

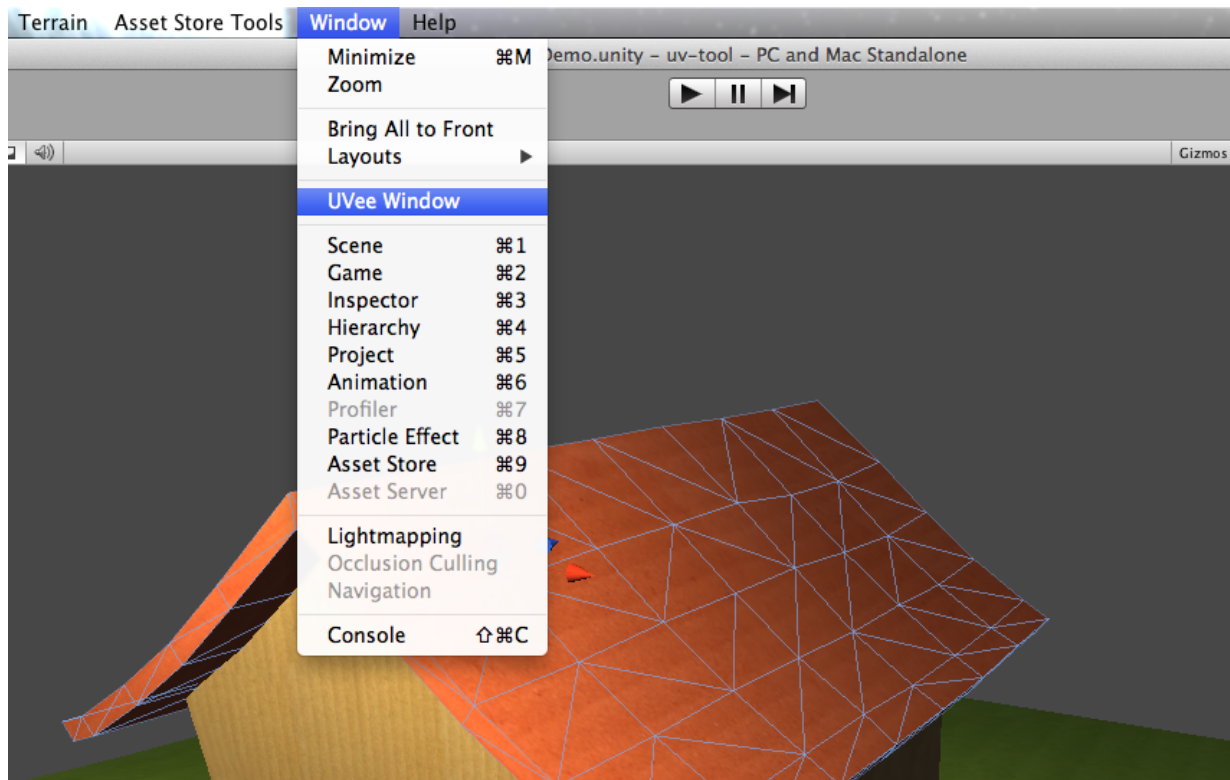
# UVee Tool Documentation

Questions? Contact me directly:

