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UNITYCODER.COM

# UNIPIX – PIXEL ART TOOL

v1.1

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# UniPix

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## INTRODUCTION

Basic pixel art / sprite editor plugin for Unity. (Draw images inside Unity).

## MAIN FEATURES

- Simple controls
  - o 3 mouse button tools (paint, color picker, erase)
- 3 previews, actual size (with transparent, white, black backgrounds)
- Mirror drawing mode (x&Y)
- Quickly see your results in game/scene view (after saving)
- C# source included
- Much more features to come in later versions!

## SPECIAL FEATURES

- Smart Erase
  - o Hold 'Left Alt'-key down & click Right mouse button to erase pixel:
    - If all neighbor pixels are of same color, that color will be used for erasing
    - If not the same color, use average color from neighbors
- Easy Darken / Lighten current color
  - o Using Mouse wheel, you can darken or lighten current paint color or alpha (in 0.01f steps)
- Automagic Outlines (with color setting for the outline).
- Much more super special features to come in later versions!

## LIMITATIONS

- Currently only 16x16 and 32x32 image sizes are supported
- No zoom in/out, canvas size is fixed
- No selection tools (no copy, paste, cut, move..)
- No animation support for sprites
- Settings are not saved if UniPix window is closed
- And many more limitations for now..(to be improved in coming versions)

## VERSION HISTORY / CHANGES

### v1.1

- Added: Mirrored drawing modes (X, Y)
- Added: Settings Tab
- Added: Automagic Outline & Outline color setting
- Added: "wasModified" boolean, Display \* in window title if image was modified (not working in all conditions yet)
- Added: Added "SaveTo" button, to save over the current loadbuffer image file
  
- Changed: Moved grid color settings to Settings tab
- Changed: UI adjustments
  
- Known issues: If you do floodfill at the same position twice, error message appears (but it doesn't break anything..)
- Known issues: If you enable [x] AutoBorder, canvas doesn't always update automatically (draw/erase something to update it)

### V1.0

- Initial release

## INSTALLATION

Import the UniPix.unityPackage and you are done.

Open UniPix window from menu: "Window / UniPix"

## PACKAGE FILES

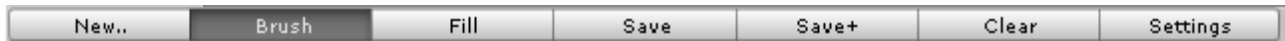
Files inside the package

Files inside the "UniPix/" folder:

FOLDER / FILE	INFO
Documentation/*	This pdf & unipix_changes.txt
Editor / UniPix.cs	Main script
Examples/Materials/SpriteSnap.mat	Just default sprite material with [x] Pixel snap enabled, this could be used later in some examples
Examples/ Palettes/SamplePalette256.png	Example palette image
Examples/Sprites/*	Sample images

## INSTRUCTIONS: USER INTERFACE

### Toolbar



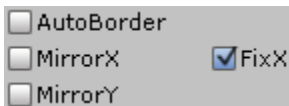
- New.. : Erases canvas and creates 16x16 or 32x32 empty canvas (dialog appears)
- Brush : Default painting mode (using 1x1 pixel)
- Fill : Flood fill mode (click into image to fill from that location)
- Save : Save image as "NewPixelImage" into Assets/ folder  
(If file already exists, confirm dialog has options to Overwrite, Save with new name+timestamp, Cancel saving)
- Save.. : Incremental save (ie. "NewPixelImage1", "NewPixelImage2")
- Clear : Clear current canvas
- Settings: Shows settings tab (still under construction and settings are not saved after closing window)

### Canvas area



- Left mouse button : Paint with current color
- Middle mouse button : Pick color under mouse cursor
- Right mouse button : Erase (with transparent pixel)

### Tools area



- AutoBorder : Draws automatic outline for pixels (outline color can be changed on Settings tab)
- MirrorX and MirrorY : Enable mirrored drawing mode
- FixX : Makes X:16 to be the middle pixel



- Pan image to left/right/up/down (1 pixel per click, image is wrapped around)

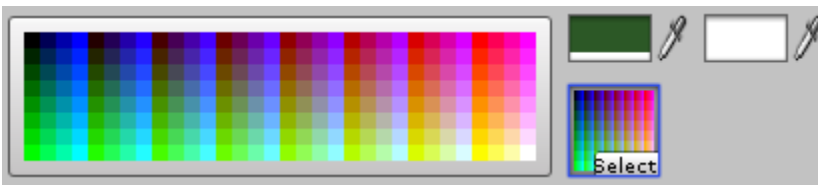
### Load Buffer area



Assign image to the image slot.

- Load : Loads current Image to UniPix canvas
  - o If Canvas is different size, loaded image will be resized
- SaveTo : Saves current canvas over to this assigned image file

### Colors area



- Palette, color picker (using left mouse button)
  - o Assign palette texture into that small image slot to load it
- Current color
  - o Use middle mouse button on canvas to pick color from it
  - o Use mouse scroll wheel to lighten or darken current color
  - o Secondary color
    - Hit "X" key to swap between current & secondary color

### Mouse info



- Current color under mouse cursor
- Mouse canvas coordinates

### Preview area



- Actual size preview images with 3 different background colors

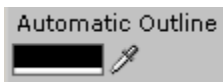
**Info area**

B=Brush | F=Fill | D=Default color | X=Swap color | I=Invert color | 1,2,3=Quick colors  
Ctrl+Z=Undo | Ctrl+Y=Redo | RightButton=Erase | MouseScroll=Darken/Lighten color  
Alt+RightButton=Smart Erase | Alt+MouseWheel=Current color opacity

