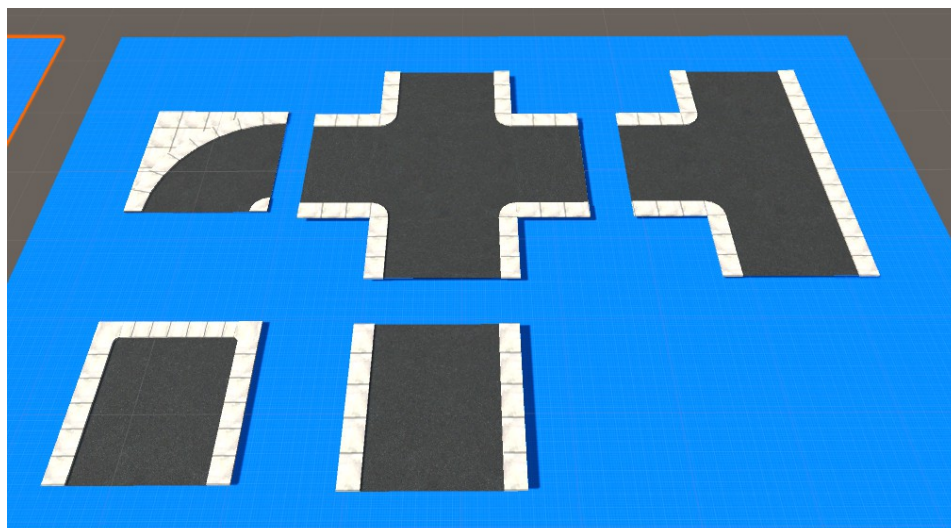
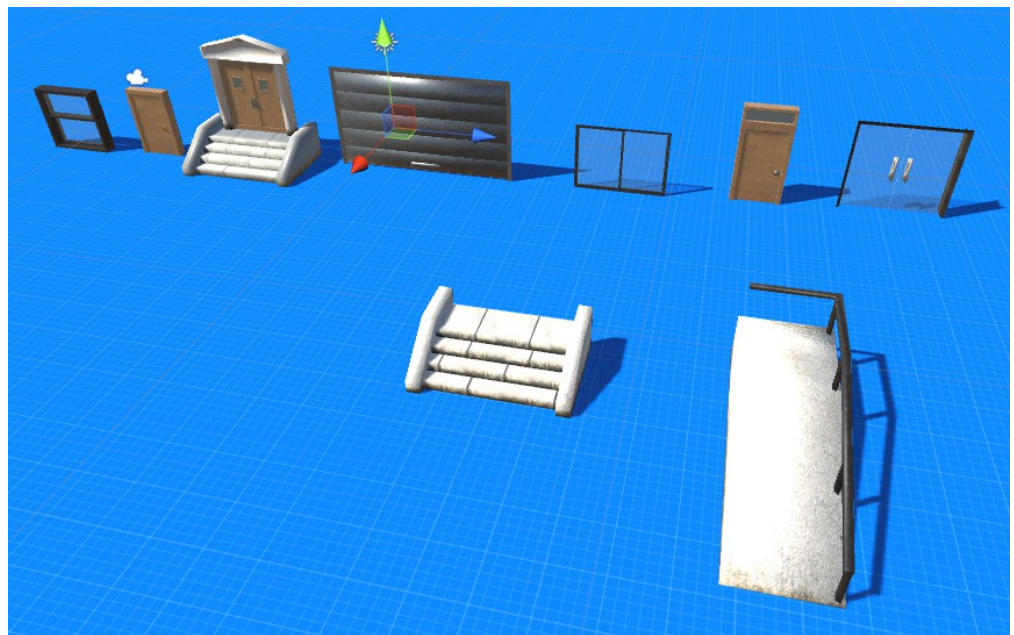
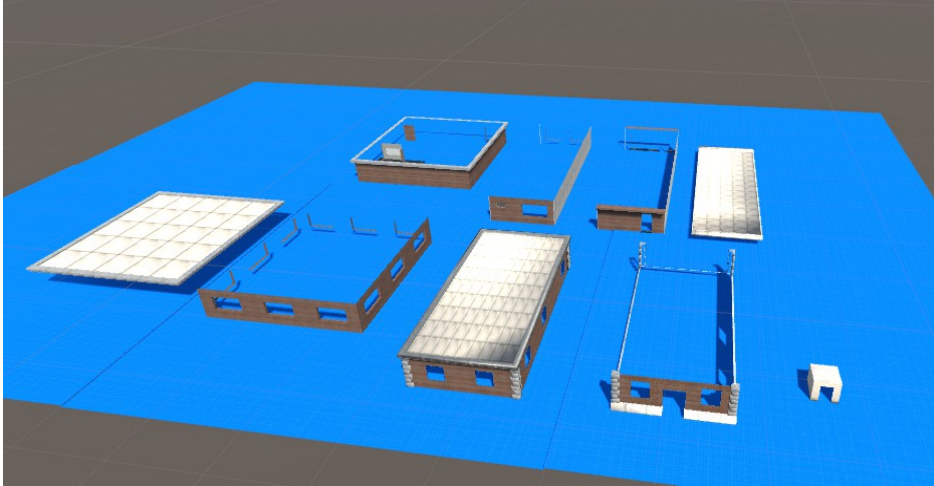


