

# **Prefab Brush+ 1.3.0 Documentation**

Thank you for purchasing Prefab Brush+, this documentation should get you started in using the tool to populate your environments.

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## Quick Start

To open the Prefab Brush+ go to the menu bar found at the top of your Unity editor and click on the 'Window' option.

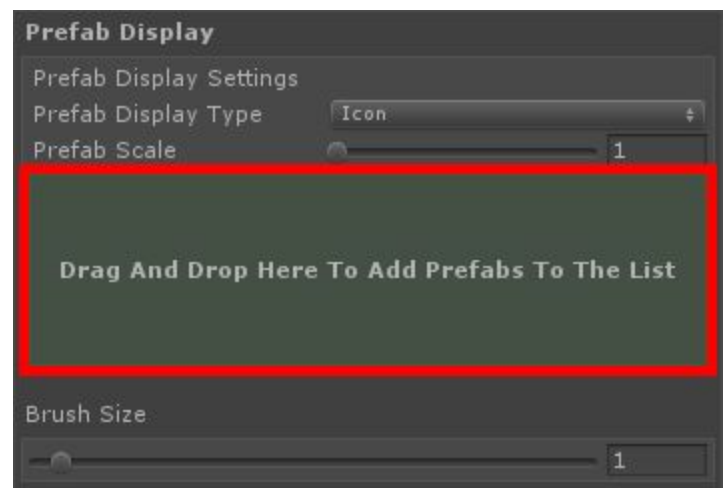
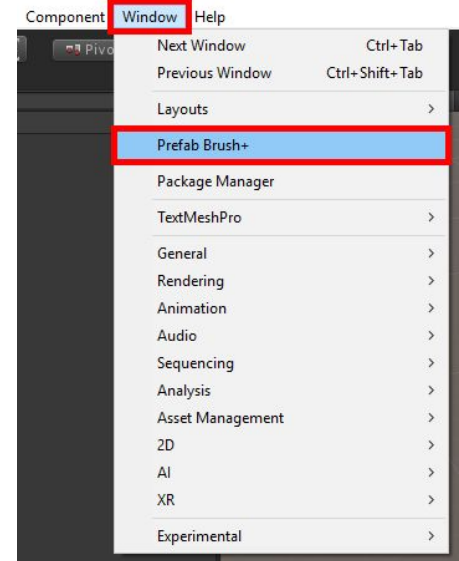
Once the drop down menu has opened go to 'Window>Prefab Brush+' and click to open the Prefab Brush window.

Next dock the window to your preferred position in the editor. Click on the tab in the top left of the Prefab Brush window and drag it around the editor to dock. The Prefab Brush was designed to be docked next to or in the same space as the Inspector window.

Once you have your window docked you can begin to set up your brush. Make sure you have the 'Prefab Paint Brush' tab selected (It will be green if selected) and then find the prefabs you wish to paint in the 'Project' window.

To add prefabs to the brush simply drag one or more prefabs from the 'Project' window into the green box that says 'Drag And Drop Here To Add Prefabs To The List'. Once you have dropped them into the box it should now display those prefabs as icons.

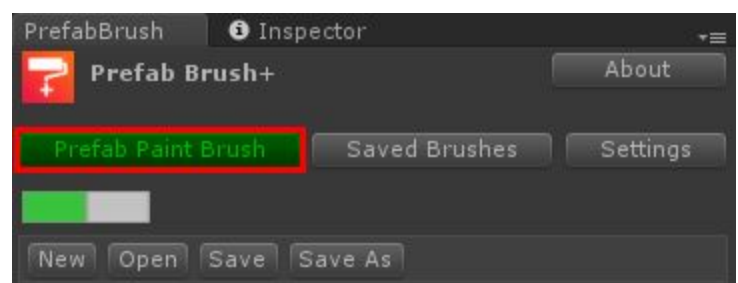
Now you should be able to paint the prefabs into your scene. You just need to make sure the mesh you are trying to paint on has a collider. If your having issues with the brush not painting or painted objects stacking; first double check there are colliders on the surface your painting on then look into the 'Layer To Brush' and 'Tag To Brush' settings.



## Using Tabs

The Prefab Brush+ has several windows that you navigate through using the tabs at the top of the window. As of 1.3.0 these tabs are 'Prefab Paint Brush', 'Saved Brushes', 'Settings' and 'About'.

To open the tabs simple click on them, the selected tab will then highlight green whilst the rest of them will be grey.



## Brush Settings

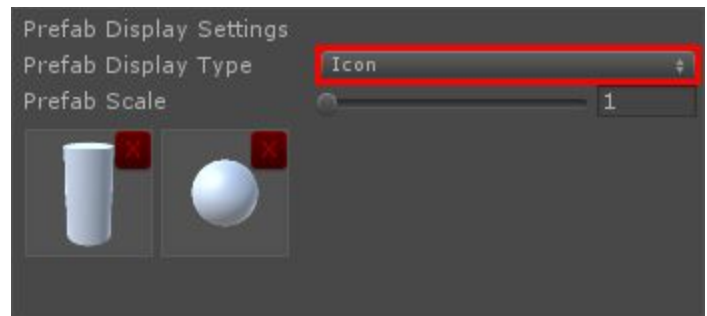
In the 'Prefab Paint Brush' tab there are two sections, the 'Brush settings' section and the 'Object Settings' section.

