




# Transform Colours (Offline)



 For full docs, please see the online documentation! What is provided here is just a summary giving you just the info to use the asset.

[Online Documentation](#) | [Unity Asset Store](#) | [GitHub Repository](#) | [Carter Games](#)


## Summary


Transform colours is a simple custom inspector that changes the default transform component and gives it a dash of colour. The layout remains the same to the default inspector for the component, but changes the background colours of each float field to match the xyz colours, so red for the X axis, green for the Y axis & blue for the Z axis.

## Thanks

Thank you for deciding to use my asset for your project. If you like my asset, feel free to leave a  review! or give us a  on the GitHub repository, it really helps and gives me more of a reason to further develop this solution. If you find that our asset is not up to scratch or find an issue, please do let me know either via our email: [hello@carter.games](mailto:hello@carter.games) and I will do my best to help you with the issues you are facing. I can't read minds, so if you don't speak up, it won't get fixed 😊


## Support The Dev

I don't normally ask for support or anything as I use these projects to experiment & to improve my coding in live projects. But all my assets take a lot of my time to develop & maintain throughout the years & I do all this for free in my spare time. So if you find that one or many of my assets useful, please do consider supporting me by buying me a  virtual cuppa via the link below:



Carter Games is creating video games & developer tools

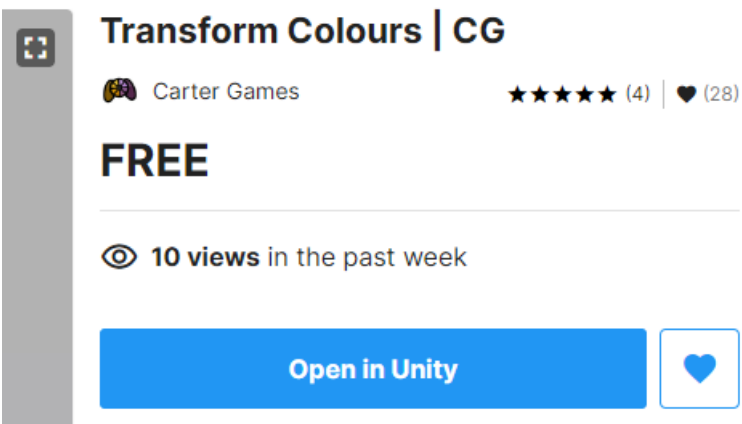
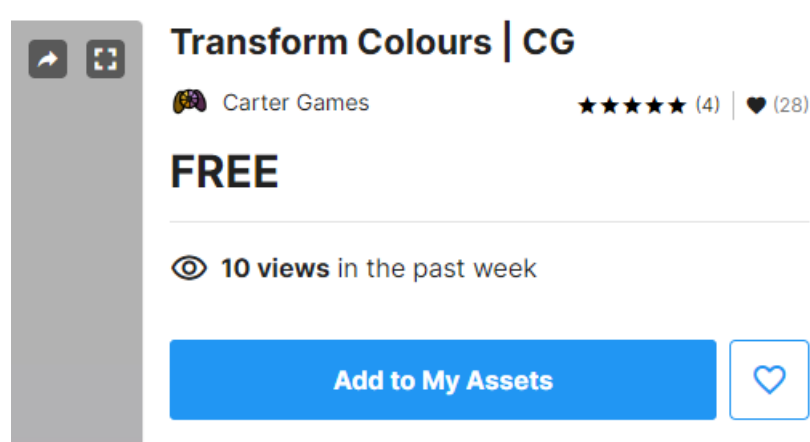
We are a game publisher/game developer based in the UK. We work on a variety of projects, from mobile/indie games to assets/tools for devs. Want to support our work even when we provide it for free? You

 <https://www.buymeacoffee.com/cartergames>

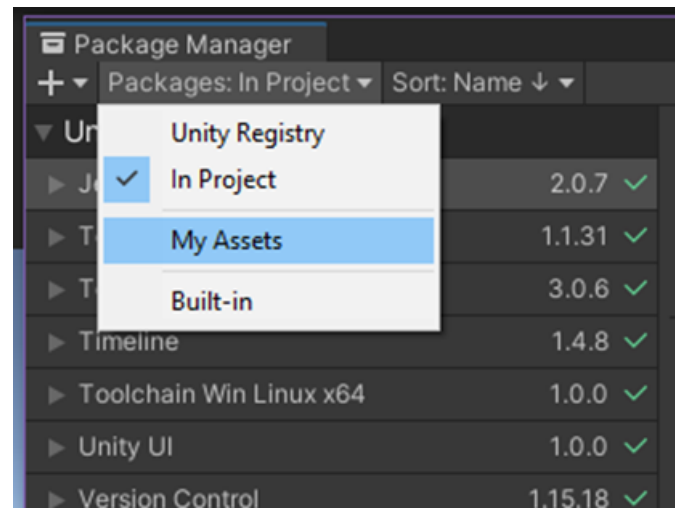
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# + Installation

## Unity Asset Store



To get the asset you'll have to press the `Add to My Assets` button. Doing so will add the asset your account so you can access it in whichever version of Unity you want that the asset is supported in. From the asset store you can then press the `Open in Unity` button. Doing so will open Unity on your system with the package to use.



When in Unity you can import the asset via the package manager, found under `Window -> Package Manager`

The window will have to option to filter to the packages, from here you can select My Assets. You may need to login to your UnityID to see your assets. Once the packages appear, the Transform Colours asset will appear on the list. Here you can download the latest version of the asset and then import it via the button in the bottom right of the Package Manager panel.

Once you press the import button, a package window may appear with information about what the package contains and options for you to choose what to import. You should import the full package as there are no optional elements.

