uContext

Version 2.3

Infinity Code, 2021

https://infinity-code.com/

Introduction

uContext is PowerPack for Unity Editor that simplifies working with content, adds new features to the editor, and corrects and improves the built-in behaviors of the editor.

Important: Everything in this documentation is described for default settings.

In the settings window, you can disable any features that you do not need, and redefine keyboard shortcuts.

This is general documentation for the Basic and Pro versions of uContext. Features that are missing in the Basic version are marked PRO.

uContext uses the undocumented features of Unity Editor and Reflection. This means that some features may not work in future versions of Unity Editor. If after updating Unity Editor, some features have stopped working correctly, please contact us. We will fix this as soon as possible.

Unity 2018.4 LTS and higher are currently supported.

uContext only supports stable versions of Unity Editor. Support for alpha, beta and release candidate versions of Unity Editor we will implement by request.

Fuzzy search

Search and all filter fields support fuzzy search.

A fuzzy search ignores the character case of the input string, and finds the most relevant items based on the distance between the characters and the character case of the target item.

For example, to find an item named “Hello World”, you can enter:

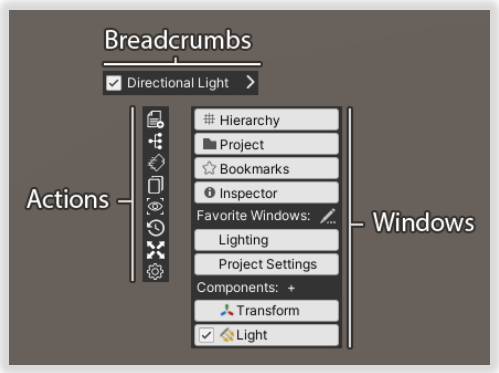
- hw: **H**ello **W**orld. The target will be highly relevant because the characters in the target string are uppercase.

- hello: **Hello** World. The target element will be highly relevant because the characters of the target line are in a row.

- hewo: **He**llo **Wo**rld. The target element will have high relevance, because the characters of the target string are uppercase and there are characters in a row.

- lord: Hel**lo** Wor**d**. The target element will be of low relevance, because the characters of the target string are lower case, and are not in a row.

Context menu



Click the right mouse button in Scene View or CTRL + SPACE (**OSX:** COMMAND + SPACE) shortcut in any window to open the context menu for selected GameObject.

Use CTRL + right mouse button (**OSX**: COMMAND + right mouse button) in Scene View to select the GameObject under the cursor and open the context menu for it.

The context menu is automatically closed by selecting any item, clicking outside the context menu or pressing ESC.

When you open the context menu in playmode, the playback will be paused.

The context menu consists of three parts: windows, breadcrumbs and actions.

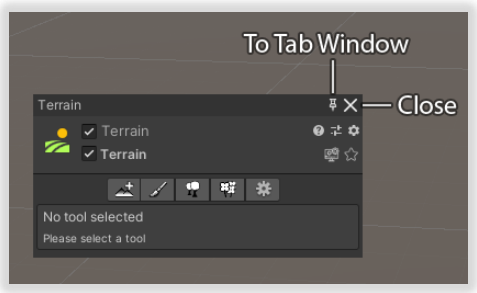
Windows

Allows you to open Inspector, Hierarchy, Project, Bookmarks and any of the components of the selected GameObject in a separate window in three modes: a popup window, a tab, or a utility.

Right-click on an item to open the context menu for the item.

Popup window

Click to open a popup window.



This window will be closed when it loses focus.

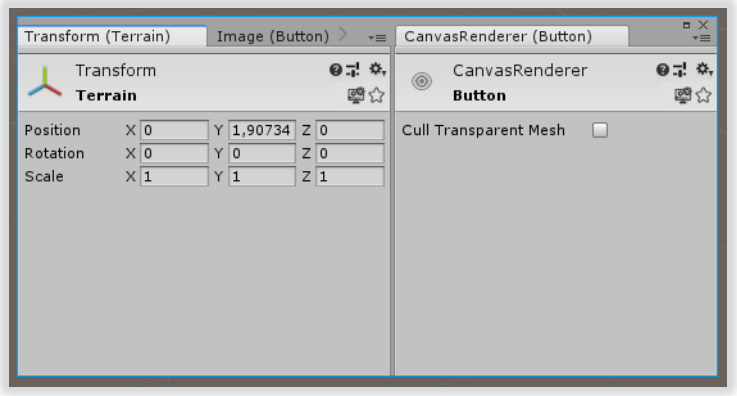
When you click To Tab Window, the popup window will be converted to a tab.

You can drag the window by pulling the title bar.

You can close it by clicking Close button or by pressing ESC.

Tab

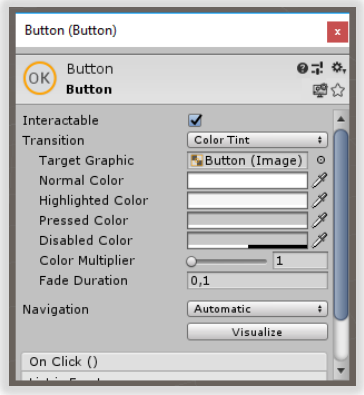
CTRL + Click to open the window as a tab.



Tabs can be combined into your own unique window.

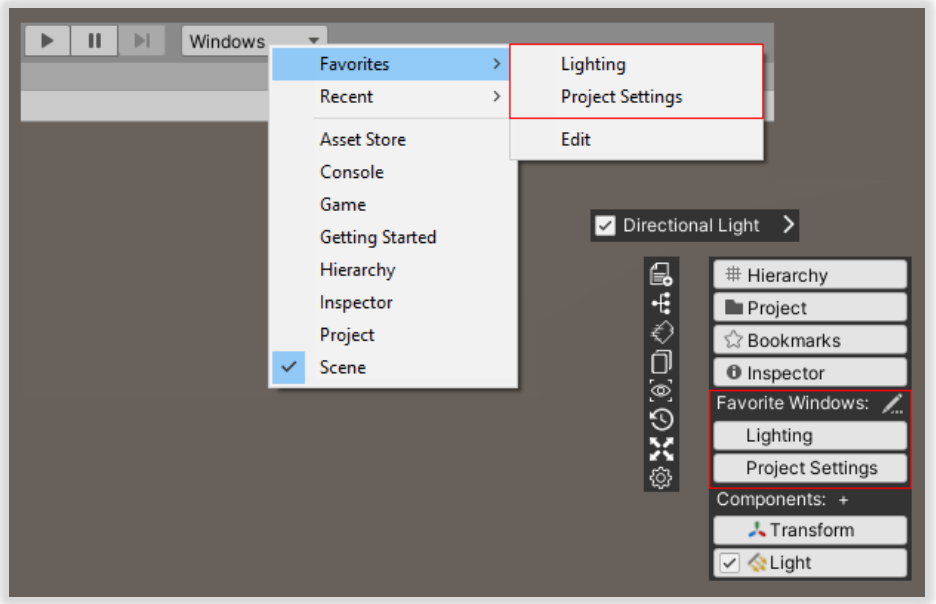
Utility

SHIFT + Click to open the window as a utility.



This window can be closed by pressing ESC.

Favorite Windows

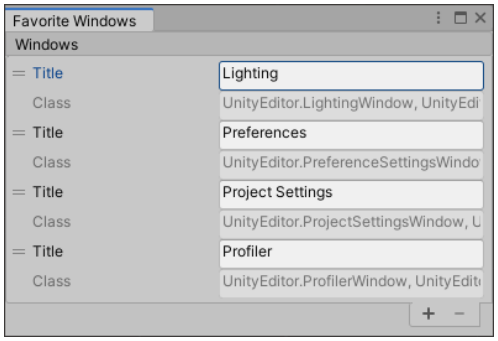


You can add the most frequently used Unity Editor windows or third-party asset windows to your favorite windows list, and quickly open them using the context menu or the toolbar button.

Favorite windows in the context menu are available in uContext PRO.

Favorite windows always open as tabs.

To change the list of windows, click Edit in the context menu or in the toolbar section.

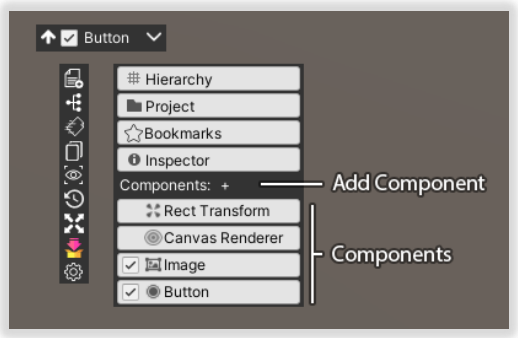


You can add, remove, sort and rename windows.

To add a new window, click the "+" button and click on the window you want to add.

Important: some windows from third-party assets require context when opened. Here windows are opened without context, which can lead to incorrect window operation. Keep this in mind when adding windows that cannot be opened from the main menu.

Components



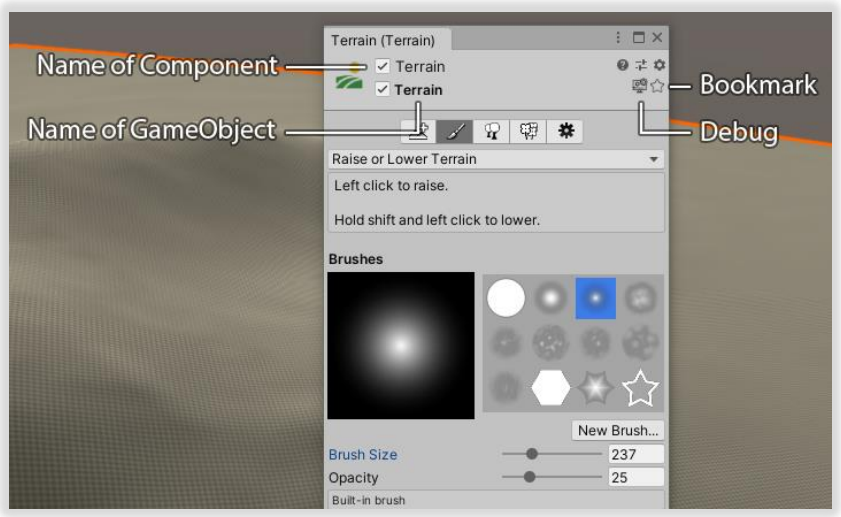
If a GameObject is selected, a list of its components will be shown, each of which can be opened in a separate window.

