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Date: 18/10/22

Problem:

I couldn't figure out how to change the pivot point in an image.

Solution:

Paul figured out the problem by firstly changing "Texture Type" in the inspector from Default to Sprite 2D & UI.

Clicking "Sprite mode" and then selecting single.

In 3D projects, the Sprite editor is not installed by default, so I had to install it by going into

Window> Package Manager> Packages: Unity Registry> Search "Sprite"

Then click 2D sprite and install.

Once you have the package installed, then click Sprite editor located in the inspector, click Pivot> Custom

Now you're free to move the pivot point around as you please.

Date: 18/10/22

Problem:

The image I imported does not slot into the source image in the speedometer I'm trying to create.

Solution:

Josh helped me with this, you first have to click the image and change the setting on "Texture Type" from default to 2D Sprite and UI.

Then the Source Image will accept the image.

