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## Unity asset - Easy Build System - Modular Building System v6.6.5

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**Unity asset - Easy Build System – Modular Building System v6.6.5:** Easy Build System is a user-friendly modular building system designed to simplify adding advanced building features to games without requiring any coding knowledge. Whether a beginner or an experienced developer, this system offers precise and easy-to-use tools for incorporating various building functionalities into your scenes.

The setup process is quick and straightforward, allowing you to integrate the system into any project with just a few clicks. Custom editors for each component simplify the adjustment and management of features, providing developers with intuitive tools for configuration. These editors include innovative features like real-time previews during socket configuration and collision and physics management within scenes.

The package includes demos and add-ons to showcase the system's capabilities and demonstrate how it can be tailored to different projects. The Easy Build System is also compatible with Unity's built-in NavMesh system or the new Al Navigation package, facilitating navigation around buildings and obstacles in scenes.

With support for various input systems such as Legacy, New Unity Input System, and Rewired, Easy Build System ensures smooth operation across different platforms, including Standalone, Android & iOS, WebGL, Consoles, and VR & AR/XR environments.

Compatibility extends to all supported Unity render pipelines, including Built-in, Universal, and High Definition, offering flexibility in rendering options. The system also provides an API with complete source code and comprehensive guides. It allows developers to customize and adapt it to suit their project's requirements using various methods and events.



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