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UNITYCODER.COM | **CREATE TEXTURE V1.2**

Simple Unity Editor Plugin For Creating Plain Texture Assets

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Create Texture

INTRODUCTION

"Create Texture" is simple Unity editor plugin to create plain texture asset(s).

Benefits?

- Save time! No need to open Photoshop to create simple textures. Just few clicks and you are done!
- Some shaders require at least 1 texture, use this plugin to create any color textures for testing
- Create white texture for GUITexture and then easily adjust the color parameter for the GUITexture
- Easily create debug textures (for example: 4 textures to debug terrain splatmats with)

FEATURES

- Creates texture asset file (png format)
- Gradients (Currently only vertical and horizontal, more later)
- Adjustable file (texture) name: with increment counter
- Adjustable width & height (currently limited to 1-4096 pixels)
- Adjustable color and alpha (using default color picker)
- Color presets (10 common color presets included)
- Power of Two helpers: Round sizes to previous, nearest or next Power of 2's
- Texture format, select between 4 formats: alpha8, ARGB32, RGB24, RGBA32
- Progress bar with cancel button
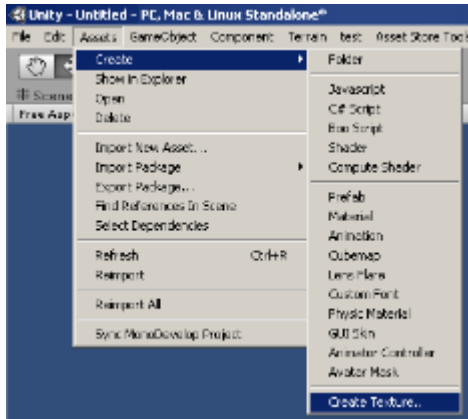- C# source (inside custom namespace)

INSTALLATION

Import the package from the Asset Store and you are done.
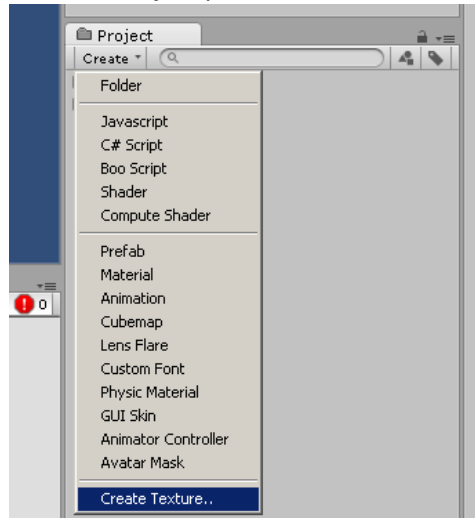New menu item is created to: Assets / Create / Create Texture..

INSTRUCTIONS

Using it:

From menu: Assets / Create / Create Texture..   Or from Project panel, Create > Create Texture..

User interface:

[Reset]: Reset values and colors
Name: File name for the texture
[+]: Increment the counter in filename field
Width: Texture width
Height: Texture height
<: Decrease size to previous power of two value
PoT: Round size to nearest power of two value
>: Increase size to next power of two value
Fill Type: Texture fill, Solid or Gradient
(if Gradient was selected)
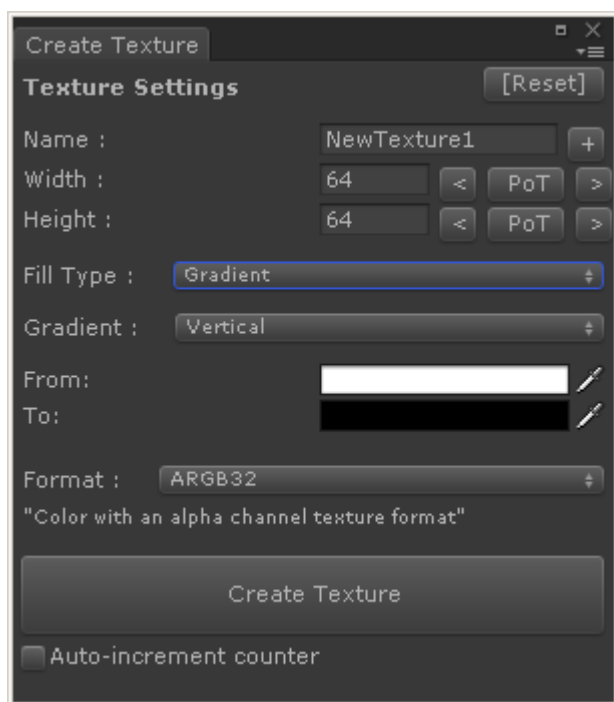**Gradient:** Vertical or Horizontal
From: Gradient start color
To: Gradient end color
Format: Texture format
Create Texture: Generates the texture file into Assets/ (root folder)
[ ] Auto-increment counter: After creating texture, increment counter in the filename (for next texture file)

Warning!

- If you generate 2 textures with a same name, the old one is over-written without a warning!
- You should use the auto-increment if you are creating multiple textures, OR, after creating the texture you move it to the appropriate folder.

FILE STRUCTURE

Package has 4 folders & 2 files:

```
Extensions/
- unitycoder_com/
- - CreateTexture/
- - - README_CreateTexture.pdf (this file)
- - - Editor/
- - - - CreateTexture.cs (the actual editor script)
```

FUTURE IDEAS

Feel free to post ideas, any feedback/requests about features you would like to see in this product.
Also you can email me requests for other asset store script ideas (if you cannot find something that you would need).

SUPPORT & CONTACT

When sending emails:

*Please include your Asset Store purchase invoice number when contacting about this product support.
  (no need to this, if it's just general feedback not related to support requests)

* Add product name to the email subject (so it's easier to follow up on those)

Email: support@unitycoder.com

Url: http://unitycoder.com

Unity forums private message: http://forum.unity3d.com/members/22727-mgear