Left-click on the component button to open the component in a separate window.

Right-click on the component button to display the context menu for the component.

If the component inherits from Behavior, Renderer, or Collider classes, you can quickly enable or disable the component using the checkbox on the left.

You can drag and drop components into other windows (for example, bookmarks).



The component will be displayed as if it were part of the Inspector and supports the Custom Editor, including editor frameworks like Odin - Inspector and Serializer.

A component opened as a tab or utility will always be available even if the GameObject has lost its selection.

Note: The Terrain Editor requires that a GameObject containing this Terrain be selected.

Bookmark - adds component to bookmarks. When you click the button while holding CTRL key, it opens the bookmarks window.

Debug (available in uContext PRO) - instead of component editor, shows serialized fields of the component. You can filter fields by name. The filter supports fuzzy search.

To select GameObject left-click on its name.

Drag on the component name or GameObject name to start dragging it to other windows.

Right-click on the name of GameObject to open the context menu for GameObject.

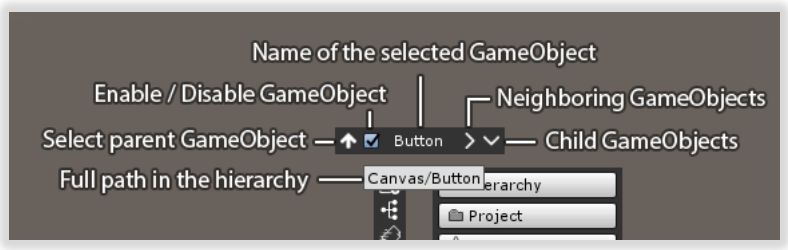
Right-click on the component name to open the context menu for the component.

If the reference to the component is lost (for example, GameObject was destroyed), uContext once tries to automatically restore the reference to the component using Instance ID or the component path in the hierarchy.

If the component cannot be automatically restored when you know that the component has become available in the scene, click Try to restore.

Tip (Windows only): You can quickly open a component in a window by dragging it from the inspector to Scene View while holding CTRL.

Breadcrumbs



Displays the name of the selected GameObject or the number of selected GameObjects (if multiple).

When you hover on a GameObject name, the full path in the hierarchy will be shown.

By pressing the left mouse button highlights GameObject in the hierarchy.

Left-click and drag the name to start dragging the selected GameObjects to other windows.

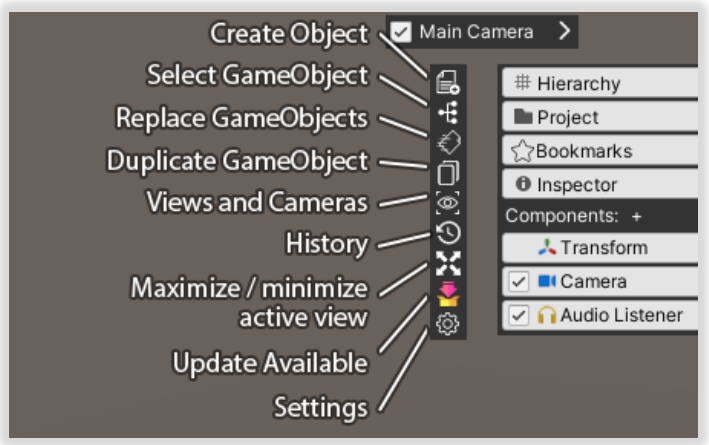
Right-click on the name of GameObject to open the context menu for GameObject.

If selected a non-root GameObject, Parent button will be displayed. When you click the button, the parent GameObject will be selected. When you click the button while holding CTRL key, a list of all parent GameObjects will be shown.

If the selected GameObject has neighboring GameObjects (at the same level), Neighbors button will be shown. When you click the button, the list of all neighboring GameObjects will be shown.

If the selected GameObject has child GameObjects, Childs button will be shown. When you click the button, a list of all child GameObjects will be shown.

Actions

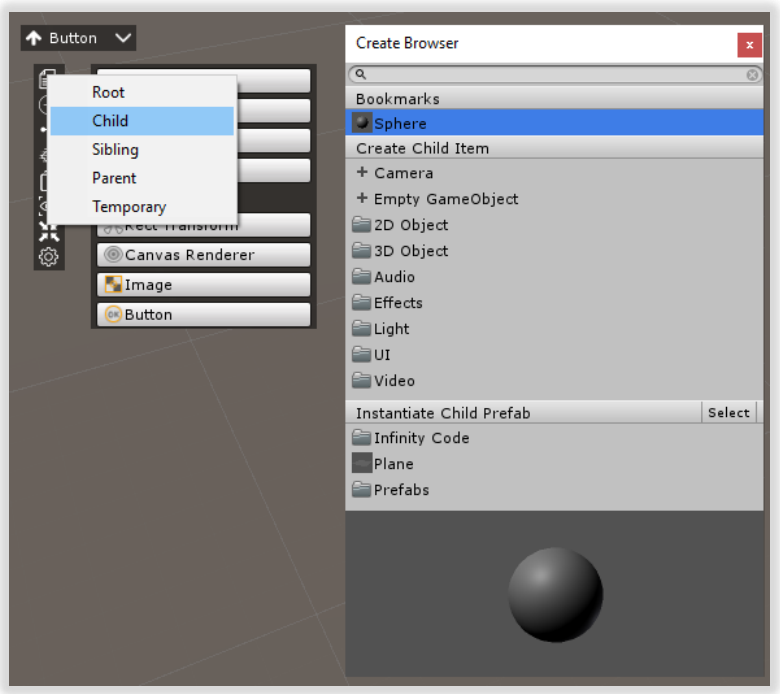


Contains actions that can be done for a scene or GameObject.

Some actions are displayed under certain conditions, for example: one or multiple GameObjects is selected, an update is available, etc.

When integrating with third-party assets (for example, Online Maps or Real World Terrain), additional elements can be added in this section.

Creating Objects



Shows a menu of creating objects.

uContext allows you to choose where the object will be created:

- Root - at the root of the scene;

- Child - as a child of the selected GameObject;

- Sibling - at the same level as the selected GameObject;

- Parent - the object will be created at the same level as the selected GameObject, and the selected one will be made a child of the new object.

- Temporary - creates a temporary object that will be automatically destroyed when the scene starts.

Replace GameObjects

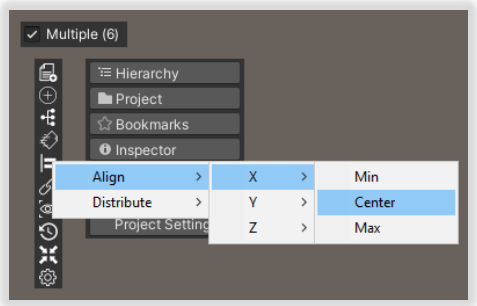
Available in uContext PRO.

Use Replace action or keyboard shortcut CTRL + SHIFT + H (**OSX:** COMMAND + SHIFT + H) to open Create Browser in replace mode.

All selected GameObjects will be replaced to the selected item.

The position, rotation and scale of GameObjects in the scene will remain.

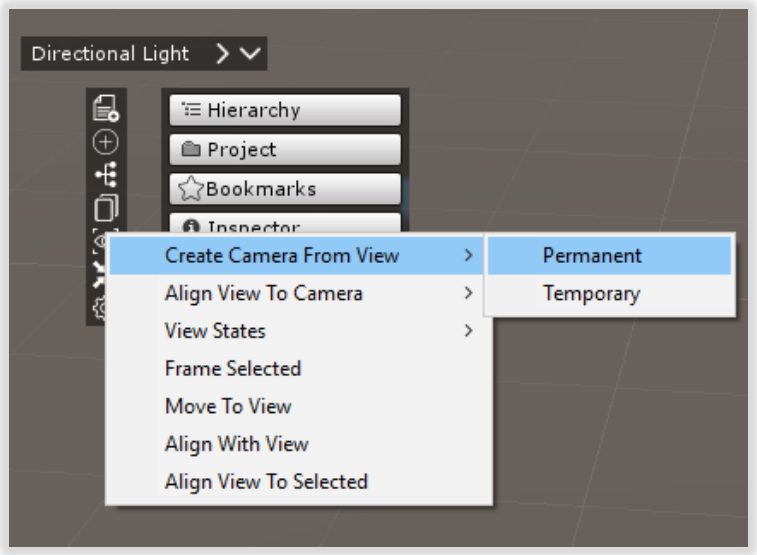
Align & Distribute



Displayed when more than one GameObjects are selected.

Allows you to align or distribute objects along the axes.

Views and Cameras



Create Camera From View - creates a permanent or temporary camera from the scene view. All temporary cameras will be destroyed when the scene starts.

Align View To Camera - align the scene view with the specified camera.

View States - allows you to save, restore or delete the view state, and open the View Gallery.

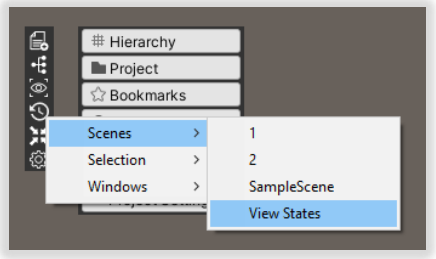
Frame Selected - frame the selected object in the scene view.

