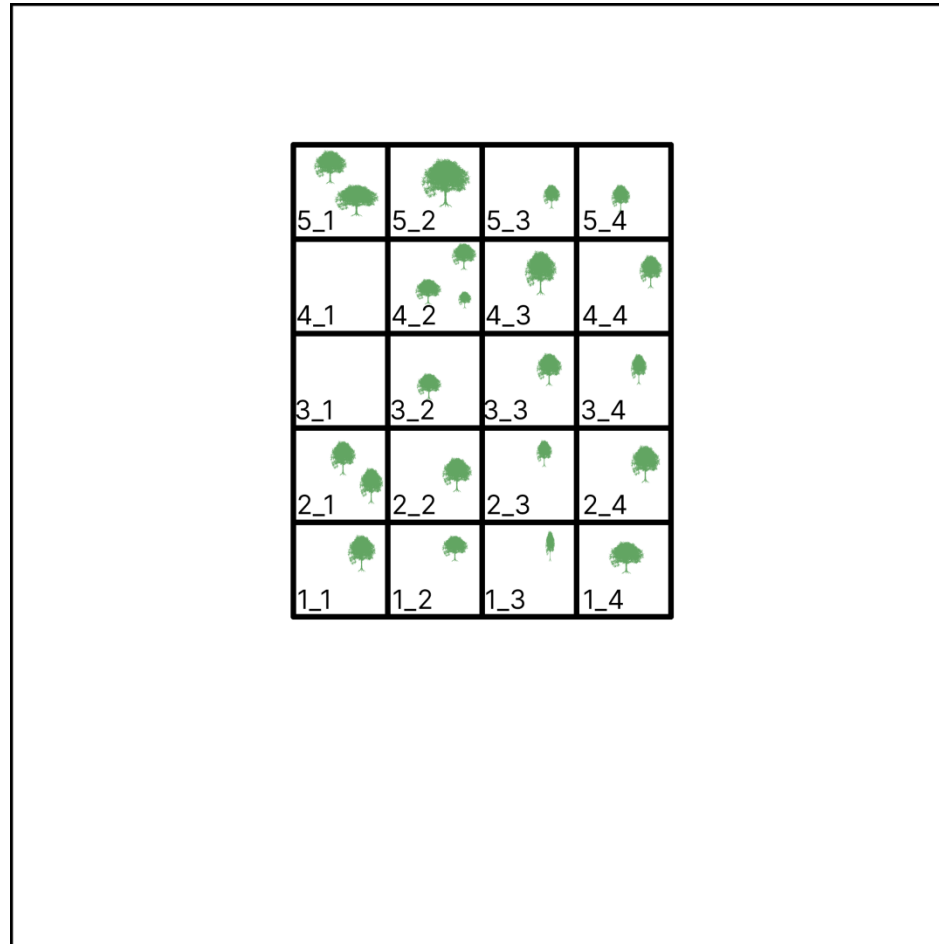
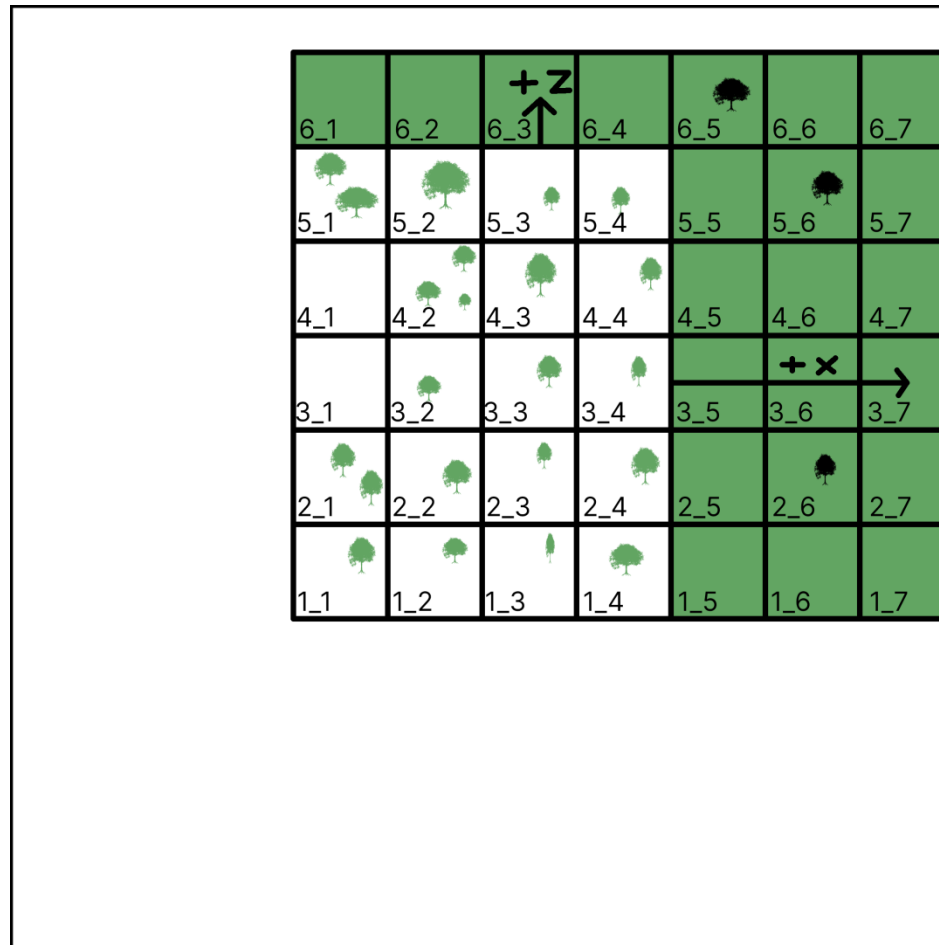


