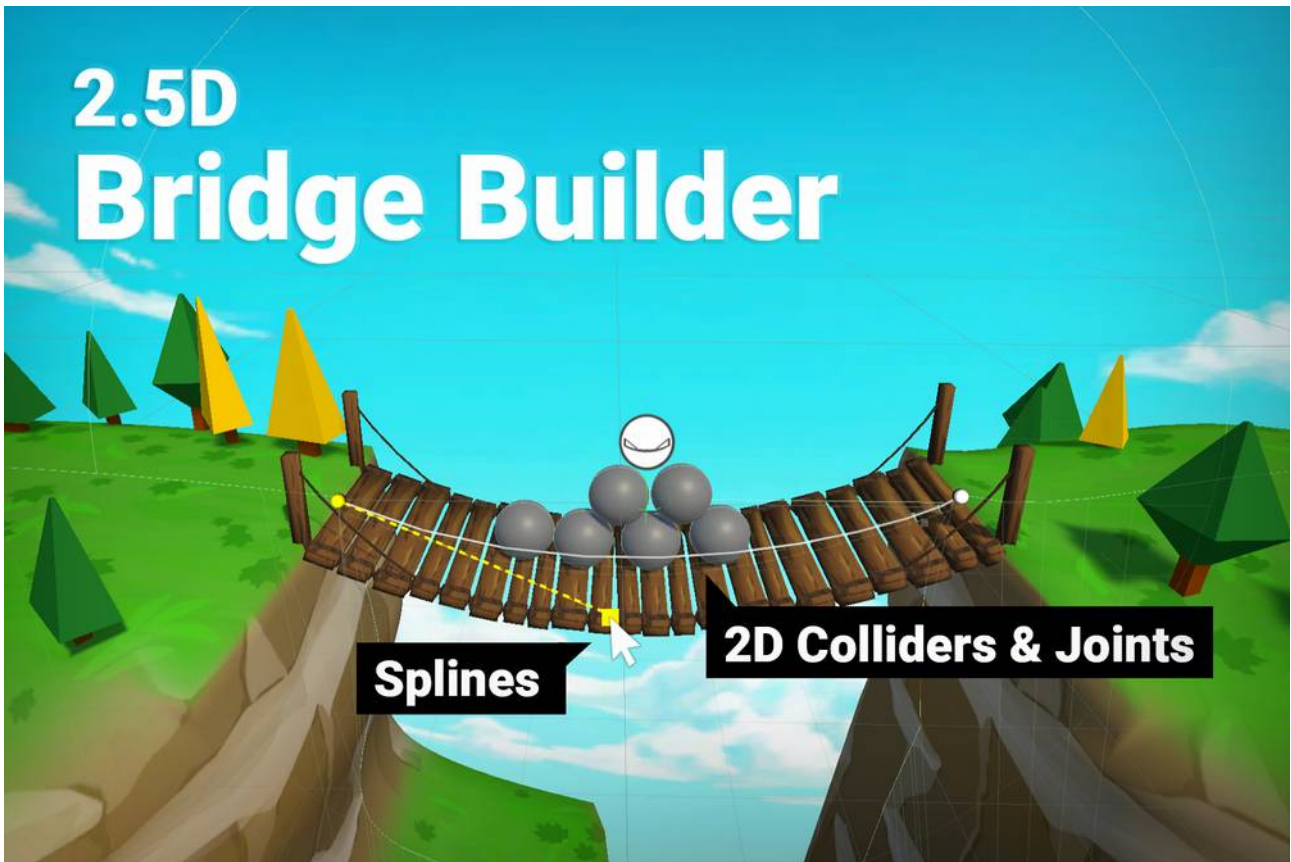


Manual



Makes generating bridges for your 2D or 2.5D games much more fun.

