

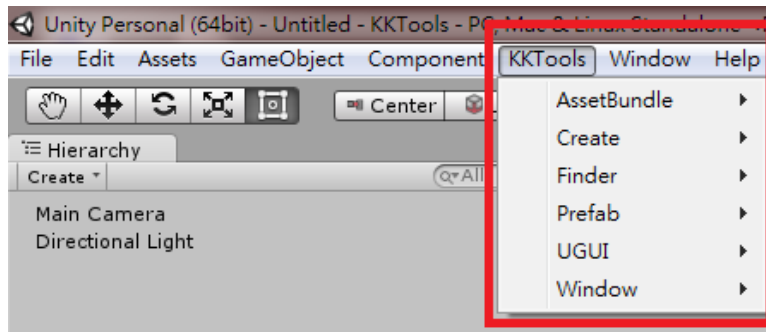
Table of content

How to use	2
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
Support	10
License	10

Enjoy it

How to use

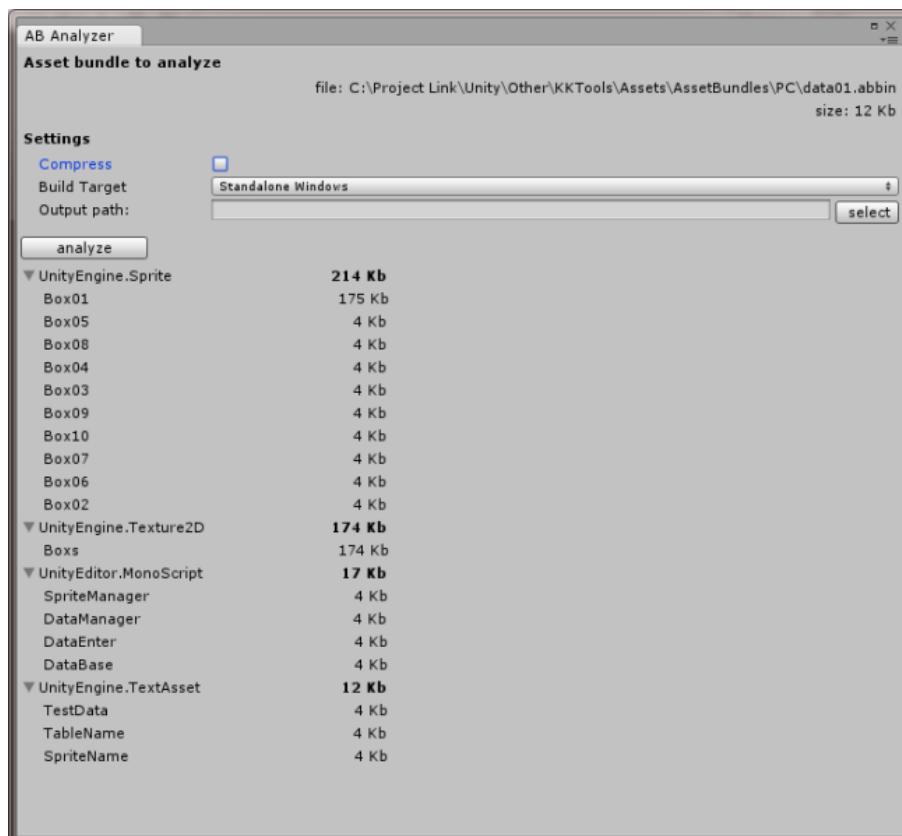
Open Unity → KKtools



AssetBundle

AssetBundle Analyze

