

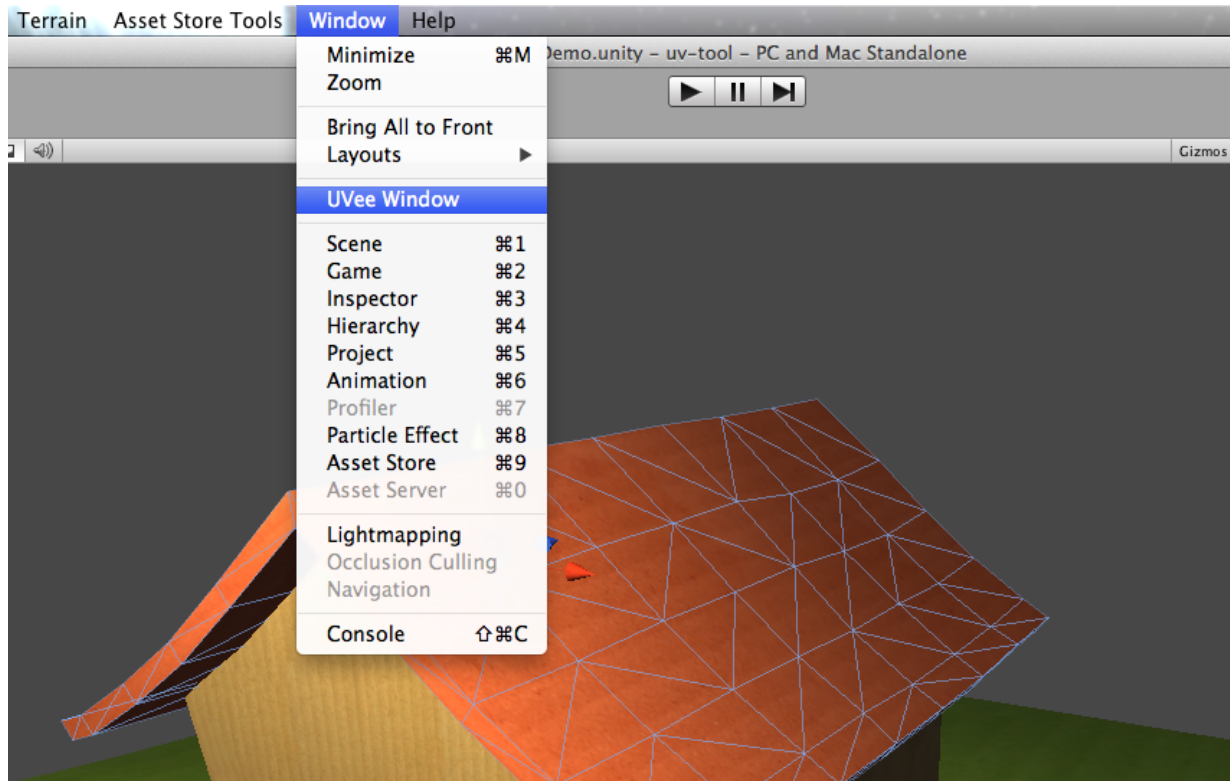
UVee Tool Documentation

Questions? Contact me directly:

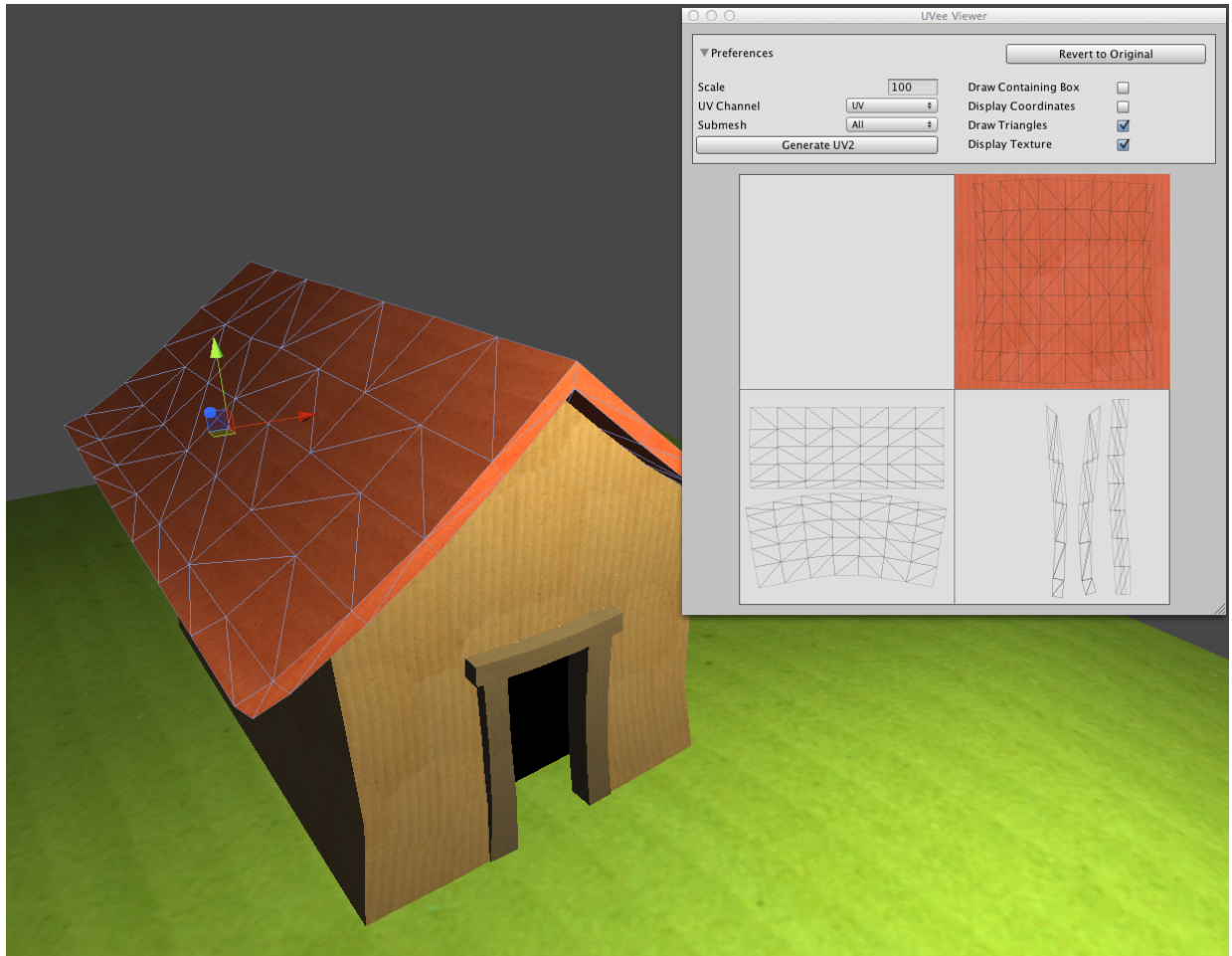
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1. Quick Start

