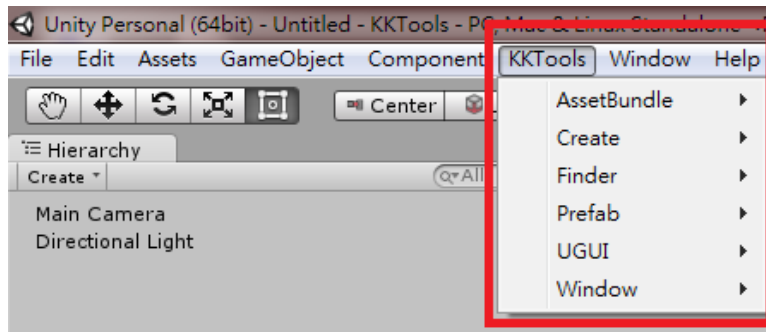


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## How to use

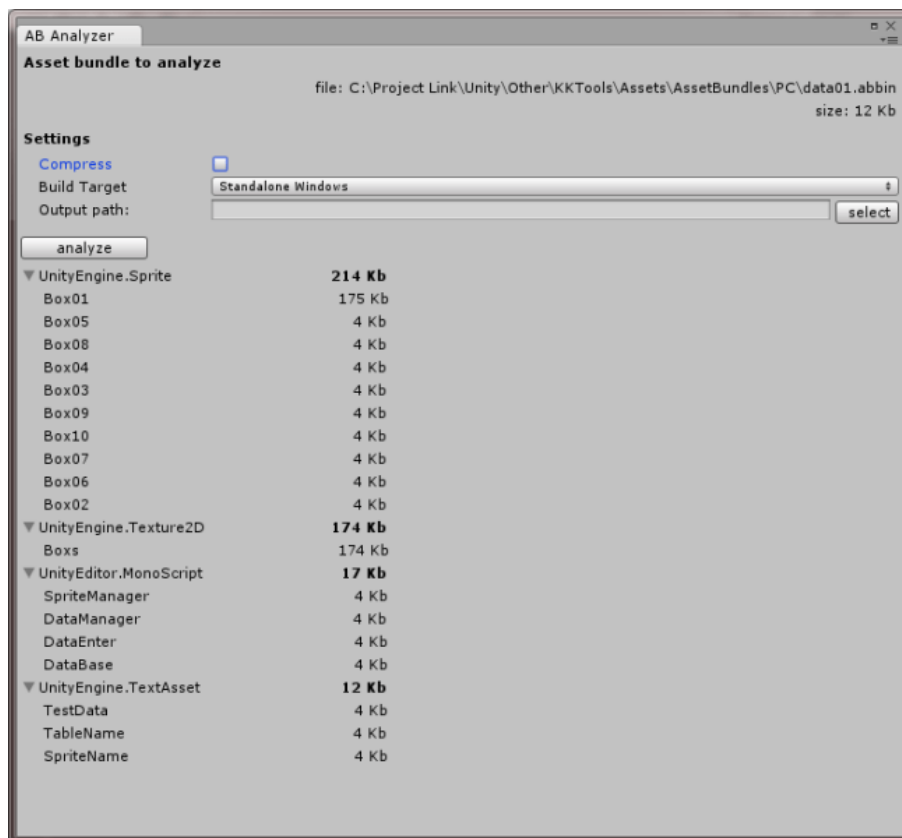
Open Unity → KKtools



## AssetBundle

### AssetBundle Analyze

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

