



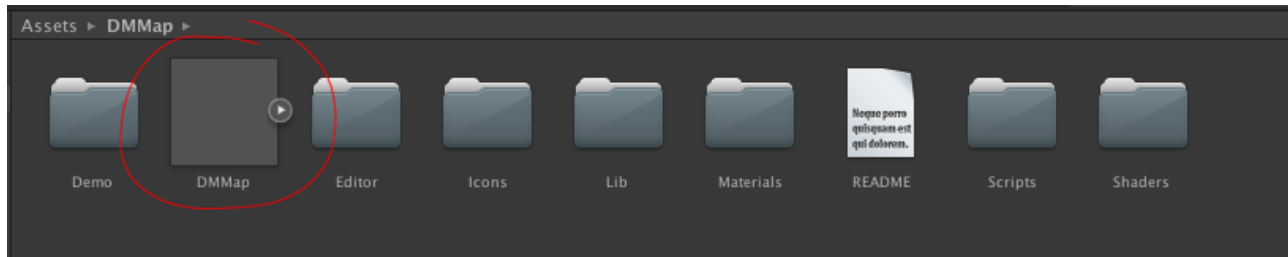
## Quick Start Guide

Version 1.1

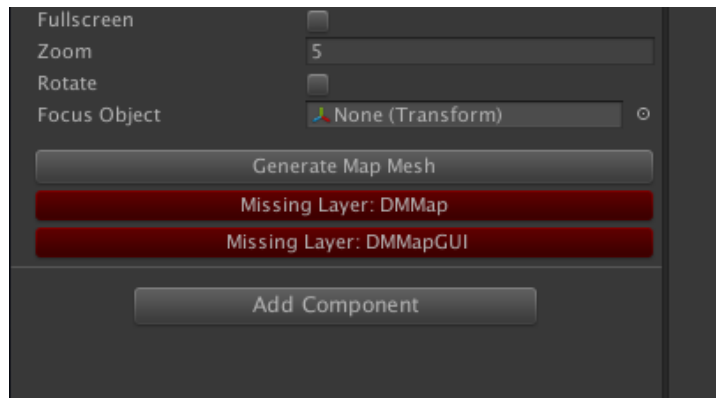
Dylan Meville

[\[Documentation Here\]](#)

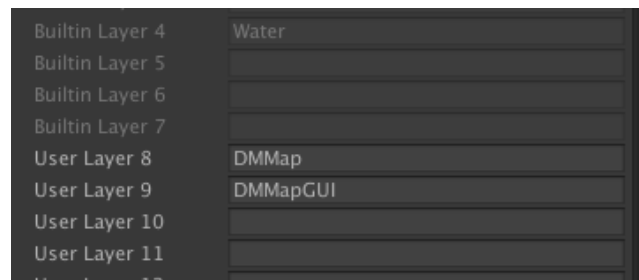
1. Create a new Unity Project, and Import the DMMMap package.
2. Select the DMMMap prefab, found in the **Assets>DMMMap** folder, and drag it into the Hierarchy Window. Ensure it's position is (0,0,0).



3. You'll notice that immediately, the DMMMap will have two red error boxes, stating that layers are missing. We need to fix this by creating the layers DMMMap needs.

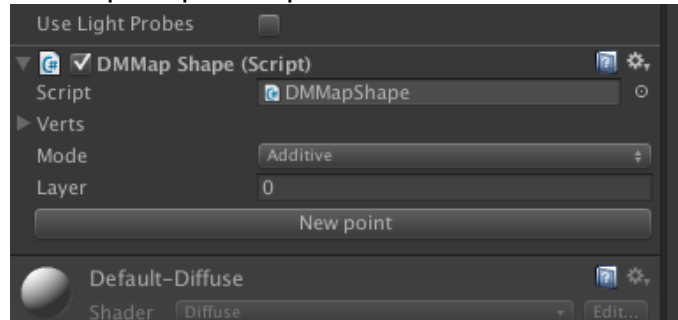


4. Create these two layers by going into the **Edit>Project Settings > Tags and Layers** menu. Then, in any two of the empty user layers type in “DMMMap”, and “DMMMapGUI”. You'll see clicking on the DMMMap object that the two red error boxes are no longer there.

