



## "QuickDecals 2" Documentation

Helpful Links:

- **NEW:** Online, Always-Updated Documentation: [www.procore3d.com/docs/quickdecals](http://www.procore3d.com/docs/quickdecals)
- Tutorial Videos + Full Info: [www.procore3d.com/quickdecals](http://www.procore3d.com/quickdecals)
- Support and Troubleshooting: [www.procore3d.com/forum](http://www.procore3d.com/forum)

### Optional Registration:

If you would like to receive updates and info directly via email, please "Register" your purchase by sending the invoice # to [contact@procore3d.com](mailto:contact@procore3d.com). Thank you!

*Thanks for purchasing QuickDecals, your support allows us to keep updating and developing all the ProCore tools!*

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## Installation and Setup

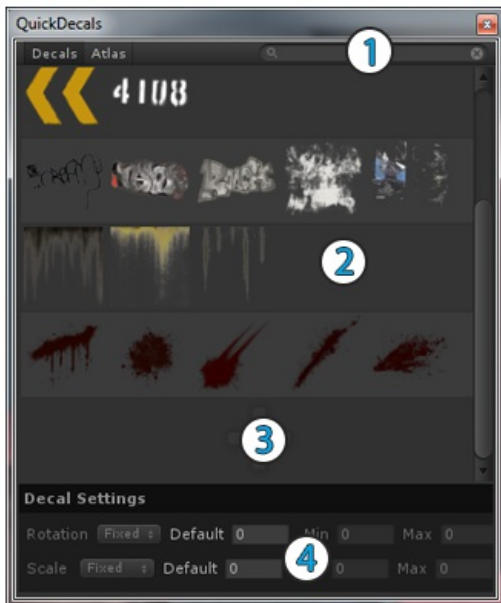
1. If you haven't already, open Unity
  2. If you have a pre-2.0 version of QuickDecals installed, you will need to delete the "QuickDecals" folder at "Assets/6by7/QuickDecals"
  3. Find the QuickDecals package in your file browser, and double-click it
  4. Unity will show an "import files" dialogue- just click "yes" and import all files
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## Using QuickDecals

Here is an overview of the QuickDecals interface, and I highly recommend viewing the videos and info online at [www.procore3d.com/quickdecals](http://www.procore3d.com/quickdecals).

1. Open the QuickDecals window by choosing "Tools > QuickDecals > QuickDecals Window" from the top menu bar in Unity
  2. Drag and drop textures from the Project window in Unity, into the QuickDecals Window
    1. You can drag textures into an existing Group, or create new Decal Groups by dropping the textures onto the "+" sign in the QuickDecals Window
  3. Left click to select a Decal (it will highlight blue). Hold "SHIFT" while left-clicking to select multiple Decals at once
  4. You can drag Decal(s) between groups for organization
  5. Use the Search Bar in the top right to search for Decals by name
  6. Hit the "Delete" key to remove all selected Decals
  7. All Decals have specific settings for Scale and Rotation- select one or more Decals to edit these settings
    1. Choose "Fixed" to make the decal spawn with the same value, every time
    2. Choose "Random" to make the decal spawn with a value between Min and Max
  8. Use the "Atlas" tab to setup Atlas Groups
    1. You can drag Decals between Atlases just like Groups
    2. Click "Pack Atlas" once it is ready
  9. To place a Decal, select it in the Decal Window, and "SHIFT + Right Click" where you want it to appear.
    1. **Note:** On a Mac, the shortcut is "Ctrl + Shift + Click".
    2. You can also select multiple Decals before placing- QuickDecals will choose a random Decal from the selection each time!
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## Visual Overview



#### 1) Search Bar

Type here to search for decals by name

#### 2) Decal Groups

Drag-n-Drop new decals here to add them to the existing groups. You can also drag decals between groups at any time

#### 3) New Decal Group

Drag-n-Drop new decals to the "+" symbol to create a new Decal Group

#### 4) Per-Decal Settings

Choose settings for each decal here. You can edit multiple at once!



#### 1) Atlas Groups

Drag-n-Drop decals between each Atlas, similar to Groups

#### 2) Pack Decals

When ready, click this button to pack all textures in the selected Atlas Group into a single sheet

#### 3) Atlas Name

Set the name for the Atlas in this text field

#### 4) Padding

Set the padding (in pixels) between each texture

## Extra

Documentation is great reference, but lousy teaching. To get the most out of QuickDecals, check out all the videos and info at [www.procore3d.com/quickdecals](http://www.procore3d.com/quickdecals).

Don't forget to join the ProCore Forum, where you can find all sorts of community help, advice, and inspiration: [www.procore3d.com/forum](http://www.procore3d.com/forum) Lastly, I always love to see how these tools help others- send me your own images or videos, and I will post them up on the official page as well!

## Changelog

### QuickDecals 2.0.4

- Bug Fixes
  - Enable Shift+Right Click shortcut on Mac.
  - Fix bug where Ctrl-Shift-Click on Mac would prevent SceneView interaction.
  - Fix NullRef when first object dragged to new QuickDecals window is not a Texture2D type.

## QuickKDecals 2.0.3

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- Bug Fixes
  - Fix compile errors when building project.

## QuickKDecals 2.0.0

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- Features
  - Completely redesigned interface, featuring:
    - Drag and drop sorting
    - Organizational Groups
    - Search Bar
  - Texture atlasing
  - Decal database saves your decal library
- Bug Fixes
  - New tool, no bugs to fix yet!