EP06: Terrain Manipulation

Terrain Tools & Foundation Slider

UX Menu

Update tool tip to say:

Terrain
Tools

Terrain Paint, Erase and Tools needs to be changed to a vertical filter format to follow a left to right selection hierarchy.

Terrain Paint should be selected by default.

Search
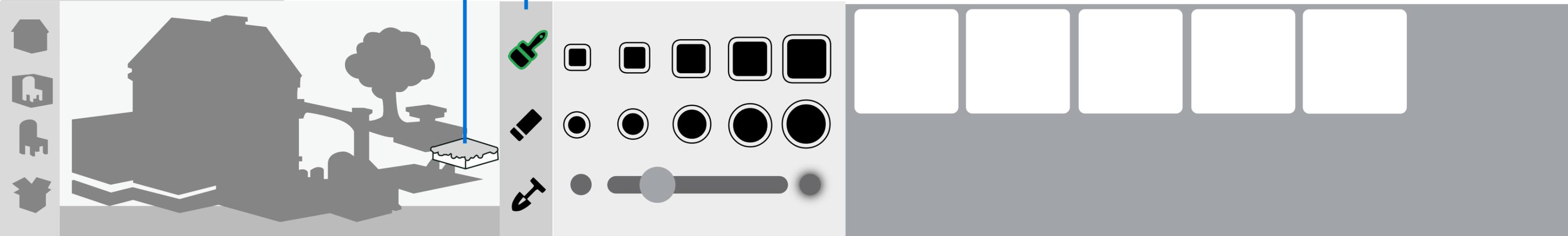
UX Menu

🔊 **Audio Notes:**

Shovel icon: New sound for clicking on shovel icon

Strength Slider: Reuse sound event ui_cas_slider_pressdown on mouse click down

Reuse sound event ui_cas_slider_pressdown ui_cas_slider_clickup on mouse click release (same as current Terrain Paint Adjust Softness slider)

Raise Terrain Thumbnail: Reuse ui_cas_button_thumbnail_clickup when clicking on Raise Terrain thumbnail (same as current Terrain Paint thumbnail click)

Raise Terrain Visualizer: New looping sound plays while clicking on and holding Raise Terrain Visualizer (hookup similar to Terrain Paint Airbrush)

A new raise terrain visualizer should appear in the world, indicating where the terrain will rise.
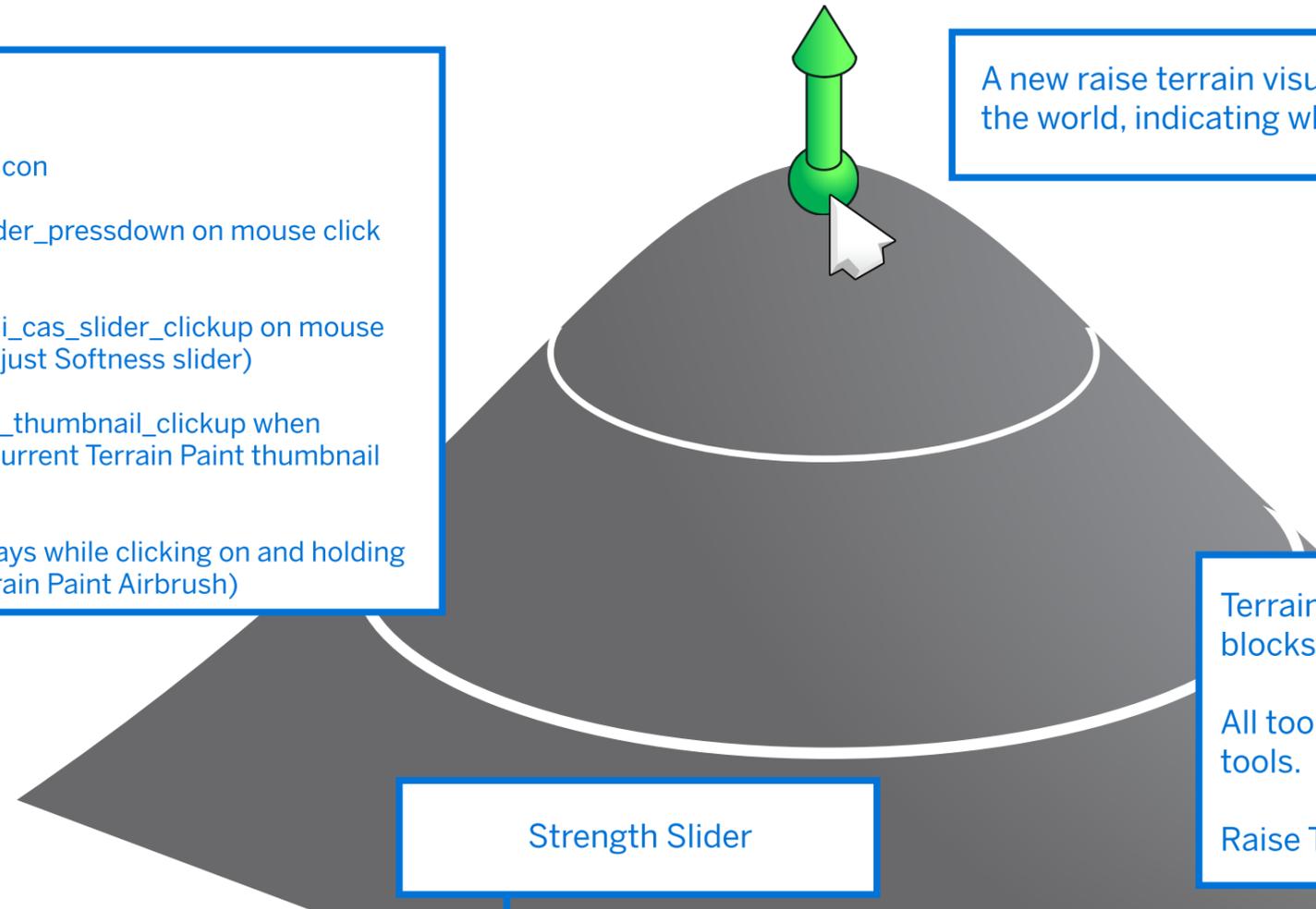
Terrain Tools will be displayed in the product catalog, similar to pool blocks.

