

HOTools

A utility panel for Unity

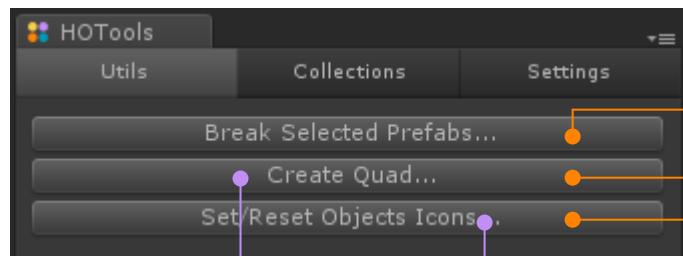
One window, multiple tools

The screenshot displays the HOTools interface within a Unity window. It features three main tabs at the top: "Utils", "Collections", and "Settings".

- Utils Tab:** Contains buttons for "Break Selected Prefabs...", "Create Quad...", and "Set/Reset Objects Icons...".
- Collections Tab:** Contains sections for "COLORS" and "FAVORITES".
 - COLORS:** A list of four color swatches (Red, Green, Blue, Orange) with "Copy", "Paste", and "Clear" options.
 - FAVORITES:** A list of project assets including BooScript, CScript, USScript, Cube, Cylinder, Sphere, electricity, TestScene, crazyLiquid, electricity, and Holoville Icon. It includes sorting by name ("T") and type ("az"), and a "Clear" button.
- Settings Tab:** Contains three sub-tools:
 - Create Quad...**: A dialog for creating a quad with fields for Name (1), Width (1), Height (1), UV Horizontal % (1), UV Vertical % (1), Pivot Alignment (Middle Center), and a "Save Quad" checkbox. It has "Create" and "Cancel" buttons.
 - Set/Reset Objects Icons...**: A dialog for setting object icons. It shows a preview of a multi-colored icon and a note: "The chosen texture will be used as the icon for the Assets (Scripts, GameObjects or Prefabs) that are currently selected in the Project or Hierarchy panel". It has "Select", "Set", "Reset", and "Cancel" buttons.

Note that the extensive HOTools documentation (plus support and changelog) can be found online:
[Holoville Games website > HOTools section](#)

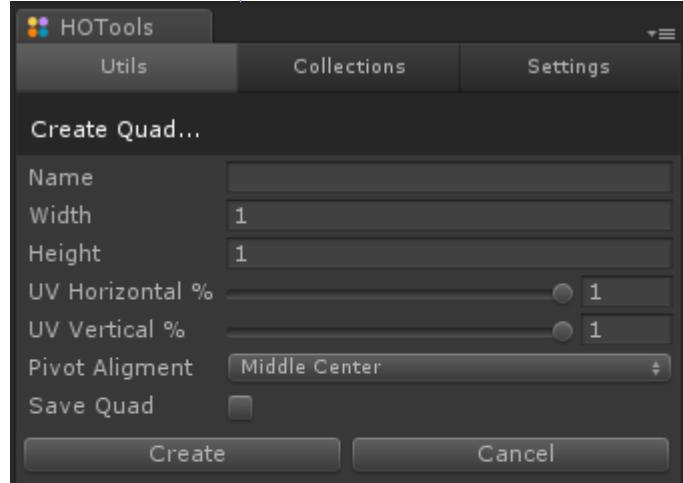
Utils Tab



Break Selected Prefabs... Completely disconnects the selected prefab instances from their original prefabs

Create Quad... Opens the "Create Quad" subpanel

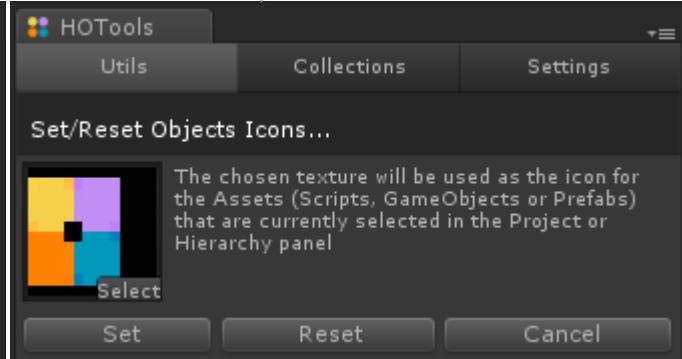
Set/Reset Objects Icons... Opens the "Create Components Icons" subpanel



Create Quad...