Move To View - move the selected object to the scene view.

Align With View - align the selected object with the scene view.

Align View To Selected - align the scene view with the selected object.

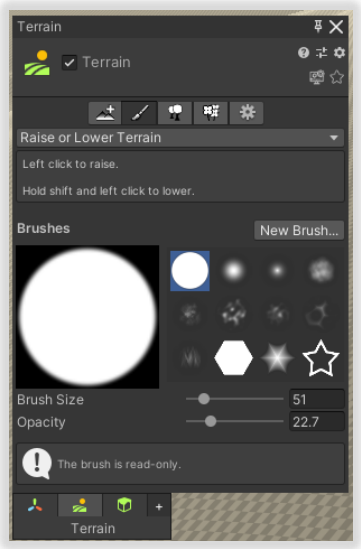
History



Available in uContext PRO.

Allows you to open a previously closed scene, restore the previous selection, or a previously closed window.

Object Toolbar



Floating toolbar that displays in Scene View the name of the selected object and all object editors.

If an object in a project that contains an importer is selected, importer icon will be displayed.

If GameObject is selected, all the components it contains will be shown.

When a component should display a default icon for C# scripts, then instead of it you will see the component name in Photoshop style (up to 4 characters), for example, for Online Maps component, «Om» will be displayed.

Click on a component's icon to open that component in a window.

You can quickly switch between components using the hotkeys ALT + [N], where [N] is the component number to the left from 1 to 9.

Click on the header to open the object settings.

Drag the header to start dragging the selected object.

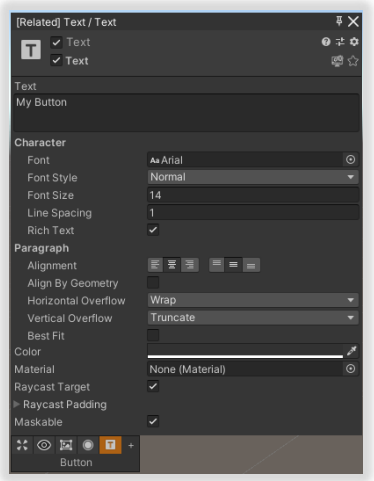
To open the context menu for an object, right-click on the header.

To open the context menu for a component, right-click on the component's icon.

You can drag and align the toolbar to any side of Scene View by dragging header with the left mouse button while holding CTRL (**OSX:** COMMAND).

In uContext PRO, the most useful component will be automatically opened when object is selected.

Related components



Requires uContext Pro.

Often times, components on a selected GameObject have a logical relationship with components on another (child or parent) GameObject.

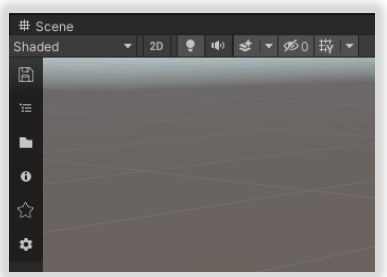
For example, when customizing UI Button, you will most likely want to change the text that is on the child GameObject.

By default, you first need to select the child GameObject, change the text, and then return to Button GameObject to continue customizing the components.

uContext simplifies that and displays related components on the current GameObject.

Related component buttons are orange.

Quick Access Bar



A bar displayed on the left side of the Scene View, displaying the items you need quick access to.

To perform an item action, left-click on it.

To edit the list of items, right-click and select Edit from the context menu.

Items can be of the following types:

- Window - opens any built-in Unity Editor window or third-party asset.
- Scriptable Object - opens the specified Scriptable Object in the window.
- Menu Item - launches the specified item from the main menu of Unity Editor, for example File / Save.
- Settings - opens the specified item Preferences or Project Settings.
- Static Method - calls a public or private static method of any class. Very useful if you want to add your own action to quick access.
- Space - the space between items of the specified size.
- Flexible Space - an indent between items of a dynamic size that takes up all the free space. When using Flexible Space, the items will occupy the entire height of the bar.

Important: Scriptable Object, Menu Item and Static Method types require uContext Pro.

Each item must have an icon, tooltip and visibility rule.

Icons can be of the following types:

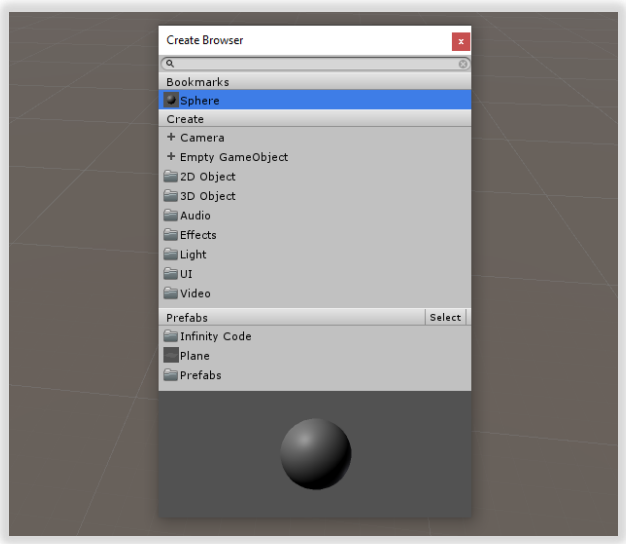
- Texture - any texture from the project.
- Editor Icon Content - built-in texture of Unity Editor.
- Text - any string (up to three characters).

Visibility rules can be:

- Always - the item will always be displayed.
- On Maximized - the item will be displayed when the Scene View is maximized.
- On Normal - the item will be displayed when Scene View is not maximized.
- Hidden - the item will not be displayed. Useful if you want to temporarily disable an item.

If you are also using ProGrid asset, enable ProGrid compatibility mode in Quick Access Bar settings. In this case, the bar will start drawing after ProGrid window and the assets will not conflict.

Object Placer



Object Placer allows you to easily and quickly create objects in the scene.

Hover over where you want to create the object and press CTRL + SHIFT + Right Click (**OSX**: COMMAND + SHIFT + Right Click), to open Create Browser.

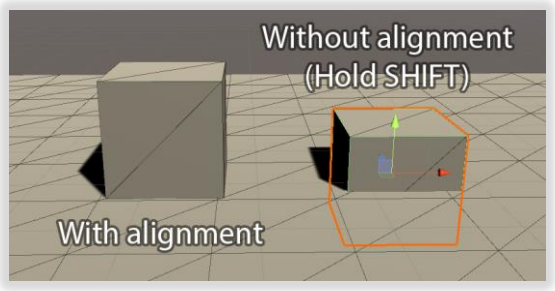
Create Browser combines the points of creating objects from Hierarchy / Create, prefabs and models in the project.

In uContext PRO, Object Placer also displays prefabs that are bookmarked.

Use the filter to quickly find an item. The filter supports fuzzy search.

Left-click on the item you want to create. The object will be created in the scene under the mouse cursor.

If any GameObject is already under the cursor, a new GameObject will be created as a child of the GameObject. To create an object in the root of the scene, hold CTRL or COMMAND.



By default, newly created objects align with the boundaries of the reference object. This means, for example, that the new cube will be located on the plane, and not intersect with it. If you do not need this behavior, hold SHIFT while selecting an item.

Tip: Add the prefabs that you plan to work with right now to your bookmarks, and they will be displayed in a separate Create Browser section. This will simplify the search for objects, and you can create objects at the speed of lightning.

Object Placer supports the creation of UI elements.

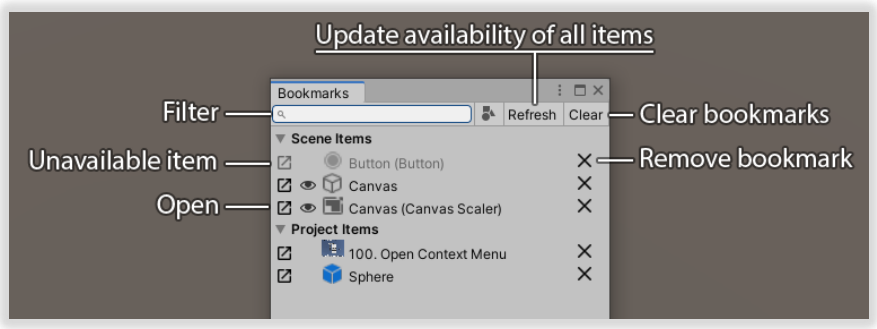
When you open Create Browser over a GameObject containing a Rect Transform, Create Browser will correctly position new elements on Canvas.

If the canvas does not exist in the scene, it will be created.

When you create a camera, a duplicate Audio Listener will be automatically deleted.

If you want to hide specific folders from the Prefabs section, you can add them to the blacklist in the uContext settings.

Bookmarks



The bookmark window can store objects of any type (GameObjects, Components, Assets, Folders) that are most important to you.

Bookmarks are stored in the project folder and are unique to each project.

You can open the bookmark window using the key combination ALT + SHIFT + B, from the context menu or using Window / Infinity Code / uContext / Bookmarks.

To add a new item to bookmarks, drag and drop it to the bookmarks window.

Items are grouped by location in the scene or in the project.

Bookmarks have two display modes: list and grid. To change the mode and size of the cell, use the slider at the bottom of the window.

To select an item, left-click on the name.

Right-click to open the context menu for the item.

Click Open button to:

- For GameObject: open a separate inspector window for this GameObject.
- For Component: open the component in a separate window.
- For Prefab: open the prefab.
- For Asset: open in the editor by default.
- For Folder: open in Explorer.

Double click to:

- For Folder: open the folder in Bookmarks.
- For Prefab: open prefab.
- For AudioClip: play / stop AudioClip.
- For Asset: open in the editor by default.

You can drag items from bookmarks to any other windows.

To quickly find an item, use a filter. The filter supports fuzzy search and search by object types.

