



Character Editor Workshop

By Hippo Games

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1 ONLINE HELP

Join our [Discord](#) channel.

2 ABOUT

Character Editor Workshop is an extension for creating custom items for Character Editor: Megapack and Character Editor 4D: Megapack. Mix different options to create unique potions, rings and runes. The asset also contains Avatar Maker.

3 DO YOU LIKE IT?

If so, please support us on [Unity Asset Store](#). You can rate ★★★★★ our asset and leave your feedback!

4 FEATURES

- Generate 256x256 sprites
- Generate 192x192 icons with shadows for inventory system
- Elegance UI included

5 TECH SPECS

- Unity 2020 and newer
- Clean C# source code with comments
- Mobile friendly
- Any platform (PC, Android, iOS, WebGL)

6 HOW TO USE

1. Download and install unity package
2. Launch [Workshop](#) scene
3. Save a sprite to Sprites folder (select a corresponding subfolder)
4. Save an icon to Icons folder (select a corresponding subfolder)
5. Select [SpriteCollection](#) and press [Refresh]
6. Select [IconCollection](#) and press [Refresh]
7. Run Character Editor

7 HOW TO ADD CUSTOM ARTS

1. Put your new arts to corresponding folders inside [Sprites](#) (Ring, Decoration)
2. Set [Read/Write Enabled](#) for each new sprite from Advanced texture settings
3. Select [ItemMaker](#) object in [Workshop](#) scene and press [Refresh]
4. Run and test!

8 SCRIPT REFERENCE

- [ItemMaker](#) is the main script responsible for creating and saving sprites.
- [SpriteGroup](#) is a representation for sprites for [ItemMaker](#) in Inspector.
- [ItemMakerSwitch](#) just switches different item makers.
- [ColorPicker](#) is used to show Unity's color picker dialog.
- [SliderReset](#) is responsible for setting zero value to HSV sliders.
- [TextureHelper](#) is used for merging layers to the final texture.

9 CONTACTS US

Here is our email hippogamesunity@gmail.com, so feel free to ask your questions and request new features!

10 HIRE ARTIST

Need exclusive artwork? Our artist is [ready for hire](#)! Please email to hippogamesunity@gmail.com!