



## Unity Asset - Multiplatform Runtime Level Editor V1.40

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### Unity Asset - Multiplatform Runtime Level Editor V1.40:

Introducing the Multiplatform Runtime Level Editor, empowering your players to craft levels within the game itself. By enabling your gaming community to create levels, you not only enhance their satisfaction but also streamline your development process. Utilize this editor to design levels efficiently or allow players to download community-created content from your server or MySQL database, reducing initial game file size.

- Compatible with Unity 5, no Unity Pro required
- Multiplatform support: Tested on iOS, Android, Windows Phone/Store/Standalone, Web Player, WebGL
- Runtime functionality: Operates on devices without Unity Editor
- Supports touch screen and mouse/keyboard input
- Terrain editing capabilities utilizing Unity Terrain Engine
- Object editor for placement, transformation, and coloring
- Object snap tools for precise alignment
- Streamed levels for efficient object instantiation
- Undo/redo functionality for seamless editing
- Save/load levels directly within the game
- Level preview icon rendering for visual identification
- Easily modifiable uGUI for customization
- Includes 3 demos showcasing full level editing, FPS game with object and terrain editors
- Open-source code: No obfuscation, allowing for easy customization
- Independent modules for flexible integration and modification, including handles (move/rotate/scale), perspective gizmo, touch gestures, and uGUI widgets.



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