Name: [Input Field]
Width: 1
Height: 1
UV Horizontal %: 1
UV Vertical %: 1
Pivot Alignment: Middle Center
Save Quad: [checkbox]
Create Cancel

Creates a quad (practically, a plane composed of only 2 triangles) with the given parameters, aligned towards the positive Z-axis and with only a single visible side



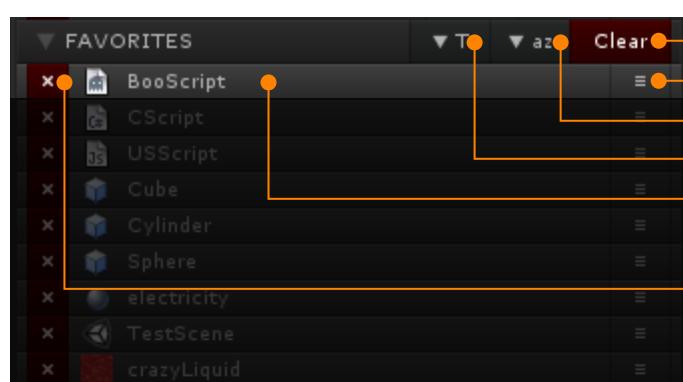
Set/Reset Objects Icons...

The chosen texture will be used as the icon for the Assets (Scripts, GameObjects or Prefabs) that are currently selected in the Project or Hierarchy panel

Select Set Reset Cancel

Applies the given texture as an icon to the selected Assets (Scripts, GameObjects or Prefabs)

Collections Tab

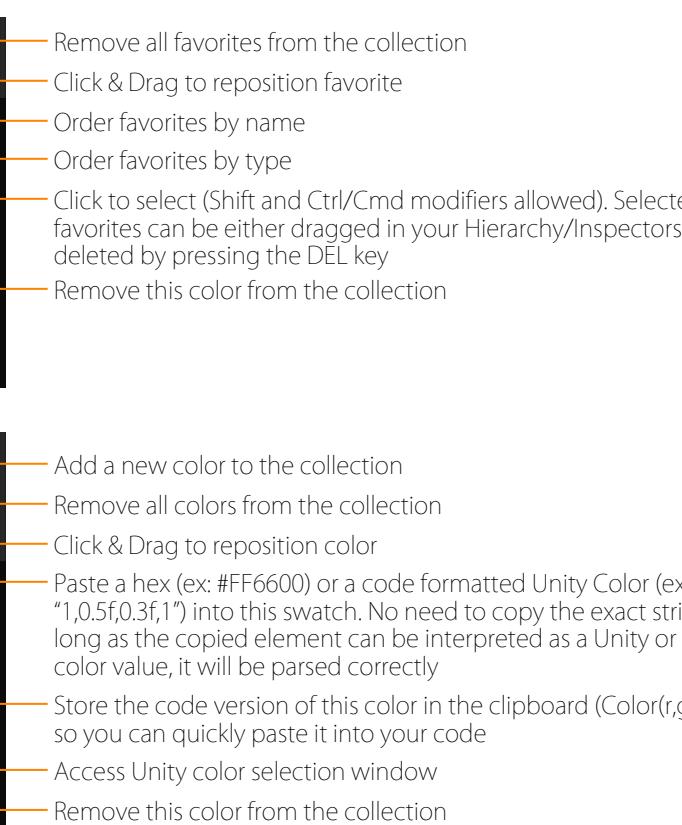


FAVORITES

- BooScript
- CScript
- USScript
- Cube
- Cylinder
- Sphere
- electricity
- TestScene
- crazyLiquid

To: az Clear = = = = = =

Remove all favorites from the collection
Click & Drag to reposition favorite
Order favorites by name
Order favorites by type
Click to select (Shift and Ctrl/Cmd modifiers allowed). Selected favorites can be either dragged in your Hierarchy/Inspectors, or deleted by pressing the DEL key
Remove this color from the collection



COLORS

- red
- green
- blue
- brown

+ Clear Copy Paste =

FAVORITES

- BooScript
- CScript
- USScript

T: az Clear = = = =

Add a new color to the collection
Remove all colors from the collection
Click & Drag to reposition color
Paste a hex (ex: #FF6600) or a code formatted Unity Color (ex: "1,0.5f,0.3f,1") into this swatch. No need to copy the exact string: as long as the copied element can be interpreted as a Unity or Hex color value, it will be parsed correctly
Store the code version of this color in the clipboard (Color(r,g,b,a)), so you can quickly paste it into your code
Access Unity color selection window
Remove this color from the collection

Settings Tab