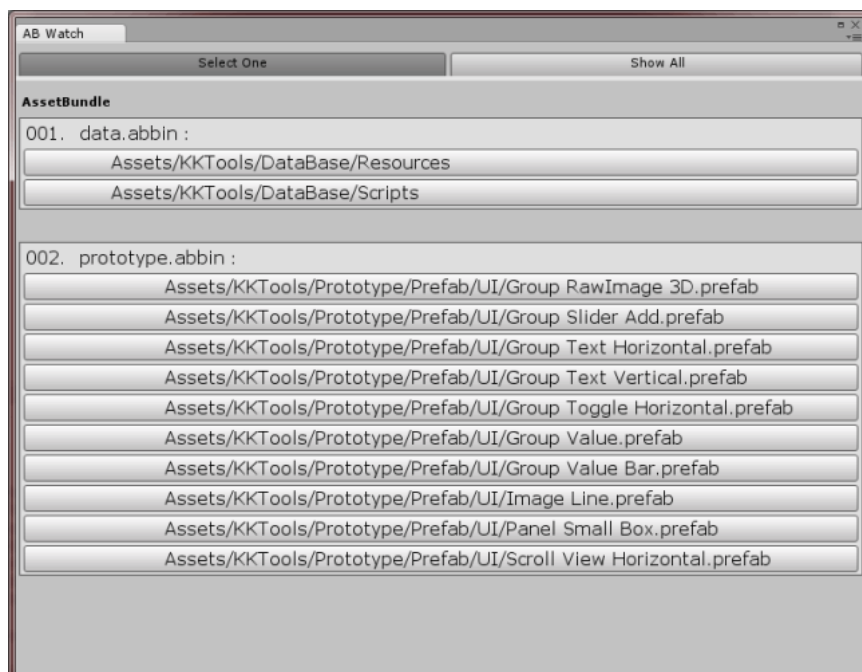
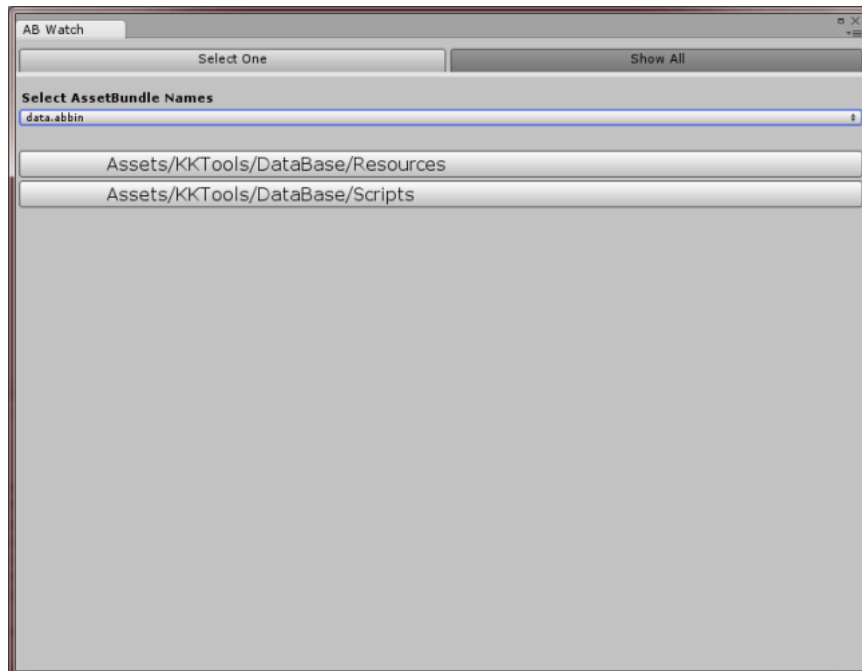


## AssetBundle Watch

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

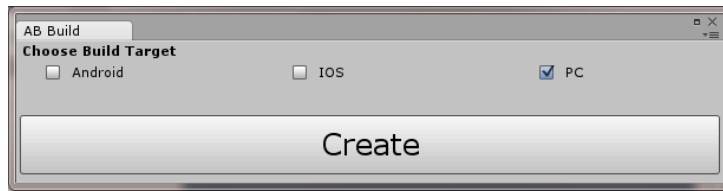
How To :

