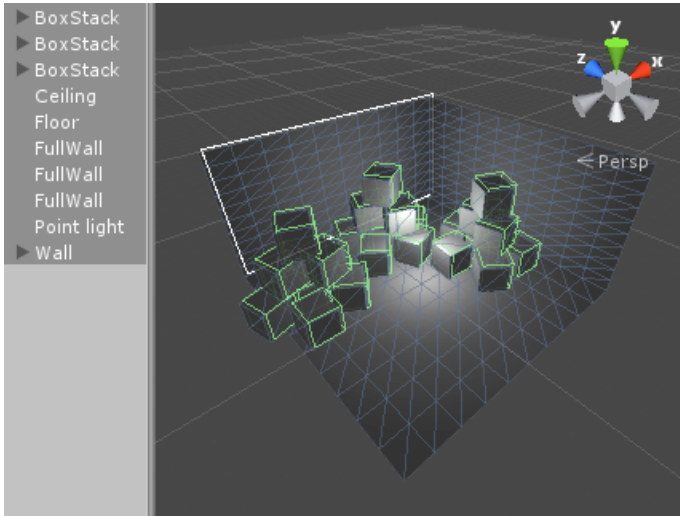




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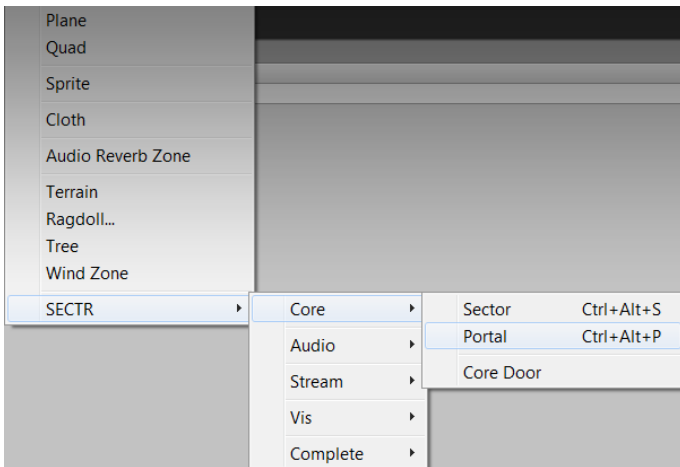
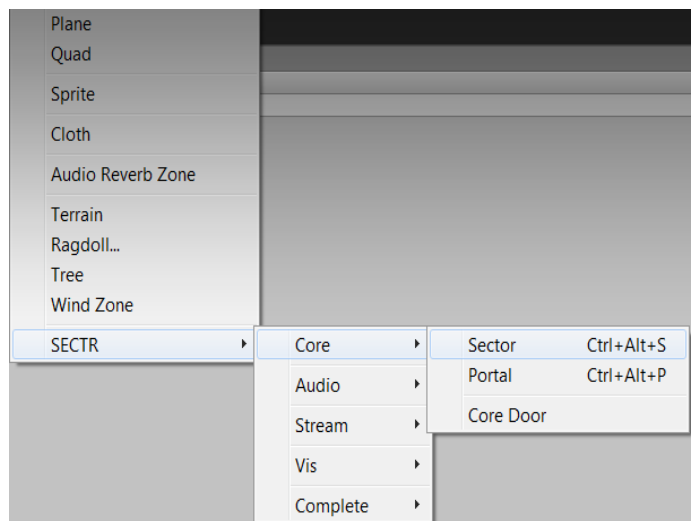
Setting Up

The first step in preparing a level for streaming is to create Sectors and Portals. See the SECTR Core Quick Reference for full details. Here's a quick recap.



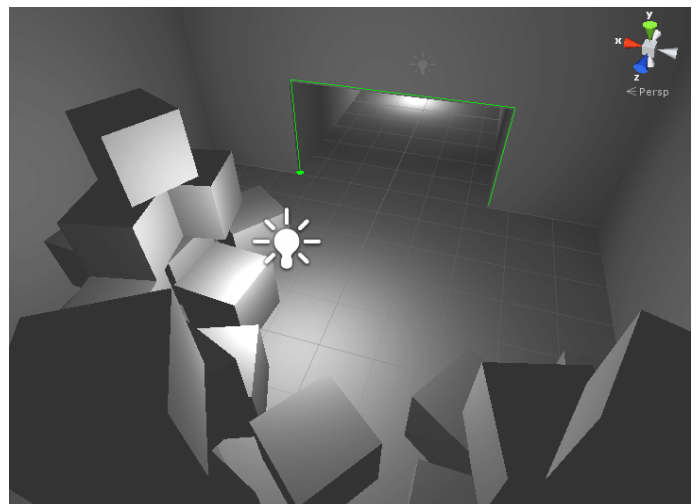
Select the objects you want to have in your Sector.

Create a new Sector through the Game Object menu or by pressing Ctrl+Alt+ S



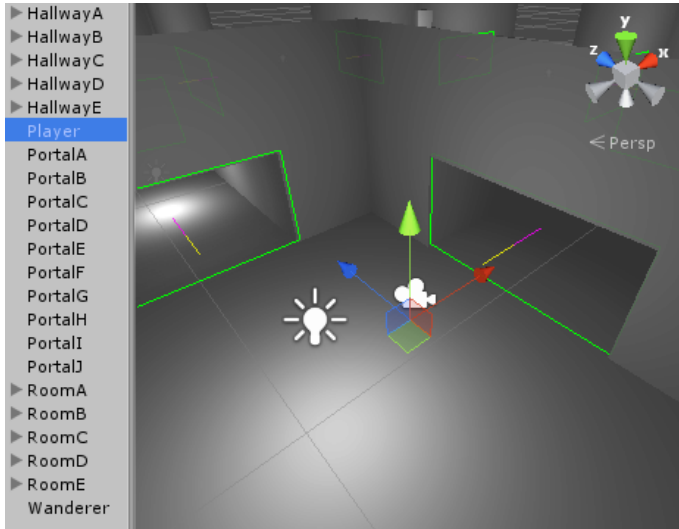
Create a new Portal through the GameObject menu or by pressing Ctrl+Alt+P or

Draw the geometry of your new portal, and connect the front and back Sectors.



