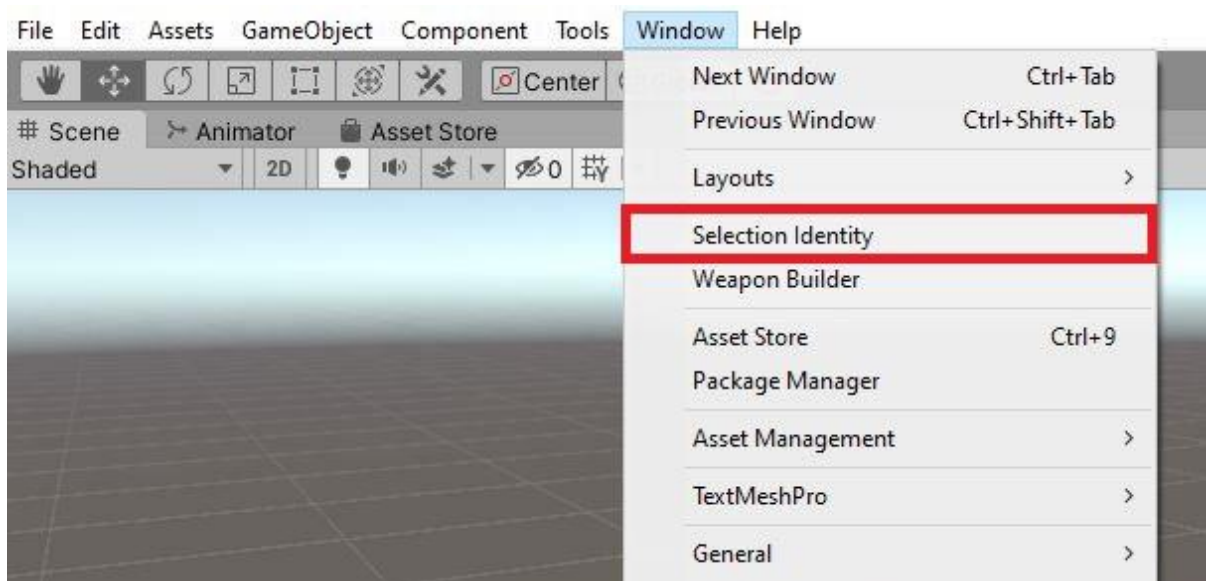


# ***Selection Identity Tool***

This is a tool that will aid you while selecting things in unity. The tool will display the name of the object your mouse is hovering over and will be selected on click. The name of the object will be displayed in 2 or 3 locations on the screen depending on the user's choice. Additionally, the window over which the mouse is hovering is also displayed in the tool window.

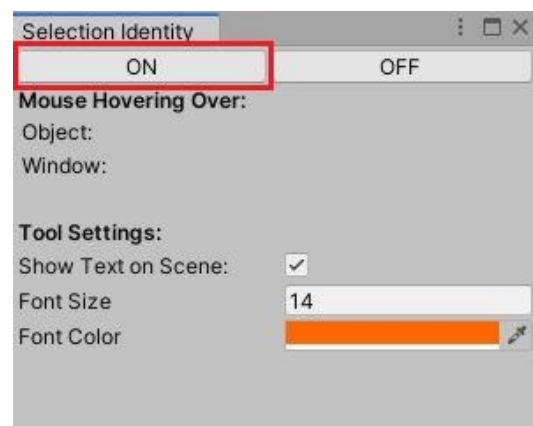
## **Selection Identity Tool Set-Up:**

Once the tool has been imported into the project, the selection identity window can be opened and turned on to be used by going to the Window menu and selecting the 'Selection Identity' window.



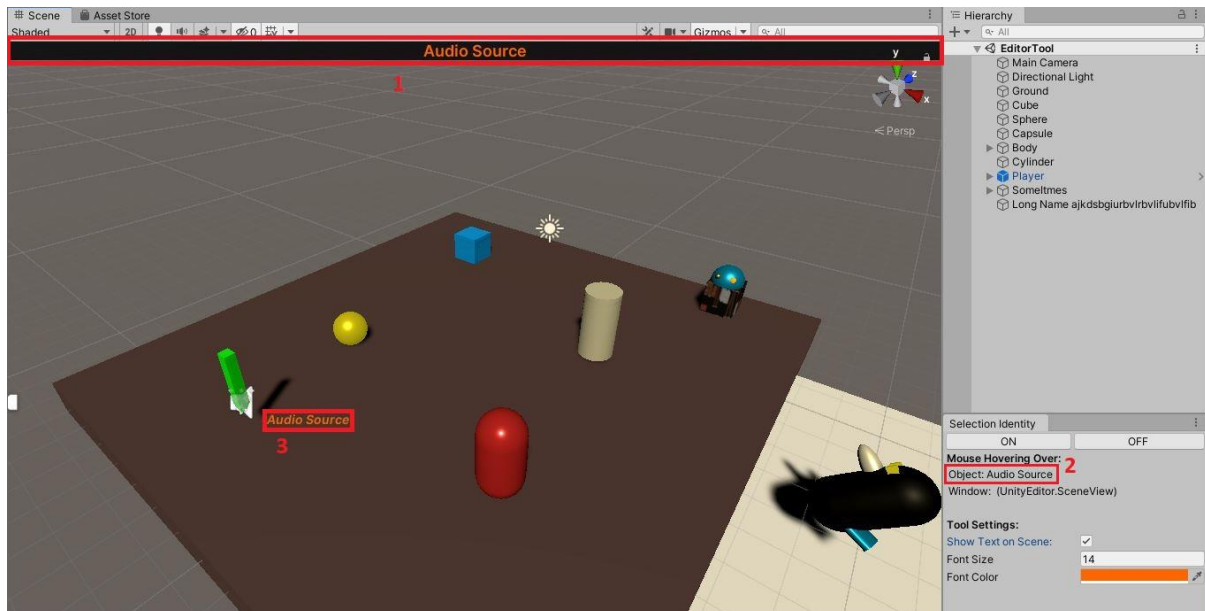
Click the ON button on the window to start using the tool. The window, like any other window in Unity, can be docked, moved, maximized, or closed.

The tool can be turned off without having to close the 'Selection Identity' window by clicking the OFF button.



## Locations the name of the object is displayed:

The text with the object name will be displayed in 3 places. One on the top region of the 'Scene' window; Two on the 'Selection Identity' window; Third beside the mouse pointer when the mouse is hovering over objects on the 'Scene' window (If the user chooses to have it).



## Customize The Text:

The text beside the mouse cursor can be toggled on and off but ticking the 'Show Text on Scene' checkbox.



The size and color of the text shown of the scene window beside the cursor can be changed to match the user's liking. The change in color applies to both the text beside the cursor and on the top region of the 'Scene' window, whereas the size only affects the text beside the cursor.