The Brush settings section holds all the interface for changing how the brush works. This includes the prefabs and the filters for deciding when and where they get brushed.

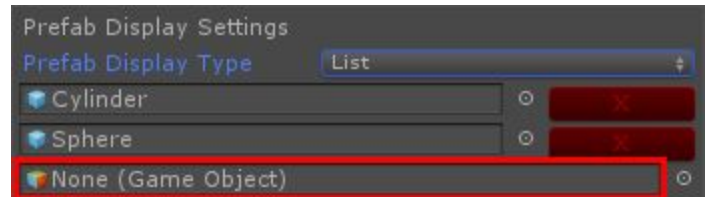
### Prefab Display

The 'Prefab Display' shows the prefabs that are loaded into the active brush. This can be displayed in two different ways, icon display and list display. You can switch between these two views via the drop down menu labeled 'Prefab Display Type'

To add prefabs to the brush when in icon display mode just drag one or more prefabs from the 'Project' window to the green box that says 'Drag And Drop Here To Add Prefabs To The List'. If you want to then remove the prefabs click on the red X button in the top right of the icon.



To add or replace prefabs in the list display mode, drag a prefab from the 'Project' window to the empty GameObject field or to replace an existing prefab drag over the prefabs field. To remove a prefab from the list click the red X button to the right of the field.



If using the icon display you will see a slider below the display type menu. This is used to change the display size of the icons in the window above.

### Brush Size

The 'Brush Size' slider is used to change the size of the brush area in the scene.

### Prefabs Per Stroke

The 'Prefabs Per Stroke' slider is used to determine how many prefabs will be painted per stroke of the brush. A stroke is called on the first click of the brush and once each time the 'EventType.MouseDrag' event is called.

### Layer To Brush

'Layer To Brush' is a filter, filters are rules that have to come back as true for the brush to run. In this case if the surface you are trying to paint onto has any of the layers defined in the mask, the brush will allow prefabs to be painted onto that surface.

To enable 'Layer To Brush' tick the toggle box, then define which layers you want to check for in the layer mask that is now visible.



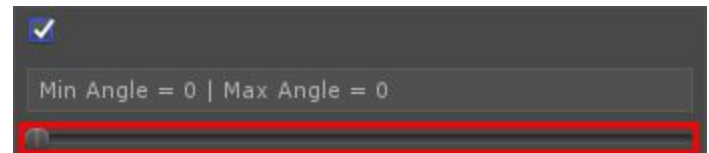
## Tag To Brush

'Tag To Brush' is a filter, filters are rules that have to come back as true for the brush to run. In this case if the surface that you are trying to paint onto has any of the tags defined in the mask, the brush will allow prefabs to be painted onto that surface.

To enable 'Tag To Brush' tick the toggle box, then define which tags you want to check for in the tag mask that is now visible.

## Slope Angle To Brush

Like the tag and layer to brush options 'Slope Angle To Brush' is also a filter. To enable 'Slope Angle To Brush' tick the toggle box. You should now see a min max slider. Use this to define the range of angles that you want to paint on. By default it is set to min 0 and max 0, this will force the brush to only paint on perfectly flat surfaces.



## **Object Settings**

### Offset Center Of Prefab

The 'Offset Center Of Prefab' is used to offset the center point of the prefabs that are painted into the scene. The Vector3 defined in the field is added onto the initial position in world space.



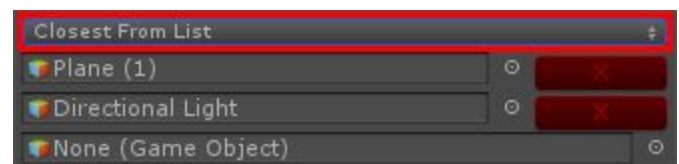
### Offset Rotation Of Prefab

The 'Offset Rotation Of Prefab' is the same as the 'Offset Center Of Prefab' but instead it changes the rotation of the painted prefab using the Vector3 defined in the field.

### Brushed Objects Parent Settings

In order to keep the scene nice and tidy Prefab Brush+ allows you to define a gameobject to be used as a root to all of the painted prefabs.

To select a parenting setting click on the drop down menu and select the type of parent you wish to use.