All tools should use the "New" flag the first time the player sees the tools.

Raise Terrain is selected by default.

Strength Slider

There should be a gold flair state to this button to carrot the player to the new tools

Not Used, Disable

Raise Terrain

Search
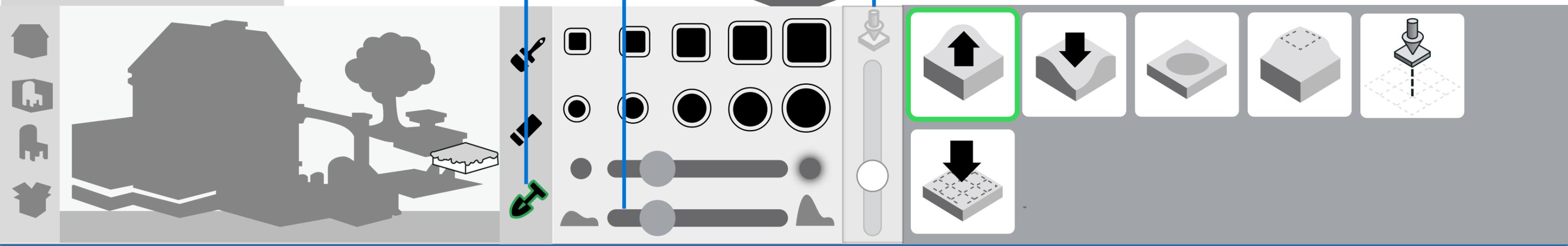
UX Menu

🔊 **Audio Notes:**

Lower Terrain Thumbnail: Reuse ui_cas_button_thumbnail_clickup when clicking on Lower Terrain thumbnail (same as current Terrain Paint thumbnail click)

Lower Terrain Visualizer: New looping sound plays while clicking on and holding

Lower Terrain Visualizer (hookup similar to Terrain Paint Airbrush)