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

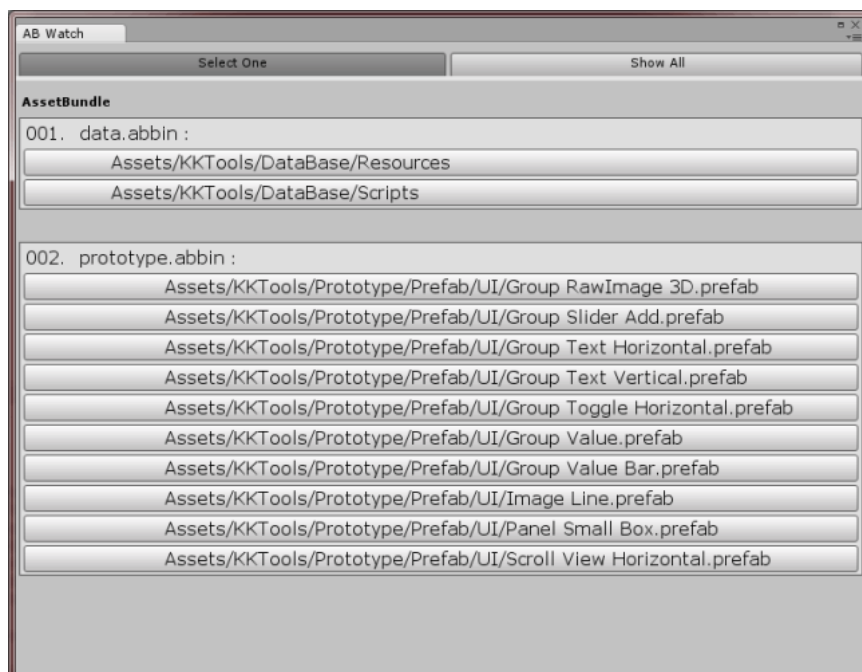
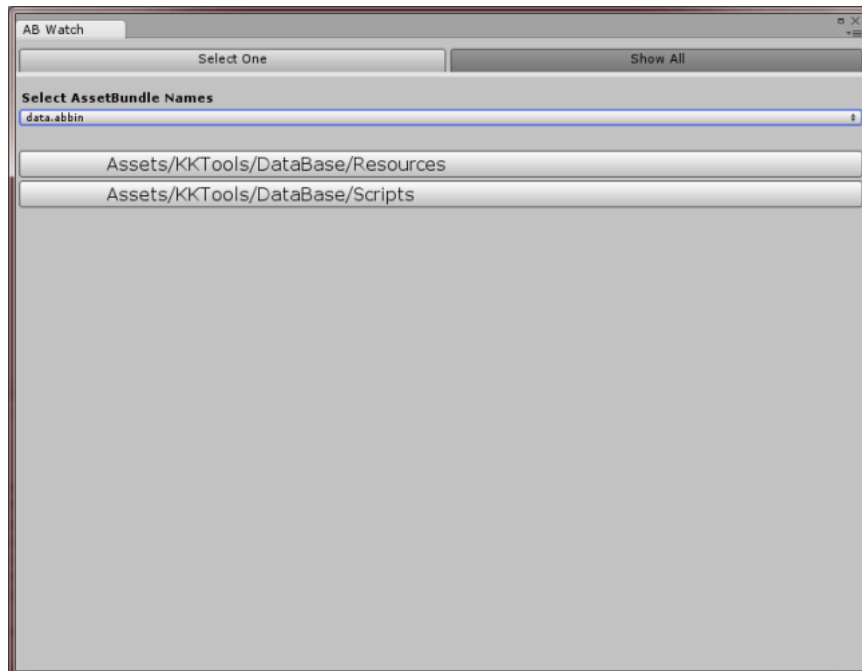


AssetBundle Watch

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

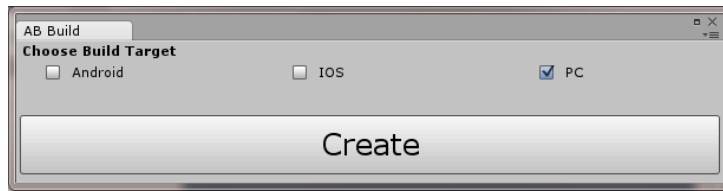
How To :

