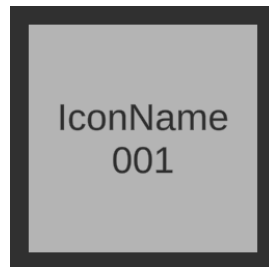# Icon Maker – Instructions – 1st July 2019

Introduction

Icon Maker is a simple tool for Unity that quickly and easily creates multiple *placeholder* icons for your game. Note the emphasis is on "placeholder" i.e. they are assets to add to your project now but you plan to create real ones later.

Icons will look something like this…

with the numerical suffix increasing by one for each icon generated. The image background and prefix string can be customised per batch of saved icons depending on your needs.

NOTE: If you are using an version of Unity earlier than 2018.2 then you can still import the package but you'll need to fix up the Text (TMP) object's script in the supplied scene after importing an older version of TextMesh Pro from the Asset Store.

Installation

1. Download IconMaker.unitypackage from GitHub.
   o (https://github.com/Red-Phantom-Games/icon-maker-unity)

2. Open a new project in Unity (or open an existing one).

3. Select "Assets -> Import Package -> Custom Package…" and choose the downloaded IconMaker.unitypackage.

4. Use the Package Manager (Window -> Package Manager) to add the TextMesh Pro package to the project. (This step is not be needed if you are working in an existing project and already have added TextMesh Pro.)

5. Open Assets/IconMaker/Scene/IconMakerScene. Click "Import TMP Essentials" if the "TMP Importer" dialog box appears.

Making Icons

In the scene find the IconMaker game object. Set up your icon creation by adjusting the values in the IconMaker script in the Inspector.
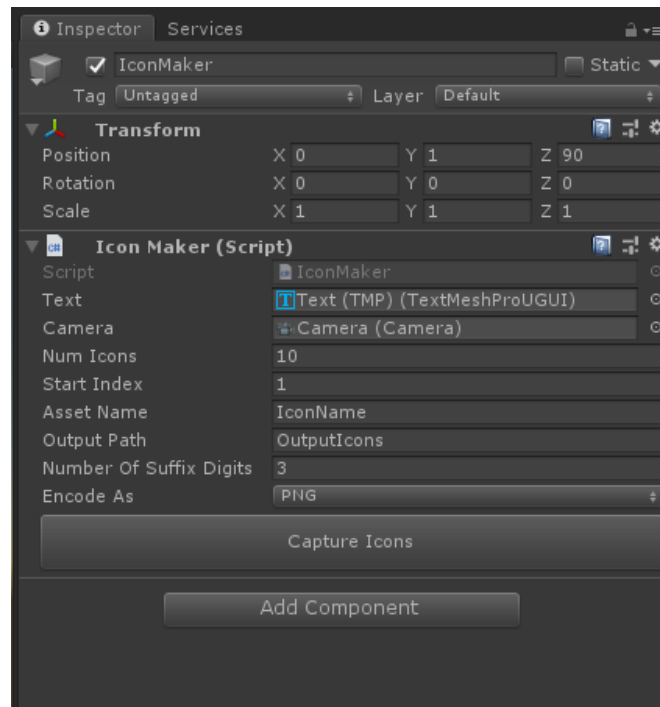
Num Icons – This is the number of icons that will be created.

Start Index – The first suffix to be used in the icon text and also the output image file name.

Asset Name – The prefix string for the text on the icon.

Output Path – The destination folder for the outputted icons.

Number of Suffix Digits – Minimum number of digits to be used in the suffix. Zeroes will be added where necessary.

Encode As – Save the icon image files as PNG or JPG.

Capture Icons – Hit this button to create the icons.

Aside from this you can obviously change the background images, colours, font, text size, etc. as required. You might want to do this for different sets of icons.

Example output: