

UV Editor Pro

v3.1

New on 2.0

- Tool Bar : Undo, Redo, Move, Rotate, Scale
- Multi selection
- Some bug correction

New on 2.1

- Unity 4 beta support

New on 2.2

- Zoom *2 *4 *8
- Pan on texture with Mouse Right Drag
- "Mouse & Key Command" button

New on 3.0

- Zoom *2 *4 *8
- Pan on texture with Mouse Right Drag
- New Drawing Line System
- new rotation algorithm respect aspect ratio
- New Alignement tools
- and other...

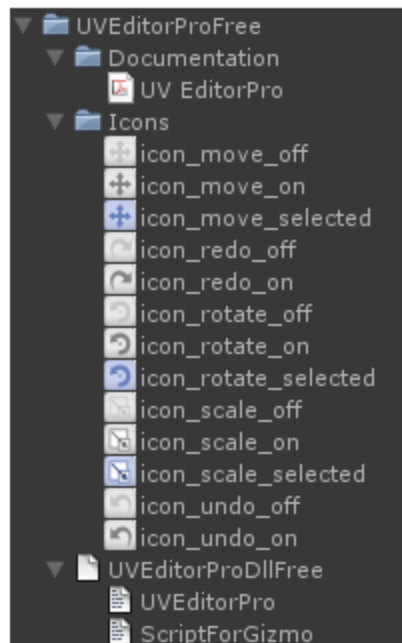
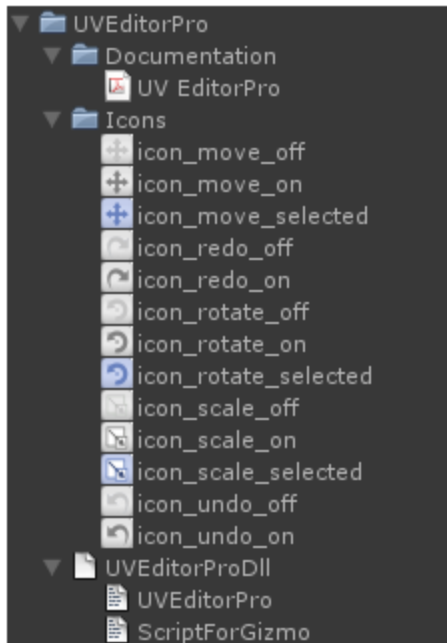
New on 3.1

- Bug Fixe for material Tiling & Offset
- Bug Fixe for Undo

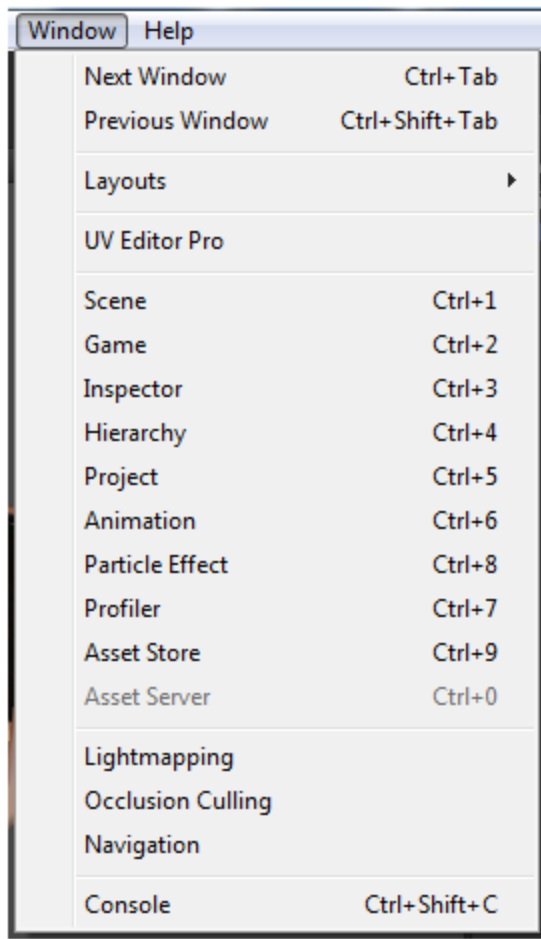
How to use

Video: <http://www.youtube.com/watch?v=-yWs4UMpg58&feature=youtu.be>

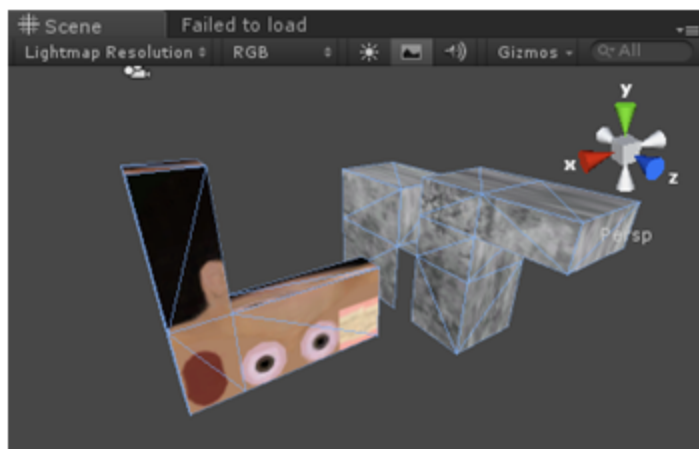
Install Unity package, this put "UVEditorPro/UVEditorProDll.dll" and other files in asset of your project.
Or in "UVEditorProFree/ " for Free Version.