In uContext PRO, to quickly select the type of object, use the button to the right of the search box.

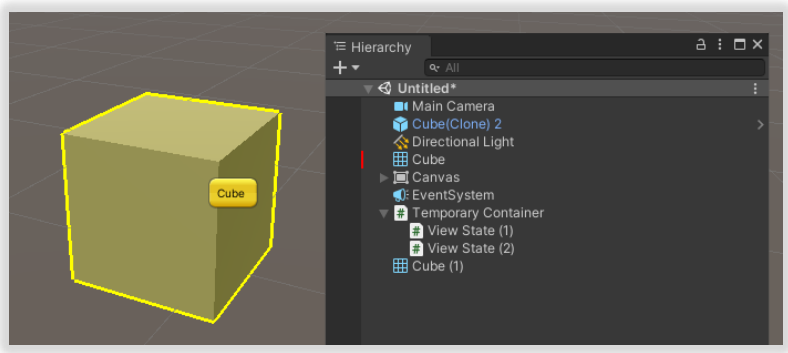
If the line is highlighted, it means that the item is on the selected GameObject.

If the line is disabled (gray), this means that the item is not available (for example, it was deleted). Disabled lines are not automatically deleted, because the item may become available again.

If the item is not available, uContext will try once to restore the reference to the item using Instance ID or the path in the hierarchy.

When you know that the item has become available in the scene, click Refresh to update the availability of the items.

Highlighter



Available in uContext PRO.

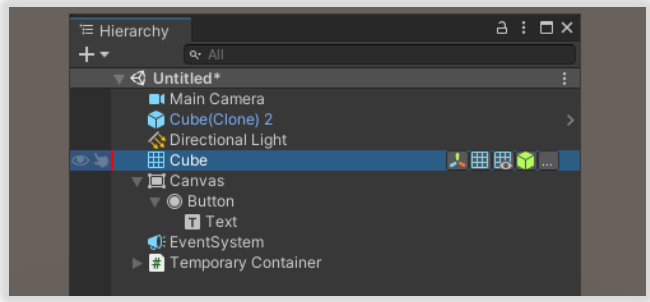
When you hover over a GameObject in a Hierarchy while holding CTRL (**OSX:** COMMAND), the GameObject under the cursor will be highlighted in the Scene View. In addition, all highlighted GameObjects will be marked in red in the Hierarchy.

Supports highlighting GameObjects that have Renderer or RectTransform components.

Highlighter has deep integration with Waila. Read more about this in the Waila section.

Note: GameObject highlighting does not work when using Scriptable Render Pipeline. We are working on the implementation of highlighting for SRP.

Hierarchy



Best Icons For GameObject

Instead of the GameObject icon (to the left of the name), it displays the icon of the best component that this GameObject contains.

If the GameObject is a prefab, then the prefab icon will still be displayed.

Components In Hierarchy

Available in uContext PRO.

Hover over a line in Hierarchy window holding CONTROL (**OSX:** COMMAND) to display all the icons of all the components on GameObject under the cursor.

In addition, Highlighter will highlight GameObject under the cursor in Scene View.

Click on the component icon to open it in a separate window.

When GameObject contains up to 6 components, «...» button will be displayed, allowing you to add a component or add GameObject to your bookmarks.

When GameObject contains more than 6 components, «+X» button will be displayed, where X is the number of remaining components. When you click on this button, you will see the remaining components, the button to add the component and the button to add the GameObject to bookmarks.

If for the component the default icon for C# scripts should be displayed, then instead of it you will see the component name in Photoshop style (up to 4 characters), for example, «Om» will be displayed for the component Online Maps.

If the components have the same prefix, in the settings you can specify a list of prefixes for removal. For example, you have scripts Online Maps and Online Maps Tile Set Control, when specifying the prefix Online Maps, for the first component «Om» will be displayed, for the second «Tsc».

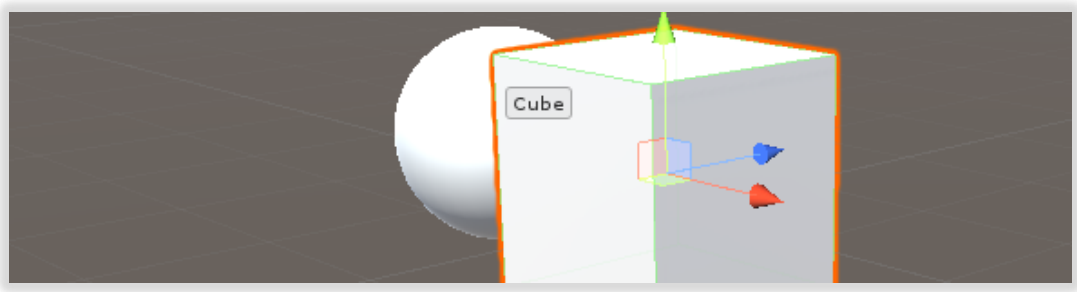
Display errors and exceptions

When a component has an error or exception in the console, an error icon will be displayed in the corresponding line of the Hierarchy window.

When you hover over the icon in edit mode, the error text will be displayed.

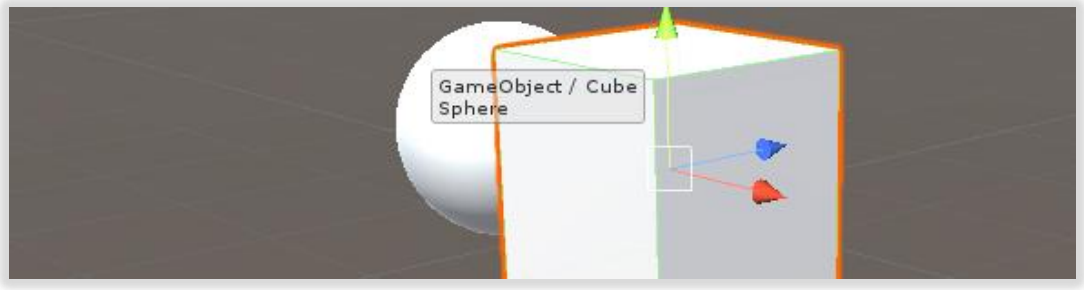
When you click on the icon, the script will be opened on the line in which the error or exception occurred.

Waila (What Am I Looking At)

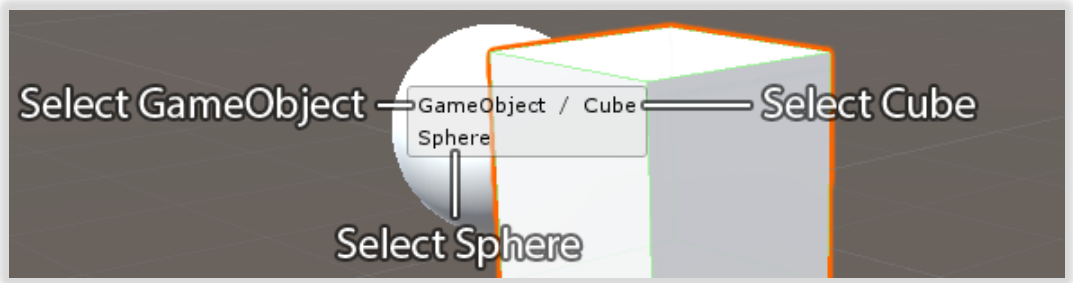


Hold CTRL (**OSX:** COMMAND) in Scene View to highlight GameObject under the cursor and display its name.

If Terrain is under the cursor, WAILA will additionally display the position in the scene of the point on the terrain under the cursor.



uContext PRO: Hold CTRL + SHIFT (**OSX**: COMMAND + SHIFT) in Scene View to display the names and path in the hierarchy of all GameObjects under the cursor.



uContext PRO: Press CTRL + SHIFT + SPACE (**OSX:** COMMAND + SHIFT + SPACE) in Scene View to show smart selection.

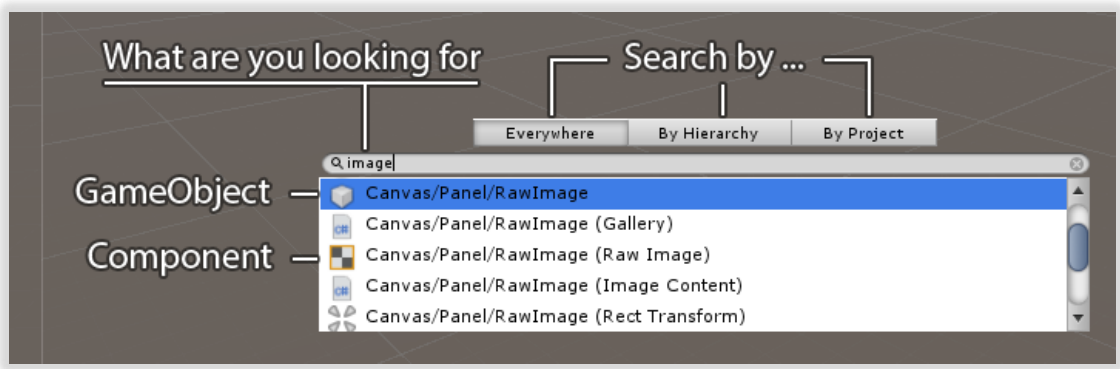
The full paths in the hierarchy of all GameObjects under the cursor will be displayed.

When you hover over an item, it will be highlighted in the scene and Hierarchy.

When you click on any item, it will be selected. When you click on the parent element, the parent element will be selected. When you click on an item while holding down CTRL key, GameObject will be added to the current selection.

Important: By default, CTRL + Click (**OSX:** COMMAND + Click) in Scene View adds / removes a GameObject to the current selection. Waila overrides this behavior and CTRL + Click (**OSX:** COMMAND + Click) in Scene View only selects the GameObject that Waila shows. To add a GameObject to the current selection, use SHIFT + Click.

