

Waypoint Pro for 2D(v1.1)

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Overview

'Waypoint Pro 2D' is very easy, comfortable and strong.

By simply controlling the mouse, you can create and edit various paths.

Also, you can move the character in various ways through the newly formed paths.

This 'Waypoint Pro' will be your strong supporter regardless of the kinds of games you make.

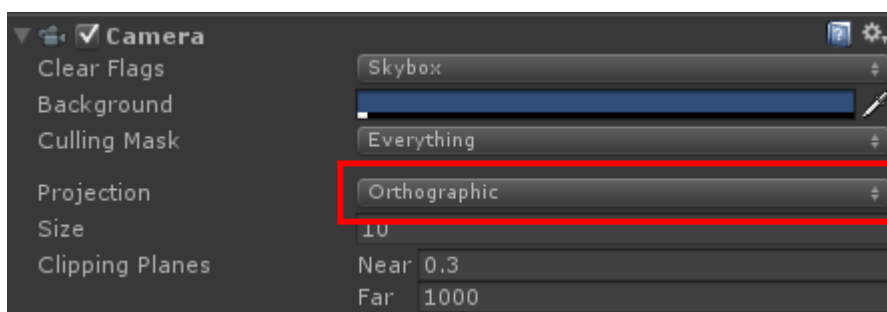
Demo Video: <http://youtu.be/KYNHULCj8tI>

System Supports:

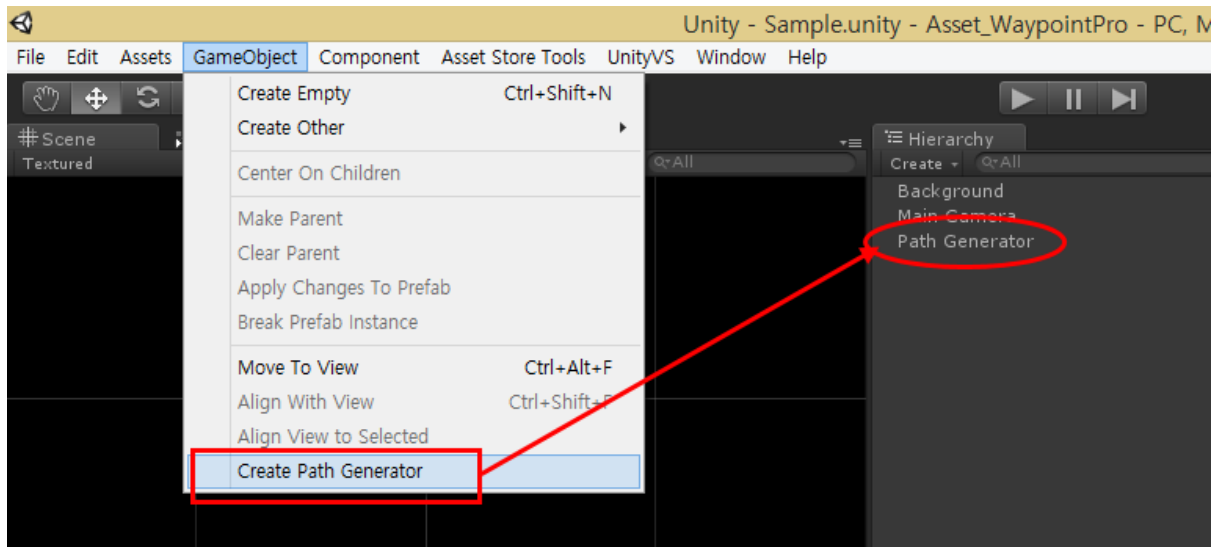
- with simple mouse control, you can add/delete/move the waypoint
- three types of path : straight line, Catmull-Rom curve, Bezier curve.

