

# POLYSNAP WALKTHROUGH

Walkthrough for the Unity3D plugin built by Chimeforest.

Updated for PolySnap 1.0

## INTRODUCTION

Hello and thank you for your purchase of this plugin. To help you better understand how to use this plugin, I've created a walkthrough to show you the basics.

If you have any questions or comments you can contact me at [chimeforestproductions@gmail.com](mailto:chimeforestproductions@gmail.com).

So without further ado, *let's get started.*

## 1 WALKTHROUGH

### 1.1 IMPORT THE IMAGE

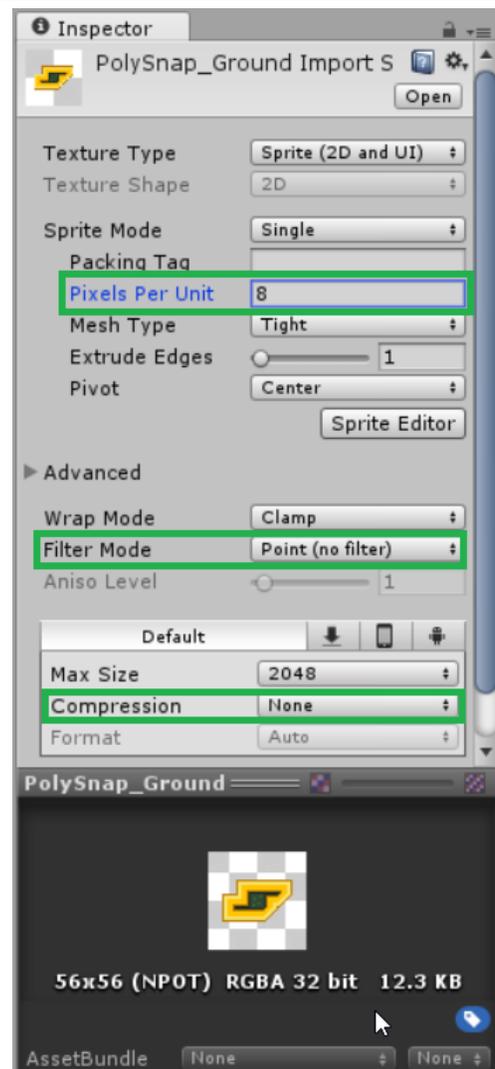
When you import your image to use with PolySnap there are a few options you'll want to be aware of in order to get the best look.

I've included an image for you to use in the Example folder included with this plugin.

**Pixels Per Unit:** Since PolySnap uses the Unity unit as a base for its work, it's important to set the Pixels Per Unit. I've set it to 8 for this image as each tile in the image is 8 by 8 pixels in size.

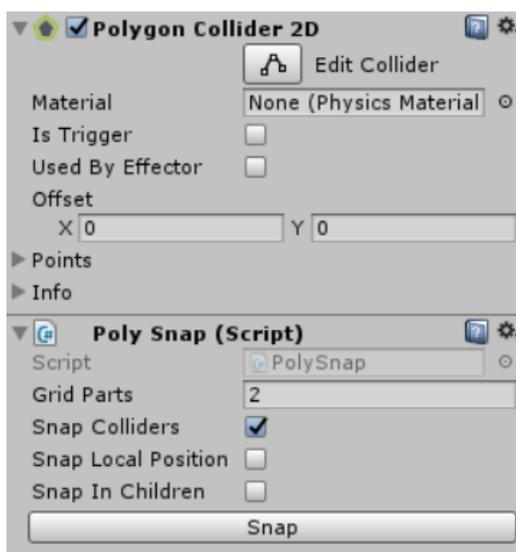
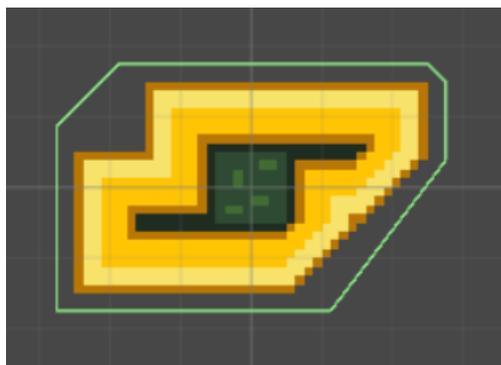
**Filter Mode(Optional):** Setting the Filter Mode to Point will ensure you get nice pixel perfect images. For hi-res images this is less of a concern.