Smart Search



Smart Search combines the search for GameObject and components in the scene, assets in the project and items in the Window menu.

Press CTRL + F (**OSX:** COMMAND + F) to show the search window under the cursor.

Important: This feature overrides the built-in CTRL + F combination.

To switch between search everywhere, by hierarchy and by project, use the buttons above the search field or TAB key.

Entering more than two characters shows up to 20 of the most relevant items.

The search is not case sensitive.

Additional search options:

- **Fuzzy search** is supported. More details in the "Fuzzy Search" section.
- **Search by object type.** Enter «:» and the type of object (in whole or in part) to search by type. For example, «wa:te» will find «08. Waila» texture in the project, or «DL:go» will find «Directional Light» GameObject in the scene.

If all objects are searched, then you can use the “@” prefix to search the scene, and the “#” prefix to search the project.

For each item, the component icon and the full path in the hierarchy or project are shown. If the path is longer than 65 characters, then it is truncated from the beginning. For a component in the scene, the component type is also displayed.

When you hover over an item, the full (untruncated) path in the hierarchy or project is displayed.

If you press ENTER or double click on an item, the object in the scene or project will be selected.

Right-clicking on an item displays the context menu for the item under the cursor.

By pressing CTRL + ENTER:

- If the selected item is a GameObject in the scene - the GameObject will be selected and a new inspector opens in a separate window.

- If the selected element is a component in the scene - the component opens in a separate window.

- If the selected item is an asset in the project - opens the asset with associated application.

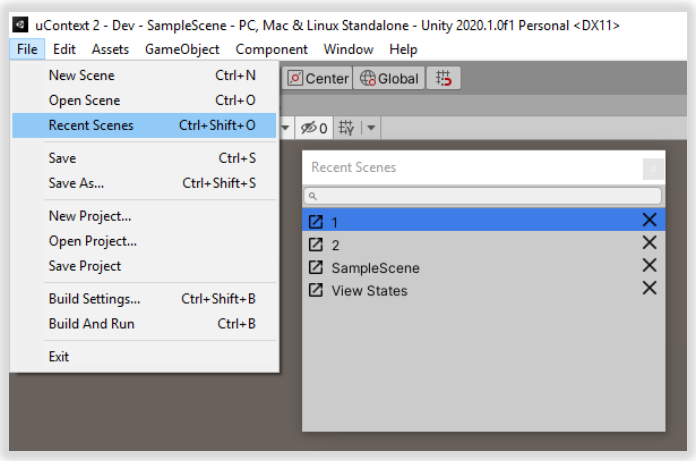
When you press SHIFT + ENTER, GameObject will be selected, and the scene view will be framed on this object.

If MonoScript is selected in the search, pressing CTRL + SHIFT + ENTER will add it to the selected GameObject.

You can drag and drop items from the search to the scene and other windows.

Tip: if you have problems with the transparency of the search box, you can disable the transparency of the windows in the uContext settings.

Recent Scenes



uContext stores a history of closing scenes and allows you to quickly return to a previously closed scene.

Select the File / Open Recent Scene menu item, or CTRL + SHIFT + O (**OSX:** COMMAND + SHIFT + O) to open a window containing previously closed scenes.

Toolbar

Displays actions to the left and right of the Play button.

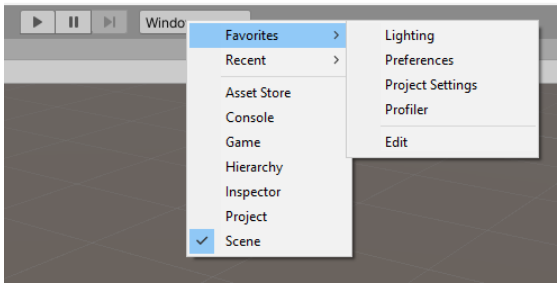
Available for Unity 2019.1 and higher.

Restore View

Displayed when a selected GameObject has a saved View State.

Click to restore view.

Windows



Displays currently open windows, recently closed windows, and favorite windows.

Currently open windows

Click on an item to:

- When the active window is not maximized: set focus to the window.
- When the active window is maximized and Scene or Game is selected: switch to the selected window.
- When the active window is maximized and not Scene or Game selected: open the window as a tab.

Recently closed windows

Stores up to 20 recently closed windows.

Clicking on an item restores the window to the state it had before closing.

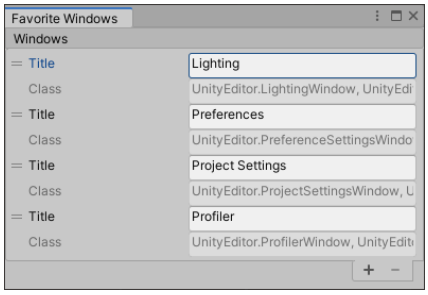
When compiling scripts or entering play mode, the list of recent windows is cleared.

Favorite windows

You can save your favorite windows to quickly open them.

If the window has been recently closed, then it will restore the state before closing. Otherwise, it will open in the default state.

To change the list of windows, click Edit.

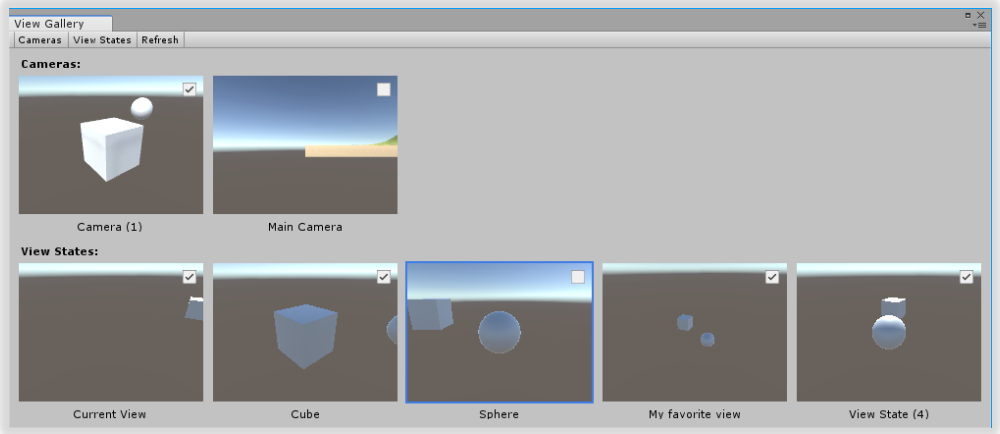


You can add, delete, sort and rename windows.

To add a new window, click the “+” button, and click on the window you want to add.

Important: some windows from third-party assets require context when opening. Here windows open without context, which can lead to incorrect window operation. Keep this in mind when adding windows that cannot be opened through the main menu.

View Gallery



To open View Gallery use CTRL + SHIFT + G (**OSX:** COMMAND + SHIFT + G), or Context menu / Views and Cameras / View States / Gallery, or Window / Infinity Code / uContext / View Gallery.

View Gallery displays images from all cameras and images from all View States.

Displaying images from cameras requires uContext PRO.

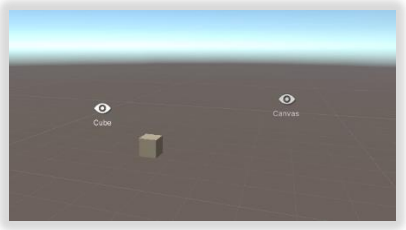
View State is the Scene View state setting.

Click on image to restore View State or camera view.

Right-click on View State to open the context menu for the item under the cursor.

Use the checkbox in the upper right corner of the image to enable or disable the use of the camera or View State in **Quick Preview**.

View State In Scene View



Available in uContext PRO.

Hold ALT and Scene View will display all View States you have in the scene.

Click on the icon to quickly restore View State.

View State for Selection

Available in uContext PRO.

When one GameObject is selected, press CTRL + Slash (**OSX:** COMMAND + Slash), and uContext will save the View State for the current selection.

When a selected GameObject has a saved View State, you will see an icon on the Toolbar to the left of the Play button.

To restore View State, press CTRL + SHIFT + Slash (**OSX:** COMMAND + SHIFT + Slash), or the icon on the Toolbar.

Quick Preview

Hold CTRL + SHIFT + Q (**OSX:** COMMAND + SHIFT + Q) in Scene View to display the image from Cameras and View States in Scene View.

The image will be hidden when you release any of the keys.

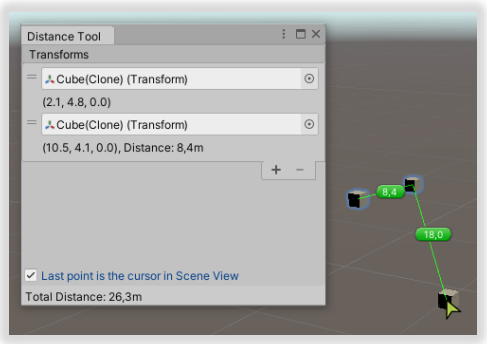
Important: The image will not contain UI elements.

To switch between view items, use the mouse wheel.

uContext PRO: when Quick Preview active, press F to set the view from the displayed camera or View State.

You can choose which cameras and View States will be used in Quick Preview using View Gallery.

Distance Tool



Allows you to calculate the distance between GameObjects and / or the cursor.

Note: Calculation of distance to cursor is available in uContext PRO.

To open Distance Tool select Window / Infinity Code / uContext / Distance Tool.

Add GameObjects between which you want to calculate the distance, or hover over the object to which you want to calculate the distance.

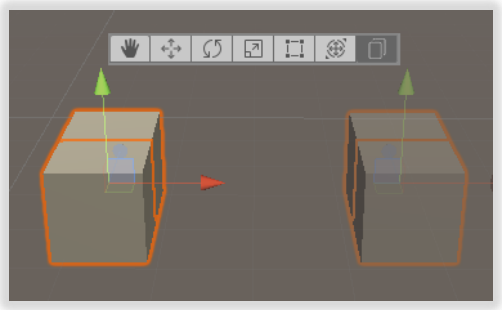
Tip: You can drag GameObjects or components into this window to quickly add them to the list.

