

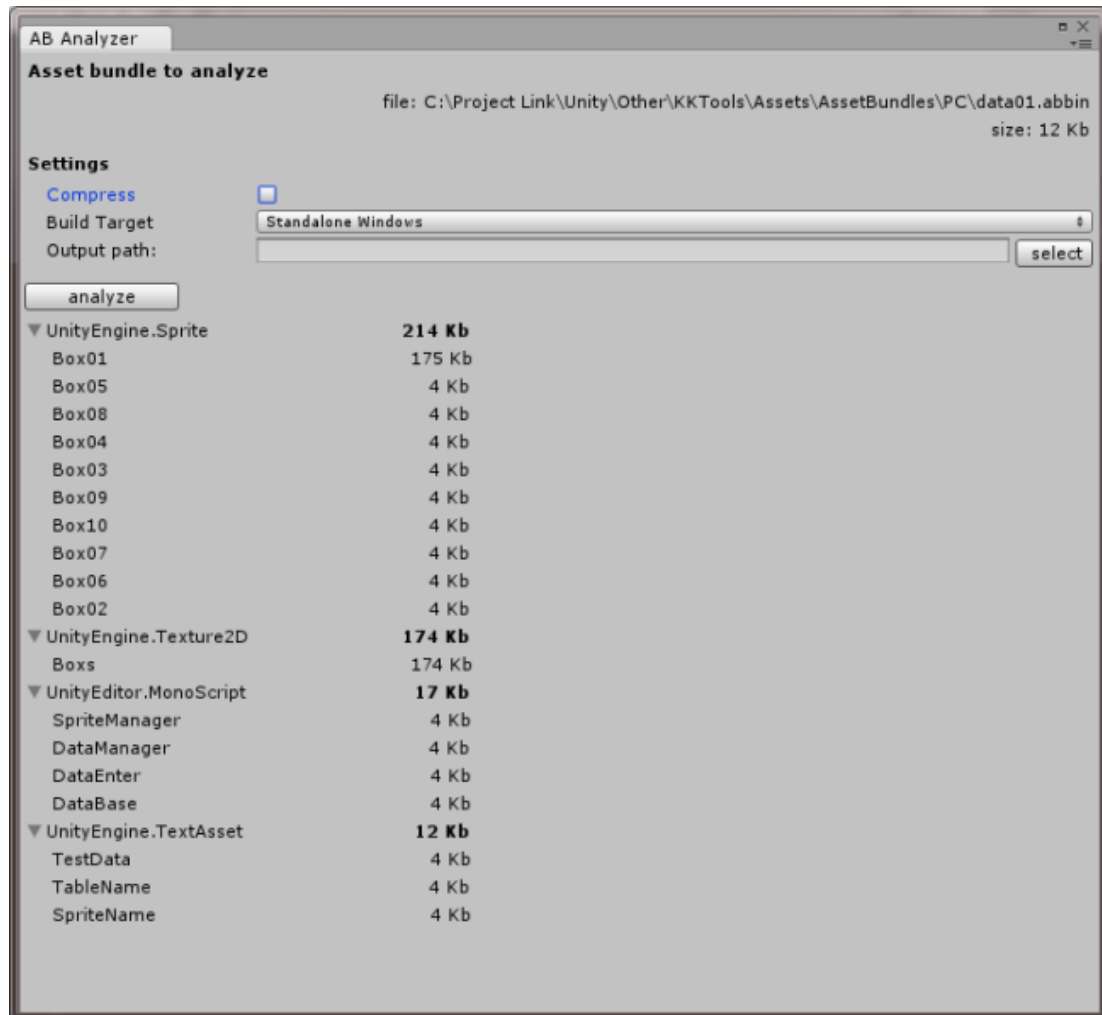
Table of content

AssetBundle	2
AssetBundle Analyze	2
AssetBundle Watch	3
AssetBundle Build.....	4
AssetBundle Build All Platform	4
AssetBundle Show All Name	4
Create Relate	5
Make Project Folders	5
Search Relate	5
Finder.....	5
Prefab Relate	6
Prefab Tool	6
UGUI Relate	7
UGUI Tool	7
Scene Relate	8
Scene Watcher.....	8
Show Relate	8

