Transform Viewer: Editor Extension

Purpose

To allow developers to visually inspect transform values. In the case where a developer is trying to determine where something is going badly with a transform's property value, it may be helpful to represent the data graphically (as opposed to reading a long list of values in the console) to see when something is going wrong.

Instructions:

1. Import TransformViewer.unitypackage into your project (via Unity Asset Store).

2. Open the sample scene (TransformViewerTest.unity).

3. From the menu, select "Window > Transform Viewer"

4. Follow these steps:

   - In the TransformViewer window, note the "Transform" field.
   - From the Hierarchy window, select the "TrivialTransformToView" game object and drag it into the Transform field of the TransformViewer window.

5. Hit "Play" (or Command+P).

6. Follow these steps:

   - Ensure that the EmptyTransformToView game object is selected in the Hierarchy window.
   - In the Inspector, note the RandomizeTransform script, which has three boolean properties which allow you to randomize (on each update) a transform's position, rotation, and/or scale. If the scene is in Play mode, then as you enable these properties you should then see their respective graphs in the Transform Viewer window as you press the “Position,” “Rotation,” and “Scale” buttons.
   - In the Transform Viewer window, you can select any of the graphs to get a more detailed view via Unity’s graph window.

A video demonstration can be found here:
http://www.youtube.com/watch?v=zPe3UAUiJfk

Any questions or feedback? Please email me at: joelglanfield@gmail.com

Really appreciate your interest!