Imagine you have a scene with some tree assets.



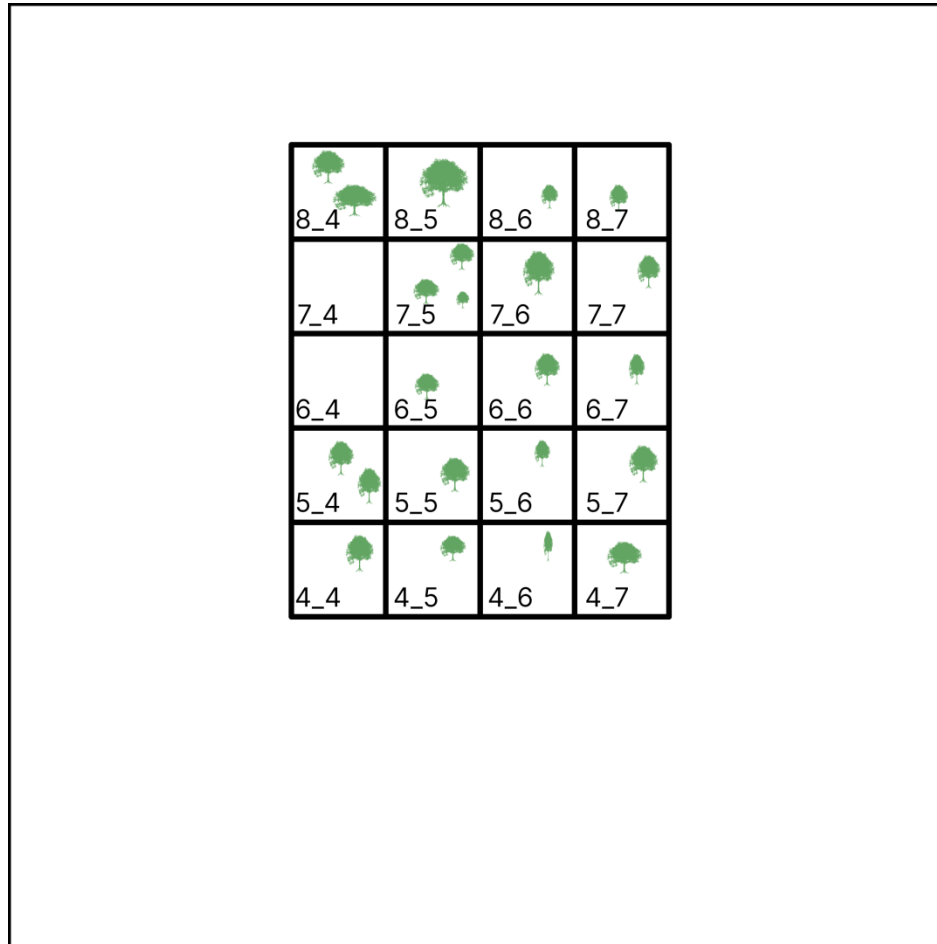
You assign those trees to Asset Chunks belonging to Streamable Cells on a Streamable Grid, with the bottom left most trees being assigned to Cell 1_1 (Row 1, Column 1).



