Unity Asset - Runtime Level Design v2.3.3

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Unity Asset - Runtime Level Design v2.3.3:

RLD, or Runtime Level Design, is a comprehensive suite of meticulously crafted level design tools tailored to empower developers in building runtime level editors, modding tools, or any application/game featuring level design elements.

RLD serves as a kickstarter project and API for developers seeking to construct their in-game level editors. It is not intended for building levels within the Unity Editor.

- Unity-style camera for seamless navigation.
- Efficient object selection with customizable restrictions.
- Extrude gizmo for precise object manipulation.
- Object-to-object snapping and surface snapping for seamless integration.
- Selection grid snap for precise alignment.
- Selection rotation with configurable steps.
- Duplicate selected objects or layers.
- Runtime prefab picker for convenient asset selection.
- Move, rotation, and scale gizmos for intuitive object manipulation.
- Universal gizmo for combined move, rotate, and scale functions.
- Various snapping options for gizmos and vertex snapping.
- Customizable gizmo transform pivots, spaces, and transformable layers.
- Scene gizmo for enhanced scene navigation.
- Customizable gizmo look and feel.
- Scene grid for precise alignment.
- Hotkey customization for personalized workflow.
- Scene icons for lights and particle systems.
- Undo/redo functionality for error correction.
- Object groups for efficient organization.
- Object selection events, gizmo events, gizmo hover info, and gizmo drag info via API.
- Multiple viewport support via API.

Experience unparalleled flexibility and efficiency in level design with RLD's comprehensive toolset, designed to streamline your development process and unleash your creativity.

产品数量
已有 42647个

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