How to use

1. Set to the camera orthographic projection.

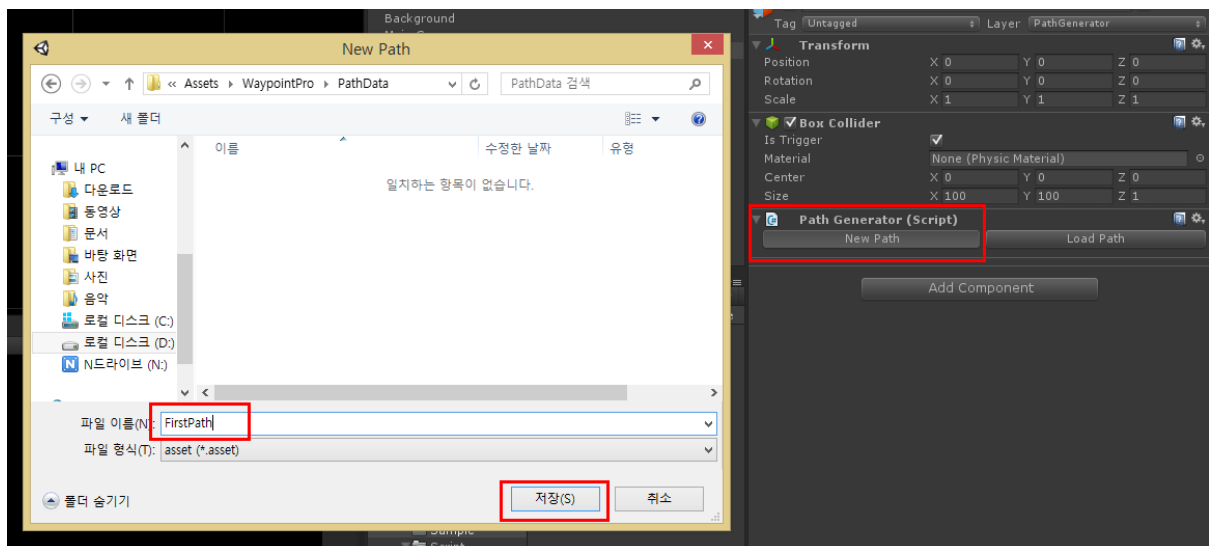


2. GameObject -> Create Path Generator.

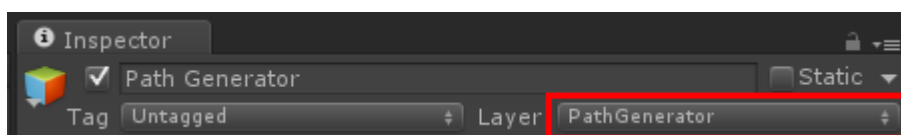


3. Click "New Path". Enter a path name, and save.

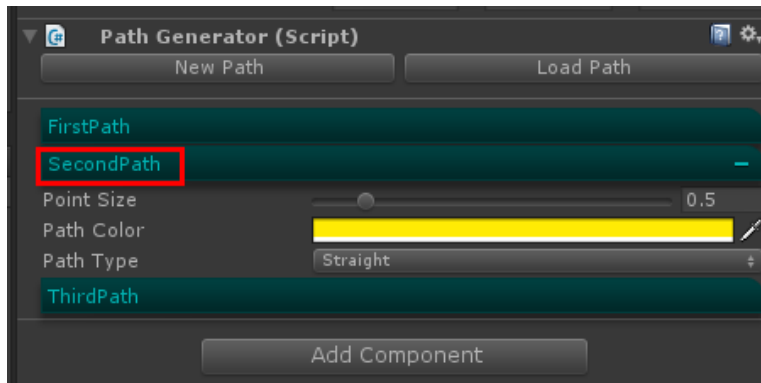
(Repeat this, you can add several path.)



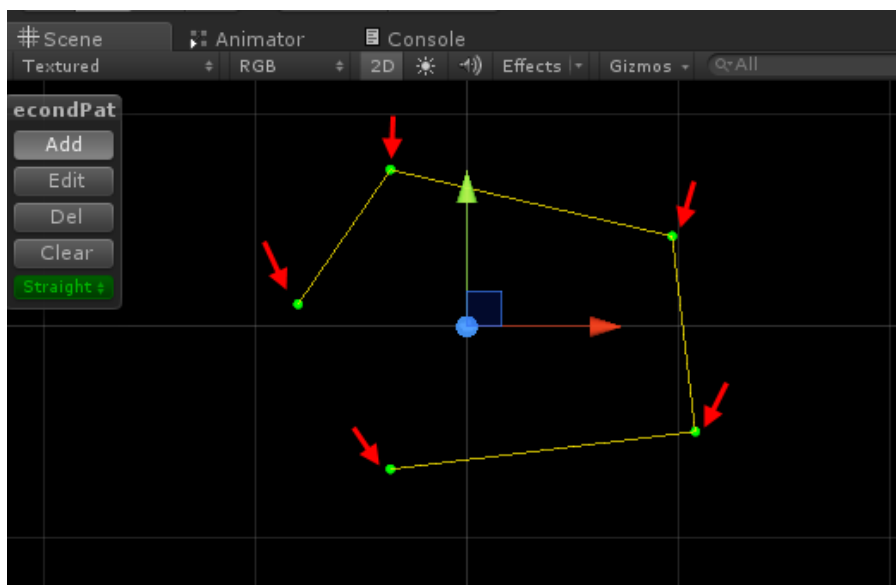
4. Set layer as you wish.