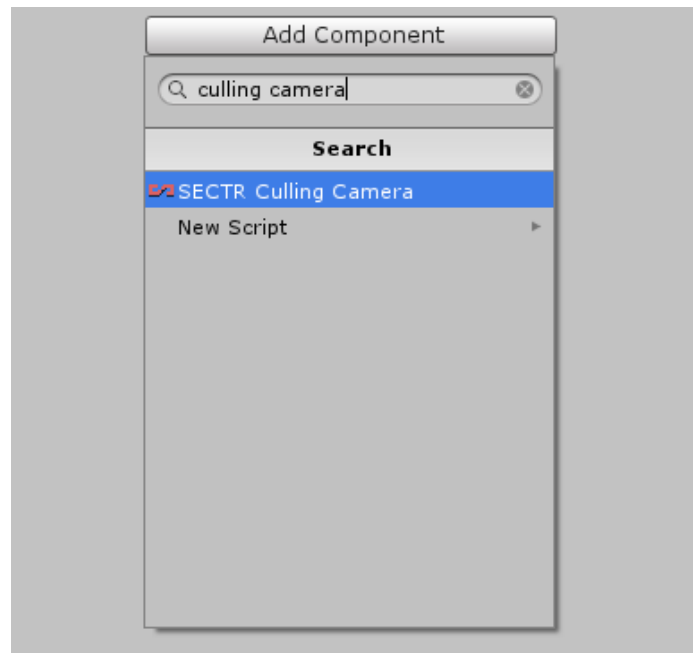
Activate Culling

With a scene that's setup with Sectors and Portals, enabling dynamic occlusion culling is as simple as adding one component.



First, select your main camera or your main camera Prefab if you create cameras/players from Prefabs.

Next, add a SECTR Culler component. That's it. Culling is now working in your scene.



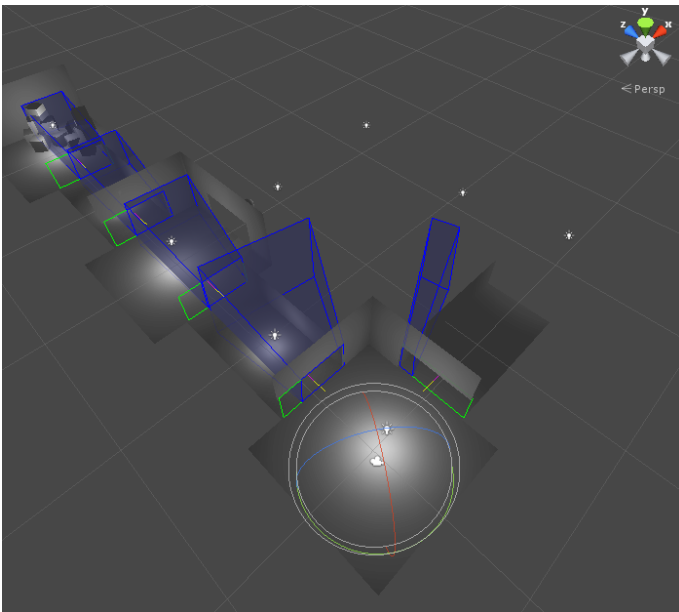
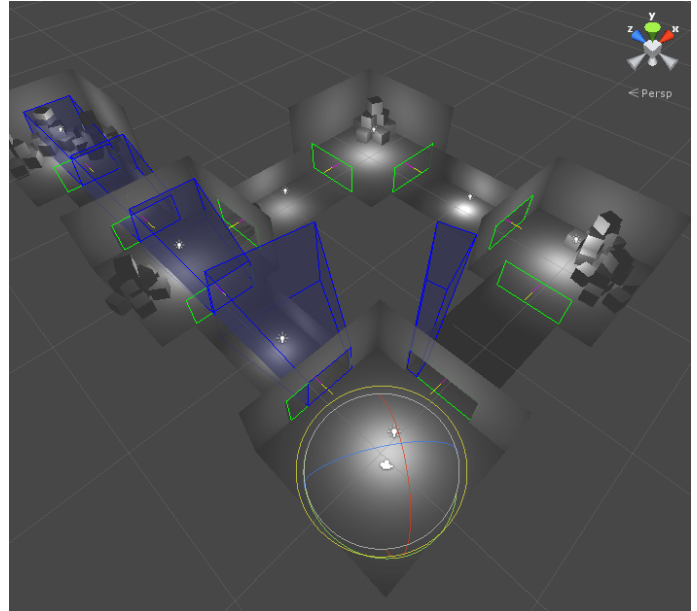
Pro Tip

You can use Member components within Sectors to optimize how your scene is culled. See the SECTR Vis manual for more information.

Visualizing Culling

It's often handy (and cool) to see how your scene is actually being culled. Here are a few ways you can visualize how a camera is culling your scene.

If you select a GameObject that has a Culling Camera and have Culling Camera gizmos enabled, you'll see the culling frustums render in the editor view. Notice how they get smaller the further you get from the camera.



If you select your camera, check the Cull in Editor property in Culling Camera, and then Play, you'll see objects appear and disappear based on what's happening in the game. Neat!

Pro Tip

You can visualize the culling in game, too. The Vis Demos folder has some examples of how to do just that.

Questions or Problems?

support@makecodenow.com

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