Unity Asset - Spline Tools for MapMagic & MapMagic 2

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Unity Asset - Spline Tools for MapMagic & MapMagic 2:

Render Pipeline Compatibility:

This extension seamlessly integrates with Unity's render pipelines, including the Built-in Render Pipeline, Universal Render Pipeline (URP), and High Definition Render Pipeline (HDRP), ensuring compatibility with various graphics setups.

Description:

This extension enhances the capabilities of MapMagic and MapMagic 2, renowned node-based procedural and infinite map generators for Unity. Adding new generators and introducing a graph-based state of the world, it expands MapMagic's functionalities significantly.

Please note: An existing installation of MapMagic or MapMagic 2 is required to utilize this extension fully. While the MapMagic 2 core asset is essential, additional features are accessible with the Objects and Biomes modules.

With this extension, users can generate Points of Interest (POI) and splines between them, governed by customizable rulesets. These elements collectively define the WorldGraph, which serves as a foundation for terrain modifications, object scattering, and runtime operations through the provided API.

Utilizing various generators, these splines can serve different purposes, such as roads or rivers when integrated with R.A.M. Furthermore, splines can be generated within POI areas to create villages, adding depth to the generated world.

It's essential to note that the WorldGraph is conceptually limited to a predefined area and does not extend infinitely. However, within this defined space, users have extensive control over terrain features and object placement, facilitating the creation of dynamic and immersive environments.

- **Random POI Placement**: Scatter Points of Interest (POI) randomly throughout the world based on specified criteria.
- **Manual POI Placement**: Allow manual placement of POI and connect them with randomly scattered ones for custom path creation.
- **Cross-Chunk Connection**: Connect POI across multiple chunks with customizable pathfinding algorithms.
- **Texture Mask Creation**: Generate a texture mask following the paths for visual representation.
- **Terrain Modification**: Flatten and carve the terrain along the paths to integrate them seamlessly into the environment.
- **Village Creation**: Scatter new POI around existing ones and connect them to form villages.
- **Terrain Flattening**: Flatten terrain around POI, even across chunk borders, using random or predefined stamps.
- **Object Scattering**: Scatter objects along paths, such as trees or houses in villages, for added realism.
- **Multiple Independent Graphs**: Create and manage multiple independent graphs for varied terrain configurations.
- **Valleys and Waterways**: Utilize dedicated connections to create valleys or waterways for diverse landscapes.
- **Scripting API**: Access a scripting API for graph traversal, waypoints, and more, providing extensive customization options.
- **MapMagic 2 Biomes Support**: Enjoy basic support for MapMagic 2 Biomes, enhancing terrain generation with biomes (requires MapMagic 2's Biomes module).

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