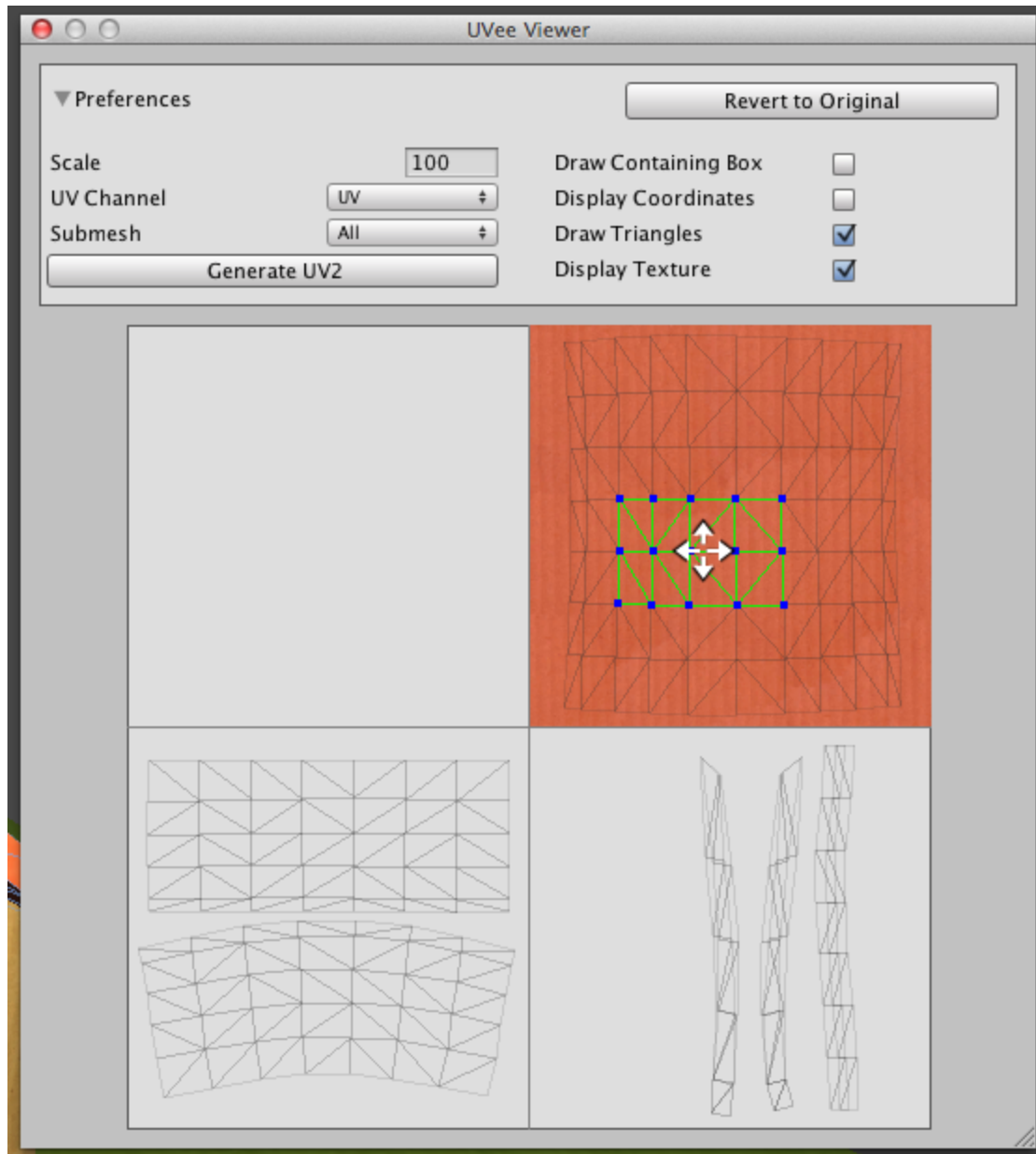
Open the UVee Window by navigating in the menu to Window/UVee Window