The visualizer should point downwards when lowering terrain.
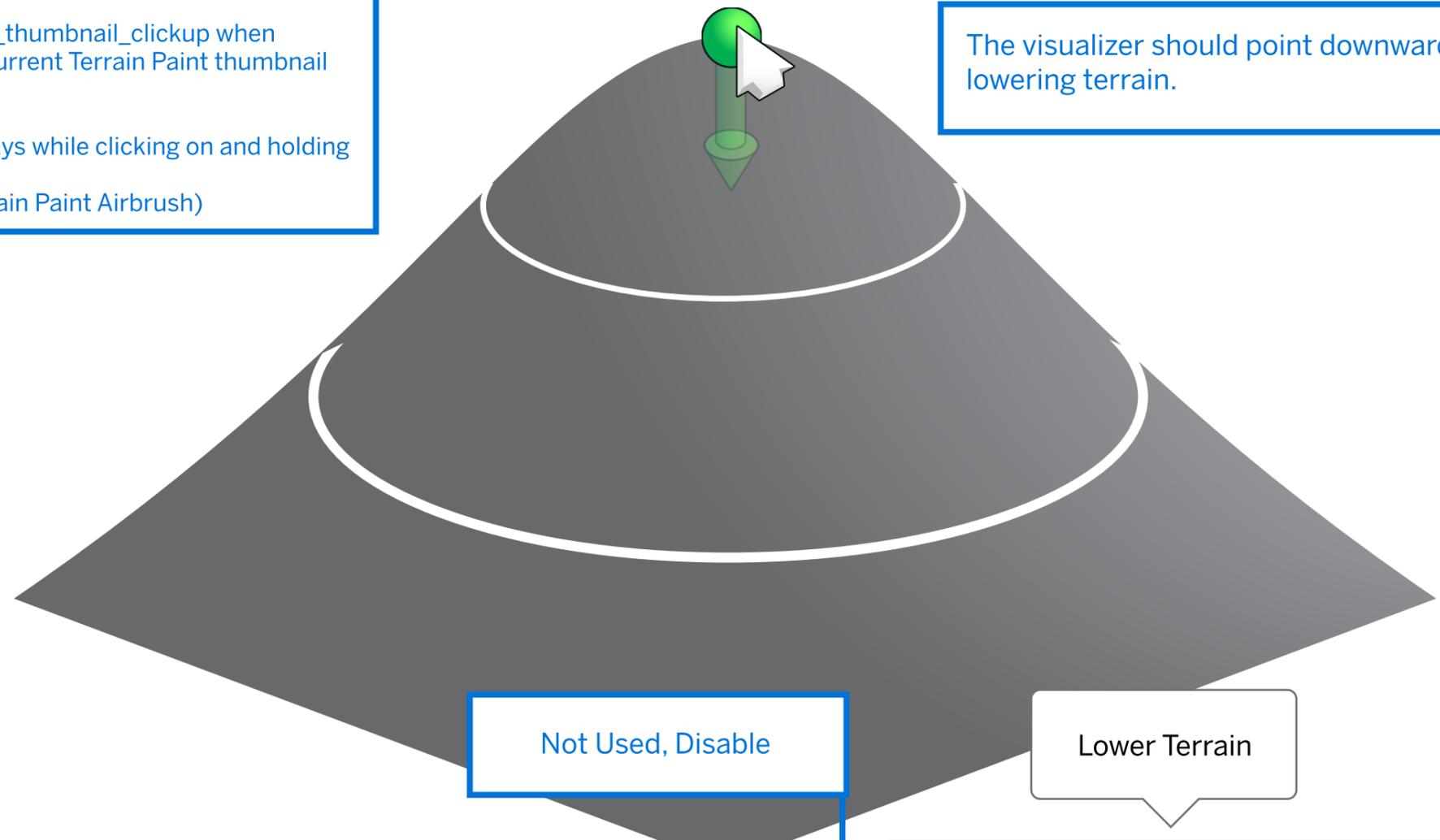
Not Used, Disable

Lower Terrain

Search
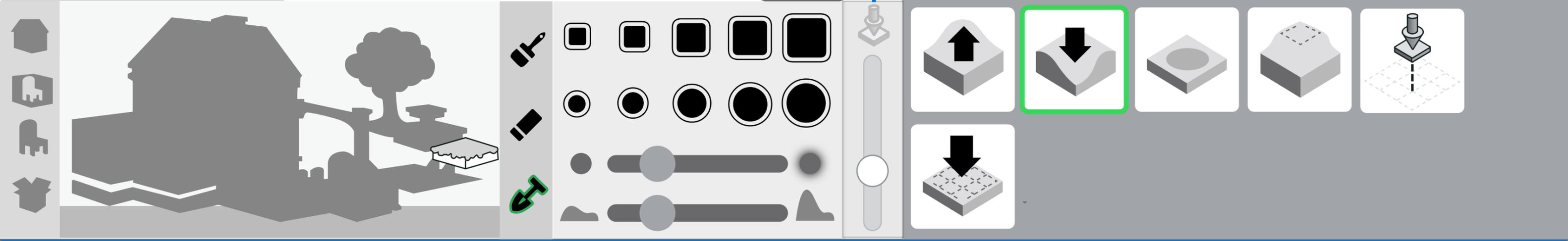
UX Menu

🔊 **Audio Notes:**

Smooth Terrain Thumbnail: Reuse ui_cas_button_thumbnail_clickup when clicking on Smooth Terrain thumbnail (same as current Terrain Paint thumbnail click)

Smooth Terrain Dot: New looping sound plays while clicking on and holding

Smooth Terrain Dot (hookup similar to Terrain Paint Airbrush)

The smooth terrain should not have a visualizer and should just be a dot on the ground, similar to terrain painting and sims 3.