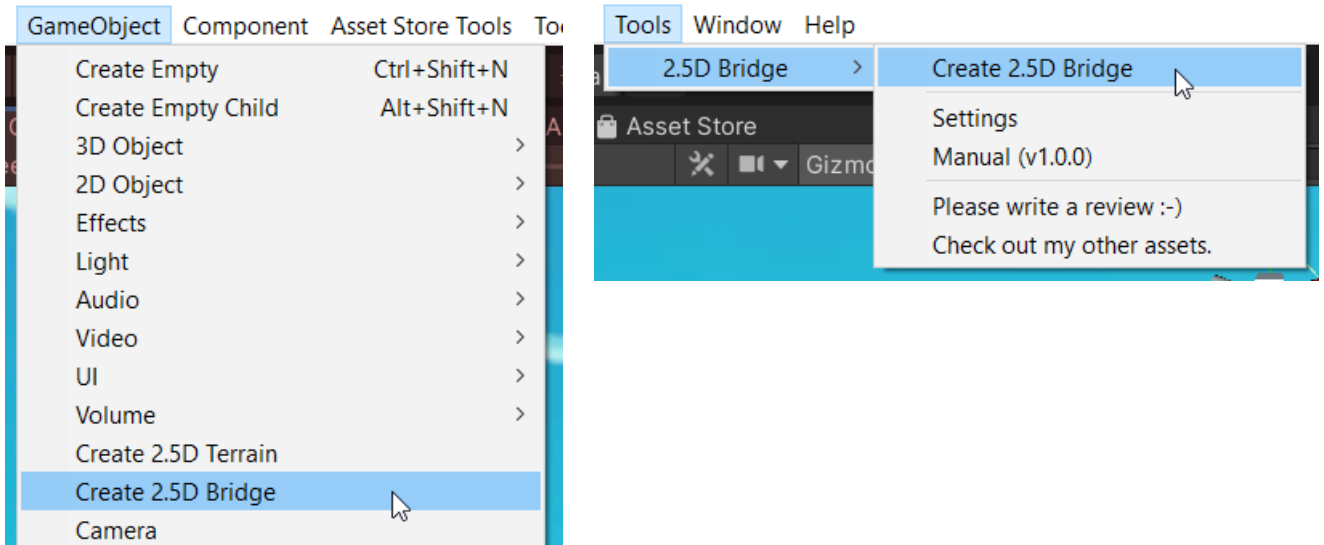
Based on some Prefabs the tool generates a physically simulated bridge for you.

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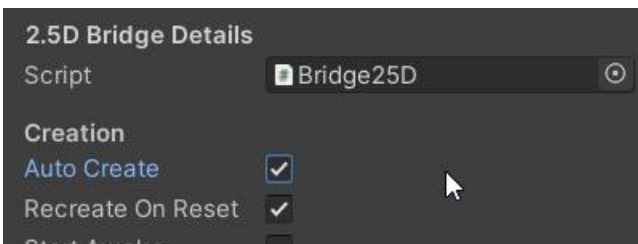
1. Creating a bridge

Simple. Use the menu **GameObject > Create 2.5D Bridge** to create a new bridge.

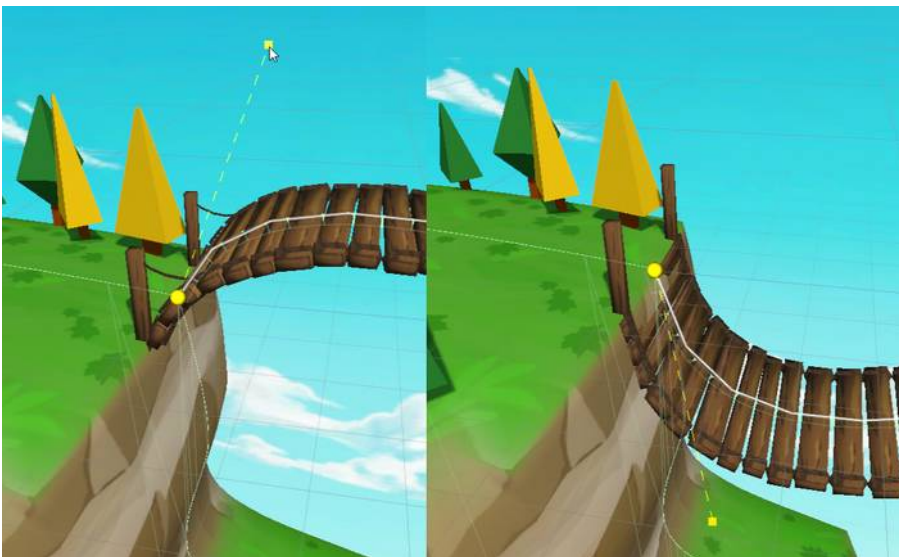


Hint: You can also right-click in the hierarchy to do it.

