BoneOverlay Quick Start Guide

Get started with BoneOverlay in under 2 minutes! 🚀

📋 Prerequisites

- Unity 2022.3 or later
- A scene with any 3D model (character, avatar, etc.)

🎯 3 Simple Steps

Step 1: Enable the Toolbar

Open Scene View and click the ⋮ (three dots) menu in the top-right corner.

Navigate to: **Overlays** → **Bone Overlay Toolbar** ✓

Enable Toolbar

Step 2: Turn On Bone Display

Click the **Bones** button in your Scene View toolbar. It will turn blue when active.

Bones Button

✨ **That's it!** You should now see colorful disc markers on all bones in your scene.

Step 3: Start Selecting!

- **Click** any disc or label to select a bone
- **Shift+Click** to add more bones to selection
- **Ctrl/Cmd+Click** to toggle selection

Selecting Bones

🎨 Quick Customization

Need different colors or sizes? Click the ▼ arrow next to the Bones button:

- **Sphere Size**: Make discs bigger/smaller
- **Colors**: Change colors to your preference
- **Labels**: Toggle bone names on/off

💡 Pro Tips

1. **Can't see bones?** → Increase "Bone Distance" in settings (default: 50m)
2. **Too cluttered?** → Turn off "Show Labels" or reduce "Bone Distance"
3. **Hard to click?** → Increase "Sphere Size" for easier selection

⚡ Common Shortcuts

Action	Shortcut
Single Select	Click
Add to Selection	Shift + Click
Toggle Selection	Ctrl/Cmd + Click
Select All Bones	Select parent → Shift+G (Unity's Select Children)

🆘 Quick Fixes

No bones showing?

- Make sure you have a model with SkinnedMeshRenderer or Animator
- Check if the Bones button is blue (active)

Selection not working properly?

- Update to v1.0.1 for fixed multi-selection
- Try clicking the label instead of the disc

Ready for more? Check out the [Full Documentation](#) for advanced features!

Happy rigging! 🎉