



Transform Colours Documentation

Contributors	Valid for Version	Last Updated
Jonathan Carter	1.2.0 & Higher	24/10/2021

Package Information

The package has the following folders & files, all listed with an asterisk and coloured **green** are required files for the asset to work. Those without are in **red** are not needed for the functionality but are required for some cosmetic features.

▼ Carter Games/Transform Colours/Editor

- [*CustomiseColoursEditorWindow.cs](#)
- [*TransformColours.cs](#)

Change Log: Shows the changes from previous versions of the asset.

Docs: Text file that links to here and provides an offline copy of this page.

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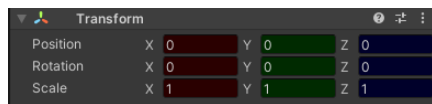
Getting Started



Firstly, thank you for deciding to use our asset for your project. If you like our asset, feel free to leave us a review! If you find that our asset is not up to scratch or find an issue please do let us know either via our email: support@carter.games and we will do our best to help you with the issues you are facing.

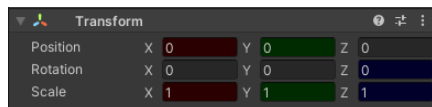
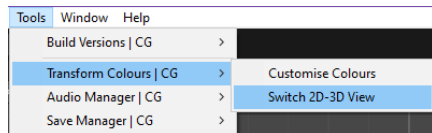
Import all files from the Transform Colours package into your Unity project. As long as there are no scripting errors in your project, the editor will reload and the inspector for the transform component will automatically update. That is it!

Breakdown



Normal View (3D)

The default view shows the transform component with all of the default fields just like you would expect to see in the default component. The only change being the colours behind each field matching their gizmo colours seen elsewhere in the editor.



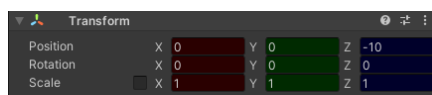
2D View Switch

If you want to change the style for a 2D focused view, the navigate to and press:



Tools/Transform Colours | CG/Switch 2D-3D View

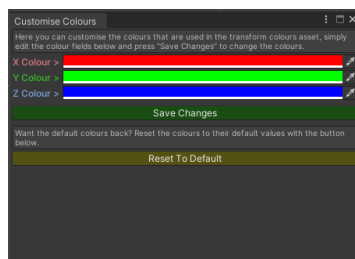
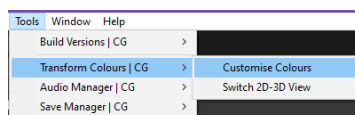
This will switch the style to what you can see on the left here which greys out the fields that are not used in 2D games very often. To revert back to the 3D view, just press the switch again via the same navigation menu option and it will revert to the default 2D view.



Unity 2021.2.x or Higher Support

In Unity version 2021.2.x or newer, there is a new option on the default transform component that constrains the scale proportions. We have added this into our version as well and can be found in the same place as a bool/toggle field next to the scale transform options. This option is under a scripting define and will only be available in a valid version of Unity.

Custom Colours



If you want to customise the colours of the you can now do so via the Customise Colours editor window. You can access this via following path:



Tools/Transform Colours | CG/Customise Colours

This will open up an editor window which you can move around and dock if you want. The window has prompts to explain what does what if needed. You can change each axis to any colour you like via the colour fields in the editor window. When you are happy with your selection just press the **Save Changes** button to confirm the selection.



Please note the Transform componenet will not update to the new colours until you have saved the changes. Once done you will need to reselect and objects you have selected to see the changes.

If at any time you want to revert back to the default colours, you can do so via the reset to default button which will revert the colours to their default values and automatically apply the changes for you. Please note that the alpha value on the colours make no different to the colour displayed in the transform component.

F.A.Q

The colours have not updated

Double check the editor has updated and that the script is in the assets/editor folder in your unity project. Please also try re-selecting the objects you have selected as the colour change logic has element sthat only run when the objects are first selected.

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.