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



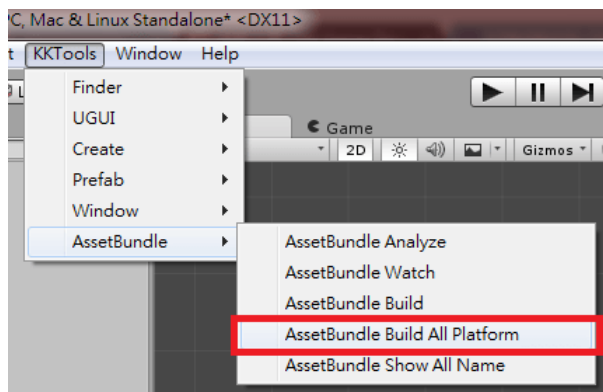
AssetBundle Build

! Note : Onle use in Unity5 new AssetBundle system



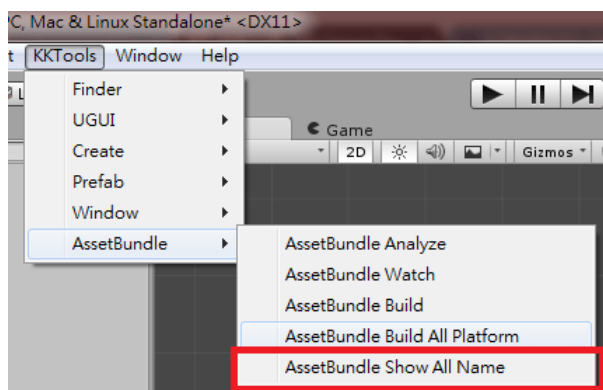
AssetBundle Build All Platform

! Note : Onle use in Unity5 new AssetBundle system



AssetBundle Show All Name