To have the bridge update automatically while editing enable **Auto Create**.



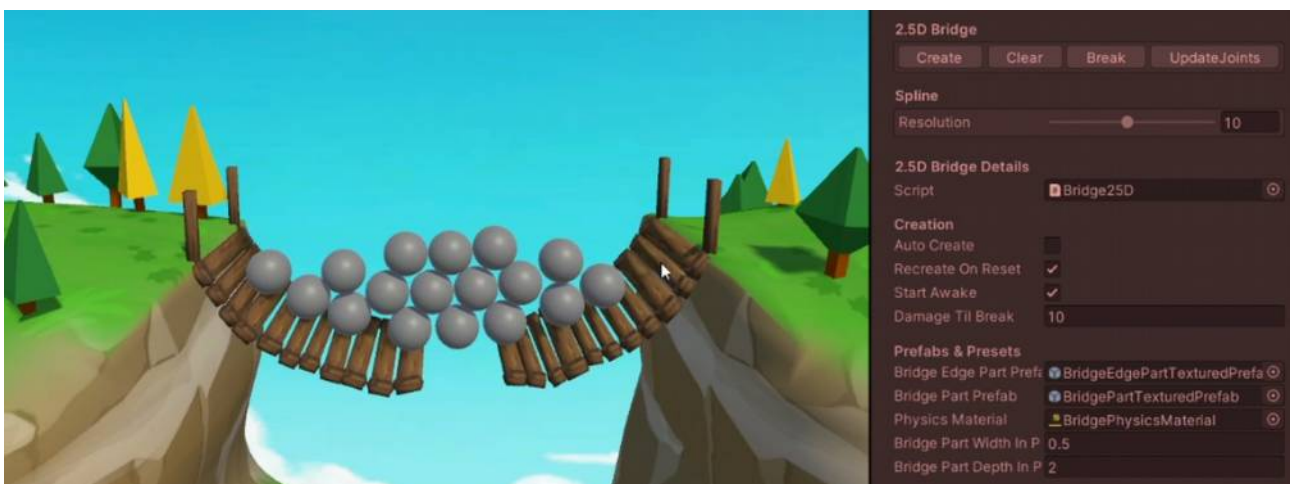
Dragging the square handles changes the curve based on which the bridge is laid out.



Press and **HOLD V while dragging** to snap to the closest 2D collider outline.



You can edit (or even break) the bridge in play mode. Your changes will not be saved though. Still, it's a useful feature to play around with.



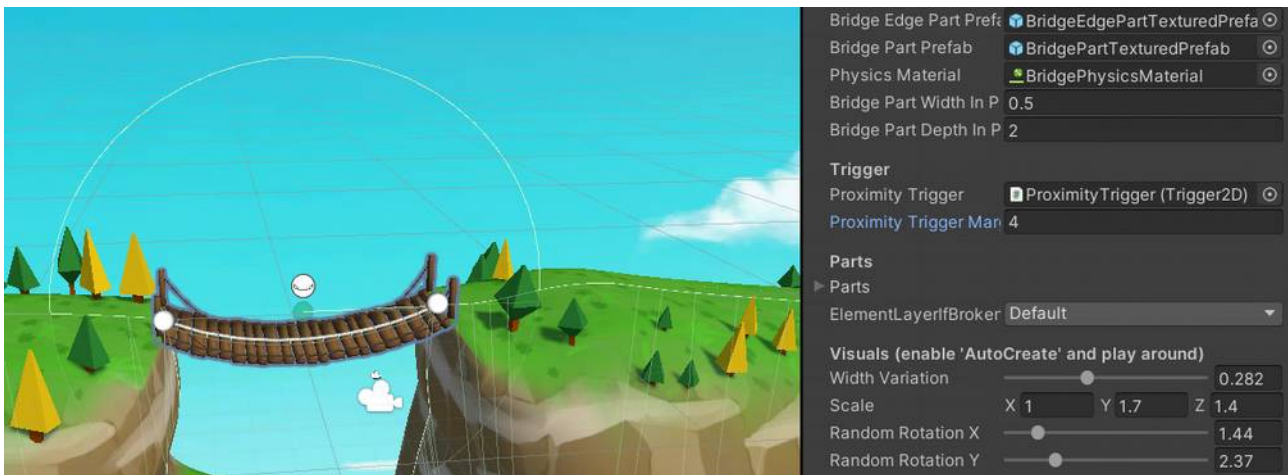
Hint: The ui only allows you to break the bridge at the center. Using code you can break it anywhere.

