

Prefab Brush+ 1.2.3 Documentation

The Prefab Brush is an easy-to-use tool which allows users to place Prefabs/Game Objects on any collider. This tool works similar to Unity's Terrain Brush but allows users to create more detailed worlds due to the amount of features and settings. This document will explain how the tool is used.

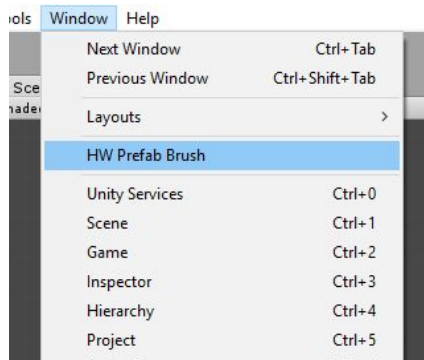
To watch the video tutorial on this tool (covers everything in this document) click here: <https://www.youtube.com/watch?v=-RcaqwTN0U4>

1. Prefab Brush

After installing the package you will now have the following files in Assets/HelloWorld Tools:

- PrefabBrush.cs
- Button_On.gif
- Button_Off.gif
- PrefabBrush Documentation.pdf

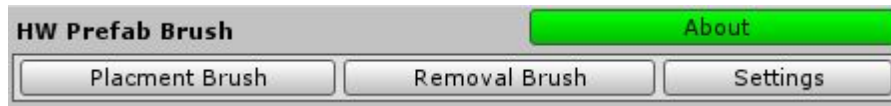
To open the brush hit *Window* then *Prefab Brush+*. If it doesn't appear make sure the *PrefabBrush.cs* script is in a folder named *Editor*.



2. Using the Tabs



Prefab Brush+ will default to the *About* tab (image above), this means the plugin is not currently in use and will not affect Unity in any way. There are 4 tabs to choose from including *About*, *Placment Brush*, *Settings* and *Removal Brush* are the two types of brushes to choose from, simply click one of the tabs at the top of the window and you will be in edit mode.

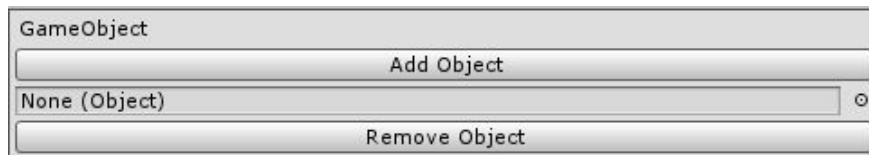


3. Placement Brush

The Placement Brush allows you to place the prefabs on your scene, select the *Placement Brush* tab to begin to use the tool. To paint objects with the brush simply click and drag in the *Scene* view. The brush uses the collider of an object to paint so make sure the surface has one.

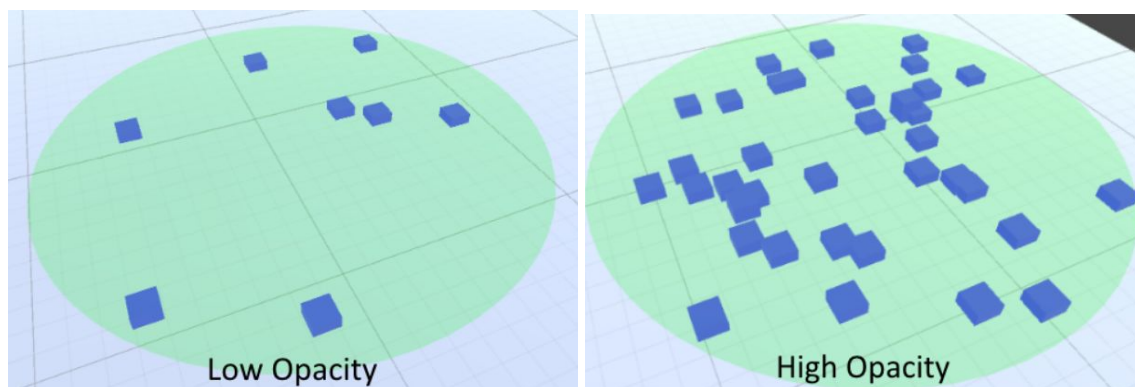
3a. Brush Settings

Press the circle to the right of '*None (Object)*' and select an Object that you wish the brush to paint (just like assigning an object to a variable in the inspector). To paint multiple objects press the *Add Object* button and assign another object. To Remove the last object press *Remove Object*.

