Transform Colours Documentation

Contributors	Valid for Version	Last Updated
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Package Information

The package has the following folders & files, all listed with an asterisk and coloured **green** are required files for the asset to work. Those without are in red are not needed for the functionality but are required for some cosmetic features.

▼ **Carter Games/Transform Colours/Editor**

- ***TransformColours.cs**

Change Log: Shows the changes from previous versions of the asset.

Docs: Text file that links to here and provides an offline copy of this page.

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Getting Started

> ✨ Firstly, thank you for deciding to use our asset for your project. If you like our asset, feel free to leave us a review! If you find that our asset is not up to scratch or find and issue please do let us know either via our email: **support@carter.games** and we will do our best to help you with the issues you are facing.

Import all files from the Transform Colours package into your Unity project. As long as there are no scripting errors in your project, the editor will reload and the inspector for the transform component will automatically update. That is it!

Breakdown
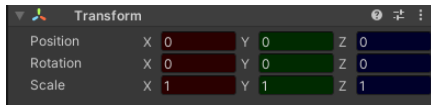
Normal View (3D)

The default view shows the transform component with all of the default fields just like you would expect to see in the default component. The only change being the colours behind each field matching their gizmo colours seen elsewhere in the editor.
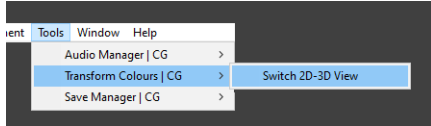
2D View Switch

If you want to change the style for a 2D focused view, the navigate to and press:
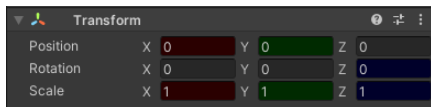
> **i**   **Tools/Transform Colours | CG/Switch 2D-3D View.**

This will switch the style to what you can see on the left here which greys out the fields that are not used in 2D games very often. To revert back to the 3D view, just press the switch again via the same navigation menu option and it will revert to the default 2D view.
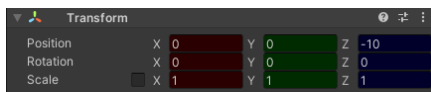
Unity 2021.2.x or Higher Support

In Unity version 2021.2.x or newer, there is a new option on the default transform component that constrains the scale proportions. We have added this into our version as well and can be found in the same place as a bool/toggle field next to the scale transform options. This option is under a scripting define and will only be available in a valid version of Unity.

F.A.Q

The colours have not updated

Double check the editor has updated and that the script is in the assets/editor folder in your unity project.

My transform component has nothing under it

Please try re-installing the asset and letting the editor update, if this persists please let us know.