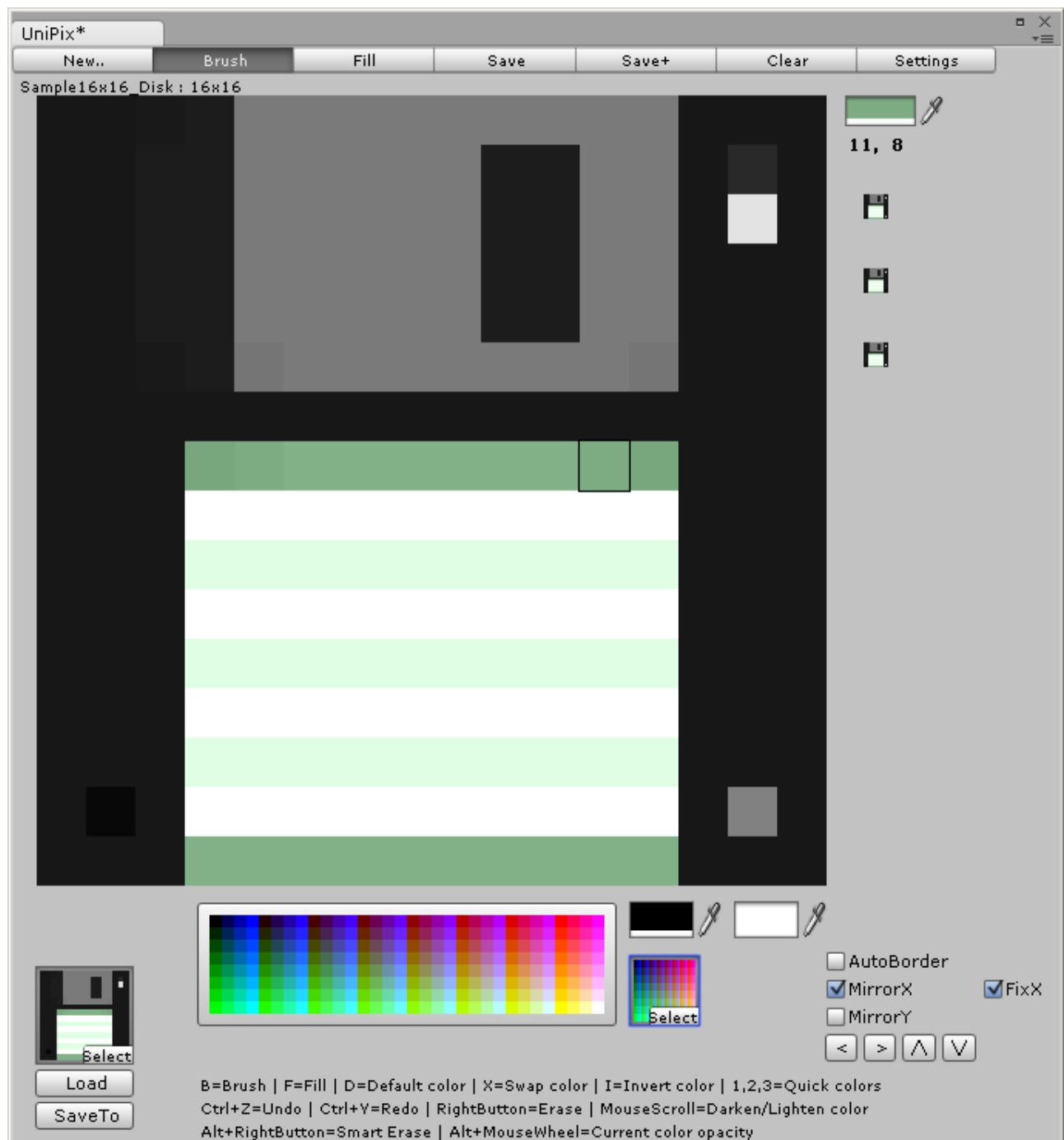
- Info about common keyboard shortcuts

**SETTINGS TAB****Grid Color settings**

- Grid light color
- Grid dark color
- Button "Set" : Sets grid colors
- Button "R" : Reset grid colors to default

**Automatic Border Color setting**





## INSTRUCTIONS: KEYBOARD SHORTCUTS

### Keyboard shortcuts

- B = Brush mode
- F = Fill mode
- D = Reset to default colors (current color & secondary color)
- X = Swap current & secondary color
- I = Invert current color
- 1,2,3 = Use quick color as current color (currently its fixed to 1 = red, 2 = green, 3 = blue)
- CTRL+Z = Undo (uses default Unity undo system)
- CTRL+Y = Redo (uses default Unity redo system)
- ALT + Right mouse button = Smart Erase (takes neighbor pixel color, if all 4 are matching)

## ABOUT COLOR PICKER PALETTE IMAGES

You can use image in the color picker palette, just few notes:

- In the image import settings, set:
  - Texture type: Advanced
  - [x] Read/Write enabled
  - Max size: 256

## FUTURE IDEAS

Feel free to post ideas, any feedback / custom requests about features you would like to see in this product. Also you can email me requests for other asset store script ideas.

## SUPPORT & CONTACT

When sending emails:

\*Please include your purchase invoice number when contacting about this product support.  
(no need to this, if it's just a general feedback not related to actual product support requests)

\* Add product name to the email subject (so it's easier to follow up on those)

Email: [support@unitycoder.com](mailto:support@unitycoder.com)

Url: <http://unitycoder.com>

Twitter: [https://twitter.com/unitycoder\\_com](https://twitter.com/unitycoder_com)

Unity forums private message: <http://forum.unity3d.com/members/mgear.22727/>

LinkedIn: <http://www.linkedin.com/pub/mika-makkonen/68/992/22>

(I could be interested on .SG/.MY Unity jobs / projects, feel free to offer)