

Getting Started (Runtime)

This tutorial will teach you the basics of making paintable objects in your game.

Step 1 - Make Your Object Paintable

To make your object paintable, first add the **P3dPaintable** component to it.

This works with any GameObject that has a **Mesh Filter + Mesh Renderer**, or **Skinned Mesh Renderer**.

Step 2 - Make a Texture Paintable

Next, you need to mark which textures you want to paint. To do this, click the **Add Paintable Texture** button from the **P3dPaintable** inspector.

You should now see the **P3dPaintableTexture** component.

Inside this component, you can click the dropdown to the right of the **Slot** setting, allowing you to pick from a list of materials and texture slots.

For most objects, the default **0, _MainTex** setting is all you need. But if you have multiple materials or need to do advanced painting you may need to change this.

The rest of the settings should be OK at their default values for now.

Step 3 [Optional] - Clone Your Material

If your object is prefab clone, or your material is shared with multiple objects, then you want to clone your painting material before use.

To do this, click the **Add Material Cloner** button from the **P3dPaintable** inspector, and make sure the **Index** setting corresponds to your **P3dPaintableTexture's Slot** number setting you want to clone. The material at that index will be shown greyed out at the bottom.

Step 4 - Paint It

Paint in 3D comes with several ways to paint objects.

One simple method is to make a new **GameObject** with the **P3dDragRaycast** and **P3dPaintDecal** components. These components will automatically work together, allowing you to paint under the mouse or finger (on touch devices).

You can now adjust the settings for **P3dPaintDecal** to use the decal texture you want, the color you want, etc.

Once done, hit play, and you should be able to click on your object in the Game view, and have the decal you selected paint on your object.

If nothing shows, make sure your paintable object has a 3D collider (e.g. MeshCollider). Also make sure the **P3dPaintDecal** Texture setting is set, and that the **Depth** setting is large enough for your model.

For more advanced ways to paint I recommend you examine the demo scenes and see how they're put together!