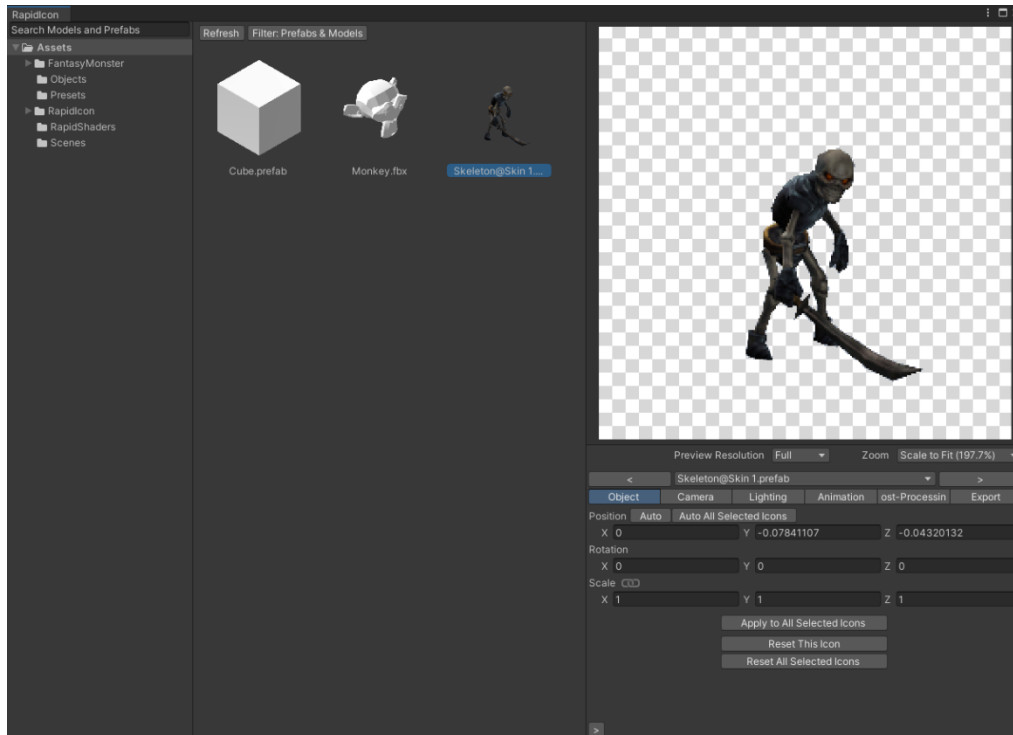




## Documentation (Version 1.6)



### Opening Rapidlcon:

To open Rapidlcon, simple goto Tools > Rapidlcon

### Folder Selection

When you first open Rapidlcon you should see a folder browser on the left-hand side – just like the one in the asset browser. From here you can select folders which contain either models (e.g. FBX) or prefabs and the objects in the folder will be displayed with a preview of the icon. You can select multiple folders at once with control or hold shift to select multiple folders in a single click – this works how you would expect. Just like in the asset browser, you can alt-click a dropdown to open or close all subfolders within that folder.

### Object Selection

Once you have selected a folder (or multiple), a preview icon for all models and prefabs in the selected folders will be visible. If you click on one of these icons, the icon editor windows will appear on the right-hand side. You can select multiple objects to edit with shift or control or press ctrl-a to select all icons in

the folder(s). You can hide the asset browser with the small “>” button at the bottom left of the icon editor panel. This will reduce lag whilst editing the icons if you have 100s-1000s of icons visible in the asset browser. You can also press the filter button at the top to change what is visible and the refresh button will reload the icons.

## Editing Icons

When at least one object is selected the editor tab will appear. You should see a full-size preview of your icon, dropdown menus for preview resolution and zoom, an icon selection switcher, and several tabs below all that. Here are all of those features explained:

**Preview Resolution:** This is the resolution of the large preview and can be set to Full, Half, or Quarter. At full resolution, the preview will be the same resolution as the export settings, half will be half the export resolution and quarter will be quarter the export resolution. If your export resolution is high, or you are editing a lot of icons at once, you may want to reduce this to half or quarter to reduce the time it takes to update the previews. This does not affect the resolution at which the icon is exported.

