

Documentation Available Online



Hello and Thank You for Purchasing Prefab Brush!

We appreciate your support and we're excited for you to get the most out of our asset for Unity.

Online Documentation

For the most up-to-date information, features, and tutorials, our comprehensive documentation is available online. This allows us to constantly update it with the latest information, tips, and best practices.

You can access the full documentation here:

 <https://harpiagames.gitbook.io/prefab-brush-documentation/>

Quick Start

1. **Open Prefab Brush Panel:** Navigate to Tools > Prefab Brush to access the Prefab Brush interface.
2. **Import Prefabs:** Locate the 'Drag Prefabs Here' section in the Prefab Brush panel and drag your preferred prefab objects from the Project window into it.
3. **Configure Settings:** Adjust your desired settings for object placement, scaling, and more. Each setting comes with a custom tooltip to guide you through its function.
4. **Activate Tool:** Click the 'Start Tool' button located at the top of the Prefab Brush panel to initiate the tool.

5. **Create Your World:** Switch to your scene view. You're now all set to start placing prefabs and shaping your environment.

Contact Us for Support

If you encounter any issues or have questions, we're here to help!

Email: harpiagamesstudio@gmail.com

Discord: <https://discord.gg/84hFMBjs>

Thank you for choosing Prefab Brush, and we look forward to seeing what you create!