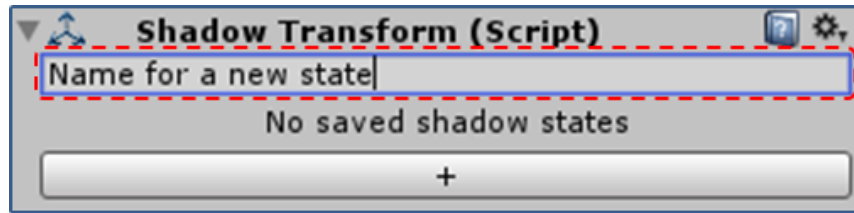

b) An **input line** below component's caption will become visible. *It's visible only when object is not in one of saved states.*
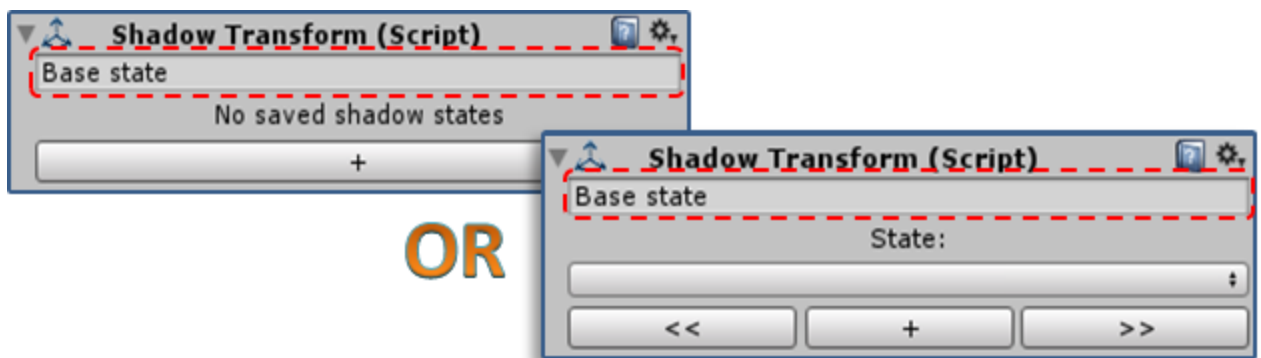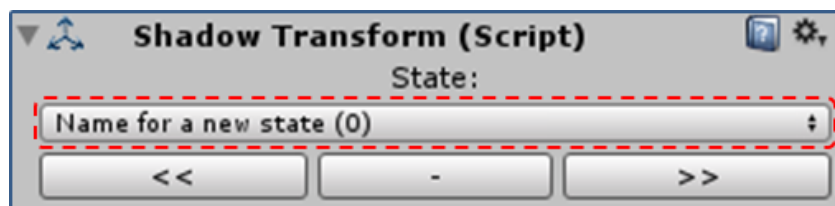
c) Enter a name for a new state:

d) Press **«+»** button – new state would be added. Now you may see it in **combo-box**:

Now your state is saved. You may do anything with your object – scale, move, rotate, parent or unparent it – but you'll always have a way to return it **where** it was before.
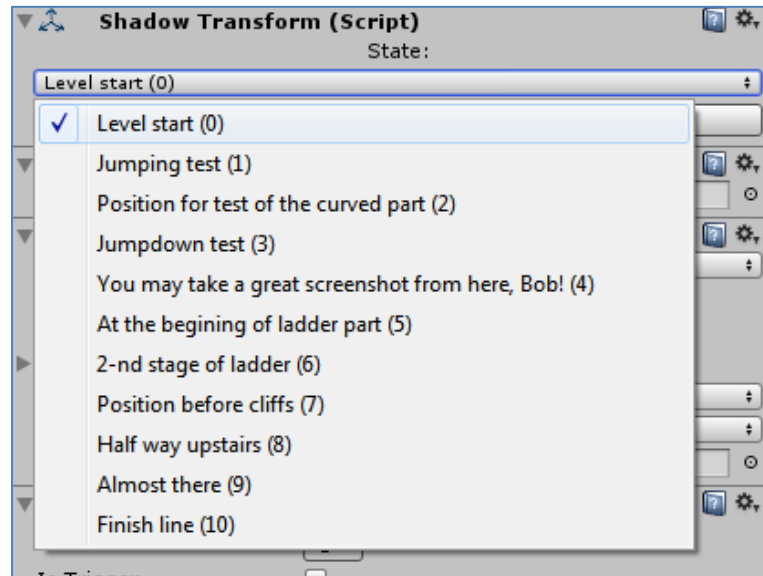
> *Note:* You may add a new state **in a play mode**.
>
> When you get back to editor mode, all of your added states **would remain in list**.
>
> It's kinda useful for **playmode-to-editor** transferring and *tuning level using playmode*.