Not Used, Disable

Smooth Terrain
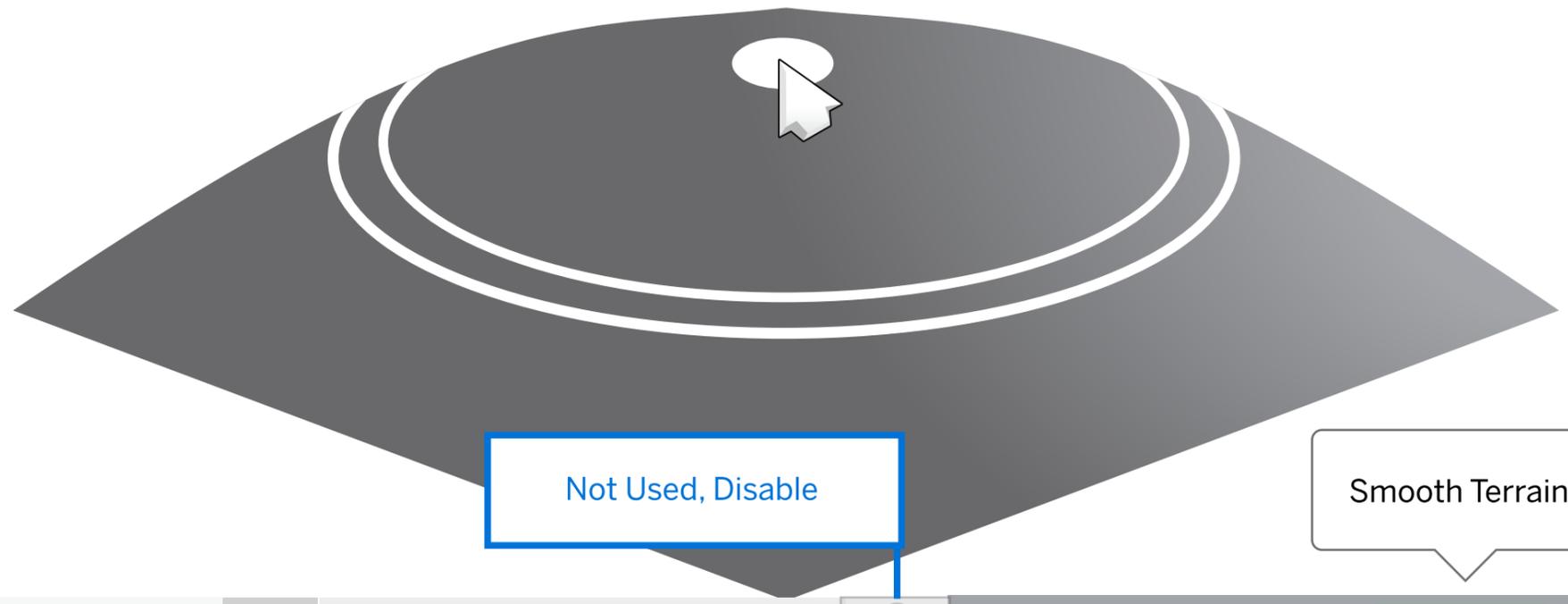
Search
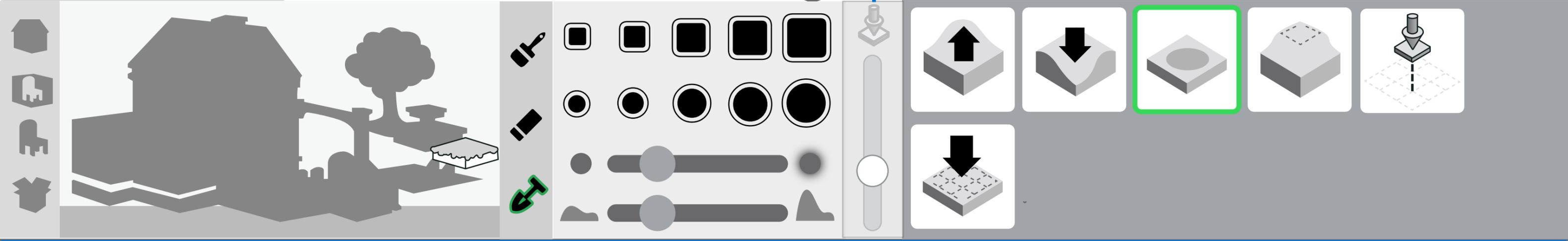
UX Menu

🔊 **Audio Notes:**

Flatten Terrain Thumbnail: Reuse ui_cas_button_thumbnail_clickup when clicking on Flatten Terrain thumbnail (same as current Terrain Paint thumbnail click)

Flatten Terrain Brush: New looping sound plays while clicking on and holding

Flatten Terrain Brush (hookup similar to Terrain Paint Airbrush)

