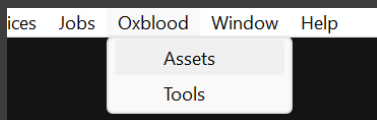


# OXBLOOD Tools

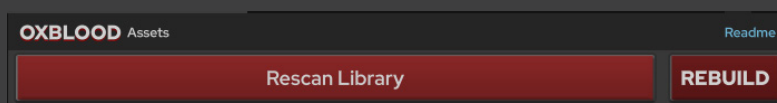
'Oxblood tools' is a set of Unity editor extensions. The core principal of the toolset is to help standardise processes where possible and reduce the likelihood of human-error by providing front-end solutions to common problems. Validators and quality-of-life tools are also featured.

## OXBLOOD ASSETS

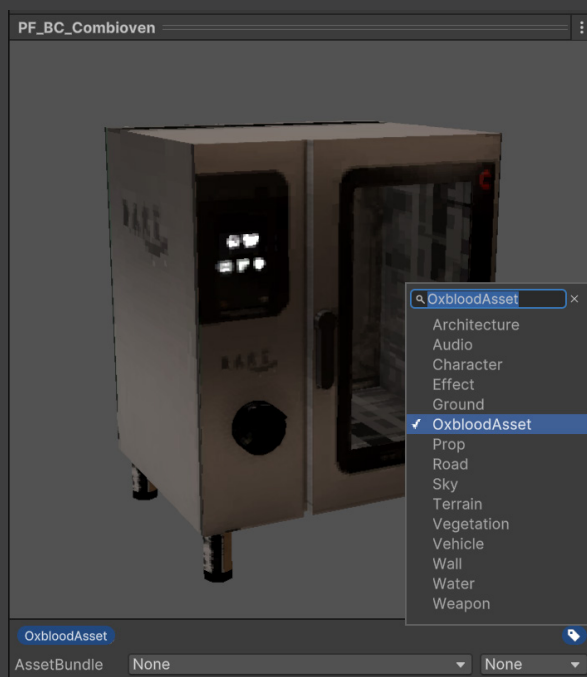
The assets window aims to be a fool-proof front-end for organising, previewing and instantiating assets inside the Unity editor. It is structured in such a way as to be highly robust when dealing with multi-person teams. Open the window by going to Oxblood > Assets:



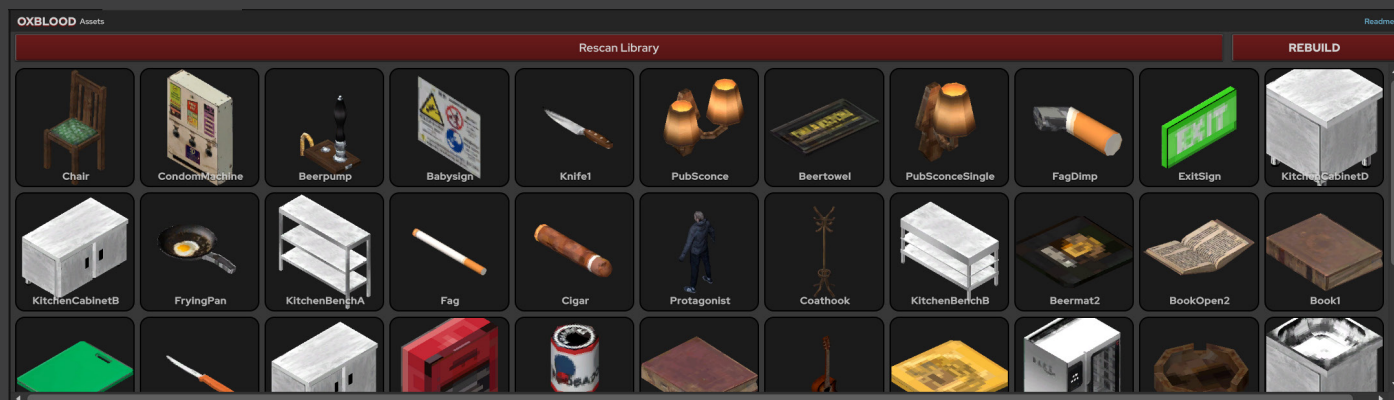
On first use, the gallery view will be blank.



To populate the gallery, you must first mark assets you would like to appear here with the 'OxbloodAsset' label. After at least one asset has been labelled, you can click 'rescan library' to search the project and populate the gallery:



If the label does not yet exist, type it into the search bar at the top of the list and it will be created



After the library has been populated, simply click on a gallery item to have it instantiated into the scene. If you want to add new items, simply add the 'Oxblood Asset' label and rescan. The rebuild button will COMPLETELY refresh the library, which can be useful when you want to *remove* an item.