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



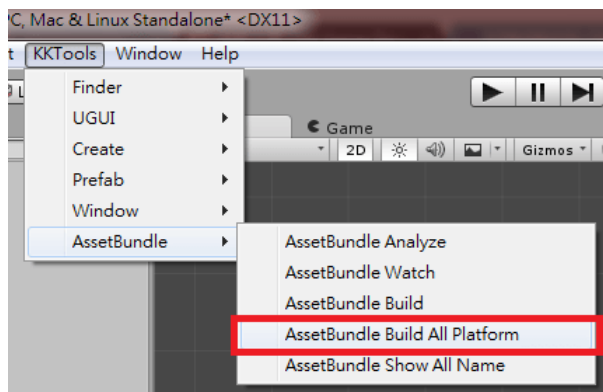
## AssetBundle Build

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



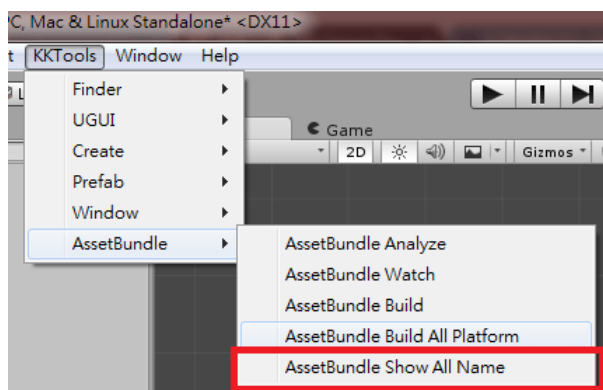
## AssetBundle Build All Platform

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



