

MULTI-TOOL FOR UNITY



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INTRODUCTION

Multi-Tool is a set of tools used inside the Unity Editor, which can help you measure distances, angles and volumes as well as some additional Game Object functions like renaming multiple children of a selected object, quick component reordering and removing, a visual rotation tool and a deselect option.

The goal is to let developers prototype their environments and levels easier and hopefully just generally speed up Editor workflow.

STEP BY STEP

1. Import the Unity package from the Asset store.
2. A “Tools” button has appeared on your top menu bar. Go to Tools->Multi-Tool to open the interface up.
3. The Multi-Tool interface window appears. You can dock this to your other Editor windows as you please.
4. By default, no tools are selected. (Indicated by the “>” arrow next to each tool in the window)
5. To select a tool, just hit the arrow next to the tool you wish to open. The arrow will fold out and your selected tool becomes active and is shown in the scene.

MEASUREMENT TOOLS

The tools ***never*** generate any GameObjects. All active tools are in the scene ***until the arrow is folded in again***. This means that you don’t need to keep track of any objects to keep your measurements in place.

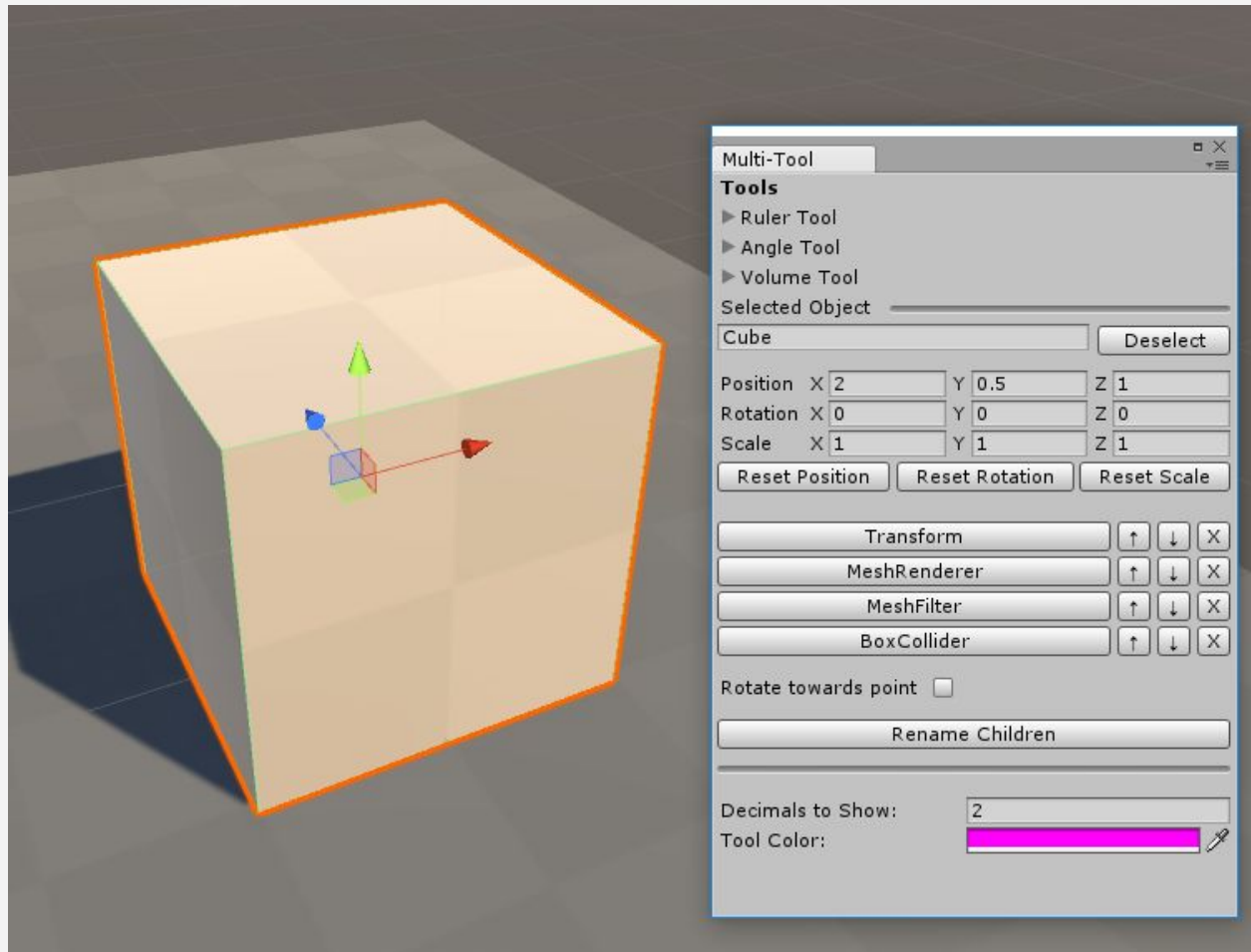
The different measurement tools (*Ruler tool*, *Angle tool* and *Volume tool*) all have handles that you can either drag manually, or hold down [V] for vertex snapping. You can also type in custom values for each point.

Ruler and Angle tools’ points can be moved instantly to the positions of GameObjects. Just select a GameObject, and hit the “Capture GameObject’s Position” button on any of the points, and they will be instantly moved to the center of the selected GameObject.

You can change the tool color and desired amount of decimals in the bottom of the window.

GAMEOBJECT TOOLS

When you select a GameObject, the Multi-Tool will display some different options.



Instead of having the regular Component view in the Inspector (which you can also have at the same time if you want!), here you get some additional options. You can reset individual positions, rotations and scale instead of resetting the whole transform.

You can move Components up or down (the arrows next to the components), you can remove individual Components without having to right-click (the X button next to the components).

You can also use an option called “Rotate towards point”, which displays a movable point inside the editor, which when dragged rotates the GameObject towards that point. This point can also be snapped to vertices (hold down [V]).

“Rename Children” lets you rename multiple children to the same name, and lets you also recursively rename children’s children as well.

FINAL NOTES

There is a video (<https://youtu.be/y6juZVoiKh8>) where I showcase the tool and go through the different options if you prefer visuals instead of text. If you have questions, don’t hesitate to ask either in the Asset store comments, YouTube comments or just drop me an e-mail.

Enjoy!

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