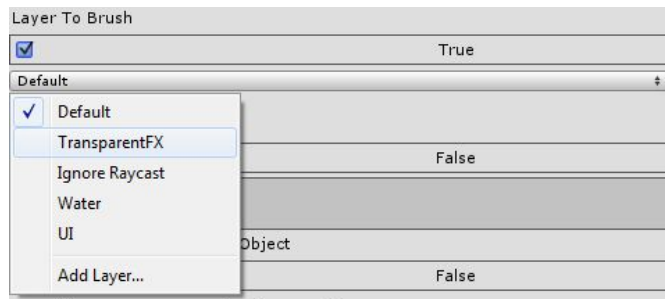


Dragging the Brush Size up will increase the size of the area in-which you paint. You can increase the max brush size by going to the *Settings* tab and changing the '*Max Placement Brush Size*' value.

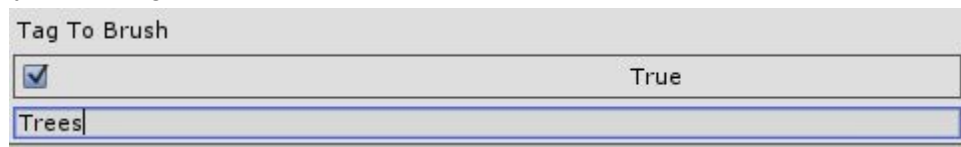
The *Opacity* bar increases how many objects will appear within the brush area, essentially how 'thick' the brush is.



Ticking the box under *Layer To Brush* will allow you to select a layer that all brushed items will be placed on.

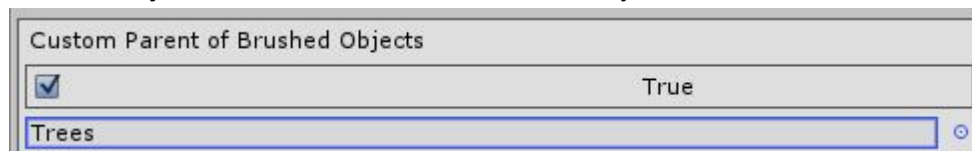


Ticking the box under *Tag To Brush* will allow you to enter a tag that you want all brushed items to be given. Make sure you create the tag before trying to brush with a given tag, don't type in a tag that doesn't exist.

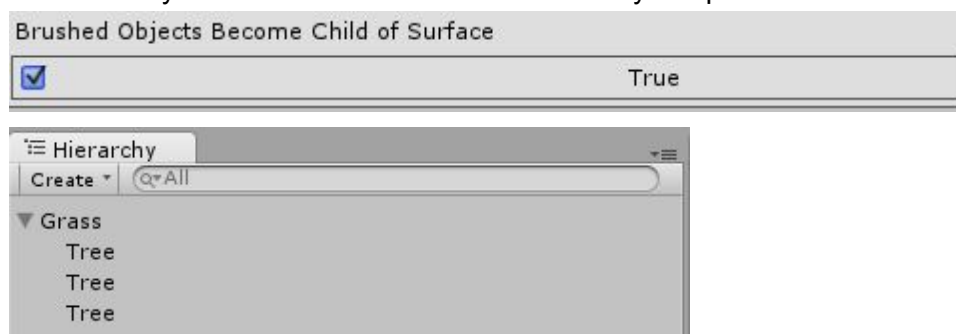


3b. Object Settings

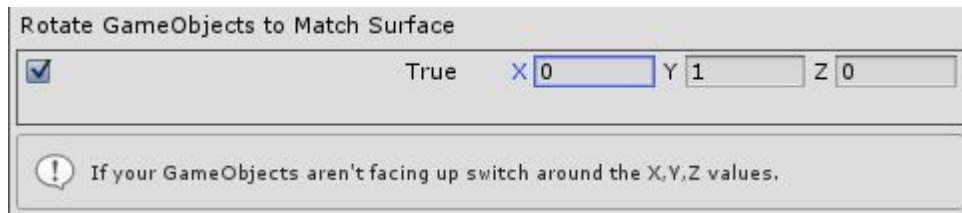
Ticking *Custom Parent of Brushed Objects* will allow you to select a GameObject that all brushed objects will be a child of in the hierarchy.



