

# Mtree Enhanced Branch Editor Manual

## Changelog

### **v1.0 – 11. June 2019**

#### Initial Release:

- Texture Output Size: 512/1024 / 2048 / 4096
- Normal Input for Bark and Leaf Texture.
- Replacement of normal.shader file.
- Changes in BranchEditor.cs file.

### **v2.0 - 18.June 2019**

#### Rollback:

- normal.shader => Enhanced Branch Editor 2.0 relies on the Mtree's normal.shader
- BranchEditor.cs => does not need to be Replaced anymore.

#### Added:

- new Shader EnhancedNormal.shader

#### Changes BranchEditor.cs:

- Added Switch between Previews for Normals / Textures.
- Added Normalmap Mode => Standard and Enhanced
- Cleaned up BranchEditor Userface

### **v2.01 – 19.June 2019**

#### Changes:

- Added custom normal rotation support in Branch Editor.
- Added normal rotation support in Shader.
- Fixed Black Color Normal Bake. => Normals are now reimported and forced to Normal mode if the Texturetypes are not declared as Normals.

# Manual and Infos

## IMPORTANT Upgrading from v1.0 to v2.0 :

If you have replaced normal.shader and BranchEditor.cs please reimport it from the MTree Asset.

## Setup 2.0

Simply Drag and Drop all the Files into your Project, and you're done. Enhanced Branch Editor is accessible like the Standard Branch Editor.

*Path: => "Window/Mtree/Enhanced Branch Editor".*

It nothing needs to be deleted / replaced anymore like in version 1.0.

## Optional Setup 2.0

You can delete BranchEditor.cs from the Mtree's folder => the new Version supports aswell the Default method (Colored Normals)

## Quick Guide Modes

To use the new Normal Map Mode it's necessary to assign Normal Maps for Bark and Leaf, otherwise only the Default Mode will show up and is useable.