2. The proximity trigger

Use the proximity trigger to improve performance if you have many bridges.

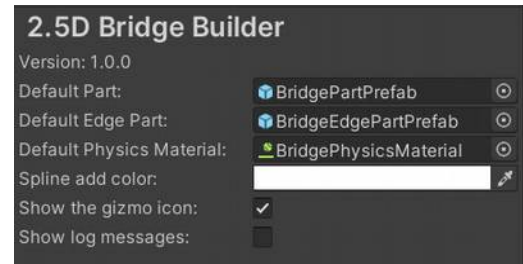
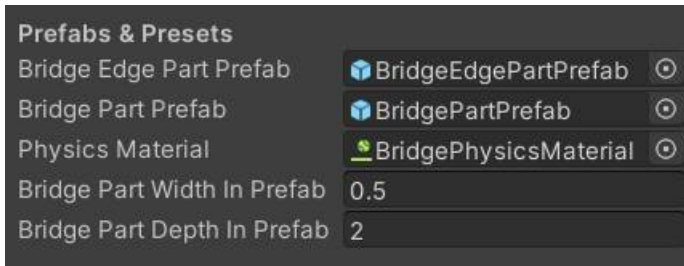
By default a new bridge does not have a Proximity Trigger. You can add one and configure it to only active the physics simulation if an object on a certain layer is nearby.

If a proximity trigger is added then the physics simulation will start all rigidbodies as „asleep“ and not „simulating“. This can be controlled with the **Start Awake** setting.