Flattening terrain is done with a brush
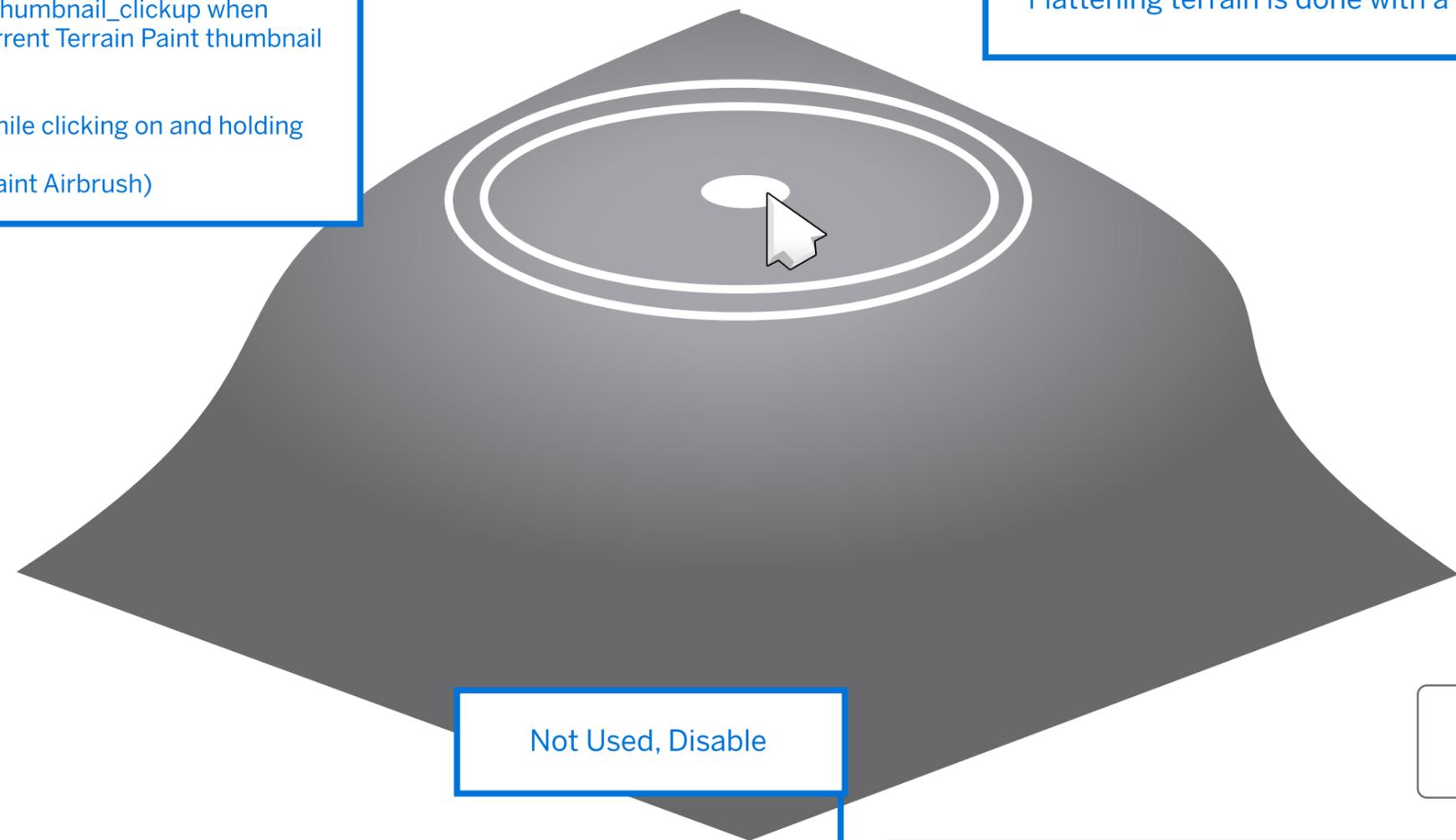
Not Used, Disable

Flatten Terrain

Search
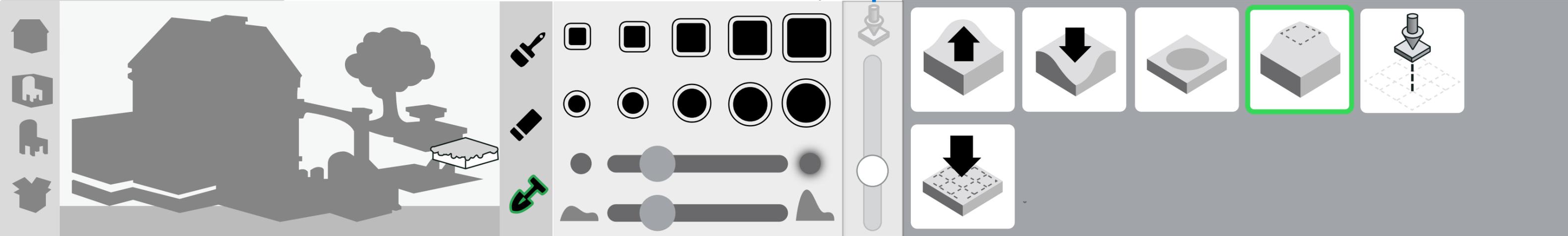
UX Menu

Audio Notes:

Raise/Lower Slider: Reuse sound event ui_cas_slider_pressdown on mouse click down.
Reuse sound event ui_cas_slider_pressdown ui_cas_slider_clickup on mouse click release (same as current Terrain Paint Adjust Softness slider)

Flatten to Height Thumbnail: Reuse ui_cas_button_thumbnail_clickup when clicking on Flatten to Height thumbnail (same as current Terrain Paint thumbnail click)
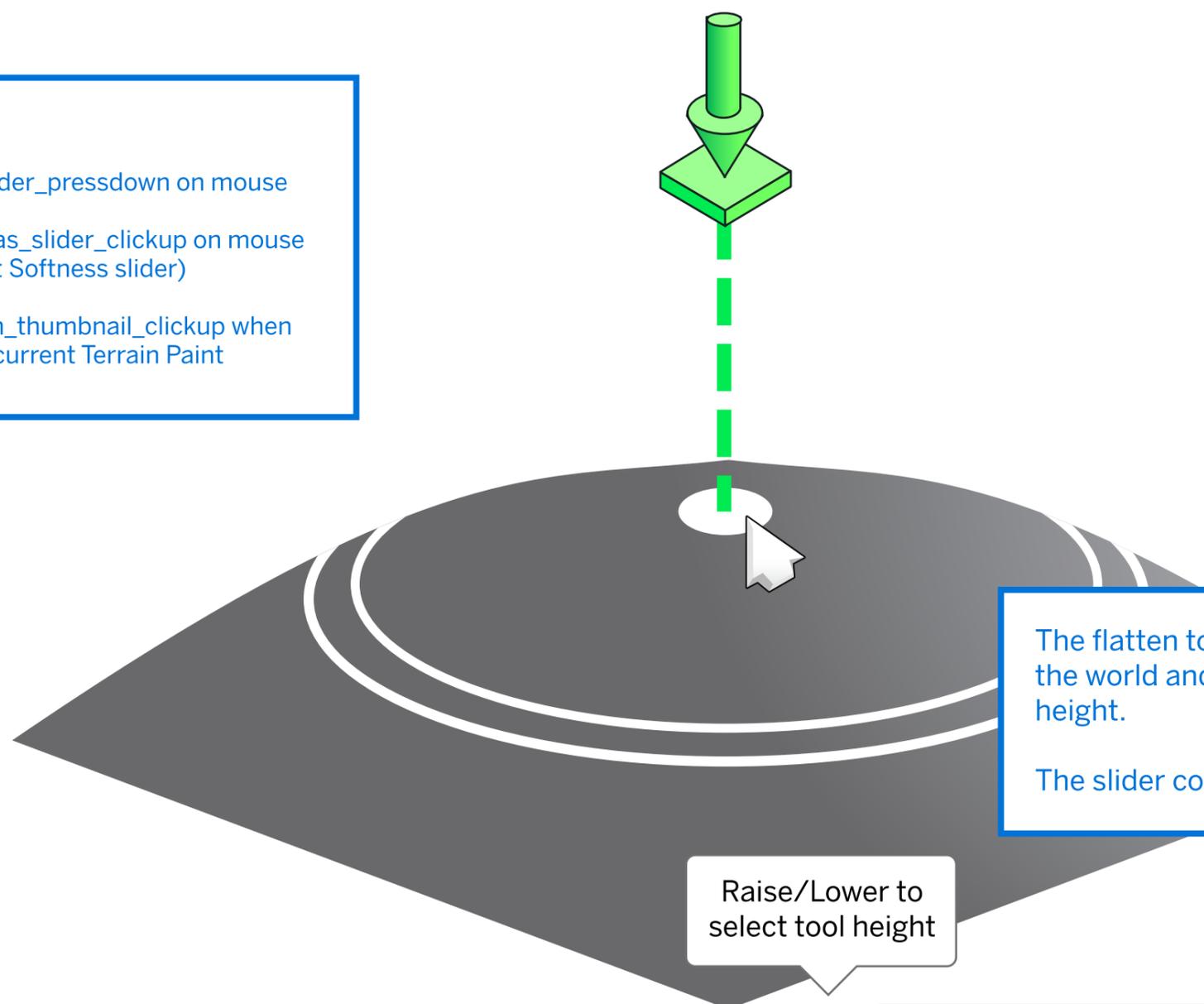
The flatten to height tool places a 3D visualizer in the world and opens a new slider that controls height.

The slider controls the height of the 3D Visualizer

Raise/Lower to select tool height

Flatten to Height

Search
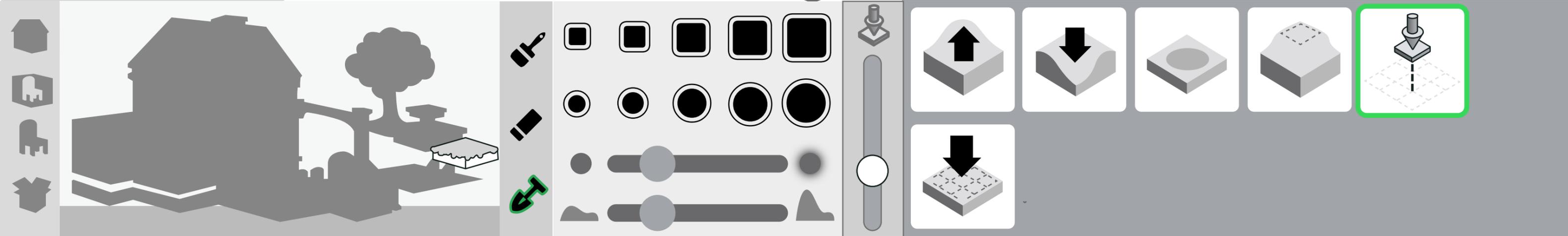
UX Menu

🔊 **Audio Notes:**

Flatted Terrain Thumbnail: New 1 shot sound plays when player clicks the Flatter Terrain button and flattens the lot.

🔊 There should be some kind of audio feedback when the player hits the flatten button and flattens the lot.

Search

Flatten Terrain
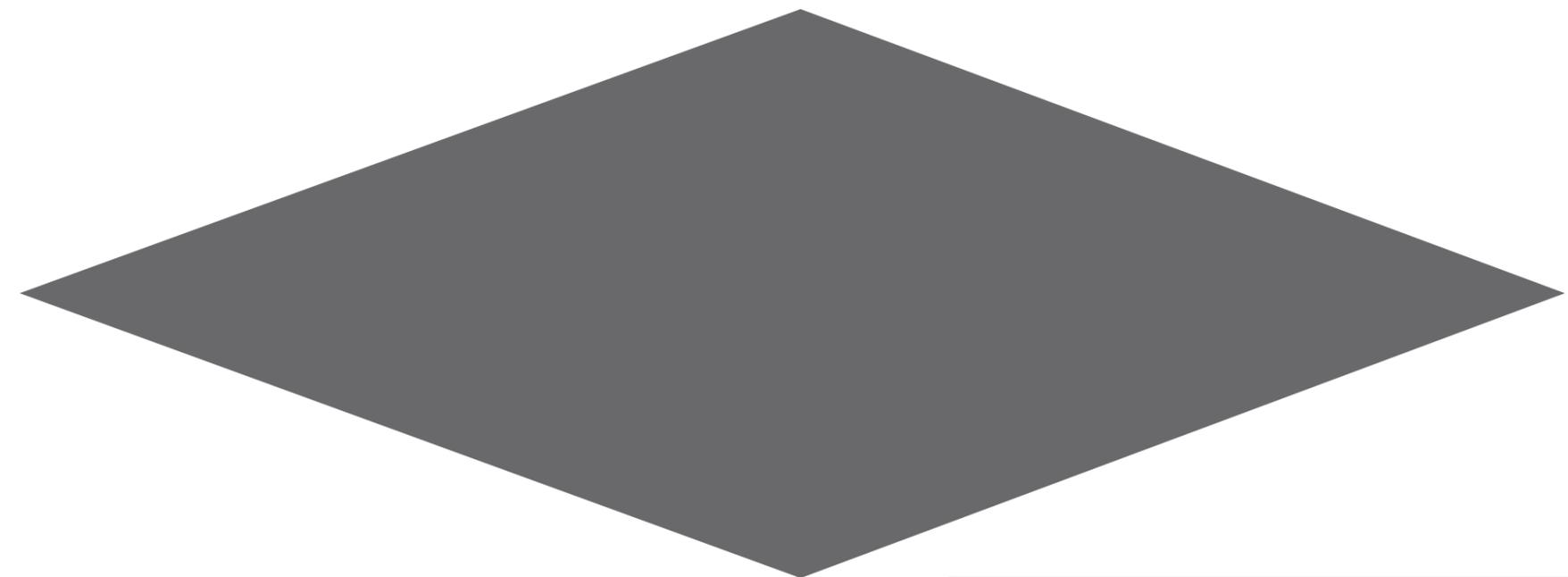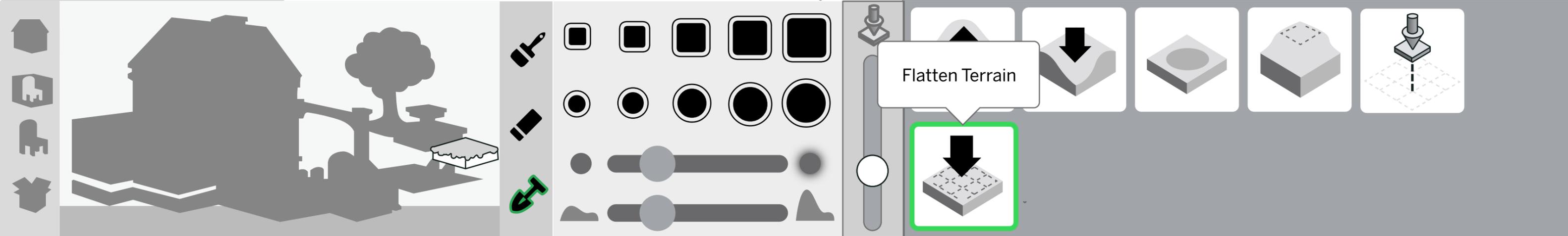
UX Menu