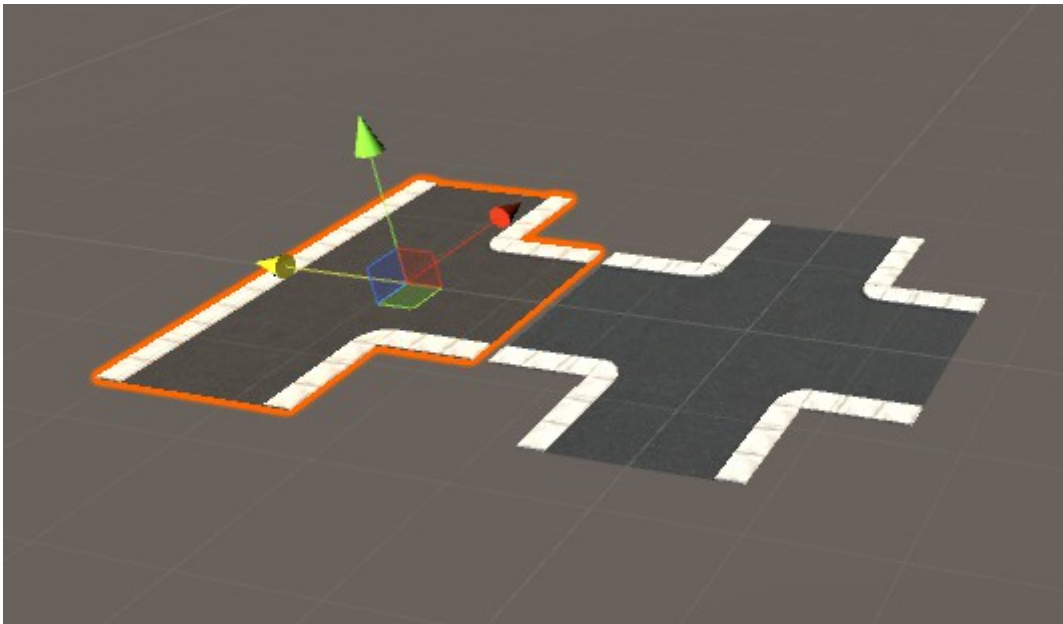
Manual CityTools

This asset is composed of several parts in 3d,

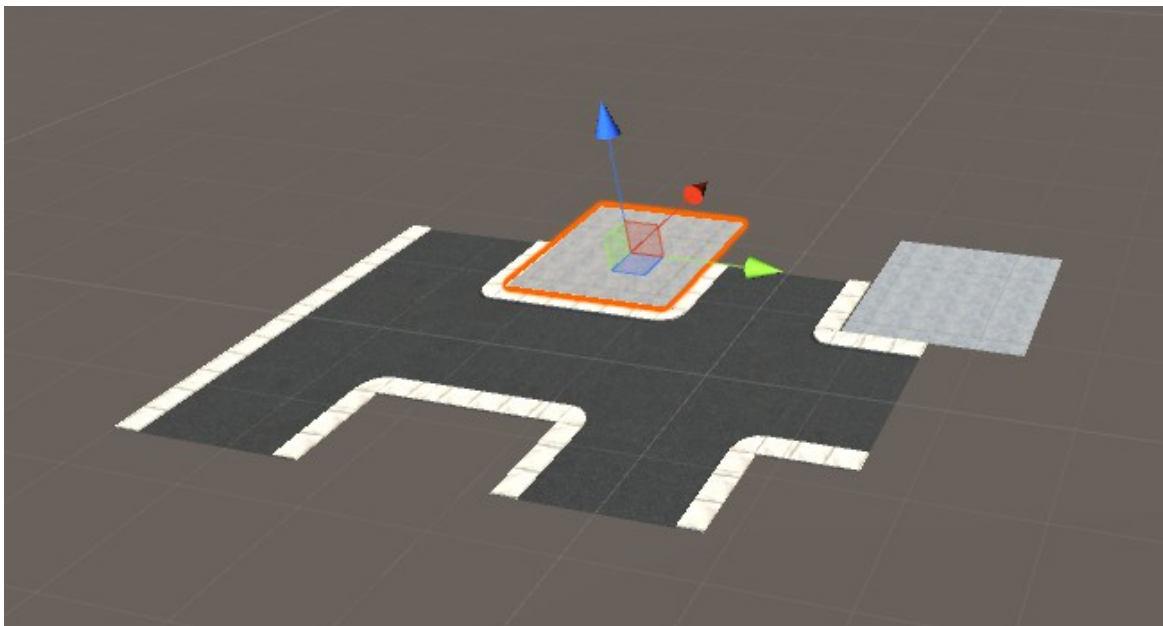


Create streets.