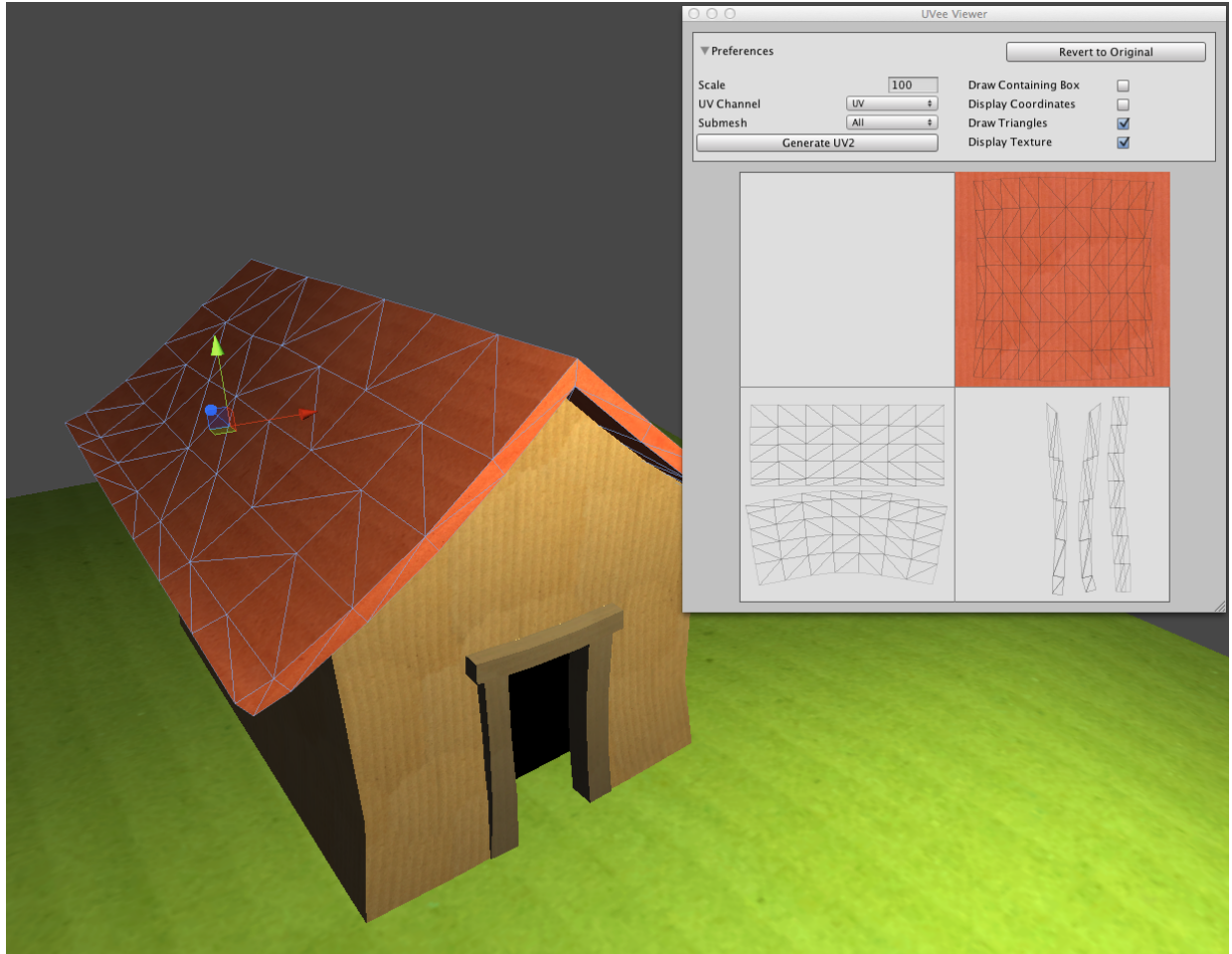
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## 1. Quick Start