➢ 3) <u>Switching between saved states</u>

All saved states are listed into **combo-box**:

You may switch between states using two ways:

- select state by name using combo-box;

- move to previous or next state using **<<** or **>>** buttons.

When you switch to some state, your current position, rotation and scale would be lost!

➢ 4) <u>Deleting saved states</u>

To delete some state, you must select it, and then press **–** button.
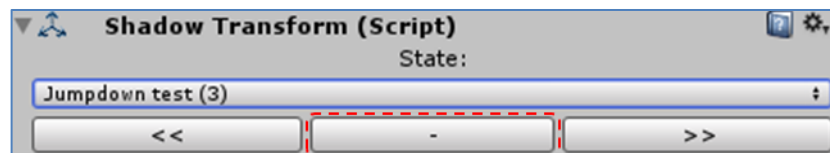
Note that your object would switch to a previous state loosing current position, rotation and scale.

> *Note:* You may delete states **in a play mode**.

Applications of asset

When ShadowTransform may come in handy many ways, our asset way made with that in mind:
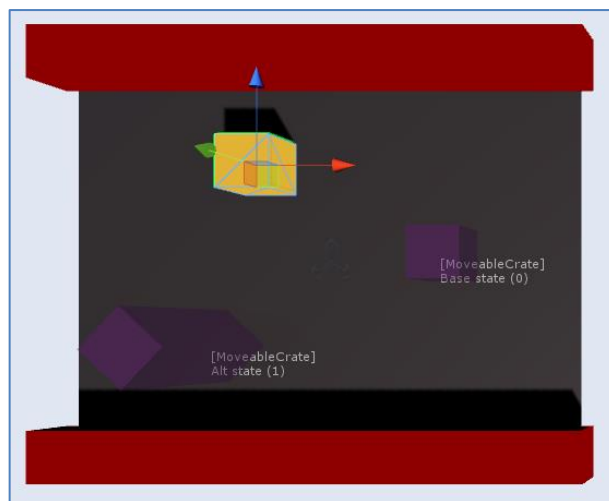
- ***Play-testing for particular places of the map*** – just make a state before each of part of the level.

- ***Saving object's states before changes*** – make an experiment, then switch to old state, then return to new and compare.

- ***A/B testing*** – hold all variants in one scene, and just switch between them.

Limitations

ShadowTranform **may not** work correctly when you try to save state of:

- *Object with non-uniform scaling & rotation* – Unity hates non-uniform scaling together with rotation. Any object distorts and became an ugly mess. Collider goes insane. So, try not to use it at all, but if you need this badly – just remember, ShadowTransform may not work great with them.

- *Very large and very far objects* – if you decide to make something at the limit of floating point precision, ShadowTransform may not work properly.

License and agreement

ShadowTranform comes under glorious **The 3-Clause BSD License** – *do anything you want with we, just don't remove my copyrights from sources. It's not necessary to write about using it anywhere in your game.* **Full license text included to asset**.

Asset is free for any legal usage, commercial and non-commercial. But, *if you like it a lot*, please list it somewhere in your game's credits – *and mail me.* That would be a great news for me! :)

This asset is distributed «AS IS» and WITHOUT ANY WARRANTY.

Some license conditions may vary in future.

Special thanks

- Thanks to my mom (**Клёнова Тамара**) and dad (**Ястребов Леонид**) for all than unspeakable love and caring about me.

- To my beloved bride (**Малкова Маргарита**) for being together with me in all of my hard times, and bearing with my heavy and disgusting character ☺ My dear Rita, I love you so much!

- To my best friend (**Александр Романов** *aka DanceCommander69*). *You may choose another side, but you're still my bro.*

- Users **MadDocPrime**, **Samana**, **Lawsonilka** for advices and testing my asset.

- **Unity Technologies** for their Standard Assets *(used in demo resources)*.

- All of my friends and those who are dear to me.

Contacts

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Madness Studio, 2018 г.

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If you need any help, wanna make a proposal, need some advice or want to employ me, feel free to e-mail me:

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Thanks for using ShadowTransform!