The distance to the previous object will be displayed under each object in the Distance Tool, and the total distance will be displayed at the bottom of the window.

The distance between objects is also displayed in Scene View.

Important: when calculating the distance to the object under the cursor, the distance to the point on the collider of the object is used, not the position of the object.

Duplicate Tool



Tools are available for Unity 2019.1 and higher.

Allows you to quickly create duplicate objects.

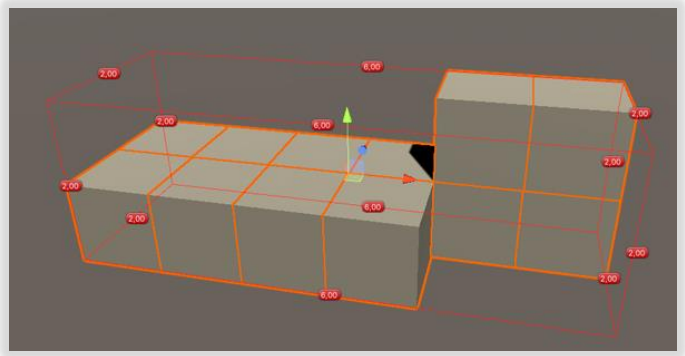
Select the Duplicate Tool, move the selected GameObjects in the desired direction to duplicate the objects. After you release the left mouse button, you can make the next duplicate.

Temporary enablement of Duplicate Tool is available in uContext PRO:

You can temporarily switch to the Duplicate Tool by pressing CTRL + SHIFT (OSX: COMMAND + SHIFT) while the Transform Tool or Move Tool is active.

When you release this key combination, uContext will automatically switch to the previous tool.

Selection Bounds



Hold Caps Lock to display the bounds and sizes of renderers of the selected GameObjects.

Frame Selected Bounds

By default, in Unity Editor press F to Frame Selection.

But this tool does not always work correctly and predictably, for example, when Tool Handle Position is Pivot, or when GameObject contains a ParticleSystemRenderer or TrailRenderer.

uContext adds an alternate mode for this tool, which is more stable and predictable.

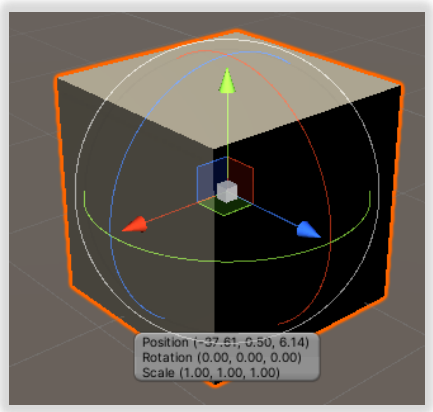
Press SHIFT + F to Frame selection based on bounds.

Jump To Point

To quickly jump to the point under the cursor press SHIFT + middle mouse button. Scene View the camera will be positioned at the point under the cursor, but the height of the person's eyes.

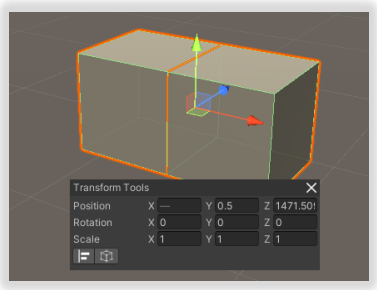
uContext Pro contains an alternate mode: Press CTRL + SHIFT + middle mouse button (**OSX:** COMMAND + SHIFT + middle mouse button). Scene View the camera will be positioned at the point under the cursor, at a height of 20 meters.

Tool Values



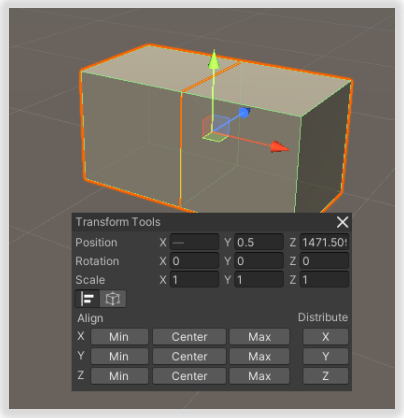
When holding down CONTROL (**OSX:** COMMAND) or clicking the left mouse button on Handles, displays the values of the selected tool near the handler.

Click on the values to open a window where you can change these values.



If there are Transform Editor Tools available for the current selection, they will be displayed at the bottom of the window.

Align & Distribute



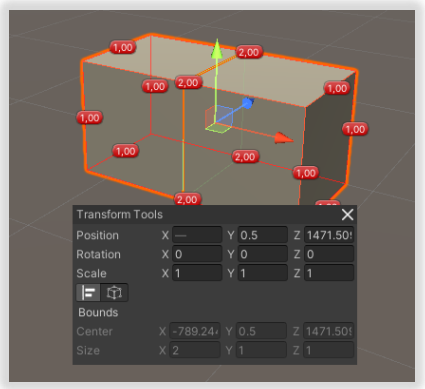
Available in uContext PRO.

Displayed when two or more GameObjects are selected.

Align - Aligns the selected GameObjects along the axes. If the GameObject has a renderer, then it aligns to the renderer's boundaries. Otherwise, alignment uses the local zero position.

Distribute - distributes the selected GameObjects evenly along the axes. If the GameObject has a renderer, then the size of the bounds is used. Otherwise, the GameObject is considered to be of size zero.

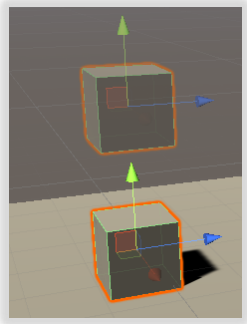
Bounds



Available in uContext PRO.

Displays the bounds and sizes of renderers of the selected GameObjects.

Drop To Floor



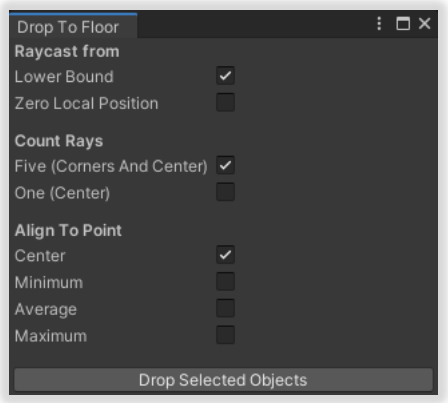
Press SHIFT + END to drop the selected GameObjects to the floor.

It is required that the selected GameObjects have a renderer, and the GameObject under the selection has a collider.

The selected GameObjects shoot down five rays from the corners and center of the bottom of the renderer's borders. The bottom of the renderer is aligned to the highest point of all rays that have collided.

If all the rays had no collisions, then the object will be aligned as if the rays had a collision at y = 0.

Advanced



Advanced Drop To Floor is available in uContext PRO.

Press CTRL SHIFT + END (OSX: COMMAND + SHIFT + END) to open the Advanced Drop To Floor window.

In this window, you can configure the rules for dropping objects.

Also, in this mode, the selected GameObjects may not have renderers.

Group GameObjects

Select two or more GameObjects, press CTRL + G (**OSX:** COMMAND + G) and enter the name of the new parent GameObject.

A new GameObject with the specified name will be created, located in the common parent GameObject (if present), or in the root of the scene.

Selected GameObjects will be moved as children of the new parent GameObject, with saving the position in the scene.

Ungroup GameObjects

Select one or more GameObjects and press CTRL + ALT + G (**OSX:** COMMAND + ALT + G).

All child GameObjects will be moved one level higher, and the selected GameObjects will be deleted.

Rename by Shortcut

Pressing F2 while the focus is on the Scene View, Inspector, Component Window, or the context menu is open, the rename window for the selected GameObject will open.

Enter a new name and press OK or ENTER to rename the selected GameObject.

Mass Rename

In uContext PRO, pressing F2 while multiple GameObjects are selected will open the mass rename window.

Mass rename supports tokens:

{C} – counter with step 1. Will be replaced with a number from 1 to N, where N is the number of selected GameObjects.

{S} – the sibling index of the object in the scene or parent GameObject.

{X:Y} – substring, where X is the character number of the beginning of the substring (starting from 0) and Y is the number of characters. X and / or Y can be omitted.

If X is omitted, 0 will be used.

If X is negative, the substring will start with |X| character from the end of the line.

If Y is omitted, the remaining number of characters will be used (Length subtract |X|).

If Y is negative, the remaining number of characters will be used subtract |Y| last characters.

Example:

You have "Cube 01" and "Sphere 02" and you want to move the number in front of the name, use the following expression: {-2:} {:-3}.

This expression means: two characters from the end of the line + space (between brackets) + all characters except the last three.

Switch between Scene View and Game View

Press CTRL + SHIFT + TAB (**OSX:** COMMAND + SHIFT + TAB) to switch between Scene View and Game View windows.

If the current active window is not Scene View and not Game View, the new active window will be Scene View.

If the current active window is maximized, then the new active window will also be maximized.

When you start a scene with a maximized Scene View, this will automatically switch to a maximized Game View.

Selection History

uContext saves the history of object selections in the scene and in the project.

Press CTRL + SHIFT + Comma (**OSX:** COMMAND + SHIFT + Comma) to restore the previous selection.

uContext stores up to 20 history entries.

If you restored the selection one or more times, then press CTRL + SHIFT + Period (**OSX:** COMMAND + SHIFT + Period) to go to the next selection entry.

In addition, you can switch between the selection entries using the context menu:

Open the context menu, select Selection History action and select the selection entry that you need.

Important: when you start a scene or recompile scripts, the selection history is reset.