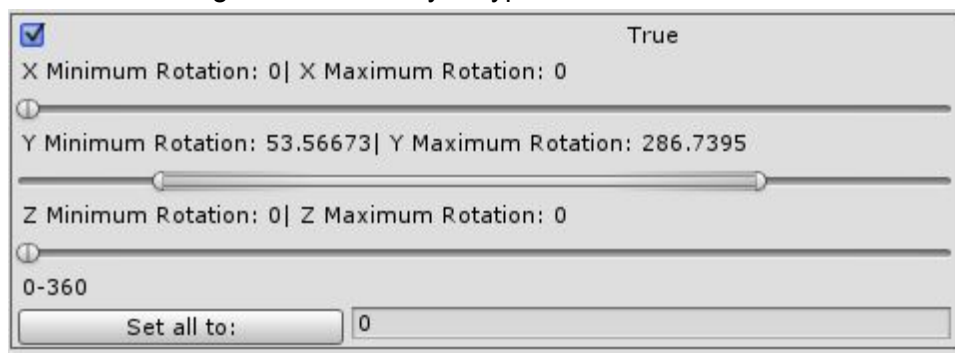
Ticking *Brushed Objects Become Child of Surface* will make any brushed GameObjects automatically become children of the surface they are painted on.



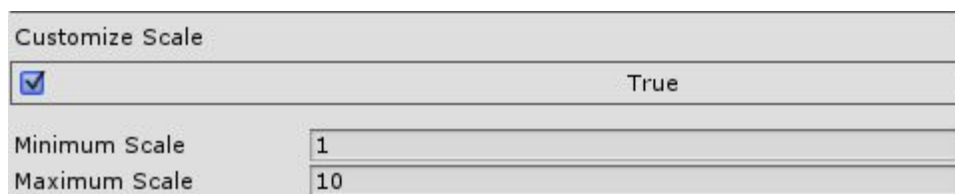
Ticking *Rotate GameObject to Match Surface* will automatically rotate the brushed Objects to fit with the surface. This is used to paint Objects on sloped surfaces such as hills. Sometimes objects 'up' won't be the Y axis, in this case you can change the values around to match which way is up for your GameObject.



Ticking *Customize Rotation* will allow you to set a range in which you want objects to be randomly rotated when they're placed. For example to make a forest look natural you would want to have X and Z set to 0 with Y set between 0 and 360 degrees. Pressing *Set all* to will set all ranges to whatever you type in the box next to it.



Ticking *Customize Scale* will allow you to set a minimum and a maximum scale for the Objects being brushed. Once painted the object will randomly select a scale between the two numbers.



4. Removal Brush

The Removal Brush is similar to the placement brush only that it removes GameObjects of your choice. This can be items you've placed with the Placement Brush or ones that have been manually placed, before or after using this tool. Press the *Removal Brush* tab and use it just like the other tool, click and drag over the scene view.

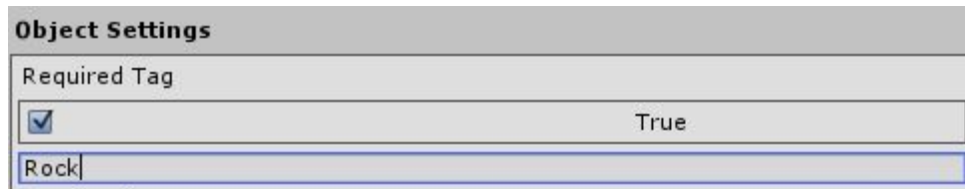
4a. Brush Settings

Dragging the Brush Size up will increase the size of the area in which you will remove GameObjects. You can increase the max brush size by going to the *Settings* tab and changing the 'Max Remove Brush Size' value..

