

## Table of contents

1. Installation
2. How to use
3. Known issues
4. support

### 1. INSTALLATION:

Please remove all previous occurrences from your project before installing it from the package manager.

### 2. HOW TO:

The tool is located under "Window->TOZ->Tools->Splat Painter" menu.

When you click on the menu link, you will see a small window open on top left corner of your screen. If you haven't selected any objects in your scene, select one that you want to paint.

#### **NOTE: YOU CAN ONLY PAINT 1 MESH AT A TIME!!**

In order to paint an object, it must check the following criteria:

- Selection must be a GameObject
- Selection must have a collider (It must be a mesh collider in order to paint correctly)
- Selection must have a MeshFilter component
- Selection must have a Mesh defined in its MeshFilter component

(Basically any 3d object with a mesh collider.)

After the selection passes the above criteria, you will see 2 buttons in the Tool window.

"Start/Stop Painting" and "Show/Hide Texture" buttons.

#### **Start/Stop Painting:**

If you press this button, you will go into painting mode, which you will see several other options.

Brush: Is obviously the brush type you want to paint with.

Brush Size: Is the size of painting area which is shown with a circle on your scene view.

Brush Opacity: Is the strength of your brush pressure.

Brush Clamp: Is how you want to paint the edges of the flow texture.

Brush Color: Is the color channel you want to paint.

Fill Channel: As the name implies, fills the whole texture with the chosen channels color.

#### **Show/Hide Texture:**

This is how you check the original/painted texture during painting event.

More detailed help can be found under the "?" button. You need to be online.

### **3. KNOWN ISSUES:**

None.

### **4. SUPPORT:**

For any questions, you can contact me from [aubergine2010@gmail.com](mailto:aubergine2010@gmail.com). Thanks for buying the package.