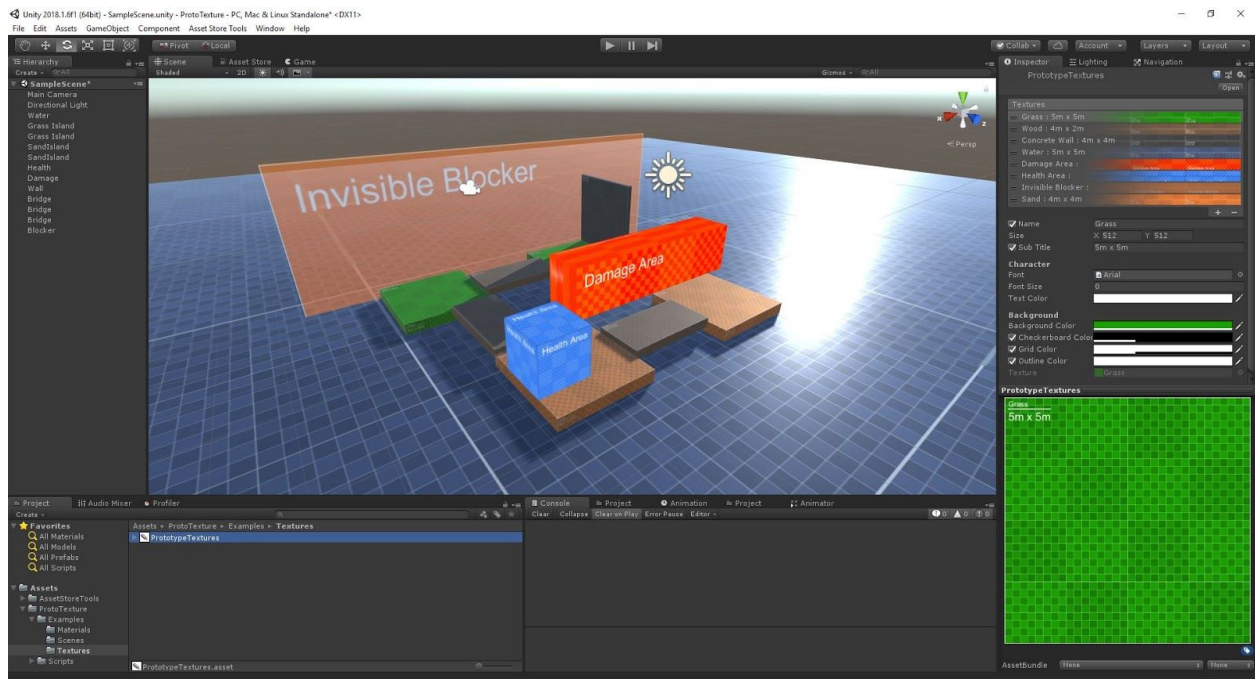




Wahooney's Tools

# ProtoTexture

ProtoTexture is a tool to generate place holder textures to your game prototypes. This allows you to get a better feel of your game and annotate level design elements.



## How To

ProtoTexture is simple to use.

1. In your Project View, Right-Click to open the context menu and select **ProtoTexture Collection**.
2. Select your new ProtoTexture and start adding new textures by clicking + under the Textures list. New textures will be created inside your ProtoTexture asset.
3. You can edit the textures by selecting them in the list and modifying the settings below the list.
  - a. Name - The name of the texture, will be shown at the top of the texture.
  - b. Size - Pixel size of the texture

- c. SubTitle - Annotation to the texture

**Note:** The checkmarks next to names and colors enables or disables that feature of the texture.

- d. Font - The font the text on the texture will use, default: Arial
- e. Font Size - Size of the text on the texture.
- f. Text Color - Color of the text on the texture.
- g. Background Color - Base color of the texture
- h. Checkerboard Color - Color of the darkest checker pattern on the texture
- i. Grid color - Color of the grid drawn over the texture
- j. Outline color - Color of the outline on the border of the texture

You can drag-and-drop textures out of the asset into your material / UI Image slots as you can with any other texture. When you update your ProtoTextures the textures used in the scene will automatically update.

Contact the developer at: [wahooney@gmail.com](mailto:wahooney@gmail.com)