**Compression(Optional):** Setting the Compression to None will ensure that your image's color is not distorted. For hi-res images this is less of a concern.



## 1.2 SETTING UP THE GAME OBJECT

This part is fairly simple. Drag the image from the Project panel into the Hierarchy or the Scene View. Then add the Polygon Collider 2D and Poly Snap components to the sprite.



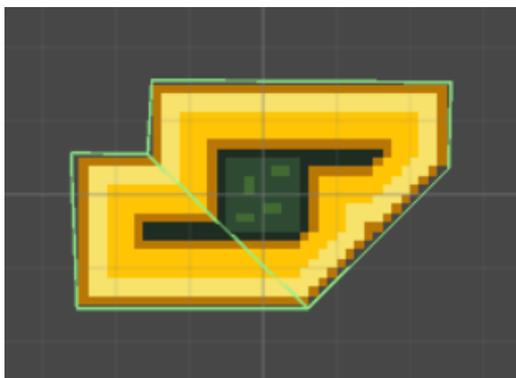
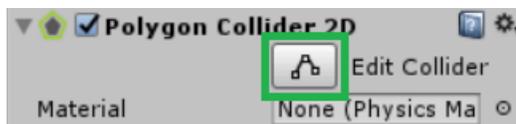
## 1.3 TWEAK THE COLLIDER

Click on the “Edit Collider” button and adjust the collider points around the object so that they are near to where they need to be.

To add a point click and drag on an external line near to where you want the point to be.

To remove a point, hold control and click on the point.

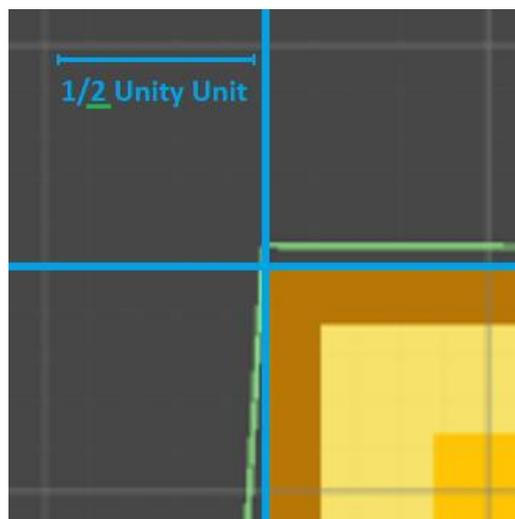
When you are finished editing, click on the “Edit Collider” button again to stop editing.



## 1.4 SNAP THE COLLIDER

We're almost done!

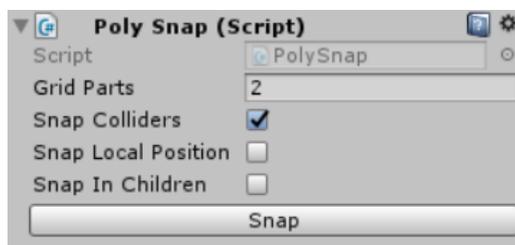
Now we need to set the **Grid Parts**. If you look at the sprite in the Scene view, you can see that each vertex we want to snap is at the halfway point between Unity units. So we will set Grid Parts to 2 in order to snap each vertex to the halfway point.



**Snap Colliders** snaps the colliders, it is enabled by default.

**Snap Local Position** snaps the object's position local to its parent, since this object is at 0,0,0 we don't need to snap its position.

**Snap In Children** will snap any colliders in the children of this object. Since this object has no children, we can leave it unchecked.



Finally, click the "Snap" button and all the vertices should snap to the correct position!

If any of the vertices are off, simple edit the collider to get them closer and then resnap it.

Congratulations, you have finished the walkthrough!