**Zoom:** This one is pretty self-explanatory but it’s the zoom level for the icon preview, by default it is set to scale-to-fit, but you can change the zoom here if you need to.

**Icon Selection Switcher:** If you have multiple objects selected you can change which one you want to preview/edit by choosing it from the dropdown or using the back/forward arrow keys. When editing the settings, even with multiple objects selected, they will only be applied to the currently selected object to prevent slow-performance caused by re-rendering all icons with every change. To apply the settings to all the selected objects, simply click the “Apply to All Selected Icons” button at the bottom. You will be asked if you want to apply all settings, or just the current tab.

### Mouse Controls:


You can rotate the camera view by dragging with the right mouse button. You can zoom with the scroll wheel.

**Object Tab:** In this tab you can change the position, rotation, and scale of the object. All three axes of the object scale are synced to make rescaling easier, if you need to scale on individual axes simply click the small link icon to disable this. You can auto centre the icon with the “Auto” button or centre all the selected icons with “Auto All Selected Icons”.

**Camera Tab:** Here you can set the position and focus point of the camera, you can switch between orthographic and perspective projection, and change the size/FoV of the camera. There is also an additional scale factor so you can set a universal scale between icons that have different size objects. This scale factor can be applied to all objects without applying the rest of the camera settings by pressing the “Apply to All Selected Icons” button to the right of the field. The size can be automatically set to fit the object by pressing the “Auto” button. Or all selected icons can be automatically sized by pressing “Auto All Selected Icons”.

**Lighting Tab:** Here you can change the ambient light colour, as well as the directional light colour, rotation, and intensity.

**Animation Tab:** Here you can select an animation clip and adjust the offset. As of version 1.6 this no longer required you to be in play mode to work.

**Post-Processing Tab:** The post-processing tab allows you to apply several post-processing shaders to the icon. To begin with, you will have one shader called “Object Render”, this is simply the object render without any shaders applied. To add a shader simply click the + and choose the appropriate shader by clicking on the small circle  in the selection box. You can remove a shader with the – button. Shaders will be applied in order from top to bottom. You can also rename the effect and toggle it on/off. RapidIcon includes five post-processing shaders:

- Image Overlay: Apply an image over the top of the previous layer(s)
- Image Underlay: Apply an image underneath the previous layer(s)
- Mask: Apply a mask to the previous layer(s). A grayscale image should be used as the mask.

- HSV (hue, saturation, value): Adjust the hue, saturation, and value (brightness) of the previous layer(s)
- Transparency: Adjust the transparency of the previous layer(s)

Selecting the shader from the list should bring up the shader settings underneath. Any image-effect shader should be compatible so you can also write your own or download one from the Asset Store. Shaders without custom editors (i.e. using the default inspector generated by Unity) work best, however if a shader has a custom editor, RapidIcon will do its best to display it. You can also save your list of post-processing shaders as a preset by clicking “Save Preset” and load them with “Load Preset”.

**Export Tab:** Finally the export tab allows you to set the export resolution and folder. You can then export the current icon, or all selected icons. You can also set the export name, prefix, and suffix of the icon.

## Other Notes

I have done my best to test RapidIcon and remove any bugs but I am just one person so some issues may exist. There is one known bug that I have not been able to fix yet though. When you hit the "Apply to All Selected Icons" button, you should be able to undo this as with anything else, however there are a few cases where it will fail. The most common being if you change your object selection. If you have any issues with undoing something, you can go to Tools>RapidIcon Utilities>Don't Save on Close. If you select this, then close the RapidIcon window, any changes you have made since opening the window will not be saved (there is a confirmation box when you close in case you do want to save).

There is another option within Tools>RapidIcon Utilities, "Delete All Saved Data". This will completely remove all RapidIcon saved data, including all icon settings. Again, there is a confirmation box, so you don't accidentally delete all your data.

Finally, RapidIcon renders the objects by placing them in your scene and hiding everything else. This should be fine but if you have a particularly complex scene, you may wish to run RapidIcon from an empty scene to be sure.

If you need any help, or encounter a bug, please contact me at [contact@rapid-icon.com](mailto:contact@rapid-icon.com)

**Thank you for using RapidIcon, if you enjoy the tool, please consider leaving a review on the store.**