! Note : Onle use in Unity5 new AssetBundle system



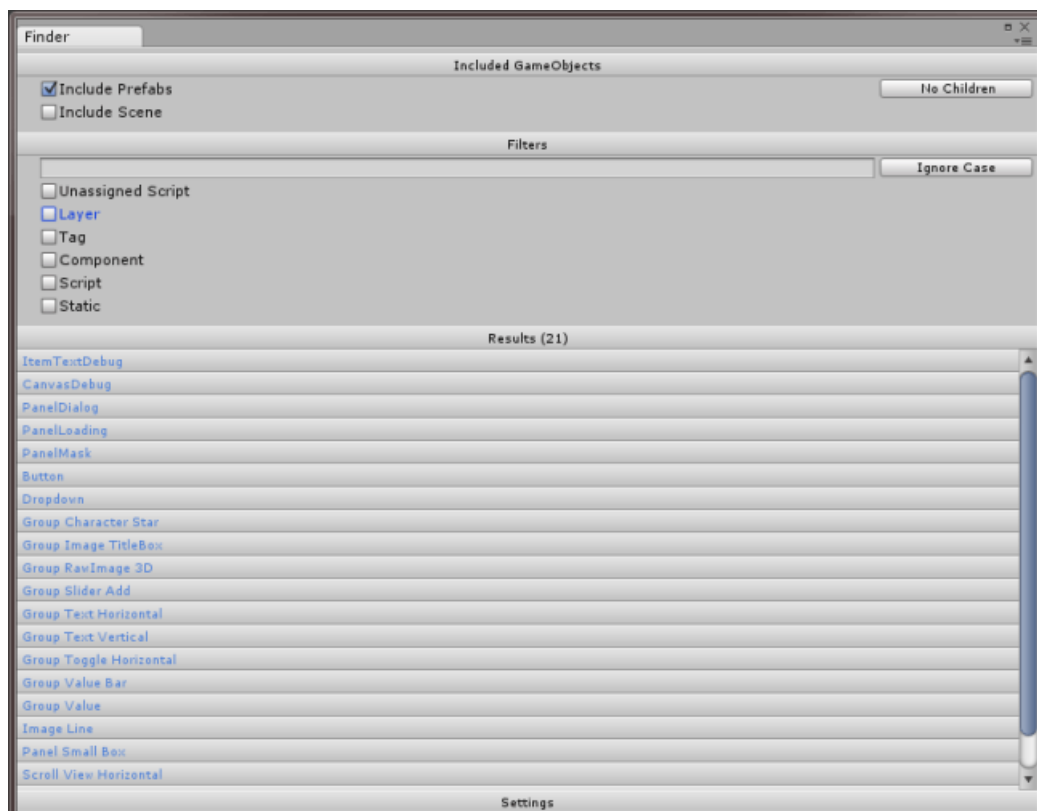
Create Relate

Make Project Folders



Search Relate

Finder

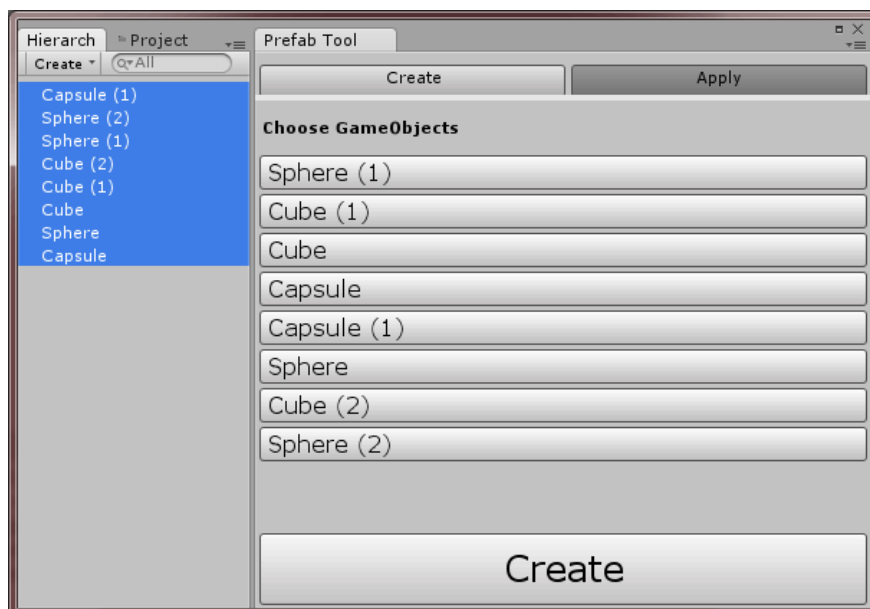
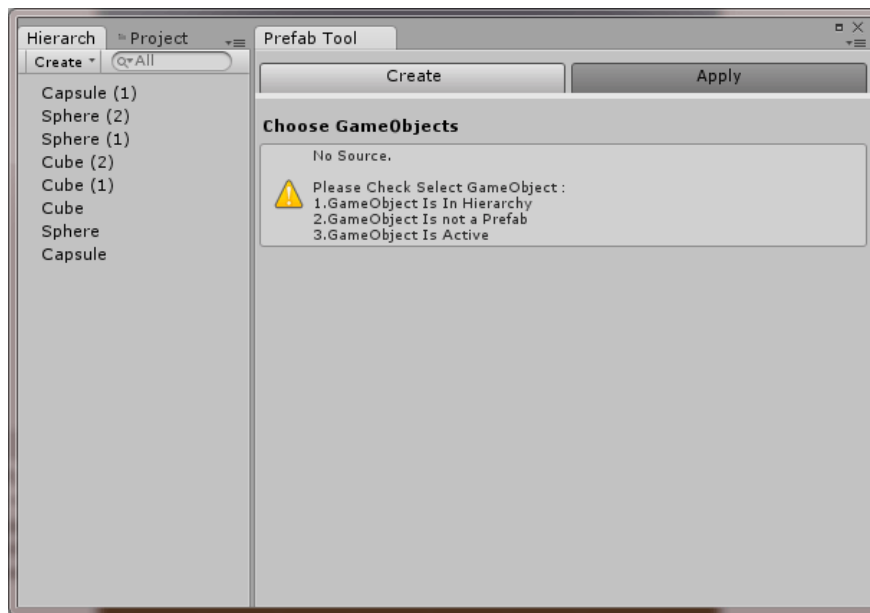


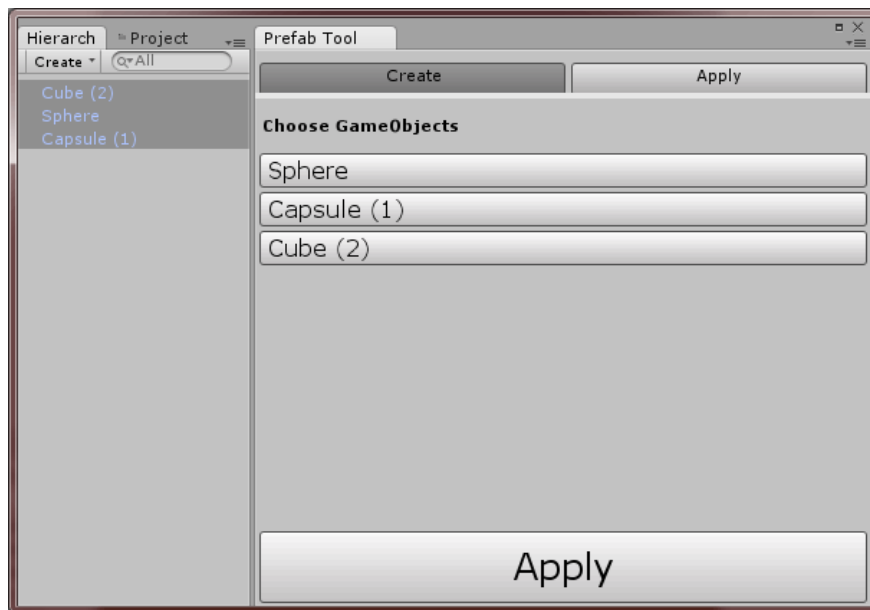
Prefab Relate

Prefab Tool

How To :