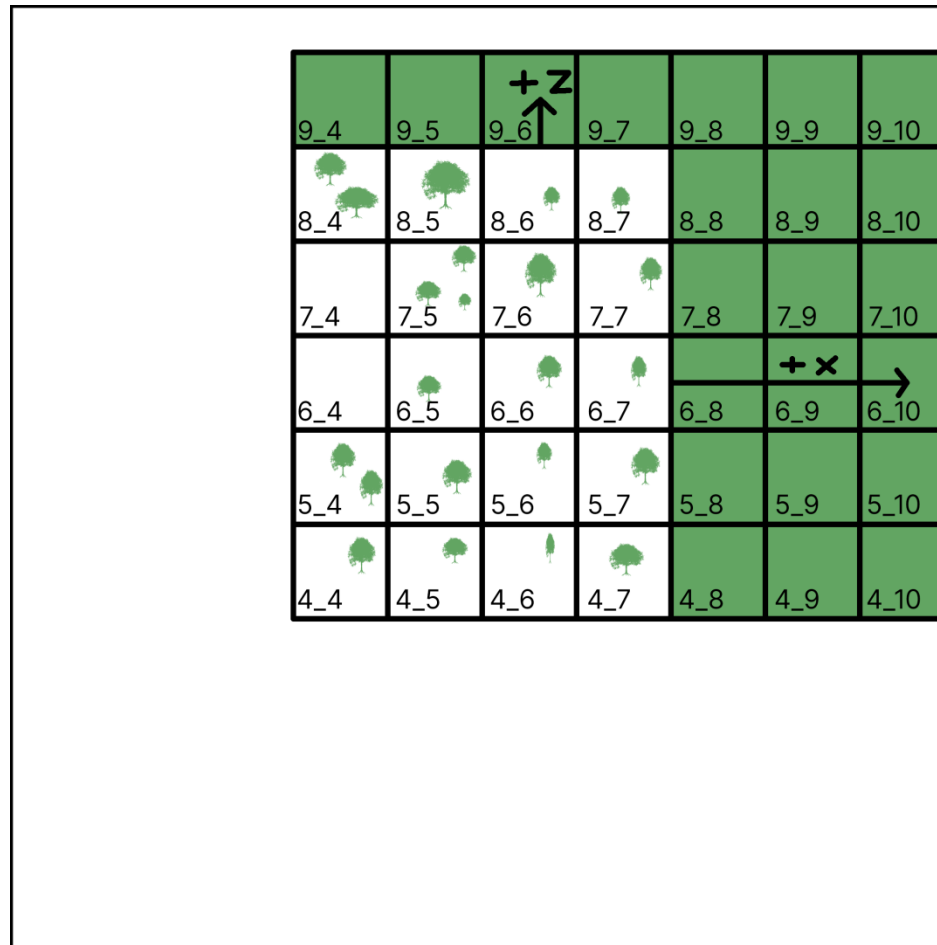
You can expand the Streamable Grid in the positive direction by adding new Rows and Columns, in order to expand the game world and add more tree assets.