## Other Sources

If installing from off the asset store, such as git, itch.io or the carter games website. You'll simply get a .unitypackage file. To import the .unitypackage into your project just double click it with your project open or use the import custom package option in Unity under

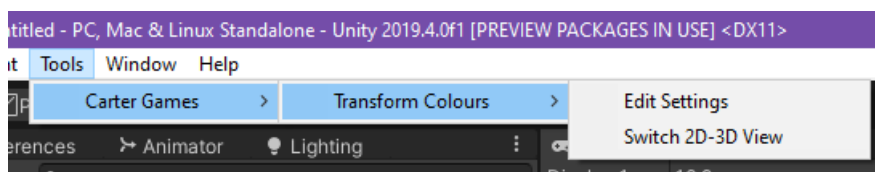
`Right click in Project Tab -> Import Package -> Custom Package`

## ▲ Updating to a newer version

If you are updating the asset from an older version it is best to delete the asset folder & do a clean install for the least amount of friction with the new version. If the update is just a patch you should be good to just import on top of the old files, but consider a clean install if the asset doesn't work as intended or throws an unknown error.

## Menu Items

Accessed under [Tools/Carter Games/Transform Colours/...](#) there are extra options & windows to help you use the asset. Below are all the options and what they do.



### Edit Settings

This option opens the settings window in the user preferences in Unity. The settings for this asset are all per-user so each user will be able to select their own colours and setup which suits them.

### Switch 2D-3D View

This option just toggles the style from the 2D/3D views. The only difference is that the elements that are more commonly not used in 2D games are grey

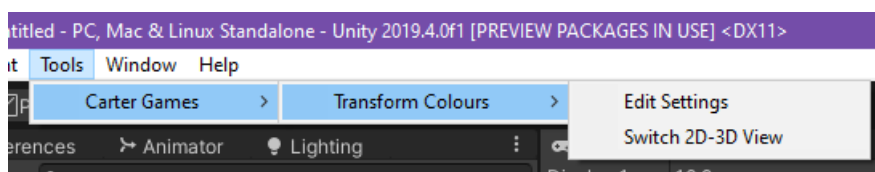
## Asset Settings

### Project Settings Window



You can edit the settings via this window. It can be found under [Preferences/Carter Games/Transform Colours](#) This window also shows the version number of the asset, release date & some helpful links as well as the settings for the asset. See what each option does here: [⚙️ Options](#).

### Menu Item




You can access the settings via a menu item on the top bar navigation menu which can be found under [Tools/Carter Games/Transform Colours/Edit Settings](#) This will open the project settings window on the multi scene settings.

## Options

All the settings for this asset are stored in the editor perfs for the user. This lets the settings be different on a per user basis so those on different themes can customise the look. See more on the editor perfs below:

EditorPrefs

On macOS, EditorPrefs are stored in ~/Library/Preferences/com.unity3d.UnityEditor5.x.plist. On Windows, EditorPrefs are stored in the registry under the HKCU\Software\Unity Technologies\Unity Editor 5.x key.

<https://docs.unity3d.com/ScriptReference/EditorPrefs.html>

## Style

enum

Setting	Description
3D (Default)	Show all fields in the colours selected.
2D	Shows just the most common 2D development fields in the colours selected.

## Customise

### X Color

Color

The colour that is used for the X values in the transform component. The colour field doesn't let you change the alpha of the colour which is deliberate.

### Y Color

Color

The colour that is used for the Y values in the transform component. The colour field doesn't let you change the alpha of the colour which is deliberate.

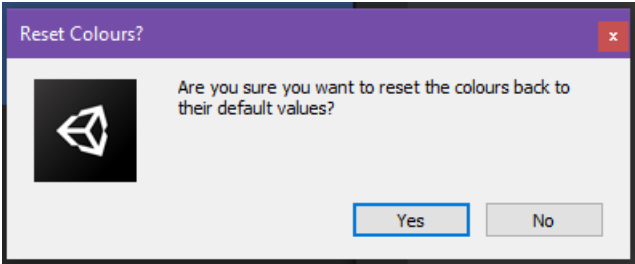
### Z Color

Color

The colour that is used for the Z values in the transform component. The colour field doesn't let you change the alpha of the colour which is deliberate.

### Reset Button

Pressing the button will reset the colours to the default of the theme, there is a light & dark version for the colour schemes. This option will open a dialogue to stop you pressing the option by accident.



## Limitations

### Right-click options

Currently the right click options on the words for position, rotation & scale do not function. While the position & scale have worked in my trials, the rotation is proving tricky to correctly copy & paste. So until I get that working properly these options are disabled. You can still use the right-click options on the transform component which will work just fine.

## F.A.Q

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### ▼ The colours haven't updated?

Double check the editor has updated and that the script is in the assets/editor folder in your unity project. You may also need to move your mouse over the transform component to have it update the colours when editing them in the settings.

### ▼ My transform component has nothing under it?

Please try re-installing the asset and letting the editor update, if this persists please let us know.


## ? Support


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### Email

You can email me any time through the support email: [hello@carter.games](mailto:hello@carter.games) and I aim to get back to you with 72 hours. Note I may be away for an extended period and may not be able to offer support instantly on some occasions.

### Discord

You can join the community discord server and react with the assets  role in the:

 [server-info-rules](#) channel to gain access to support channels for each asset. Like with emails I aim to get back to you within 72 hours, but it may not always be possible.

#### Join the Carter Games Discord Server!

Check out the Carter Games community on Discord - hang out with 65 other members and enjoy free voice and text chat.

 <https://carter.games/discord>