Changing the size of the brush Terrain Editor

When Terrain is selected, use CTRL + Mouse wheel (**OSX:** COMMAND + Mouse wheel) to change brush size.

When using CTRL + SHIFT + Mouse wheel (**OSX:** COMMAND + SHIFT + Mouse wheel), the size of the brush will change 10 times faster.

Fast Zoom In / Out by Shortcut

Unity for zoom in / out in the scene uses the UP and DOWN keys.

But the problem is that they have too small a step.

uContext adds the ability to perform these actions mush faster.

CTRL + MINUS / EQUALS (**OSX:** COMMAND + MINUS / EQUALS) - performs zoom in / out 30 times faster.

CTRL + SHIFT + MINUS / EQUALS (**OSX:** COMMAND + SHIFT + MINUS / EQUALS) - performs zoom in / out 150 times faster.

Behavior improvements

Add Component by Shortcut

By default, pressing CTRL + SHIFT + A (**OSX:** COMMAND + SHIFT + A) shows Add Component window in the inspector, next to Add Component button. This does not work if the inspector is not currently visible (for example, with a maximized window).

uContext overrides this behavior:

When you press CTRL + SHIFT + A (**OSX:** COMMAND + SHIFT + A), Add Component window will be displayed under the mouse cursor, regardless of whether the inspector is currently visible.

Drag And Drop from Project to Canvas

Drag and Drop Texture

The default behavior is:

Dragging a Texture onto a Canvas is ignored.

New behavior:

Dragging a Texture onto Raw Image replaces the texture.

If the texture has a Texture Type - Sprite, then dragging to Image replaces sprite.

Dragging a Texture onto Rect Transform creates a new GameObject under the cursor, adds Raw Image component and sets the texture.

When CTRL is pressed, the forced object creation mode is enabled.

Drag and Drop Sprite

The default behavior is:

Dragging a Sprite to the Canvas creates a Sprite Renderer.

New behavior:

Dragging Sprite to Image replaces sprite.

Dragging Sprite to Rect Transform creates a new GameObject under the cursor, adds Image component and sets the sprite.

When CTRL is pressed, the forced object creation mode is enabled.

Drag and Drop a Prefab containing a Rect Transform

The default behavior is:

Dragging a Prefab containing a Rect Transform onto a canvas creates an instance of Prefab at the root of the scene.

New behavior:

Dragging a Prefab containing a Rect Transform onto a canvas creates an instance of the Prefab in GameObject under the cursor.

Maximize Active Window

The default behavior is:

When you press SHIFT + Space, most windows are maximized.

But this keyboard shortcut does not affect Game View in playmode.

New behavior:

Pressing SHIFT + Space maximizes Game View.

If your game uses this key combination, disable this improvement in uContext settings.

Pressing F11 maximizes any window.

Temporary objects

Temporary objects are all objects that are children of Temporary Container.

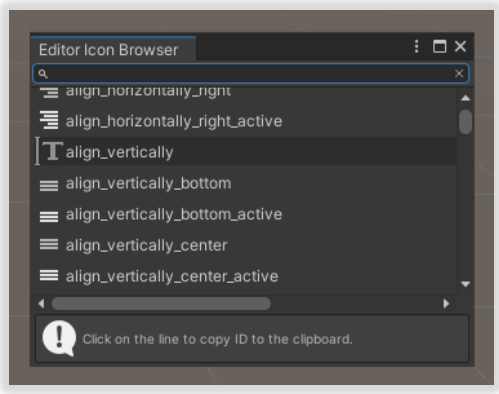
Temporary Container and all child objects will be automatically destroyed when the scene starts.

Temporary objects are marked with EditorOnly tag and are not included in the build.

To create a Temporary Container, choose Window / Infinity Code / uContext / Temporary Object / Create Container.

To delete all temporary objects, select Window / Infinity Code / uContext / Temporary Object / Destroy Container.

Editor Icon Browser

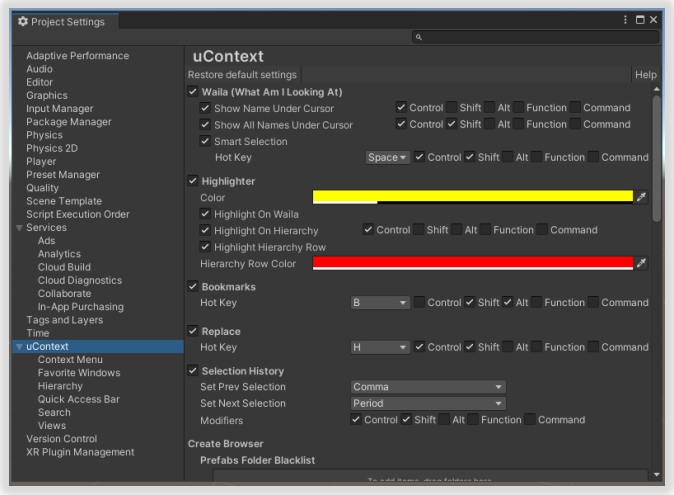


Allows you to view the built-in textures of Unity Editor.

Select Window / Infinity Code / uContext / Editor Icon Browser to open the window.

Click on the line to copy the texture ID.

Settings

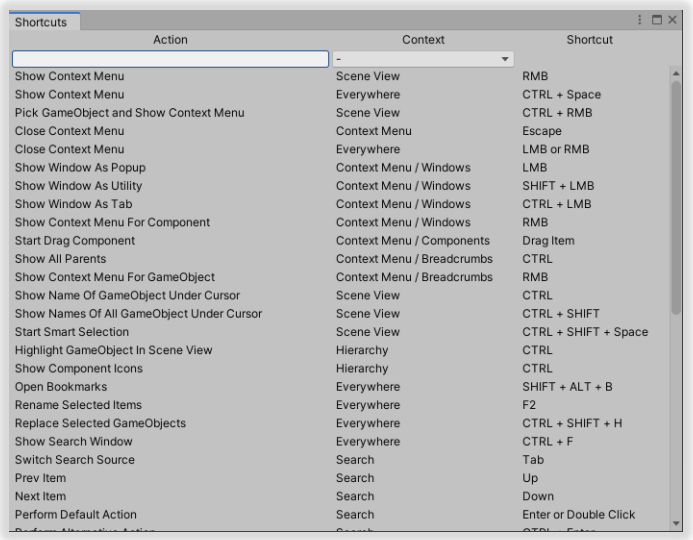


Settings allow you to disable features that you do not need, and redefine keyboard shortcuts.

Select Window / Infinity Code / uContext / Settings to open the settings.

Important: uContext settings are the same for all projects, but Favorite Windows and Quick Access Bar items are unique for each project.

Shortcuts



uContext adds a large number of shortcuts to Unity Editor.

Select Window / Infinity Code / uContext / Shortcuts.

This window contains all shortcuts added by uContext.

You can filter items by action or context.

Important: this window displays the current shortcuts specified in the settings for the enabled features.

If the feature is disabled, the shortcuts of this feature will not be displayed.

Integration with other assets

Integration with other assets is implemented on the side of another asset, and the description of the integration possibilities in this documentation may be outdated.

For a current description of the integration features, see the documentation for another asset.

Online Maps

https://assetstore.unity.com/packages/tools/integration/online-maps-v3-138509

Integration with Online Maps is enabled automatically. You just need to have Online Maps and uContext in the project.

The integration adds the following actions:

1. Geocoding - allows you to find a location by address, and show the specified location on the map.
2. Reverse geocoding - allows you to find out the address of the location under the cursor. The address will be displayed in the console.

These actions are grouped in Online Maps section, which is displayed only in the playmode.

For geocoding and reverse geocoding, ArcGIS Geocoding API is used, which does not require authorization.

Real World Terrain

https://assetstore.unity.com/packages/tools/terrain/real-world-terrain-8752

Integration with Real World Terrain is enabled automatically. You just need to have Real World Terrain and uContext in the project.

Integration adds to WAILA a display of latitude, longitude, and altitude of the terrain under the cursor.

The integration adds the following actions:

1. Geocoding - allows you to find a location by address. The location will be converted to Unity World Position, and GameObject will be created in this position, whose name is the full address of the location.
2. Reverse geocoding - allows you to find out the address of the location under the cursor. The address will be displayed in the console.

These actions are grouped in the section Real World Terrain.

For geocoding and reverse geocoding, ArcGIS Geocoding API is used, which does not require authorization.

Updating asset

We send to Unity Asset Store only stable versions.

uContext PRO has a built-in update system, using which you can download the latest versions of uContext PRO and get early access to all versions and updates.

Important: Always back up the project before updating assets.

Select «Window / Infinity Code / uContext / Check Updates» or «uContext Settings / Help / Check Updates», to open the updater window. Enter your Invoice Number or Order Number, select the update channel and click «Check New Versions».

You can find your Invoice Number in Unity Asset Store order confirmation email, or on the orders page in Unity Asset Store:

https://assetstore.unity.com/orders

If more than 10 updates were released in the selected channel from the current version, only the last 10 updates will be shown.

If updates are available, you can read the list of changes and download the update.

If you have problems installing the update, then:

1. Remove «Plugins / Infinity Code / uContext» folder.

2. Import the new version of uContext into the project.

If you want to return to the previous version of uContext PRO, then select the channel «Stable Previous». Using this channel, you can get 10 previous stable versions.

uContext PRO automatically checks for updates every 24 hours. If the new version is available, you will see an icon in the Actions. Clicking on this action will open the updater window.

Automatic update check does not require an Invoice Number, and works on a previously selected update channel. If you did not select the update channel, then only stable versions will be checked.

Troubleshooting

Known Issues

Layout failure

and

Invalid editor window UnityEditor.FallbackEditorWindow

Choose some layout in Window / Layouts. This will restore the layout of the editor and the problem will gone.