AssetBundle

AssetBundle Analyze

How To : Select any AssetBundle (Filename extension .abbin) to analyze

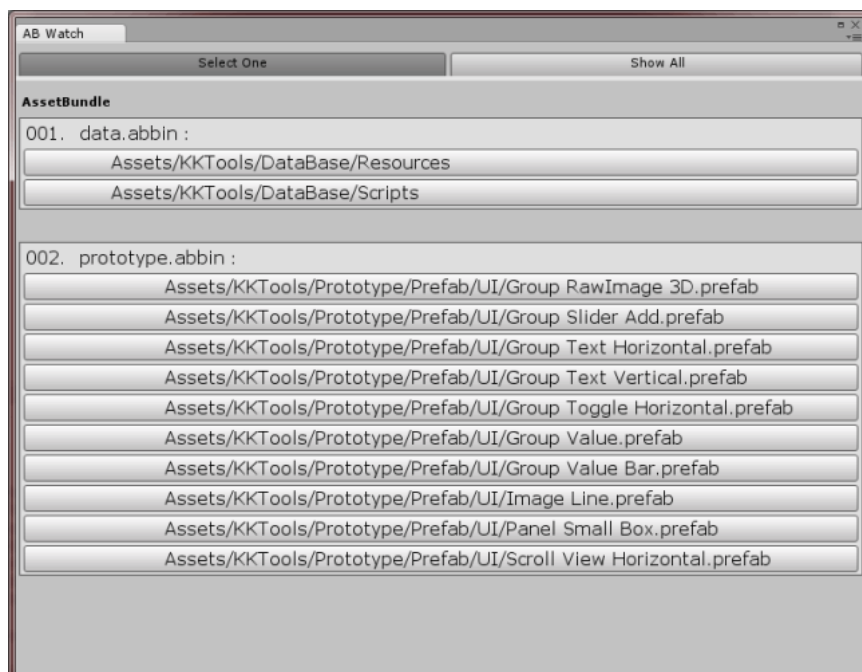
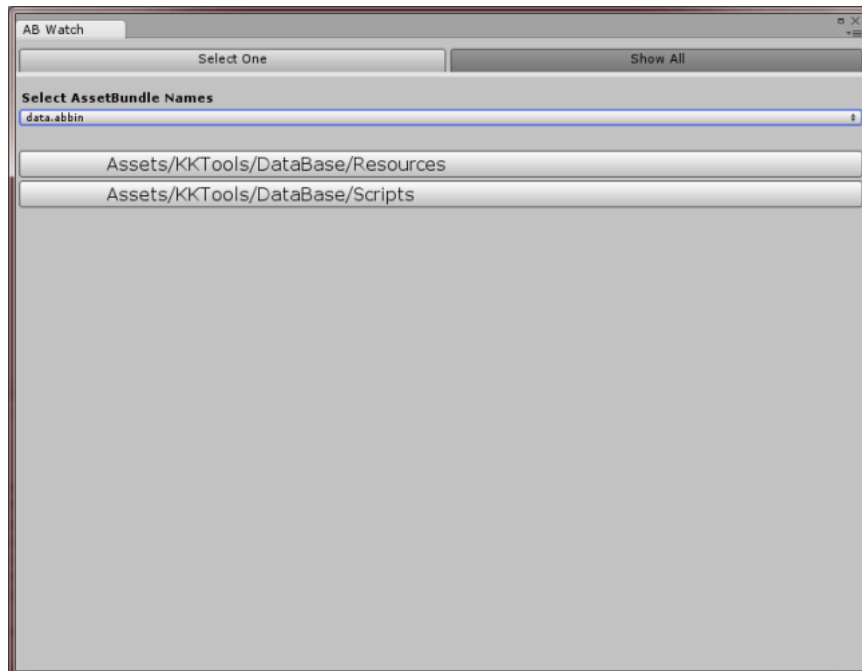


AssetBundle Watch

 **Note : Onle use in Unity5 new AssetBundle system**

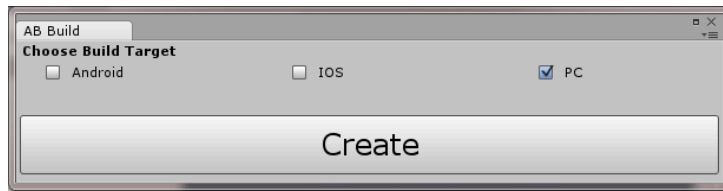
How To :

1. Select One : Select AssetBundle Name then show what asset in what bundle
2. Show All : Show All info group by AssetBundle Name