## AssetBundle Show All Name

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



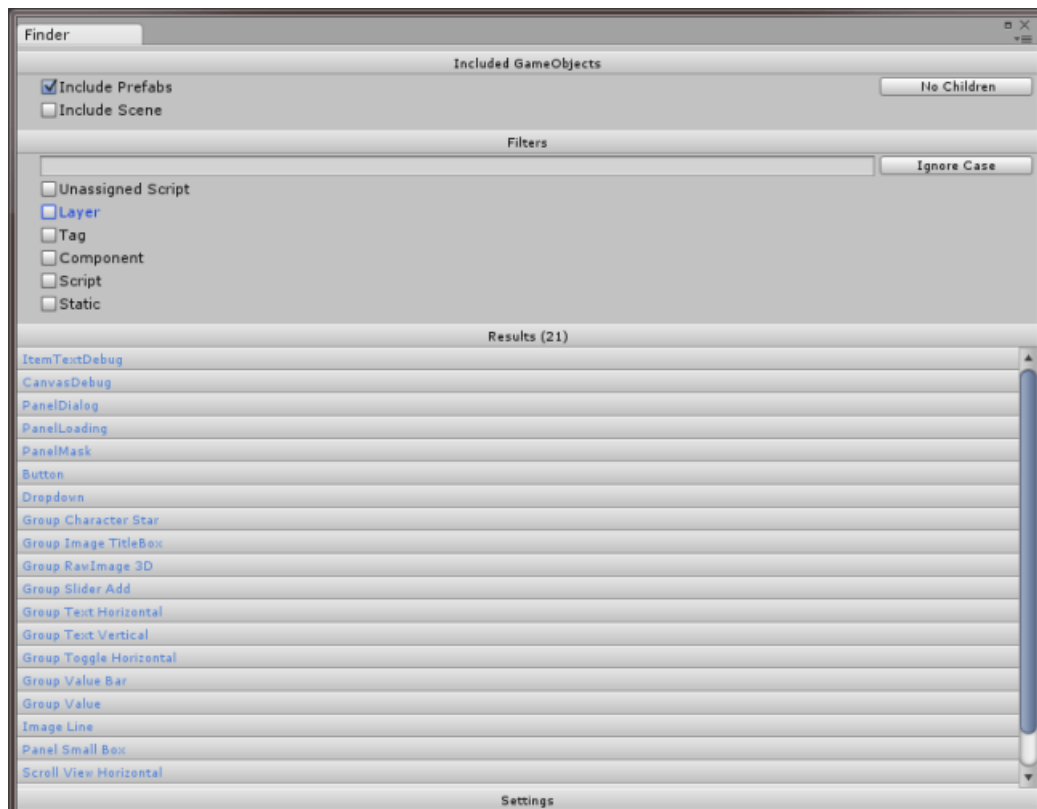
## Create Relate

### Make Project Folders



## Search Relate

### Finder

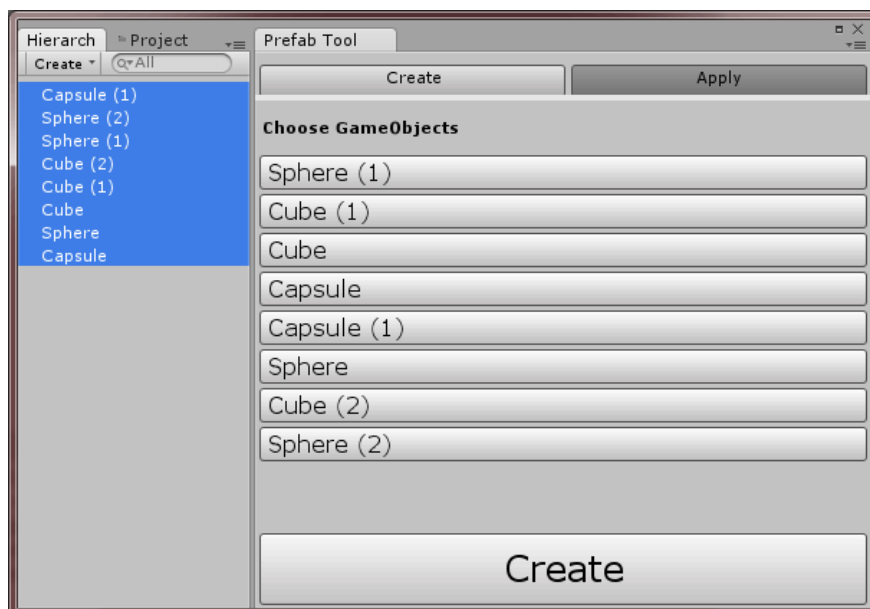
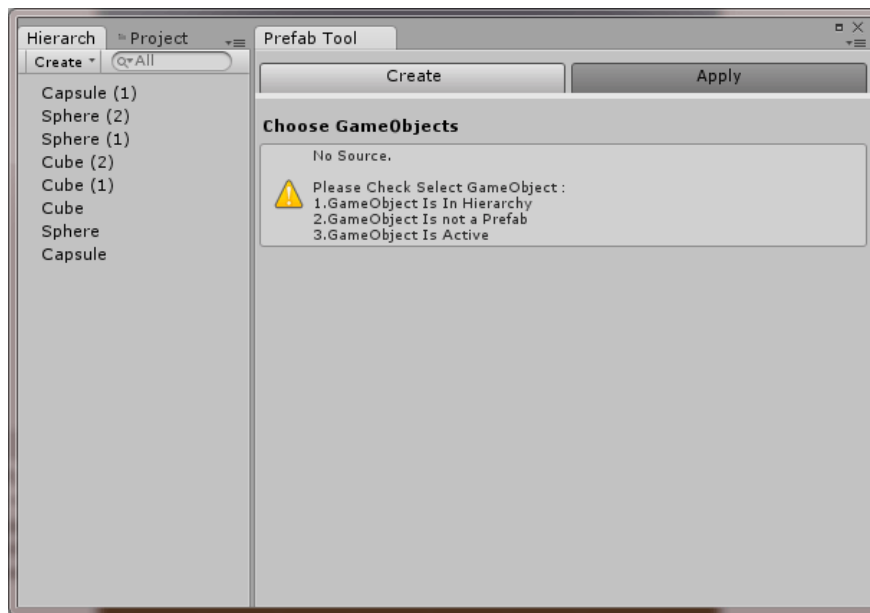