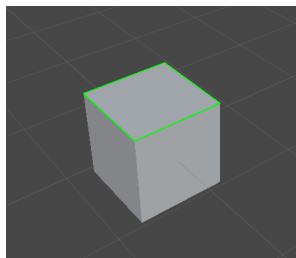


**This is the bare minimum setup – everything will work now!  
Continue reading to see how to set up map shapes & icons**

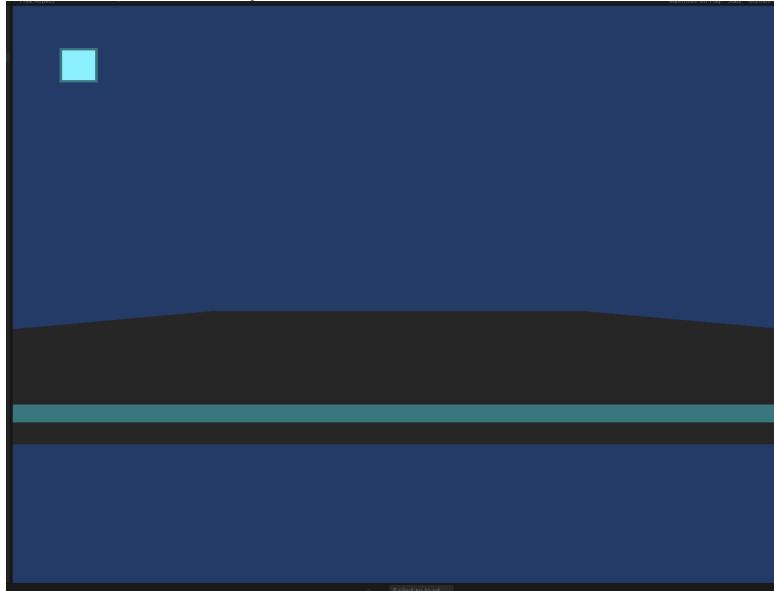
5. Now we're going to create a map shape. Create a new Cube Primitive by going **GameObject>Create Other>Cube**. Let's also set this cube's scale to (10,1,10)
6. In order to setup a map shape, we need to add a DMMapShape component to an object. With our cube selected, go **Component>Add...** and type in DMMapShape, and click on the DMMapShape component.



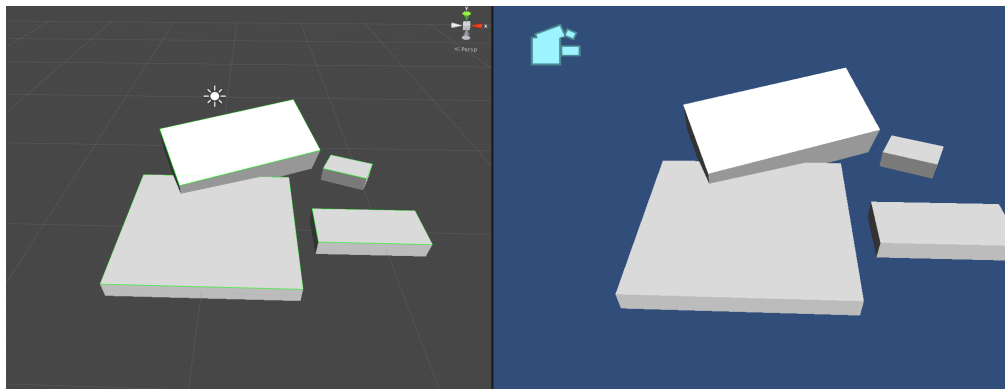
7. The DMMapShape component has 2 main properties, and the “New point” button
  - Mode: (Additive, Subtractive). Determines the draw mode of the shape. It should be noted that ALL additives are combined first, then the subtractions happen.
  - Layer: The generation happens with all other shapes on the same layer. This is used for multi-layer maps/
  - New Point creates a new point for our shape for us to position.
  - (More info can be found on the docs page here:  
[http://dylanmeville.com/Unity/DMMap/Docs/html/class\\_d\\_m\\_map\\_shape.html](http://dylanmeville.com/Unity/DMMap/Docs/html/class_d_m_map_shape.html) )
8. Let's leave the settings as they are and click the “new point” button once. You'll see that now our cube has a child object called “mappoint\_0”, and it has been selected for us in the Scene view. Let's move it so it's aligned to one of the top corners of the cube (holding V while moving snaps to vertices)
9. Now that the first point is placed, with it still selected look in the Inspector and you'll see a DMMapPoint component, which also has a New Point button. Click that once to add a second vertex and snap it to an adjacent point on the top of the cube. You should see a green line being drawn between your two points now.
10. Continue doing this two more times, so that the top of the cube has a green box around it. We've just made our first shape!



11. Let's test the project now! Hit the play button. If everything is done right you should see something like the image below. See that Cyan rectangle in the top-left of our Game window? That's the map of our cube!