6 ₋₂	6 ₋₁	6 ₀	6 ₁	6 ₂	6 ₃ ↑ +z	6 ₄	6 ₅ 🌳	6 ₆	6 ₇
5 ₋₂	5 ₋₁	5 ₀	5 ₁ 🌳	5 ₂ 🌳	5 ₃ 🌳	5 ₄ 🌳	5 ₅	5 ₆ 🌳	5 ₇
4 ₋₂	4 ₋₁	4 ₀	4 ₁	4 ₂ 🌳	4 ₃ 🌳	4 ₄ 🌳	4 ₅	4 ₆	4 ₇
3 ₋₂	3 ₋₁ ← -x	3 ₀	3 ₁	3 ₂ 🌳	3 ₃ 🌳	3 ₄ 🌳	3 ₅	3 ₆ → +x	3 ₇
2 ₋₂	2 ₋₁	2 ₀	2 ₁ 🌳	2 ₂ 🌳	2 ₃ 🌳	2 ₄ 🌳	2 ₅	2 ₆ 🌳	2 ₇
1 ₋₂	1 ₋₁	1 ₀	1 ₁ 🌳	1 ₂ 🌳	1 ₃ 🌳	1 ₄ 🌳	1 ₅	1 ₆	1 ₇
0 ₋₂	0 ₋₁	0 ₀	0 ₁	0 ₂	0 ₃	0 ₄	0 ₅	0 ₆	0 ₇
-1 ₋₂	-1 ₋₁	-1 ₀	-1 ₁	-1 ₂	-1 ₃	-1 ₄	-1 ₅	-1 ₆	-1 ₇
-2 ₋₂	-2 ₋₁	-2 ₀	-2 ₁	-2 ₂	-2 ₃ ↓ -z	-2 ₄	-2 ₅	-2 ₆	-2 ₇

However, you cannot expand the Grid in the negative direction, because the smallest possible Row and/or Column (and/or Layer) value is 1.



To correct this, assign the bottom left most assets in your scene to a larger cell, for example Cell 4_4.



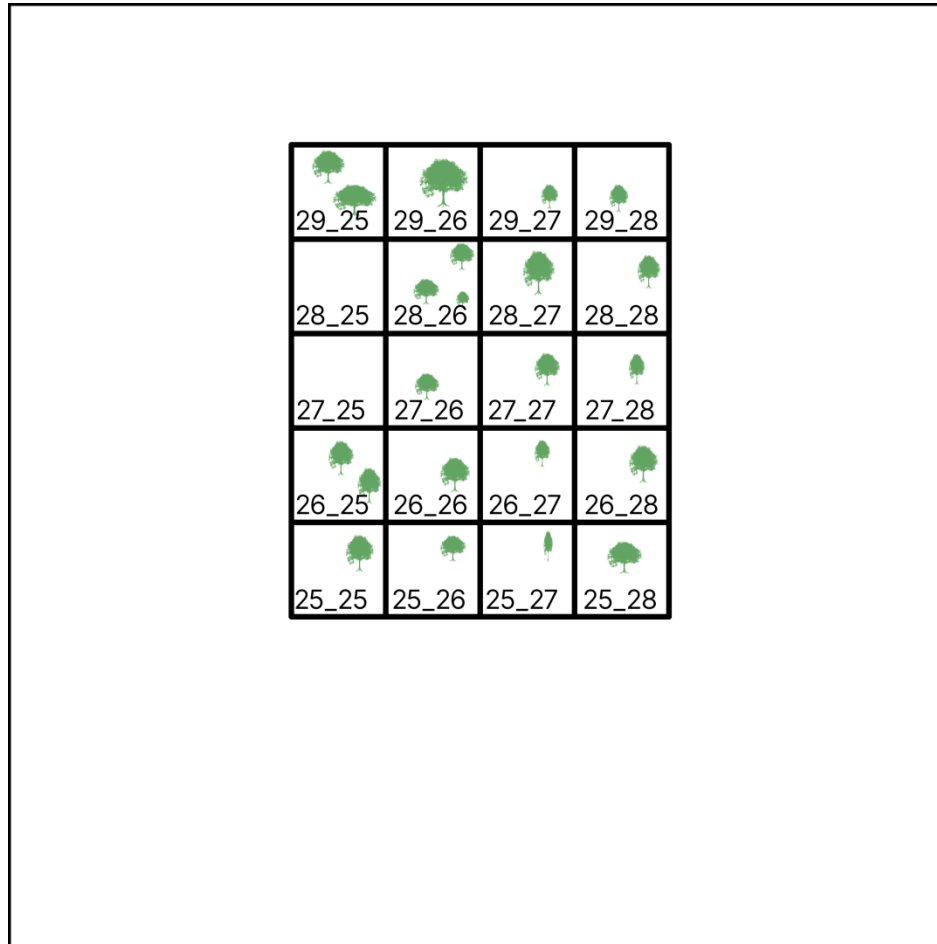
Like before, you can still expand the Grid in the positive direction.