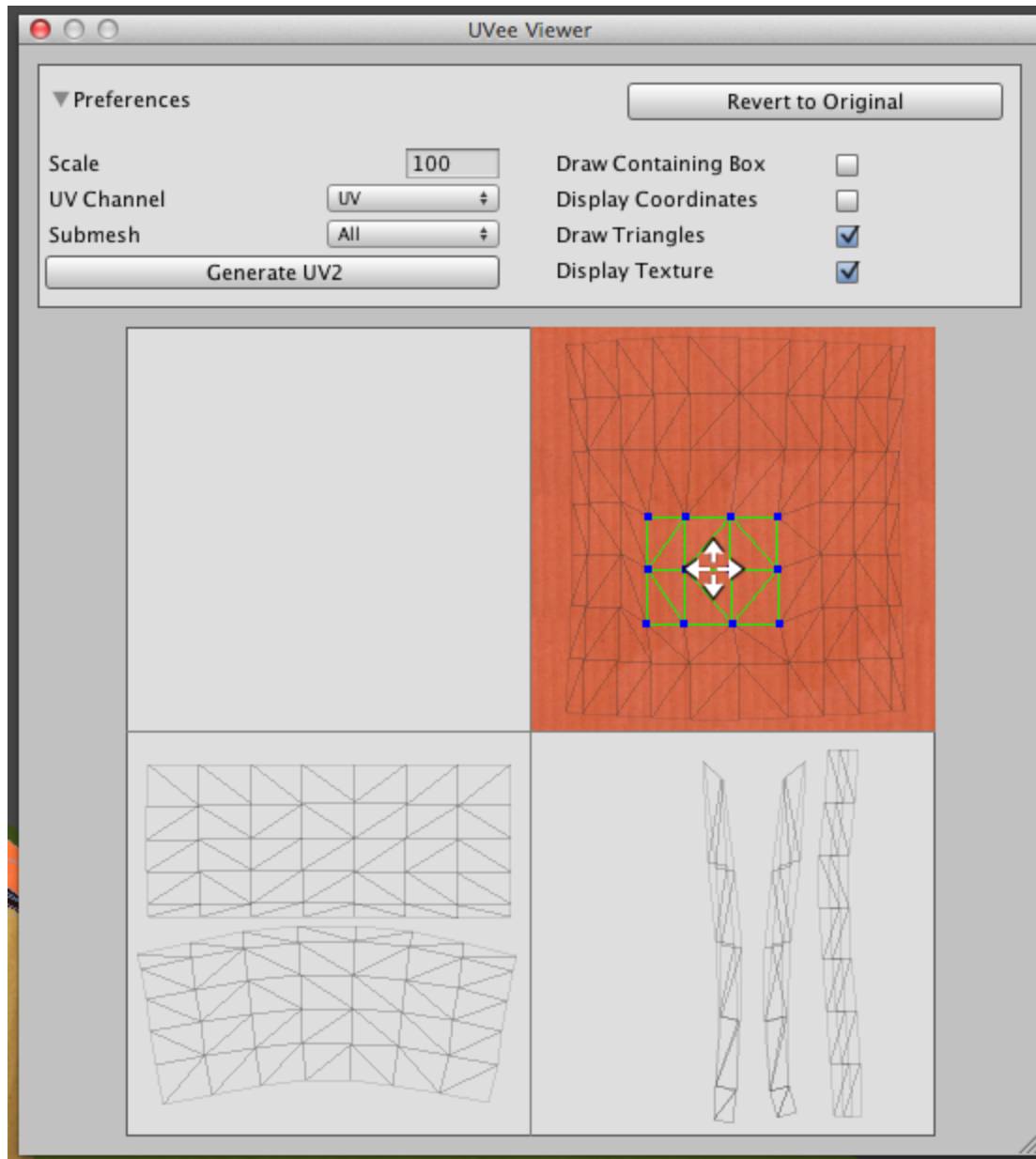
Select a model or mesh gameobject in the hierarchy or scene view. You may select multiple objects at a time, and UVee will automatically color code your UV selections.



Drag in the UV window to select UVs, holding shift to deselect or add to the selection.



Click and drag the arrow tool to move UV coordinates.



2. Shortcuts

Ctrl-Z	- Undo
Scroll Up / Down	- Zoom canvas
Alt + Right-Click Drag	- Zoom canvas
Alt + Left-Click Drag	- Pan canvas
Middle-Click Drag	- Pan canvas
0 Key	- Reset canvas zoom and offset

3. Menu

Scale	- Workspace scale
UV Channel	- Which UV channel to display
Submesh	- Allows specific submesh selection (if available)
Generate UV2	- Will populate UV2 channel with normalized coordinates
Draw Containing Box	- Draws a transparent box around the selected UV coordinates.
Display Coordinates	- Displays the UV coordinates of each point.
Draw Triangles	- Draws triangle lines between connected vertices.
Display Texture	- Draws the first selected object's texture.
Revert to Original	- This tool automatically creates an instance of the mesh you edit to preserve the original UV coordinates. Clicking Revert to Original sets the selected meshes back to their original state.

4. Misc. / Troubleshooting

Unable to edit UVs

If you are unable to edit UVs, try manually setting your mesh's `isReadable` flag by clicking on the mesh in the Project Pane, navigating to the inspector, and toggling "Read / Write Enabled" to true.