

Import Manager



The essential tool for every project with significant amount of models, textures and audio. Creation of your own asset pipeline is absolutely impossible without writing pre- and postprocessor scripts.

To begin a work with a tool launch Edit -> Project Settings -> Import Manager (or select ImportManagerSettings.asset in a Project tab) and set your import rules. The next time object will be imported all changed settings will be applied to it. To

Note that all of your import options are turned off by default. The tool will not impose you its pipeline, so you can turn on only the needed.

Model Import Rules

Model Import Rules define models in your fbx (or other format) file that should be ignored or imported as a collider, and what script components should be assigned to imported file or any model object inside it.

The screenshot shows the 'Model Import Rules' panel with the following sections:

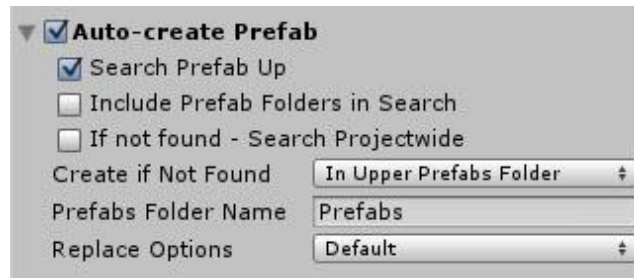
- Ignore Objects with these names:** A list containing '*_Ignore*' and '*_Hidden*'. Each entry has a '-' button to the right. A '+' button is at the end of the list.
- Add Components to Parent:** A '+' button.
- Add Components to corresponding Objects:** A table with two columns: 'Object Name:' and 'Component:'. The first row contains '*_Path*' and 'SplineBend'. Each entry has a '-' button to the right. A '+' button is at the end of the table.
- Treat Objects with these names as Collider:** A list containing '*_Collider*', '*_Collision*', and '*_BSP*'. Each entry has a '-' button to the right. A '+' button is at the end of the list.
- Other Objects Collider:** A dropdown menu currently set to 'No Collider'.
- Disable LOD shadows and set LOD to Static:** A checkbox that is currently unchecked.
- From LOD Num:** A text input field containing the number '1'.

Model Import Rules properties:

Ignore Objects with these names:	Objects and meshes inside model file with these names will be removed. Wildcard asterisk (*) and question (?) characters could be used in names.
Add Components to Parent:	All components in a list will be added to imported asset. Scripts will be added to the asset parent transform.
Treat Objects with these names as Collider:	Meshes with these names will be used as a Mesh Colliders. If object with the same name (but without collider postfix) is mesh parent or has common parent - mesh is assigned as object's Mesh Collider component mesh.
Other Objects Collider	Assign colliders to other objects: <ul style="list-style-type: none">No Collider: if objects is not listed in list above it does not have a colliderUse Object Mesh: mesh collider component adds to all imported objects
Disable LOD shadows and set LOD to Static	If model has LODs - automatically set them to 'static' and disable lod shadows for draw call economy.
From LOD Num	All LODs from this level and further will be set to static and will have no shadows if " Disable LOD shadows and set LOD to Static" is enabled.

Automatic Prefab

Automatic Prefab puts away a routine of creating and refreshing prefabs to all imported models

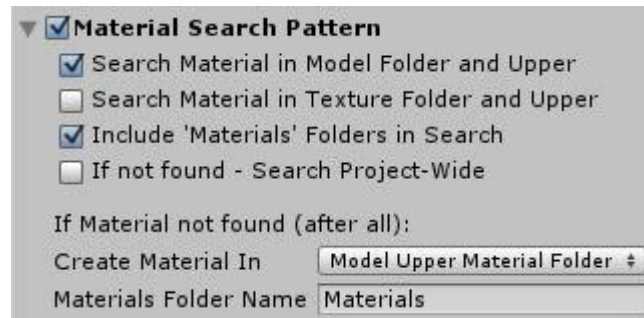


Automatic Prefab properties:

Search Prefab Up	Start to search prefab in a model folder and searching it up, until Assets folder is reached.
Include Prefab Folders in Search	If search sees special prefabs folder on each search dir level - searching inside it.
If not found - Search Projectwide	Search file in all folders inside Assets.
Create if Not Found	Defines a folder where prefab should be created:" + prefabCreateTooltip
Prefabs Folder Name	The name of a special prefabs folder.
Replace Options	Sets replace prefab options (ReplacePrefabOptions): <ul style="list-style-type: none">• Default: Replaces prefabs by matching pre-existing connections to the prefab.• ConnectToPrefab: Connects the passed objects to the prefab after uploading the prefab.• ReplaceNameBased: Replaces the prefab using name based lookup in the transform hierarchy.

Material Search Pattern

With an Advanced Material Search and create algorithm importer gets a proper material or creates it in a proper folder - at your choice, not the Unity's one. You can choose a place for you Materials folders - do not let them appear among your models.



Material Search Pattern properties:

Search Material in Model Folder and Upper	Start to search material in a model folder and searching it up, until Assets folder is reached.
Search Material in Texture Folder and Upper	Start to search material in a texture folder and searching it up, until Assets folder is reached.
Include 'Materials' Folders in Search	If search sees special material folder on each search dir level then searching inside it.
If not found - Search Project-Wide	Search file in all folders inside Assets.
If Material not found (after all): Create Material In	Defines a folder where material should be created: <ul style="list-style-type: none">• Do Not Create: material is not created• Model Folder: Material created in same folder with a model file.• Model Material Sub Folder: Material created in same folder with a model file, but in a special materials subfolder.• Model Upper Material Folder: Material created in model parent folder, in a special materials subfolder.• Texture Folder: Material created in same folder with a texture file.• Texture Material Sub Folder: Material created in same folder with a texture file, but in a special materials subfolder.• Texture Upper Material Folder: Material created in texture parent folder, in a special materials subfolder. Warning: in last 3 cases: if texture not found material will not be created.
Materials Folder Name	The name of a special materials folder.

Default Import Settings

With the default import settings you can set import settings for models, textures and audio settings to newly added files.

A group of default settings is divided into three categories: for models, textures and sounds. In each category you can specify all of the options that are available for editing by the script in the asset importer. Each of the parts is turned off, to use the default import settings you have to enable the appropriate part.

Warning: enabling default import settings for textures and uncompressed sounds will reset import settings for files already imported. Please make sure that you have a backup copy of your project. This warning does not affect the models default import settings.