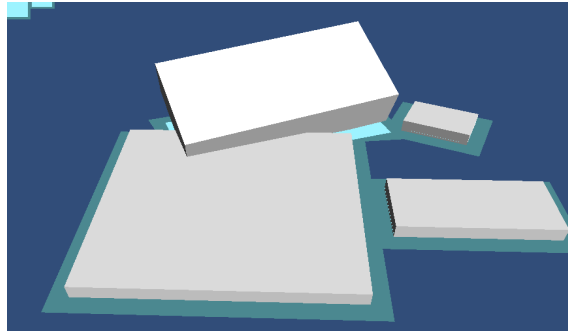


12. We should have a little bit of fun. Select the cube and duplicate it a few times (ctrl+d/cmd+d), scale it, translate it, rotate it, overlap them whatever! Then hit play again! Here's what I did..

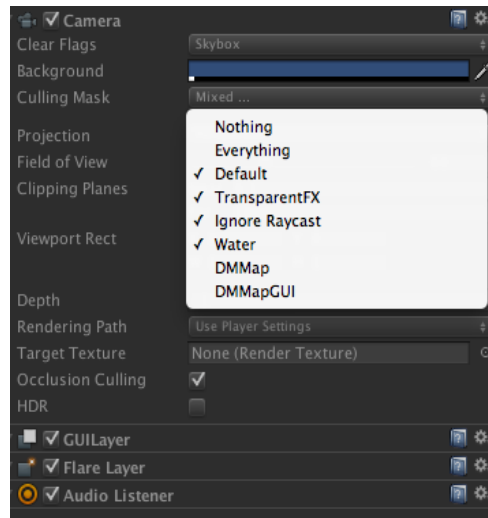


## Important!!

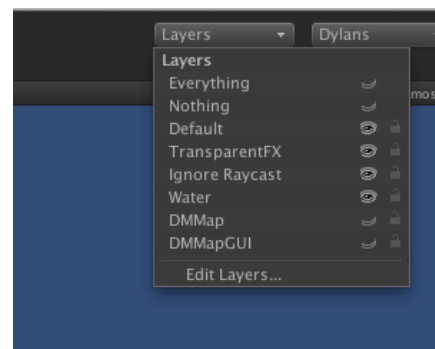
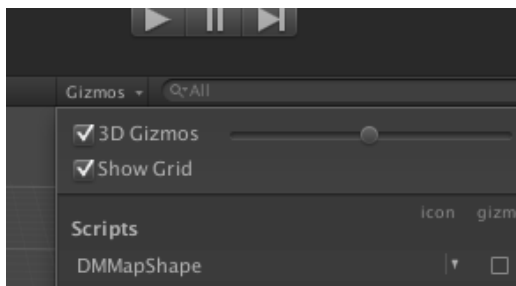
13. Are you seeing the map being drawn under your shapes in the game view? (like this)



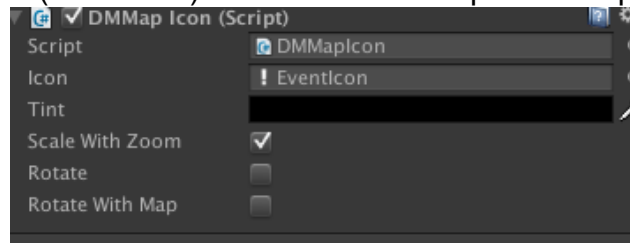
That just means that your game camera is set to render the map layers. In most cases we don't want this, but we can change it easily. In the hierarchy window select your “Main Camera” and in the Culling Mask dropdown, uncheck the two layers: “DMMMap” and “DMMMapGUI”.



If you'd like to disable seeing this in the “Scene” view as well, you can simply toggle off the layer visibility of the “DMMMap” and “DMMMapGUI layers.” The layers drop down is found on the top-right corner of Unity. You can also disable the green shape lines under the Gizmos tab.



14. We're going to create an icon now. Let's create a sphere now, the same way we created our cube. **GameObject>Create Other >Sphere**. Place it on top of one of our cubes.
15. Next we need to give our Sphere a DMMapIcon component. With the sphere selected go to **Component>Add..** and find the DMMapIcon component.
16. Our icon needs a texture to be used as the icon texture. DMMap comes with a few icons, found in the DMMap>Icons folder. Let's grab the "EventIcon" from there, and drag it into the Icon (Texture2d) field on our DMMapIcon component.



17. Now let's go ahead and test our project. If all worked correctly, we should be seeing a black "!" mark on our map. Hurray!



That's it for now!

That's everything for now. Take a bit of time looking over the documentation and playing around with the properties on DMMap. Be sure to take a look at the demo scenes located in DMMap>Demo for examples of how to set up procedural levels, and multi-layer maps, as well as other features.

Questions? Contact me:

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Happy mapping!