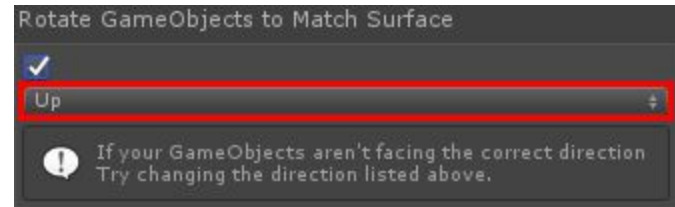


- **Surface** will set the parent to the surface that the prefab is painted on.
- **Single Parent** will set the object defined in the field now visible as the parent for all prefabs painted.
- **Closest From List** will go through all of the parent objects defined in the list field now visible. It will then find the one closest to the painted prefab and use that as the parent.
- **Round Robin** will go through and evenly distribute the painted prefabs to the parent objects defined in the list field now visible.

### Rotate GameObject to Match Surface

'Rotate GameObject to Match Surface' when enabled will rotate the painted prefab to match the surface normal that it was painted on.

To enable it tick the toggle box, then select the local axis of the prefab that you want to be the local "up" direction.

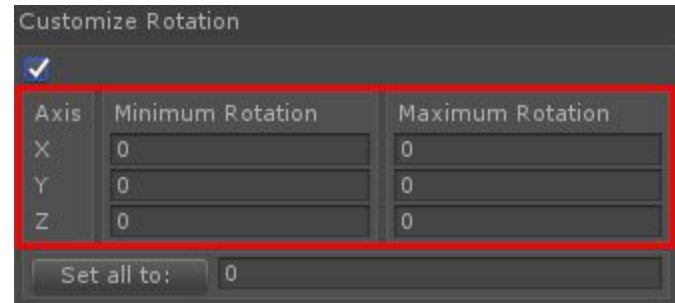


### Customize Rotation

'Customize Rotation' will randomly rotate the painted prefab along its axis using the range that you define.

To enable 'Customize Rotation' tick the toggle box and then define the range that you want the prefab to rotate within.

You can use the 'Set all to' button to set all the values to the one defined in the field next to the button.



### Customize Scale

'Customize Scale' acts the same way as the 'Customize Rotation' option but changes the scale within the range instead.

To enable 'Customize Scale' tick the toggle box and then define the range that you want the prefab to scale within.

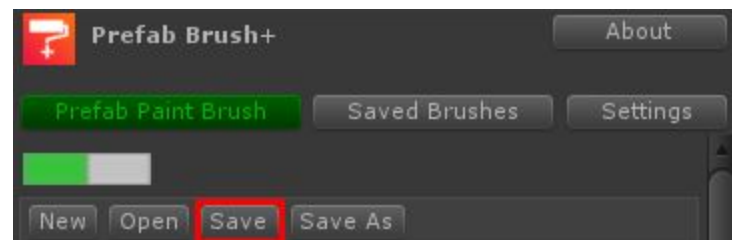
You can use the 'Set all to' button to set all the values to the one defined in the field next to the button.

## **Saving And Loading**

Your brushes can be saved and loaded to scriptable objects that are stored within the 'Project' folder. This means you can edit them outside of the Prefab Brush+ window and also commit to version control.

### Save

To save your current brush data click the 'Save' button found at the top of the 'Prefab Paint Brush' or 'Saved Brushes' tabs. If the active brush data is not part of an existing saved file the 'Save' button will ask you to save the data as a new save file. Otherwise the brush will just save over the previous data

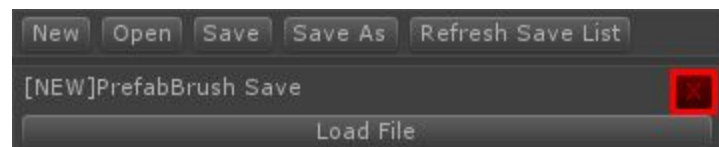


### Open

To open an existing save click on the 'Open' button or go to the 'Saved Brushes' tab. You should see a list of save files with a 'Load File' button underneath. If the 'Load File' button is highlighted green means that the saved file is already loaded. If you click the 'Load File' button it will load the file.

### Delete

To delete a save file go to the 'Saved Brushes' tab and click the red X found in the top right of the saved file item.



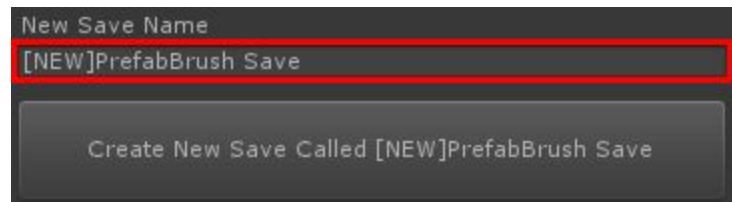
### Save As

You can use the 'Save As' button to save the active brush data to a new file.

## New

If you want to make a fresh save file then click the 'New' button, this will then prompt you to give the file a name and save it.

If you edit the scriptable objects directly then make sure you click the 'Refresh Save List' button to update the UI to the changed that you made.



## **Settings**

The settings tab will show any options that do not get saved in the brush file. It also shows debug information that are used to help troubleshoot issues with Prefab Brush+.