

# Read Me & FAQ

## How can I contact you?

If you have any questions about Space Graphics Toolkit, then feel free to e-mail me at: [SpaceGraphicsToolkit@gmail.com](mailto:SpaceGraphicsToolkit@gmail.com)

You can also post on the official forum thread, at: <http://forum.unity3d.com/threads/147954-Space-Graphics-Toolkit-RELEASED>

## Why do the example scenes use low resolution textures?

For release, all textures have been resized to a maximum of 1024x1024. If you wish to use the original size textures then find and extract the **SpaceGraphicsToolkit/Examples/Textures/HIGH\_RESOLUTION\_TEXTURES.zip** archive.

## Why can't I view the planet/star/etc GameObjects in the hierarchy?

By default, these GameObjects are hidden from the hierarchy in order to keep your project neater. If you wish to view them then open the **SpaceGraphicsToolkit/Required/Script/Library/SGT\_Helper.cs** source file and comment out the second and/or fifth lines.

Once commented out, the second line should read: `//#define HIDE_HIERARCHY_IN_EDITOR`

Once commented out, the fifth line should read: `//#define HIDE_WIREFRAME_IN_EDITOR`

## I upgraded to the latest version and now my scenes are broken?

Each version of the Space Graphics Toolkit adds many new features which means I need to change the component classes quite a lot. Unfortunately, this means your old scenes may not be compatible with the latest version. This may cause hidden GameObjects to be orphaned and to linger in your scene.

You can clean up these GameObjects by going to **Component** → **Space Graphics Toolkit** → **Cleanup** in your menu bar. This will open up a new window listing every hidden object in your scene that's a child of a Space Graphics Toolkit component. If you want to manually clean up your scene, then just hit the **'Show All Hidden Game Objects'** button and you'll be able to manually delete them from your hierarchy window. If you're confident you don't need any these GameObjects, then just hit the **'Delete All Hidden Game Objects'** button and your scene should be cleaned up.

Note: If the hidden GameObject refuses to be shown/deleted then it's still in use by a component and cannot be shown/deleted.

Note: Even if you clean up your scene, you may need to set up some parts of your components again to get them to work as they did before.