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SPRITE TRANSFORM RESET TOOL

Sprite Transform Reset Tool

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Sprite Transform Reset Tool

INTRODUCTION

Unity editor plugin for resetting sprite gameobjects transform scale (back to 1,1,1) and automatically setting the sprite importer "PixelToUnits" to match the scale instead.

FEATURES

- Reset Transform scale back to 1,1,1
- Automatically calculate and set sprite importer "PixelToUnits" to match the scale
- You can also set "PixelToUnits" size manually from the editor window
- Displays selected object "PixelsToUnits" value (only for the first object, not multiple)

REQUIREMENTS

- Unity 4.3.0 or newer (indie or pro)

INSTALLATION

- Import the package and you are done.

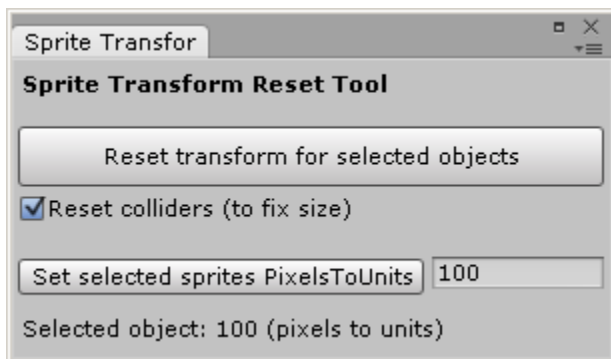
FILES IN THE PACKAGE

Files inside the “**Tools/ SpriteTransformResetTool /**” folder:

FOLDER / FILE	INFO
DEMO	Demo folder (can be deleted)
DEMO/Sprites /	(folder for example sprites)
DEMO/scene_demo_transform_reset.scene	Demo/Example scene
DEMO/Editor/SpriteTransformResetTool.cs	Main script, only this is required.
Documentation/	(folder for this pdf)

USAGE INSTRUCTIONS

Start this tool from: **Window / Sprite Transform Reset Tool**



Reset transform for selected objects

- Sets sprite importer “PixelsToUnits” value to match the scaled size
- Resets transform scale to 1,1,1
- (works with multiselection also)
- [x] Reset colliders : this should be enabled, to fix collider sizes
**Note: if you use PolygonCollider2D’s, resetting them would lose your PolygonCollider2DOptimizer optimizations..(so this should be done before you start to optimize sprite colliders).
- Set selected sprites “PixelsToUnits” _____, this sets the selected sprites importer values

TUTORIAL

- Open demo scene: "scene_demo_transform_reset"
- From hierarchy window, select sprite named: "TryToResizeMe"
- Now resize the sprite (by dragging from the corner or with resize tool (R))
- Resize until its good size for the sling/catapult
- Then open transform reset tool: Window / Sprite Transform Reset Tool
- While the "TryToResizeMe" sprite is selected, hit the button "Reset transform for selected objects"
- Watch the sprite transform scale go back to: 1,1,1 and PixelsToUnits value is adjusted

SUPPORT & FEEDBACK

Send comments / feedback & requests to my blog:

<http://unitycoder.com/blog/2014/03/30/asset-store-polygoncollider2d-optimizer/>

**Unity asset store forum link will be added there later*

Email: support@unitycoder.com

- Add product name: "Sprite Transform Reset Tools" into the subject
- Include screenshot(s) if something strange is happening (helps solving the problem)

Or, Using Unity3D forums private message:

<http://forum.unity3d.com/members/mgear.22727/>

Linkedin: <http://fi.linkedin.com/pub/mika-makkonen/68/992/22>