It's in simple just put each pieces of the streets side by side so as to create the shape you want.

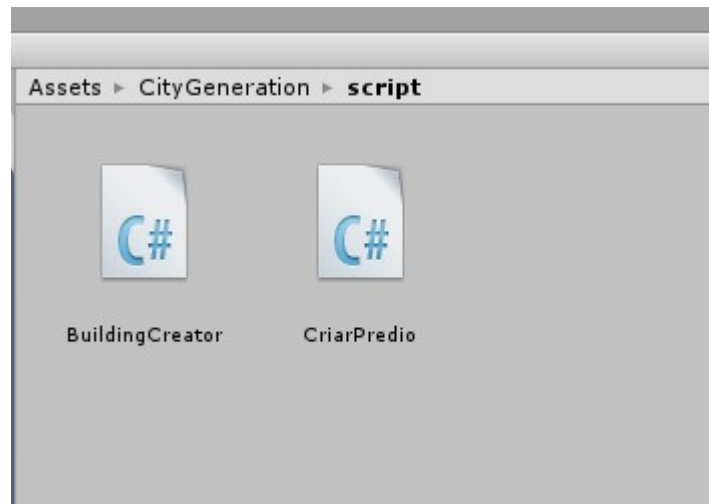


Then use the "Ground Floor" to complete the blocks.

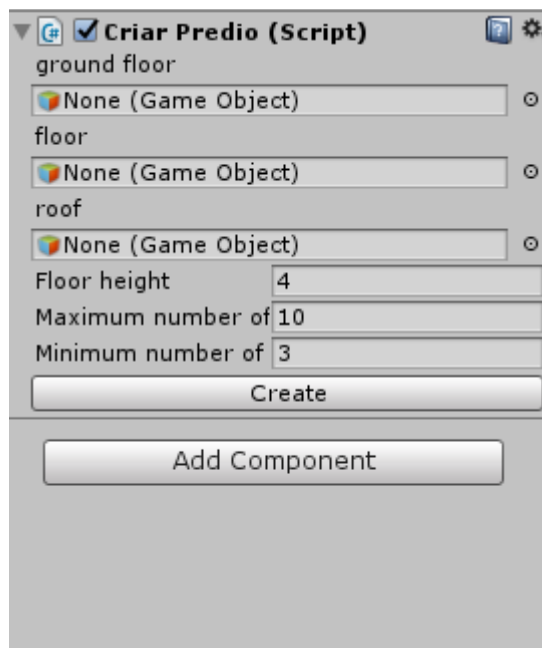


Create Buildings

To create the buildings, just put the "Create Building" script on a publisher donor object.



And the following options will appear

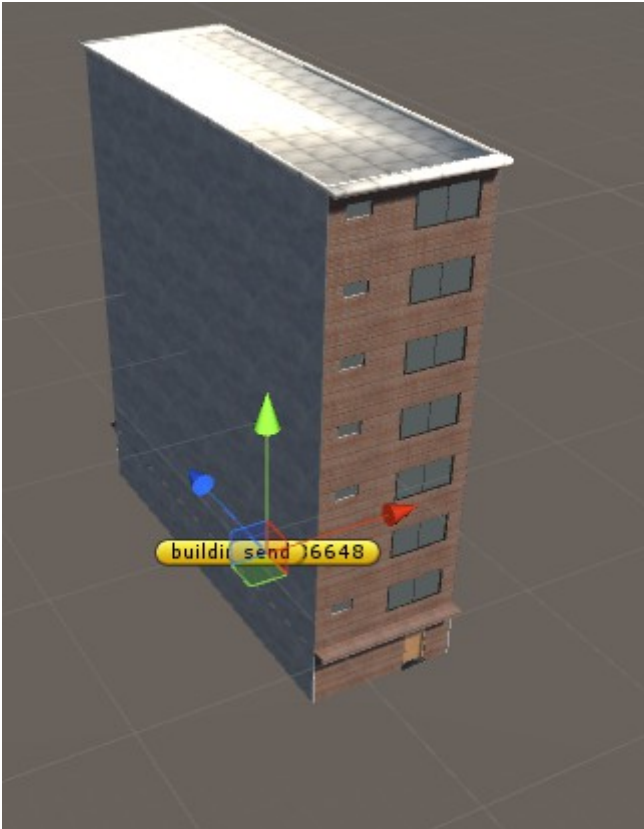


You have to put the floors in their already ready place as well as the ones they are in for pref.

Color The correct floor height value in the floors present in the project is 4.

In maximum number and minimum of floors is a value that will be retained for the number of floors of the building.

The property is created in the position the gameobject that owns the script.



Once you have the property you can change the textures as you want so you do not know everything the same.