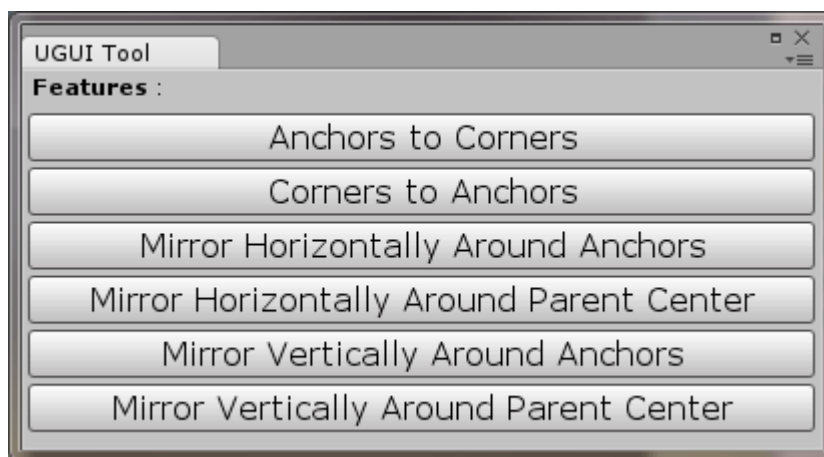
1. Multi Create : Select hierarchy object then create
2. Multi Apply : Select hierarchy prefab then apply





UGUI Relate

UGUI Tool



Scene Relate

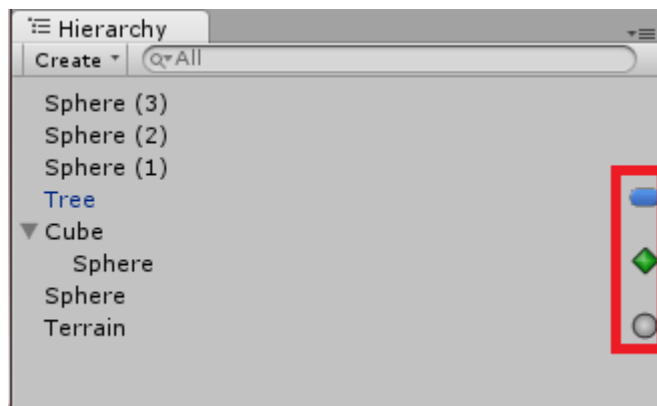
Scene Watcher

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

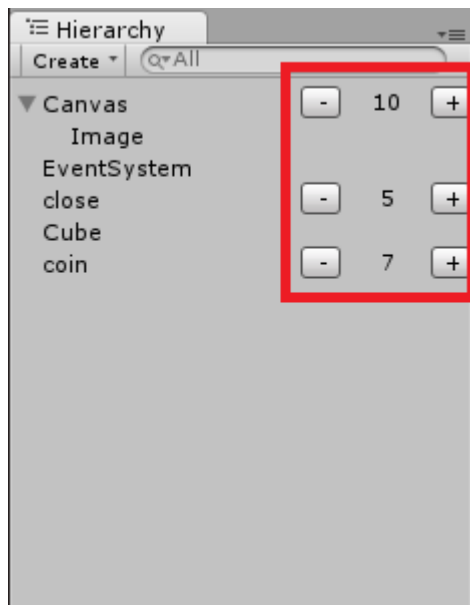


Show Relate

Hierarchy show object Icon

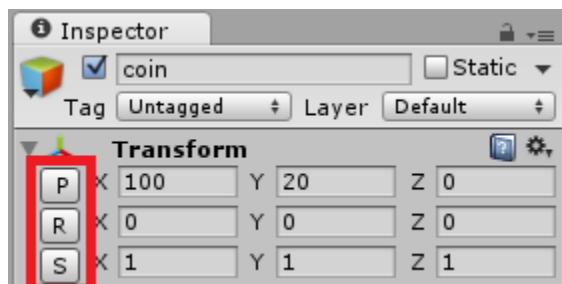


Hierarchy show Canvas and Sprite Sorting Order



Inspector Transform Component show Position 、 Rotate 、 Scale

Reset Button



Support

E-mail : k79k06k02k@gmail.com

GitHub : <https://github.com/k79k06k02k/KKTools>

License



Something code are quote from [AssetBundleAnalyzer](#) 、 [GameObjectFinder](#) 、 [SceneWatcher](#) The license of the that follow theirs.

Copyright (c) 2016 k79k06k02k