Material Texture Assigner

Quick material texture assignment tool for Unity URP.

Usage

1. Open via `Tools > Material Texture Assigner`
2. Select a material or create a new one in the tool
3. Select textures in your Project window
4. Click "Assign Textures"

Supported Maps

- Base/Albedo (`_BaseMap`)
- Normal (`_BumpMap`)
- Metallic (`_MetallicGlossMap`)
- AO (`_OcclusionMap`)
- Emission (`_EmissionMap`)
- Detail maps (`_DetailAlbedoMap`, `_DetailNormalMap`)