					$+z$				
9_1	9_2	9_3	9_4	9_5	9_6	9_7	9_8	9_9	9_10
8_1	8_2	8_3	8_4	8_5	8_6	8_7	8_8	8_9	8_10
7_1	7_2	7_3	7_4	7_5	7_6	7_7	7_8	7_9	7_10
6_1	$-x$	6_3	6_4	6_5	6_6	6_7	6_8	$+x$	6_10
5_1	5_2	5_3	5_4	5_5	5_6	5_7	5_8	5_9	5_10
4_1	4_2	4_3	4_4	4_5	4_6	4_7	4_8	4_9	4_10
3_1	3_2	3_3	3_4	3_5	3_6	3_7	3_8	3_9	3_10
2_1	2_2	2_3	2_4	2_5	2_6	2_7	2_8	2_9	2_10
1_1	1_2	1_3	1_4	1_5	1_6	1_7	1_8	1_9	1_10
					$-z$				



























































































However now you have an extra 3 Rows and Columns of “cushion” in the negative direction to expand your game world into.

					+z				
9_1	9_2	9_3	9_4	9_5	9_6	9_7	9_8	9_9	9_10
8_1	8_2	8_3	8_4	8_5	8_6	8_7	8_8	8_9	8_10
7_1	7_2	7_3	7_4	7_5	7_6	7_7	7_8	7_9	7_10
←	-x							+x	→
6_1	6_2	6_3	6_4	6_5	6_6	6_7	6_8	6_9	6_10
5_1	5_2	5_3	5_4	5_5	5_6	5_7	5_8	5_9	5_10
4_1	4_2	4_3	4_4	4_5	4_6	4_7	4_8	4_9	4_10
3_1	3_2	3_3	3_4	3_5	3_6	3_7	3_8	3_9	3_10
2_1	2_2	2_3	2_4	2_5	2_6	2_7	2_8	2_9	2_10
1_1	1_2	1_3	1_4	1_5	1_6	1_7	1_8	1_9	1_10
					-z				

You can add more tree assets in both the positive and negative direction.



If not using any Endless/Repeating Axes, you have more liberty to use larger Cell Indices for the initial Cell you assign the bottom left most tree assets to, because it will not matter if rows/columns go unused in the “cushioned” area.

