

PERFECT



The Key Reimagined

Version 1.12

Thank you for purchasing Perfect F! We hope this makes level creation faster and fun.

We absolutely want your comments, feedback and suggestions for new features!

Email us directly at shrinkrayentertainment@gmail.com

Join our Discord at <https://discord.gg/W8MKrRH>

Our website is currently at <https://perfectf.carrd.co/>

If you have any issues, PLEASE reach out to us directly for a resolution,
not the review section of the Asset Store.

Updates:

v.1.12

- **FIXED:** had a piece of code that was causing the GUI to repaint excessively. Performance is now vastly improved.
- **IMPROVED:** Zoom levels are now a bit more granular.
- **CHANGED:** removed Shift and Ctrl modifiers, now use SemiColon ; and SingleQuote ' for quick rotate.

v.1.1

- **MAJOR UPDATE:** rewrote the entire framing formula and refactored a lot of code
- **ADDED:** Tilt & Rotate
- **ADDED:** On screen controls to initiate F, zoom in/out, rotate, and tilt! Also tells you what Object Type you're selecting.

- ADDED: Special framing for Terrain objects
- IMPROVED: Better bounding box calculations
- IMPROVED: Micro mode, if 2018 version it will default to normal F operation as we cannot set NearClip plane, in newer Unity it will work normal. Note that Tilt & Rotate will experience a slight 'zoom out then in' due to the proximity of the object (it's a Unity thing we can't avoid).
- IMPROVED: First Zoom tries to always start just outside the bounds, not inside the object.
- REMOVED: Raycast options are no longer needed with Tilt added
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v.1.01

- ADDED: Enable Options, including Scene View buttons.
- ADDED: Customization Options, can change F key to another key if you wish.

Getting Started

Select a GameObject in your scene, hover over your Scene Window (required!) and then press F!

Press F again, over and over again, to adjust zoom levels!

Press ; (SemiColon) and ' (Single Quote) and rotate around your selected GameObject! (these keys are by the Enter key)

Use the settings menu to adjust keys and add Zoom Levels or Rotation Angles to your liking!

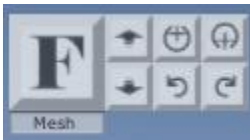
On Screen Controls



If you see the "F" key being red and very transparent, that means you have no object selected in your hierarchy.



When you select a new object, you will see just the F in bright grey along with the object type below it. It will remain just an F until you either initiated the framing by pressing F on the keyboard or the F button here on the screen.



After you initiate framing, six new buttons appear. The Up/Down arrows allow you to zoom in and out. The Left/Right curvy arrows allow you to rotate around. The globes with pivots on them allow you to tilt up or down.

Number Pad Controls

Rot Left Tilt Up	Tilt Up	Rot Right Tilt Up	7	8	9
Rot Left	Zoom Forward	Rot Right	4	5	6
Rot Left Tilt Down	Tilt Down	Rot Right Tilt Down	1	2	3
Zoom Backward			0		.

Selection Types

Mesh – Traditional style selection, will calculate bounds of this object and any children underneath it. Please note an object with a TON of children might take a second or two to calculate.

Micro – These objects tend to be very small and adjusting the camera to compensate for the clipplane proves to be unstable, *for the time being* such objects will default to the normal Unity-F function automatically.

Canvas – Will align perfectly with the Canvas and any sub items within it, so that you're always staring dead on to it. This should make editing canvases much easier!

Terrain – Will act similar to Mesh but will position the first framing slightly above and one level zoomed out.

Camera – Will assume the exact vantage point of the camera. Movement options are disabled.

Settings

There's a full featured settings menu under Window > Perfect F > Settings

Enable Options: Sometimes you may want to disable Perfect F, you can toggle it here.

Place F Button: Choose which corner you wish to put it, or hide it completely.

Hotkeys: Choose which keys rotate the view left or right, you can choose none to disable this feature. You can also choose a different key other than F if you like to *sometimes* use the vanilla F as it was. You can also set these to None and just rely on the on screen controls if you don't want to interfere with Unity's keyboard arrangement at all.

Zoom Levels: How many times can you zoom in and out of the selected GameObject?

Rotation Angles: How many times can you rotate around the selected GameObject?

