

Main Window

This document tells you in detail what all the settings of the main 'Paint In 3D' window do.

Undo

This allows you to undo the last texture modification.

Redo

This allows you to redo the last texture modification.

Lock <Mesh Name>

This allows you to lock the selected mesh.

Unlock <Mesh Name>

This allows you to unlock the locked mesh.

Select <Mesh Name>

This allows you select the locked mesh.

Mesh

Submesh <Submesh Index>

This allows you to see which submesh is currently being used based on the currently selected material.

Refresh

This allows you to refresh the currently locked mesh if it's been modified.

Material

Material <Material Index>

This allows you to select the current material (layer).

Create

This allows you to create a new material if there is currently no material applied to the locked mesh.

Duplicate

This allows you to duplicate the current material, which is useful if you're working with prefabs and don't want to modify every copy of it.

Save

This allows you to save the current material into your project files, allowing it to exist in multiple scenes.

Texture

<Texture Slot Name>

This allows you to select the current texture slot.

Create

This allows you to create a new texture in this texture slot if there is currently no texture in this slot.

Duplicate

This allows you to duplicate the current texture, which is useful if you're working with prefabs and don't want to modify every copy of it.

Save

This allows you to save the current texture into your project files, allowing it to exist in multiple scenes.

Export

This allows you to export the current texture as a .png file, giving you better control over the texture import settings, and allowing you to edit it in an external image editing program.

Tiling & Offset

Override

This allows you to override the current Tiling & Offset values for the selected texture slot. This is useful if you're using a custom shader that modifies the texture tiling & offset.

Paint

UV 1 / UV 2

This allows you to select which UV set is used when painting to the selected texture.

Resolution

This allows you to set how often the brush is applied to your mesh when moving the mouse. For example, if you move your mouse fast, it might move 50 pixels, and this resolution setting allows you to set how many times the brush will be applied between the previous and current points. A resolution setting of 1 means the brush will be applied once every pixel.

Scatter Position

This allows you to set the maximum amount of pixels that the current brush position can be scattered by.

Scatter Angle

This allows you to set the maximum amount of radians the current brush angle can be scattered by.

Scatter Scale

This allows you to set the maximum amount of percent (0..1) the current brush angle can be scattered by.

Pass Through

This allows you to make the brush pass through all pixels it hits, or just the first one.

Brush

Name

This allows you to set the name of the current brush.

Opacity

This allows you to set the global brush opacity.

Angle

This allows you to set the angle of the brush.

Size

This allows you to set the size of the brush.

Blend

This allows you to set the blend mode of the current brush.

Color

This allows you to set the color of the current brush.

Direction

This allows you to set the direction offset of the current brush.

NOTE: This can only be used with 'Normal Blend'.

Shape

This allows you to set the shape of the brush. This texture should have the shape information stored in the alpha channel.

Detail

This allows you to set the detail texture of the brush. The color of this texture will get multiplied with the brush before it's applied.

Detail Scale

This allows you to set how large the detail texture will be when used for painting.

Save Preset / Overwrite Preset

This allows you to save the current brush into the presets list.

Presets

This stores a list of all preset brushes.

Load

This allows you to load the selected brush into the current brush settings.

X

This allows you to delete the selected brush.

Preview

Texture

This allows you to remove the shading from the locked mesh by overlaying it with an unshaded mesh.

Brush

This allows you to set the opacity of the preview brush.

Size

This allows you to set the size of the texture view box.

Wireframe

This allows you to enable/disable the wireframe preview of the selected mesh.

Resize

This allows you to resize the current texture.

Tools

Apply Edge Padding

This allows you to fix the transparency around the edges of your transparent textures. This is similar to how the 'Alpha Is Transparency' setting in the texture importer.

Resize

This allows you to resize the current texture.

Clear Color

This allows you to clear all the pixels of the current texture with a specific color.

Max Undo Levels

This allows you to change how many times you can undo/redo.

NOTE: Each undo level stores a full copy of the current texture, so if your texture is 1mb, then 100 undo levels will require 100mb of memory.