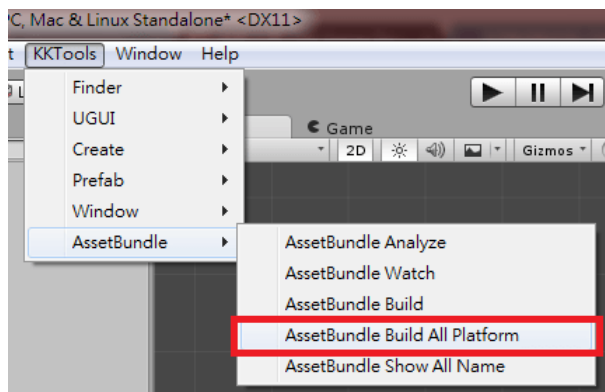
AssetBundle Build

! Note : Onle use in Unity5 new AssetBundle system



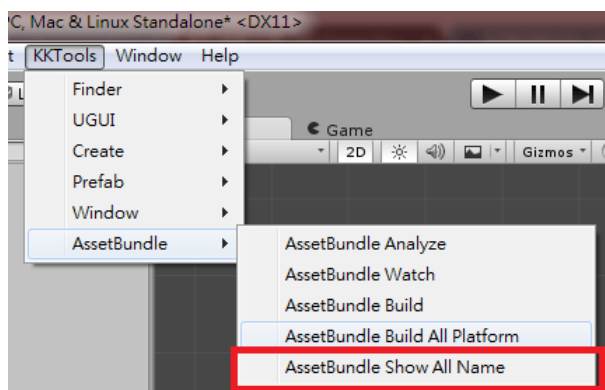
AssetBundle Build All Platform

! Note : Onle use in Unity5 new AssetBundle system



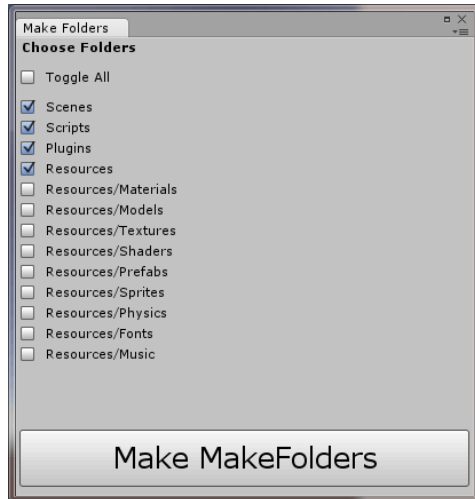