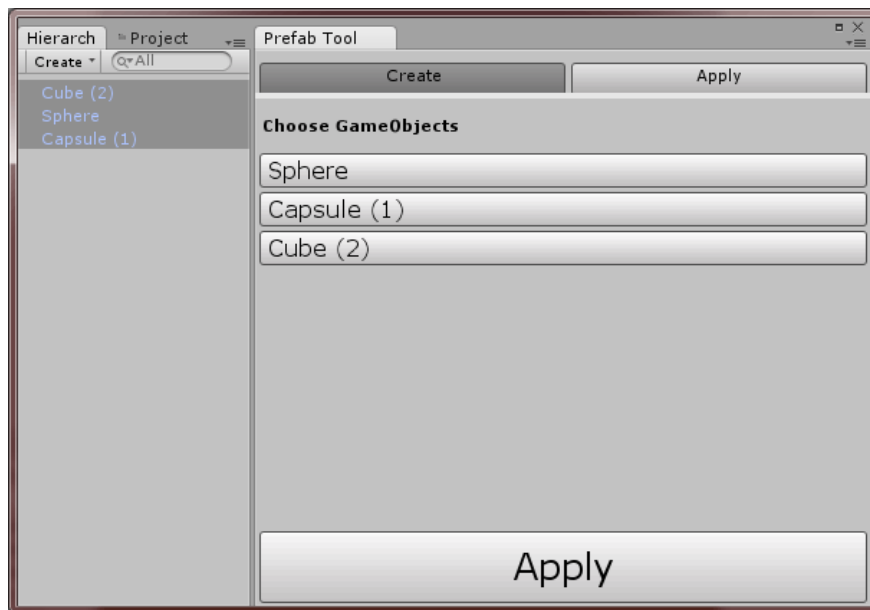
# Prefab Relate

## Prefab Tool

How To :

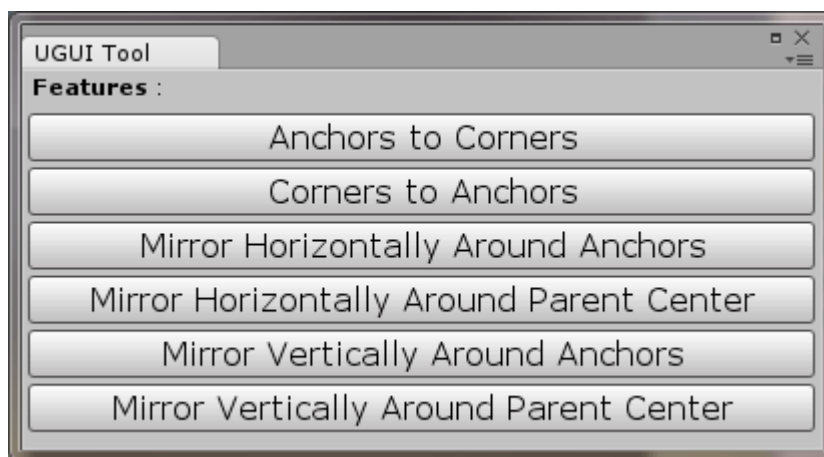
1. Multi Create : Select hierarchy object then create
2. Multi Apply : Select hierarchy prefab then apply





## UGUI Relate

### UGUI Tool



## Scene Relate

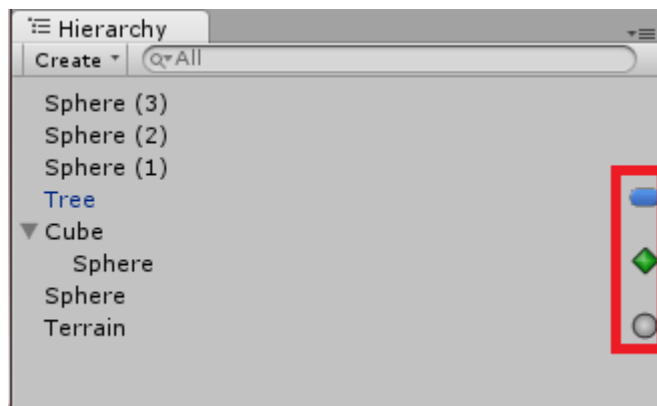
### Scene Watcher

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



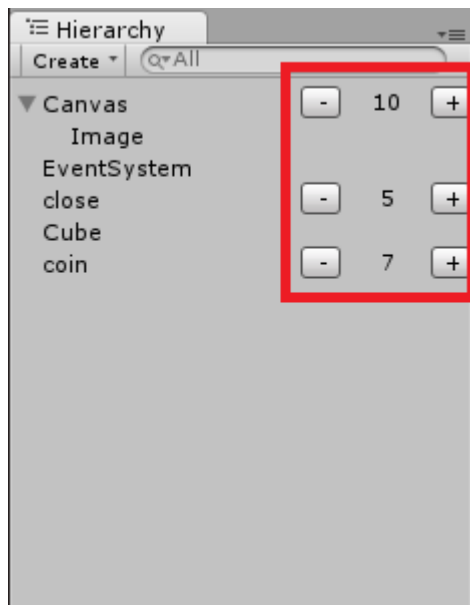
## Show Relate

### Hierarchy show object Icon





## Hierarchy show Canvas and Sprite Sorting Order



## Inspector Transform Component show Position 、 Rotate 、 Scale

### Reset Button