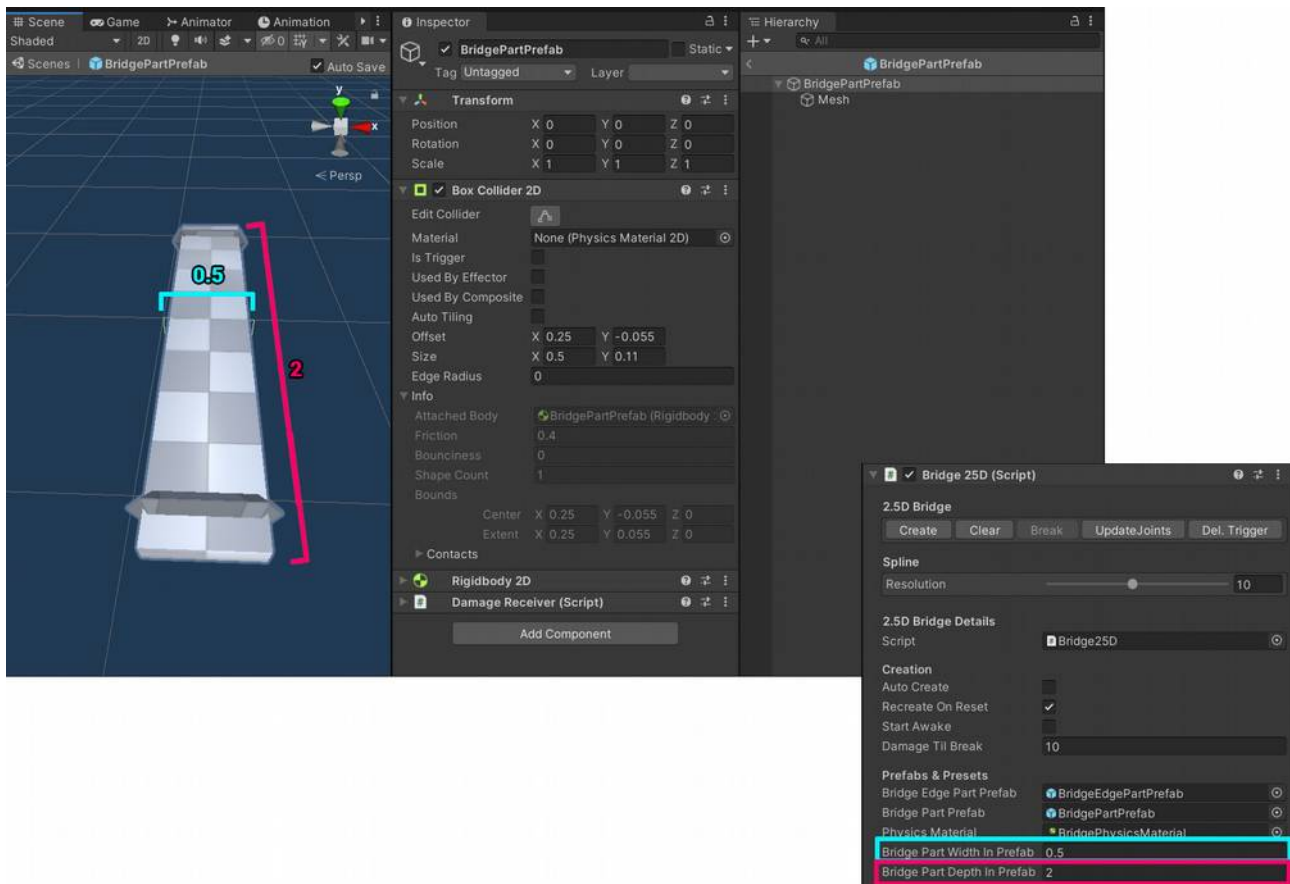
2. Configuring prefabs

Initially a new bridge will use the default prefabs which are configured in the settings.

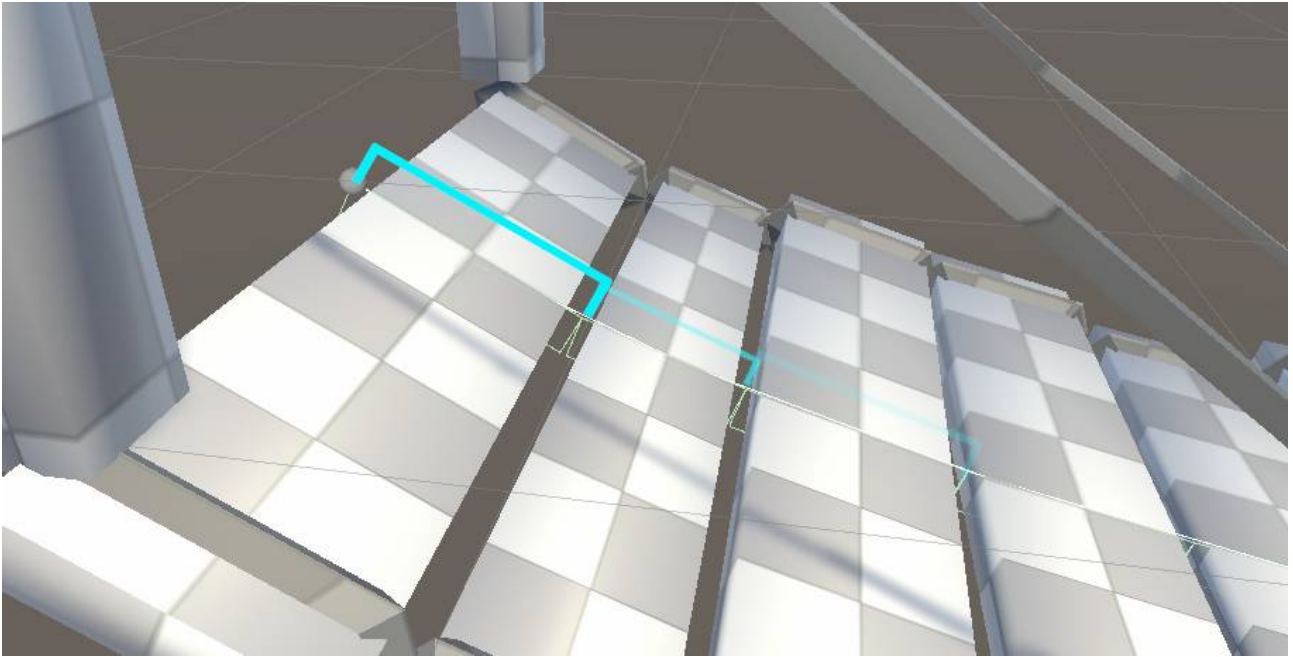


The „Part“ Prefab:

In order for the tool to properly position the prefabs it needs some information about them. For the bridge part that would be the initial width (0.5) and depth (2). Notice that the width is wider than the mesh. It should match the BoxCollider2D > Size > X.



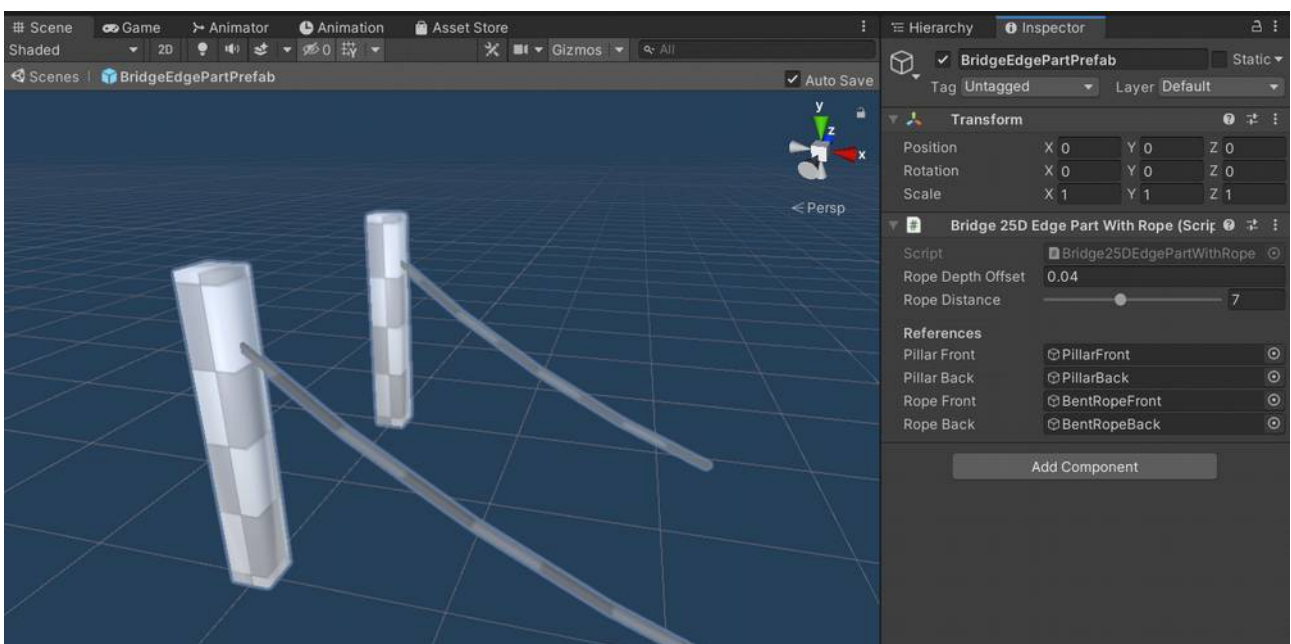
As you can see the prefabs are aligned without any gaps between the box colliders:



The „EdgePart“ Prefab:

The Edge parts are purely visual and actually not required for the bridge to work. Therefore the logic for the edge parts is separated via the **IBridge25DEdgePart** interface.

The ropes of the default bridge are just one example of an implementation. Take a look into the **Bridge25DEdgePartWithRope** class to see how it's done. You can easily make your own. All you need to do is add a MonoBehaviour to the Prefab which implements the **IBridge25DEdgePart** interface.



3. Settings

The settings are stored in a Scriptable Object located under Assets/. You can access them via the „Project Settings“ menu or via Tools > 2.5D Bridge Builder > Settings.