AssetBundle Show All Name

! Note : Onle use in Unity5 new AssetBundle system



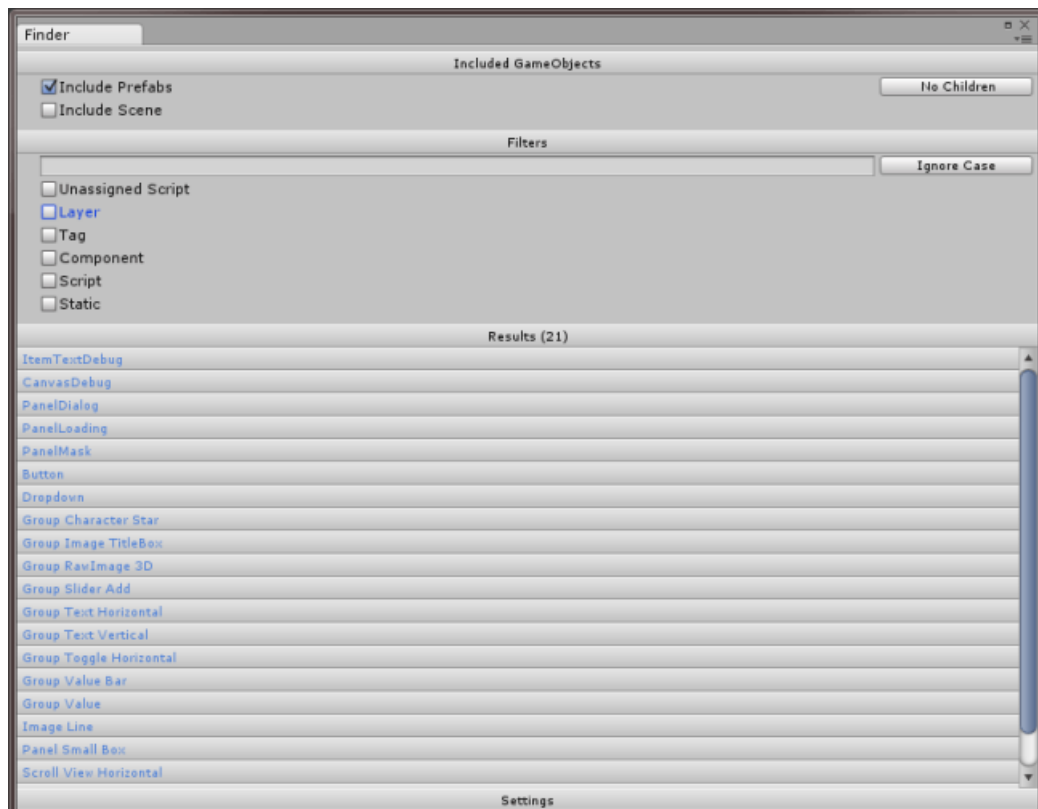
Create Relate

Make Project Folders



Search Relate

Finder

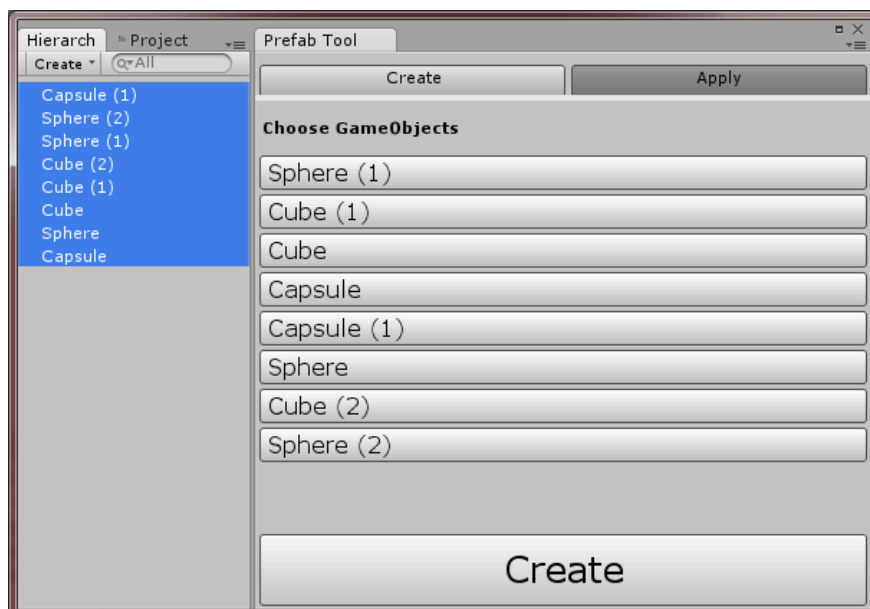
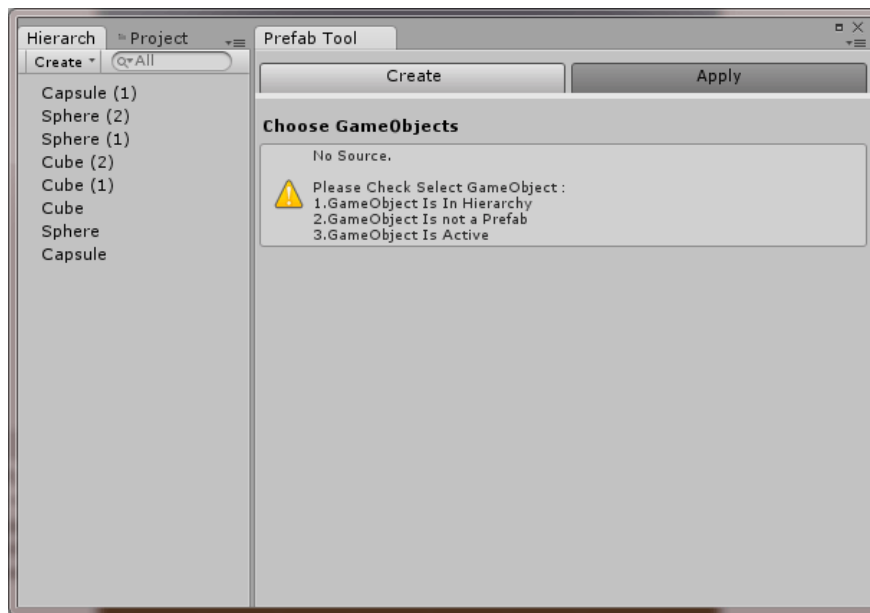