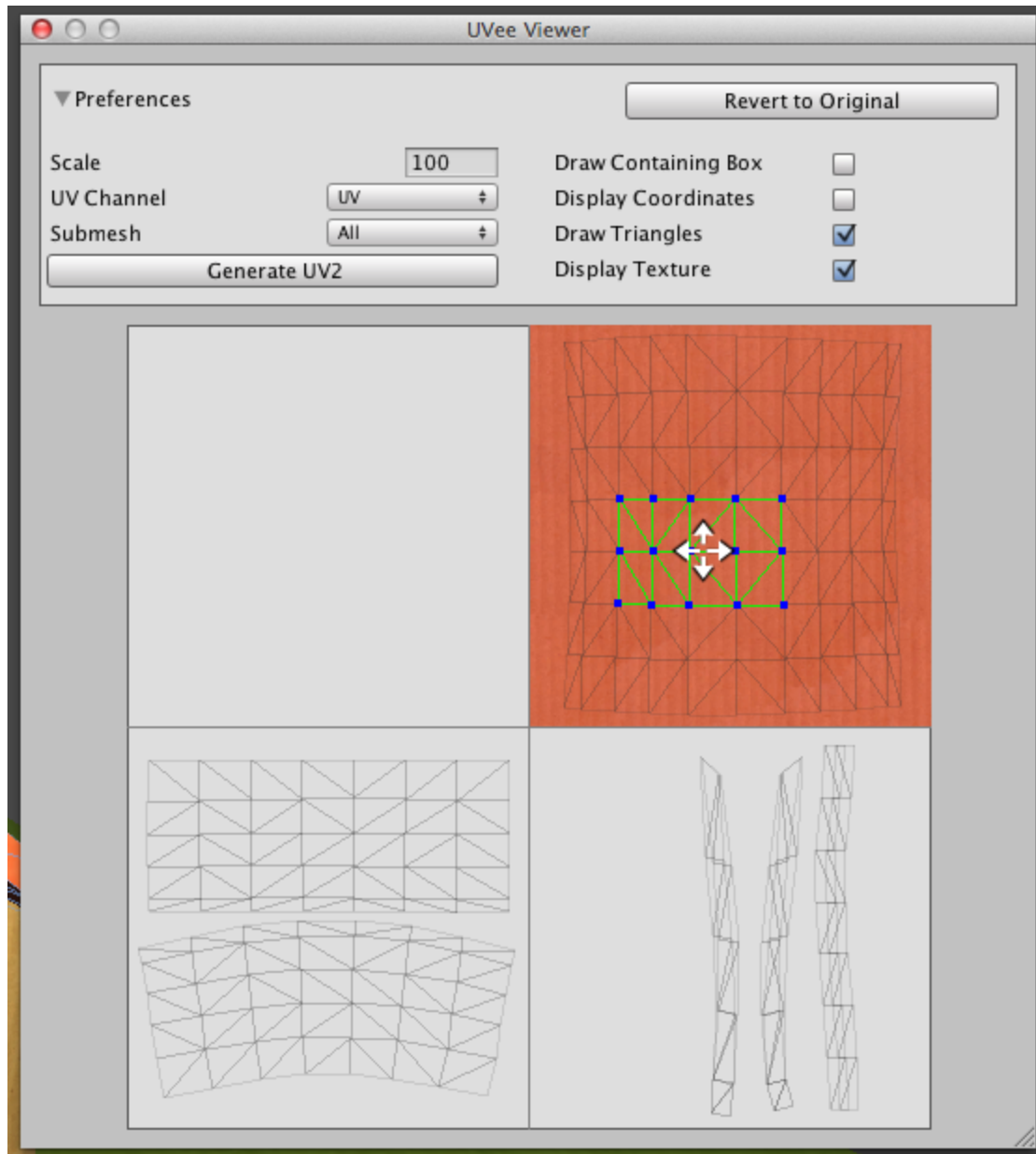
Open the UVee Window by navigating in the menu to Window/UVee Window