View Gallery and Quick Preview do not display UI

In the current version of the Unity Editor it is impossible to implement.

Highlighter does not work for GameObjects in the scene when using Scriptable Render Pipeline

Scriptable Render Pipeline support is not yet implemented.

We are working on implementing this feature.

Your problem is not listed

Try to update to the latest version of the asset, using the built-in update system. Perhaps we have already fixed this problem.

If the problem persists, please contact us about this problem using email (support@infinity-code.com) or forum (http://forum.infinity-code.com). We will try to fix all bugs and release the update as soon as possible.

Support

We provide support using email (support@infinity-code.com) in English and Russian, or using forum (https://forum.infinity-code.com) in English.

If something does not work for you, you have found a bug, or you have a suggestion, please contact to us.

When contacting, please specify your OS, the version of Unity Editor and the version of uContext.

We try to respond to all request to the support within 24 hours.

Other Infinity Code assets

Huge Texture

https://assetstore.unity.com/packages/tools/input-management/huge-texture-163576

Huge Texture allows you to import and use textures larger than 8192x8192px.

How it works:

When importing a texture, Huge Texture splits the texture into pages and saves it as a Texture Array.
Texture Array is combined on the shader side, which does not create extra draw calls and has almost no effect on performance.

Features:

- The maximum size of the texture: PNG and JPEG up to 16384x16384px, RAW up to 2GB (0.715 gigapixels, 26624x26624px for square textures without transparency);
- Standard Render Pipeline, Universal Render Pipeline (URP, LWRP), High Definition Render Pipeline (HDRP);
- Compressed and uncompressed formats;
- Does not produce extra draw calls. You will have as many draw calls as you would with a regular texture;
- API for working with huge textures, as with regular Texture2D;
- Built-in update system.

Requirements:

- Not all platforms support Texture Arrays.
  The list of supported platforms is here:
  https://docs.unity3d.com/Manual/SL-TextureArrays.html
- The field must accept Texture (not Texture2D), and the component must accept custom material or shader.
  For example, Huge Texture can be used in Mesh Renderer, Raw Image, etc.

Mesh to Terrain

https://assetstore.unity.com/packages/tools/terrain/mesh-to-terrain-7271

Mesh to Terrain is a tool for easily and quickly converting a 3D terrain model created in 3ds Max, Terragen or any other editor to Unity Terrains.

Mesh to Terrain can convert textures to SplatPrototypes (Terrain Layers), generate terrain from several models and split the model into several terrains.

Features:

- Supports Unity v5.6 and higher;
- Unlimited number of models and terrains used in the component;
- Terrains are created in the same place where the meshes;
- Convert the textures of models to textures of terrain;
- Seamless result, when working with multiple terrains;
- Manually adding models or automatic detection of all models in the layer;
- No need to manually add the components of physics;
- Works with Relief Terrain Pack (optional);
- Built-in update system.

Online Maps

https://assetstore.unity.com/packages/tools/integration/online-maps-v3-138509

Online Maps is a universal multi-platform mapping solution for your 2D, 3D, AR / VR and mobile applications and games.

Fully customizable, incredibly easy to learn and use, and at the same time is one of the most powerful and flexible solutions in the industry.

Supports a huge number of services for any mapping needs, and has integration with the best Asset Store assets.

The package contains the complete source code without dependencies, and if you want to add or change some feature, you can easily do it.

Don't have programming experience or don't know C# - Online Maps supports visual scripting using Bolt and Playmaker.

All the features to create any map in Unity in one asset.

Features:

- Unity 2017.4 LTS and higher;
- Standalone, Android, iOS, Windows Store, WebGL;
- Online and offline maps;
- 2D maps and 3D maps with elevation;
- 2D, 3D, billboard and custom markers;
- You can display the map anywhere: on UI, in a scene, or draw into texture;
- Huge number of predefined tile sources: Google Maps, Mapbox, ArcGIS, Nokia Maps, Bing Maps, Open Street Maps, and many others (16 providers, 88 map types);
- Ability to create your own map style or use your own source of tiles (e.g. WMS);
- Multilingual map with or without labels;

- **Support Google API web services**: Direction API, Elevation API, Geocode API, Places API, Places Autocomplete API, Roads API;
- Other web services: AMap Search, Bing Maps Elevation API, Bing Maps Location API, HERE Routing API, Open Route Service Directions, Open Route Service Geocoding, Open Street Map Nominatim, Open Street Map Overpass API, QQ Search, What 3 Words;
- Show Google Street View using uPano;
- Additional Features: GPS (with emulator), cache, traffic, Overlays, Drawing API, runtime 3D buildings;
- Integration with: Bolt, Curved UI, EasyTouch, Fingers - Touch Gestures, NGUI, Playmaker, Real World Terrain, TouchScript, uContext, uPano;
- Easy-to-use and powerful API. Large number of examples of using is attached. Atlas of Examples;
- Built-in update system.

Real World Terrain

https://assetstore.unity.com/packages/tools/terrain/real-world-terrain-8752

Real World Terrain is a tool for automatically creating high-quality terrains, meshes, Gaia stamps and RAW files based on real-world data with global coverage.

Incredibly fast and easy to use, and allows you to create high-quality terrains in a couple of clicks.

In addition, Real World Terrain can create buildings, roads, trees, grass, and rivers based on Open Street Map data.

Real World Terrain is incredibly powerful and flexible. It has a powerful Editor API to automate the generation of terrains, and Runtime API positioning objects by coordinates, etc.

Real World Terrain has integration with the best assets of the Asset Store, which gives almost unlimited possibilities in the generation of terrains.

Features:

- Unity 2017.4 LTS and higher;
- Elevation Heightmaps:
    - ArcGIS resolution of max 10 meter per pixel;
    - Bing Maps resolution of max 10 meter per pixel;
    - Mapbox;
    - SRTM v4.1 resolution of 90 meters per pixel;
    - SRTM30 resolution of 30 meters per pixel.
- Texture providers: ArcGIS, DigitalGlobe, Map Quest, Mapbox, Mapy.CZ, Nokia Maps (here.com), Virtual Earth (Bing Maps), Open Street Map , Sentinel-2 + ability to download tiles from custom url;
- Satellite images resolution of max 0.25 meter per pixel;
- Can create: Unity Terrains, Meshes, Gaia stamps, RAW files;
- Can generate regular textures and Huge Texture (up to 26624x26624px) for each terrain.
- Can generate Terrain Layers based on Mapbox vector tile data;
- Can create objects based on Open Street Map:
    - Editable roads for EasyRoads 3D v3 and Road Architect;
    - Editable buildings for BuildR2 (editable) or built-in building engine;
    - Rivers;
    - Trees;
    - Grass.
- A tool to select area directly on Google Maps;
- A lot of extra tools for working with coordinates, objects and postprocessing;
- Unlimited number of generated terrains;
- Integration (optional): BuildR, EasyRoads 3D v3, Gaia, Gaia Pro, Huge Texture, Online Maps, Playmaker, Relief Terrain Pack, Road Architect, Vegetation Studio, Vegetation Studio Pro, VolumeGrass, WorldStreamer.

Terrain Quality Manager

https://assetstore.unity.com/packages/tools/terrain/terrain-quality-manager-28949

Terrain Quality Manager allows you to change the resolution of Heightmap, Detailmap, Alphamap and Basemap, **without losing data**.

If you need to increase the quality of terrain, or optimize terrain for better performance, with this tool you can do it.

Features:

- Unity v5.2 and higher;
- Allows you to change resolution of Heightmap, Detailmap, Alphamap, Basemap and Resolution Per Patch, without losing data;
- Works for single terrain, all terrains in scene, all terrains in project;
- Allows you to scale up and scale down terrain maps;
- Seamless result, when working with multiple terrains;
- Very easy to use.

uPano

https://assetstore.unity.com/packages/tools/integration/upano-126396

uPano (Unity Panoramic Framework) is a universal solution for displaying dynamic and static panoramas, and creating virtual tours.

uPano is very easy to learn and use, and is great for people who do not have programming experience.
Visual Tour Maker lets you create virtual tours in minutes.

In most usage scenarios, you can make interactive panoramas without creating your own scripts.
If you have some very specific purpose, uPano has a powerful and easy-to-use API that will allow you to implement any behavior.

Most of the existing types of panoramas are supported: spherical, cylindrical, cubic panoramas on single or six images, cubemap.

Supports Unity 2017.4 LTS and higher.
Supported platforms: Standalone, iOS, Android (including Google VR), Universal Windows Platform, WebGL.
Other platforms have not been tested, but most likely uPano will work well.

Additional features:

- Can display textures larger than 8192px using Huge Texture;
- Visual Tour Maker;
- Interactive elements (Hot Spots, Directions) + Visual Editor;
- Lots of built-in actions for HotSpots and Directions;
- Compound transitions;
- Download Google Street View panoramas by ID or location;
- Video panoramas;

- Control with: mouse, touch, keyboard, gyro, compass, UI buttons, UI compass, UI joystick;
- Plugins: Auto Rotate, Downloader, Limits, Multi Camera, Orthographic Camera, Timed Gaze;
- (optional) Integration with Online Maps, Playmaker;
- Built-in update system.

Final words

We sincerely hope that you enjoy using uContext.

If you have any questions or problems, please contact us.

We will try to help you as quickly as possible.

Please don't forget to rate uContext in the Unity Asset Store.

It is very important for us to have feedback to make our assets better.

For other users, this is also very important to make the right understanding quality and features of the asset.

Links

Product page: https://infinity-code.com/assets/ucontext

Support: support@infinity-code.com

Forum: https://forum.infinity-code.com

YouTube: https://www.youtube.com/channel/UCxCID3jp7RXKGqiCGpjPuOg

Vimeo: https://vimeo.com/infinitycode

Twitter: https://twitter.com/InfinityCodeCom