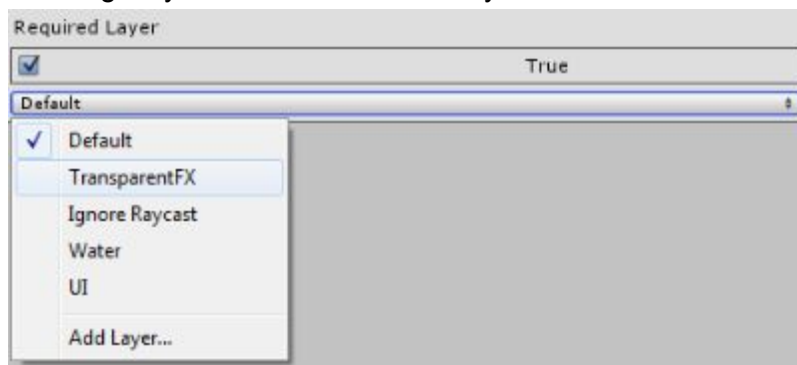


4b. Object Settings

Ticking *Required Tag* will allow you to select a tag for items to be removed. When brushing only items with matching tags will be deleted.

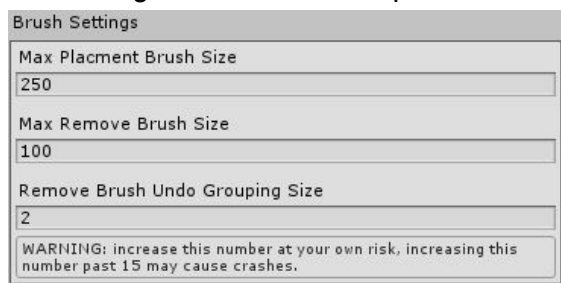


Ticking *Required Layer* will allow you to select a layer for items to be removed. When brushing only items in the selected layer will be deleted.



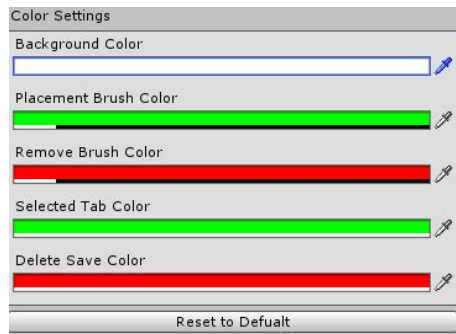
5. Settings

The settings contains a set of persistent variables that affect how the tool works.



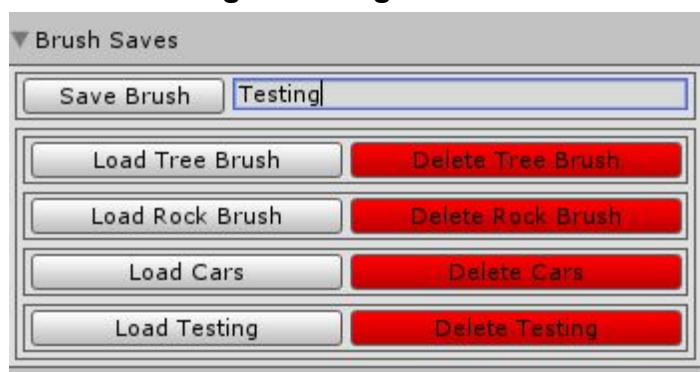
The *Max Placement Brush Size* determines how big you can make the placement brush on the other tab, you can set this to any value you want and use the bar to fine tweak it. The *Max Remove Brush Size* works the same work but on the Removal Brush tab.

Remove Brush Undo Grouping Size represents how many objects are grouped together when removed by the removal brush, and that will re-appear as a group if you press the undo button. This feature prevents you from having Unity slowdown when you undo large removals of prefabs.



You can change to colors of the brushes and windows inside the settings.

6. Saving / Loading Brushes



You can save and load all your brush properties at the bottom Placement Brush tab. These will save to *PlayerPrefs* so you can close and open Unity without these disappearing.

7. Additional Information

Thank-you for purchasing the Prefab Brush+, any support inquires please e-mail:

support@helloworldstudios.co.uk

Any ideas/requests please e-mail:

archie@helloworldstudios.co.uk

Site:

<http://www.helloworldstudios.co.uk>

Twitter:

<http://www.Twitter.com/HelloWorldPR>