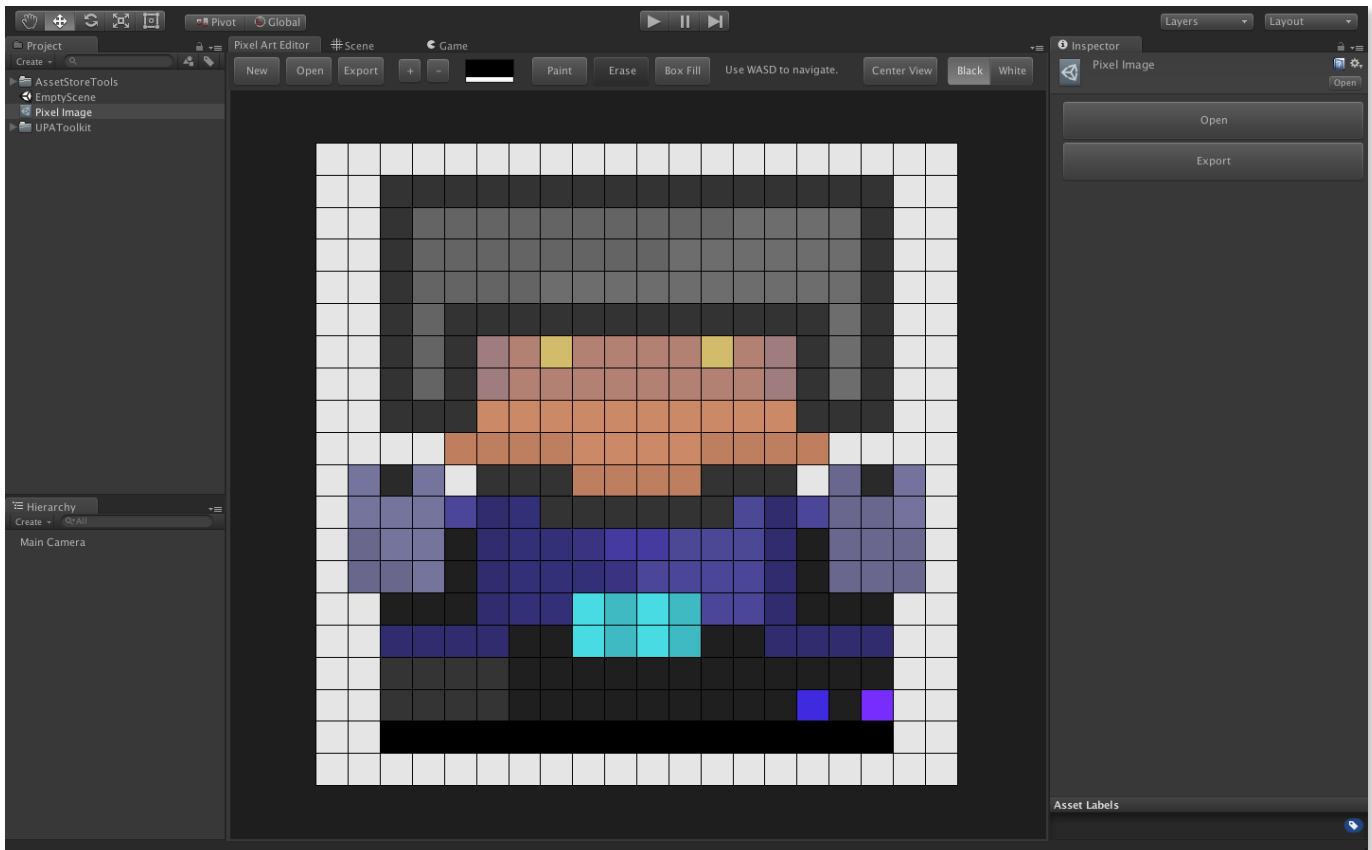# UPA TOOLKIT UPDATED FOR VERSION 2.0.2
BY ASBJØRN THIRSLUND - BRACKEYS

UPA Toolkit is written solely in C# & all code is publicly available on **GitHub**.

To learn about plans for future updates or to contribute to the project yourself, check out the **GitHub** page HERE.

While I've decided to make this asset available for **free** I am still a human and therefore I need food. So if you enjoy using UPA Toolkit and want to buy me cup of coffee, then feel free to donate HERE (paypal).

Table of Contents

Get Painting!

1. **Confirm you have UPA Toolkit imported correctly** by checking the Project Panel for a folder called *UPAToolkit*. This folder contains everything UPA Toolkit requires to work properly. Feel free to rename and move this folder to suit your needs.

2. Expand the *Window* tab at the very top of Unity and **select *Pixel Art Editor* to open the pixel art painting window.** I recommend docking this window so you have plenty of space and the entire toolbar can be used.

3. In the *Pixel Art Editor* **click *New Image*** and a dialogue should pop up. Here you **select your image preferences**. The resolution is currently restricted to 128x128 for performance reasons. **Click *create* and save the image** somewhere in your Assets/ folder.

4. **Start painting** some awesome images!
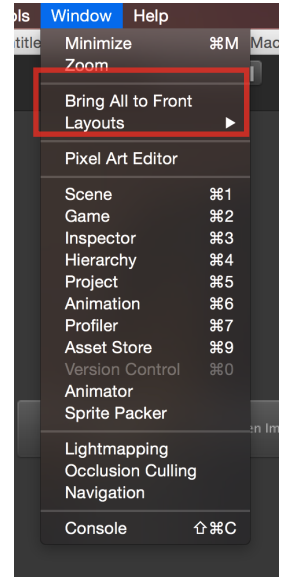
Export

To use your creations in a scene they need to be exported. Simply select the image you want to use and click *Export*. Then adjust the settings to your liking and again click *Export*. Now you can choose a name and a directory to save in and UPA Toolkit does the rest.

If you wish to fine-tune the image settings on the exported image you can do so using Unity's build-in Import Settings which you can find by selecting the exported image in the project panel.

Support

While I try to respond to as many messages I can, please remember this is a free asset and I therefore might not be able to provide the same 24/7 support that some

paid assets offer. If you need help with something regarding UPA Toolkit I strongly recommend you visit the [Brackeys Forum](#) where I and many other friendly developers often hang around to answer questions.

Shortcuts

The Pixel Art Editor (*ctrl/cmd + shift + p*) must be selected for the following shortcuts to work.

number 1	Select **Paint Tool**.
number 2	Select **Erase Tool**.
W A S D	**Navigate** the viewport.
Up arrow / down arrow	**Zoom** in and out on the image.
Ctrl + left click	Quickly **erase** without shifting to the **Erase Tool**.
Ctrl/Cmd + z	**Undo** previous change.
P	**Color Picker** tool.

Any additions? http://forum.brackeys.com/ or https://github.com/Brackeys/UPAToolkit/