8_1	8_2	8_3						8_1	8_2	8_3				
7_1	7_2	7_3						7_1	7_2	7_3				
6_1	6_2	6_3						6_1	6_2	6_3				
5_1	5_2	5_3						5_1	5_2	5_3				
4_1	4_2	4_3						4_1	4_2	4_3				
3_1	3_2	3_3	3_4	3_5	3_6	3_7	3_1	3_2	3_3	3_4	3_5	3_6	3_7	
2_1	2_2	2_3	2_4	2_5	2_6	2_7	2_1	2_2	2_3	2_4	2_5	2_6	2_7	
1_1	1_2	1_3	1_4	1_5	1_6	1_7	1_1	1_2	1_3	1_4	1_5	1_6	1_7	
8_1	8_2	8_3						8_1	8_2	8_3				
7_1	7_2	7_3						7_1	7_2	7_3				
6_1	6_2	6_3						6_1	6_2	6_3				
5_1	5_2	5_3						5_1	5_2	5_3				
4_1	4_2	4_3						4_1	4_2	4_3				
3_1	3_2	3_3	3_4	3_5	3_6	3_7	3_1	3_2	3_3	3_4	3_5	3_6	3_7	
2_1	2_2	2_3	2_4	2_5	2_6	2_7	2_1	2_2	2_3	2_4	2_5	2_6	2_7	
1_1	1_2	1_3	1_4	1_5	1_6	1_7	1_1	1_2	1_3	1_4	1_5	1_6	1_7	

However, if you plan on using Endless/Repeating Axes, more thought must be given to the amount of cushion to use, as any unused rows/columns in the negative direction will add gaps between where you world repeats (cushion in the positive direction also adds these gaps, however rows/columns/layers in the positive direction can easily be removed by simply reducing the number of rows/columns/layers on your Streamable Grid, as doing so does not affect the indices of other Cells).

8_1	8_2	8_3	8_4	8_5	8_6	8_7	8_1	8_2	8_3	8_4	8_5	8_6	8_7
7_1	7_2	7_3	7_4	7_5	7_6	7_7	7_1	7_2	7_3	7_4	7_5	7_6	7_7
6_1	6_2	6_3	6_4	6_5	6_6	6_7	6_1	6_2	6_3	6_4	6_5	6_6	6_7
5_1	5_2	5_3	5_4	5_5	5_6	5_7	5_1	5_2	5_3	5_4	5_5	5_6	5_7
4_1	4_2	4_3	4_4	4_5	4_6	4_7	4_1	4_2	4_3	4_4	4_5	4_6	4_7
3_1	3_2	3_3	3_4	3_5	3_6	3_7	3_1	3_2	3_3	3_4	3_5	3_6	3_7
2_1	2_2	2_3	2_4	2_5	2_6	2_7	2_1	2_2	2_3	2_4	2_5	2_6	2_7
1_1	1_2	1_3	1_4	1_5	1_6	1_7	1_1	1_2	1_3	1_4	1_5	1_6	1_7
8_1	8_2	8_3	8_4	8_5	8_6	8_7	8_1	8_2	8_3	8_4	8_5	8_6	8_7
7_1	7_2	7_3	7_4	7_5	7_6	7_7	7_1	7_2	7_3	7_4	7_5	7_6	7_7
6_1	6_2	6_3	6_4	6_5	6_6	6_7	6_1	6_2	6_3	6_4	6_5	6_6	6_7
5_1	5_2	5_3	5_4	5_5	5_6	5_7	5_1	5_2	5_3	5_4	5_5	5_6	5_7
4_1	4_2	4_3	4_4	4_5	4_6	4_7	4_1	4_2	4_3	4_4	4_5	4_6	4_7
3_1	3_2	3_3	3_4	3_5	3_6	3_7	3_1	3_2	3_3	3_4	3_5	3_6	3_7
2_1	2_2	2_3	2_4	2_5	2_6	2_7	2_1	2_2	2_3	2_4	2_5	2_6	2_7
1_1	1_2	1_3	1_4	1_5	1_6	1_7	1_1	1_2	1_3	1_4	1_5	1_6	1_7

If your land mass can be made an island, the gaps should not be a problem, as you can fill them with an ocean type body of water.

However, if you need your land mass to connect with itself, you will need to either add assets to the cells in the gap (to add more land mass), or remove the gaps using the World Designer Tool (see Gap Removal Section in the World Designer Chapter of the In-Editor Guide).