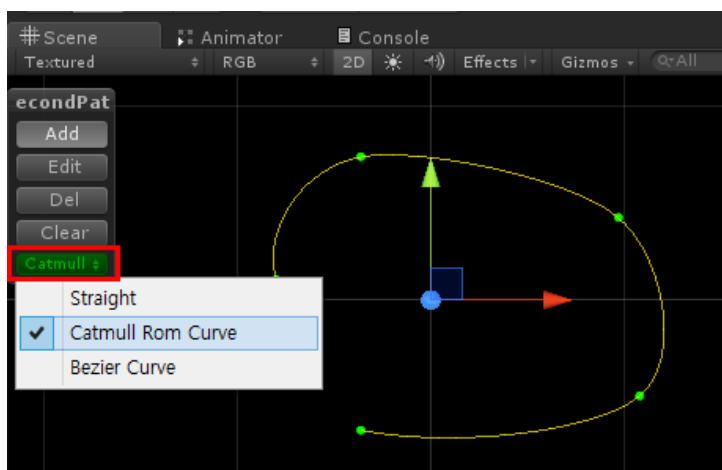
5. Click the path you want to edit.



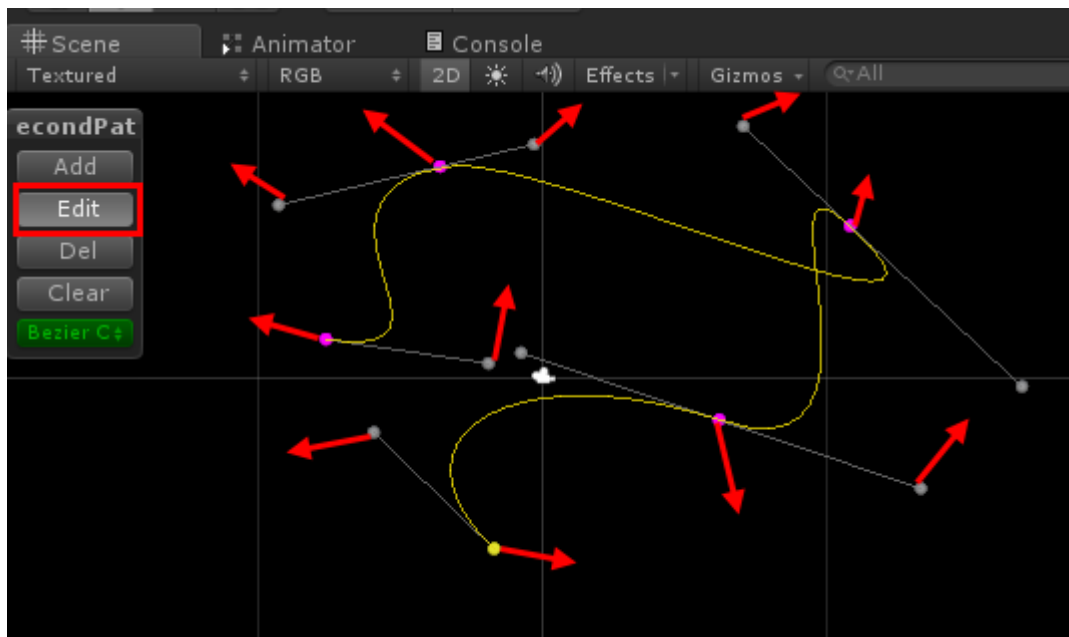
6. Add waypoint by clicking scene view.



7. Select the type of path that you want.



8. Click the 'Edit' button, it is possible to move the position of the point.



9.