🔊 **Audio Notes:**

Move Room Block Gizmo: Reuse ui_build_block_facet_mdown on mouse click down on gizmo. Reuse uiblockmod_build_block_resize_large on mouse release of gizmo (similar to current hookup of moving room block walls)
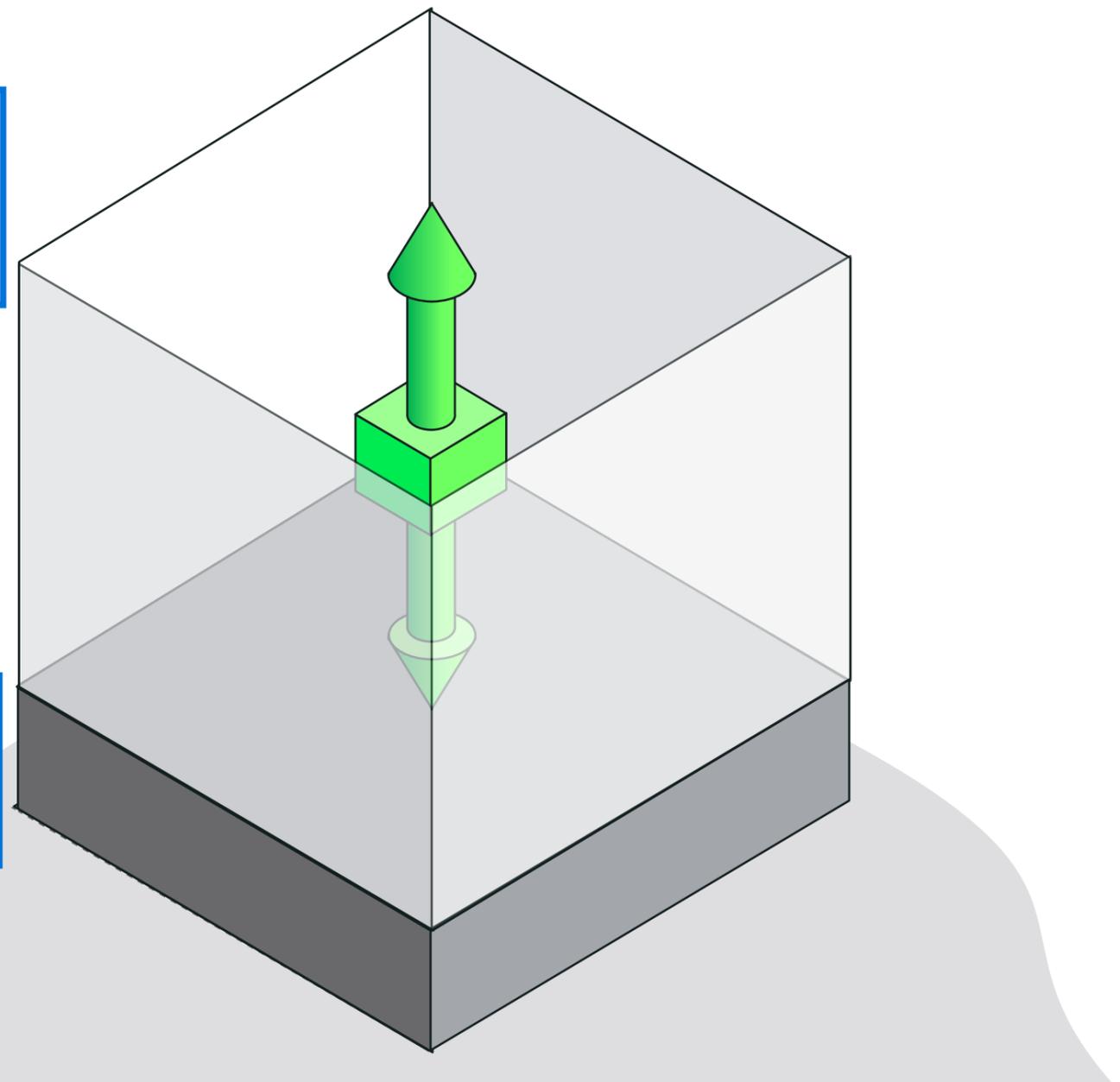
Update tool tips to say "use foundation height tool" to build a foundation, for lots that do not have blocks with foundations.

Remove Foundation Slider

Search