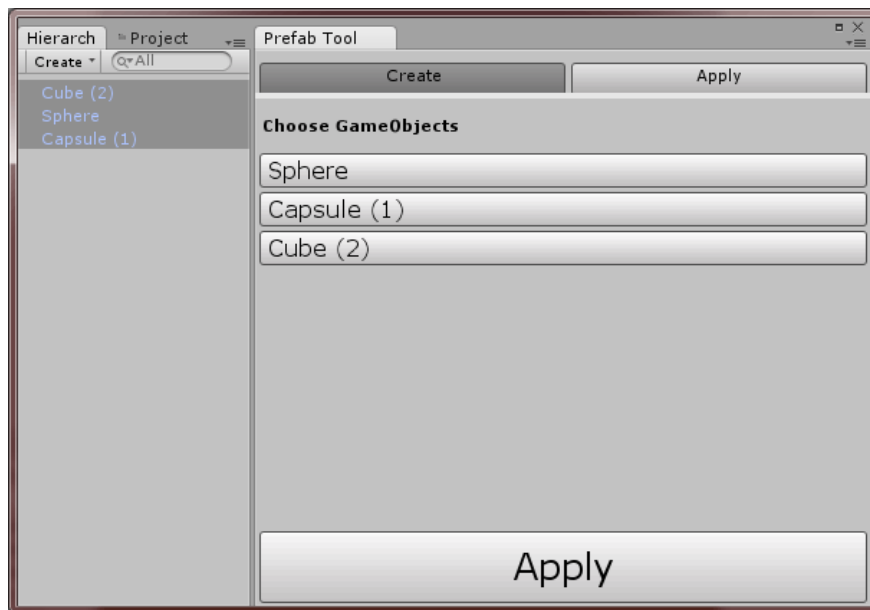
Prefab Relate

Prefab Tool

How To :

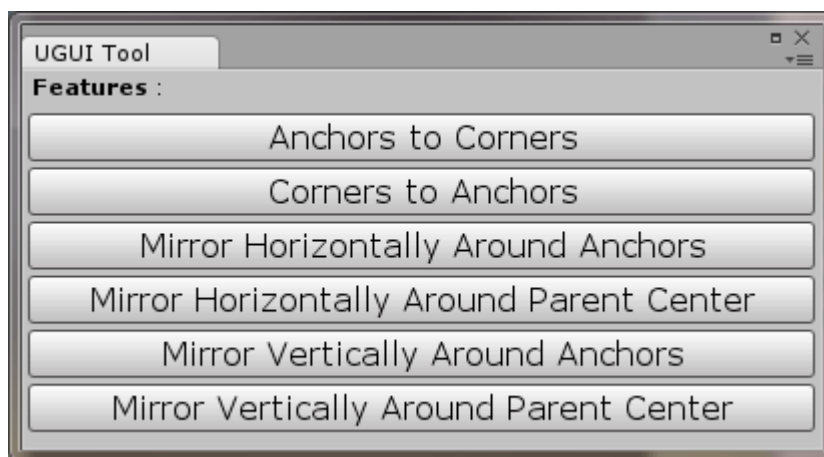
1. Multi Create : Select hierarchy object then create
2. Multi Apply : Select hierarchy prefab then apply





UGUI Relate

UGUI Tool



Scene Relate

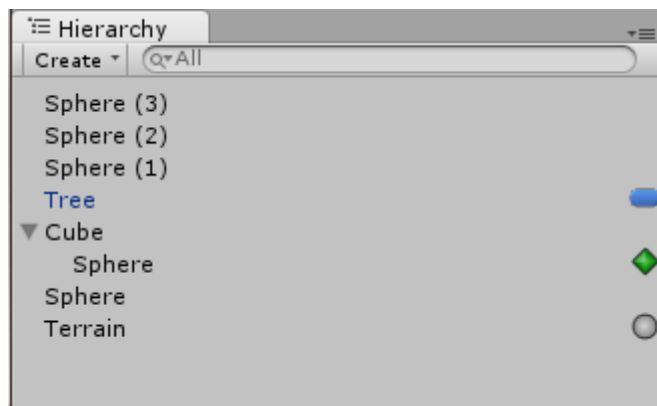
Scene Watcher

How To : in Unity → File → Build Settings add scene, window will show scene button.

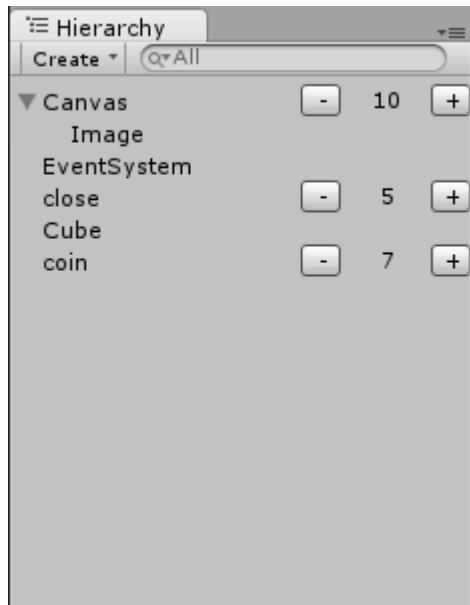


Show Relate

Hierarchy show object Icon



Hierarchy show Canvas and Sprite Sorting Order



Inspector Transform Component show Position 、 Rotate 、 Scale

Reset Button