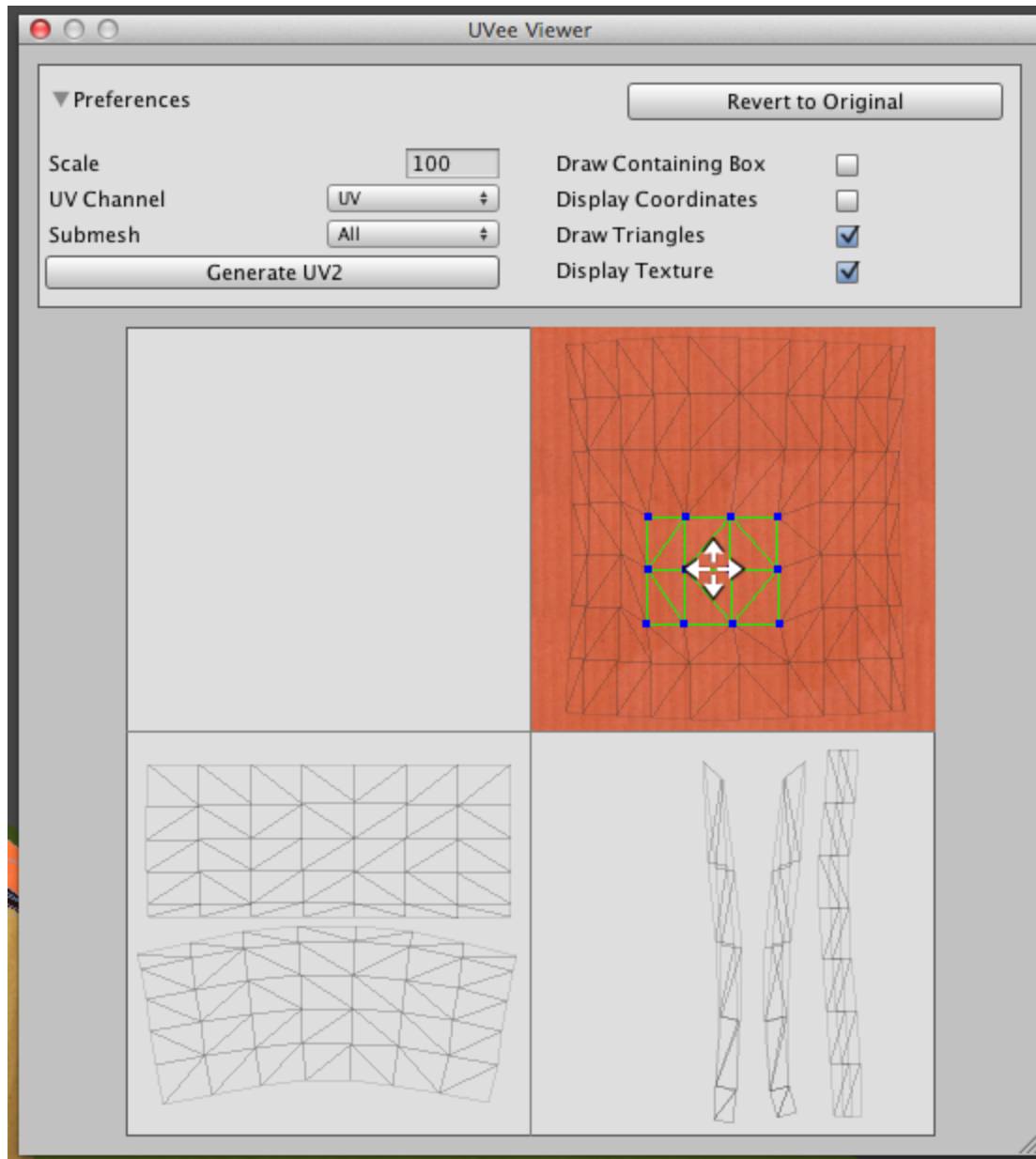
Select a model or mesh gameobject in the hierarchy or scene view. You may select multiple objects at a time, and UVee will automatically color code your UV selections.



Drag in the UV window to select UVs, holding shift to deselect or add to the selection.



Click and drag the arrow tool to move UV coordinates.



## 2. Shortcuts

- Ctrl-Z - Undo
- Scroll Up / Down - Zoom canvas
- Alt + Right-Click Drag - Zoom canvas

## 3. Menu

- Scale - Workspace scale

- UV Channel - Which UV channel to display
- Submesh - Allows specific submesh selection (if available)
- Generate UV2 - Will populate UV2 channel with normalized coordinates
- Draw Containing Box - Draws a transparent box around the selected UV coordinates.
- Display Coordinates - Displays the UV coordinates of each point.
- Draw Triangles - Draws triangle lines between connected vertices.
- Display Texture - Draws the first selected object's texture.
- Revert to Original - This tool automatically creates an instance of the mesh you edit to preserve the original UV coordinates. Clicking Revert to Original sets the selected meshes back to their original state.