This document describes the setup procedure, usage and various options of this tool.This document is not intended to describe the purpose of this tool. Please read the description on the asset store to understand what this tool does.

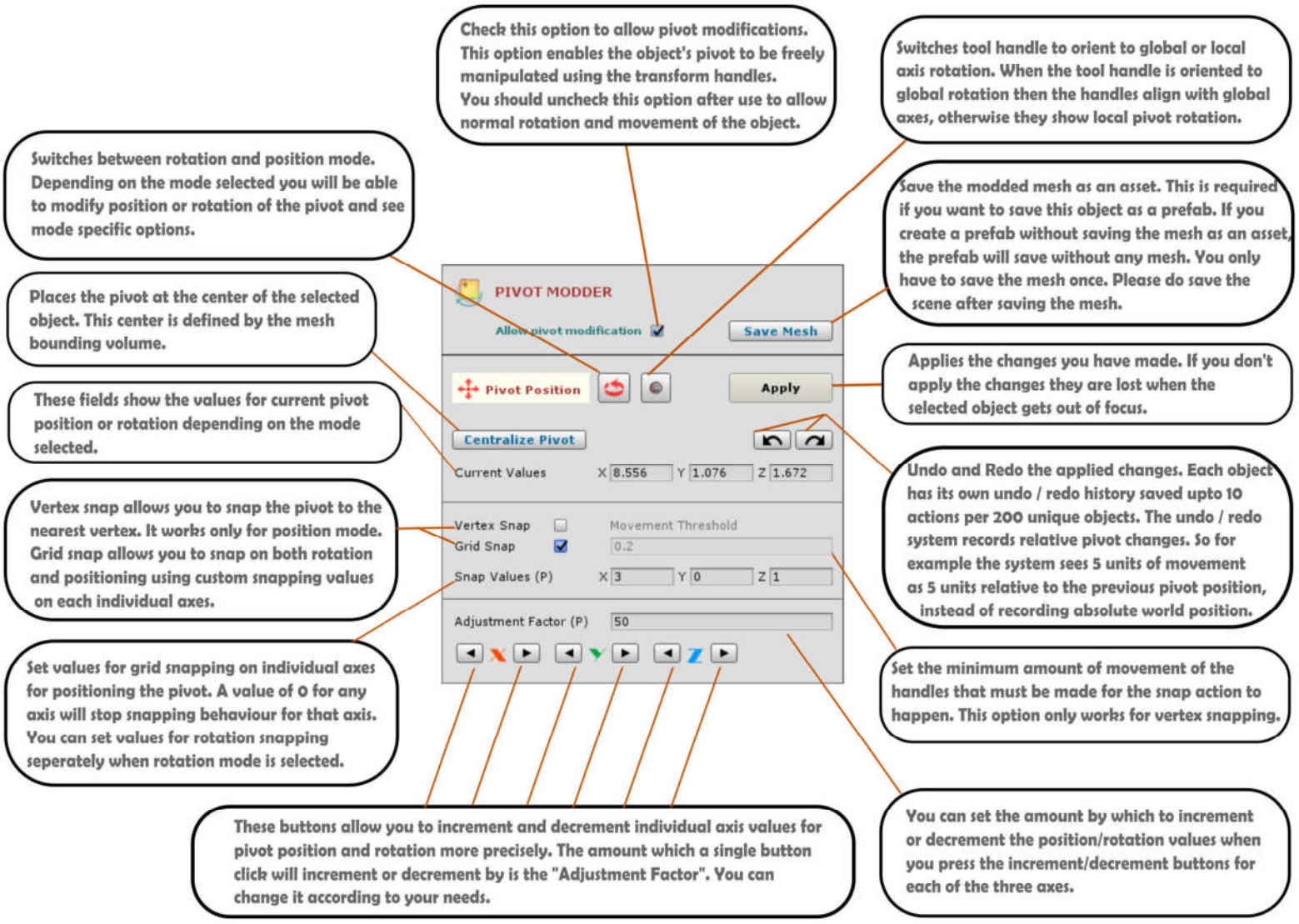
Installation procedure:

>> Download and import the package from the asset store. Make sure you import everything in the package.

>> Make sure you don't delete anything that is newly imported and related to the package.

>> Click on any game object. You will see the Pivot Modder inspector under the Transform component.

Options Description:



NOTES:

>> To ensure proper functionality of this tool please don't modify the package contents in any way.

>> If you are want to change the default behaviour of automatic popping of PivotModder's UI in the inspector for every selected GameObject. You can modify these settings from the menus toolbar by going to
Brainfail Producs > PivotModder > Disable Auto UI Attaching

>> As stated in the tool requirements on the asset store, this asset requires unity version 2017 and above. Otherwise the tool won't work as expected.

>> The option for settings Grid snap values from the inspector field doesn't work with unity version, 2017.2 and below, you'll have to set them from the snap settings window in the editor.

>> In order to save the modified object as a prefab you must first save the mesh as an asset by clicking "Save Mesh" button. This should only be done once for an object. Once the mesh is saved you can make prefab of it. If you modify pivot for an object but have not saved the mesh as an asset then the changes are linked only to the object in the hierarchy and once the object is destroyed from the hierarchy the changes are lost. So any new instances of the same mesh created in the hierarchy won't show the previous pivot changes.

>> Due to pivot modifications colliders and NavMeshObstacles get incorrectly oriented.Hence to preserve the same orientation for both components as the one before pivot modification, the original components get added to newly created child GameObjects which you can use as the collider and NavMeshObstacle for the original GameObject. You must not modify these placeholder child objects in any way, if you do so then any subsequent pivot modifications cannot guarantee orientation preservation. Although this mechanism is in place I still advise you to first finalize any pivot modifications and
then add any colliders or navMeshObstacle to the GameObject.

>> UVs and surface Normals also get changed due to pivot rotations.The tool has functions to make them stay intact with the new rotation changes and hence your textures/materials won't appear awkwardly offset, but still it's best to create/apply
textures/materials after any rotation modifications to the pivot have been finalized.

>> Rotational modifications of pivots for non uniformly scaled objects can result in mesh skewing. It's best to first uniformly scale such an object before applying rotational modifications to the pivot.

>> If you don't see the Pivot Modder panel in the inspector after selecting a GameObject then verify the following for the selected GameObject:

* It is active and if it is parented to any GameObject then the parent should also be active.
* It has a MeshRenderer attached and enabled.
* It has a MeshFilter attached having a mesh specified.
* If the above three points are not satisfied then the GameObject should be an empty GameObject having no MeshFilter or if it has a MeshFilter then the MeshFilter has no mesh specified.
* The GameObject is not amongst the bones assigned to a skinned mesh.
* You have enabled Gizmos in the scene view, particularly the Transform gizmo.

If you have any problems or queries you can contact me at:

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OR
https://connect.unity.com/u/594e404f32b306001c1b2711