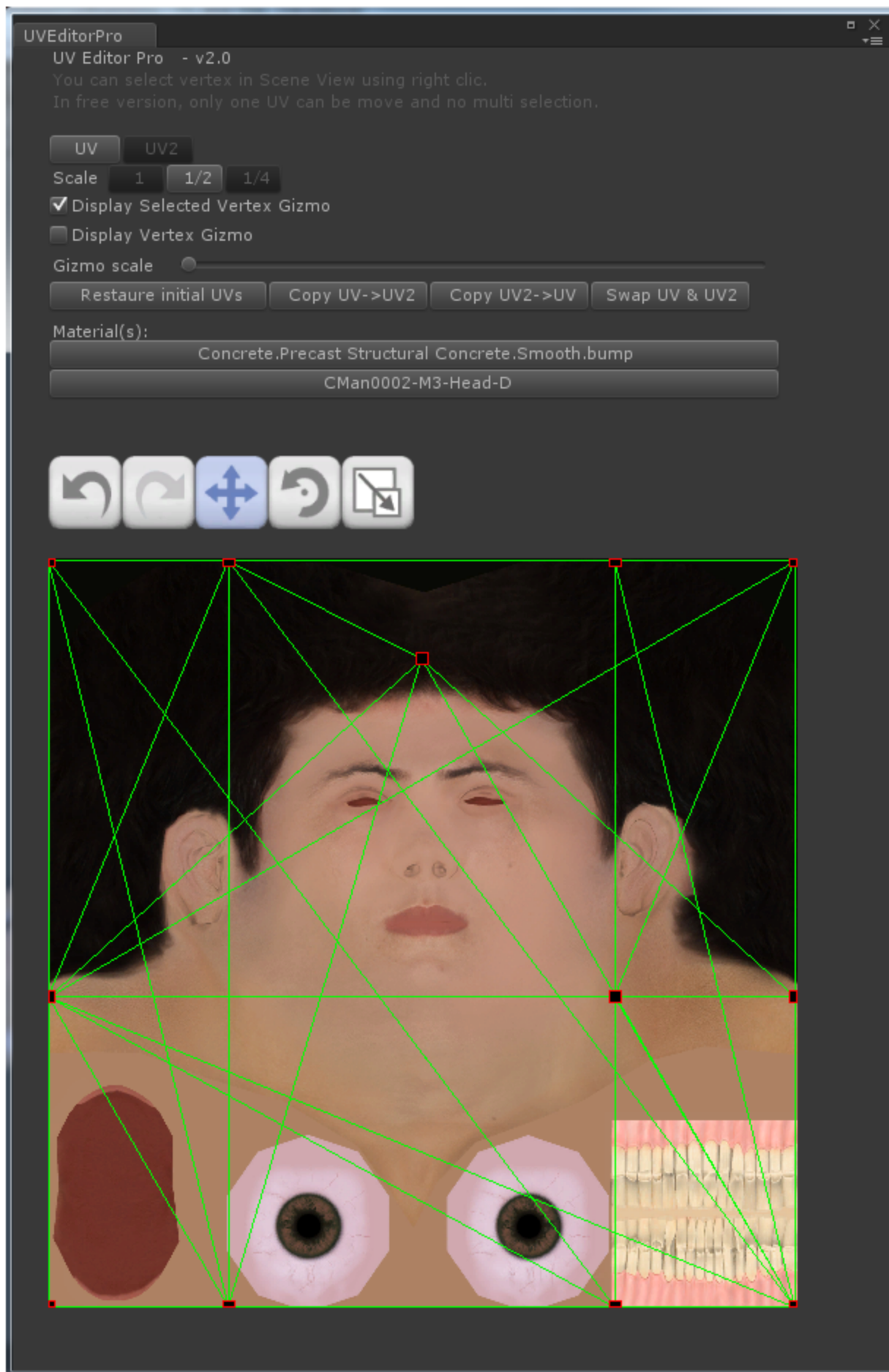
This dll contains an editor script that add "Window/UV Editor Pro" Unity menu.



Select this menu item, it opens a window that allows you to edit UV of selected object.
You must select in Hierarchy or in Scene view an object that have a mesh, material and texture.



Here a selected objet in Scene view.



Windows that allows you to edit UV

Texture compatibility

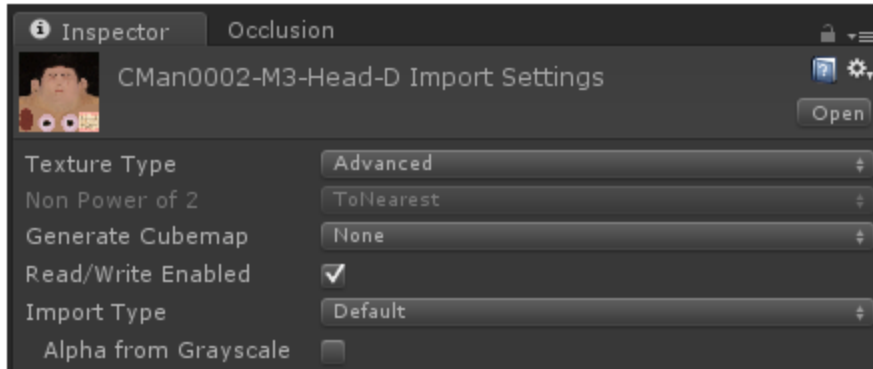
To be used by plugin, texture must be in the format:

Supported format for texture: ARGB32, RGBA32, BGRA32, RGB24, Alpha8 or DXT

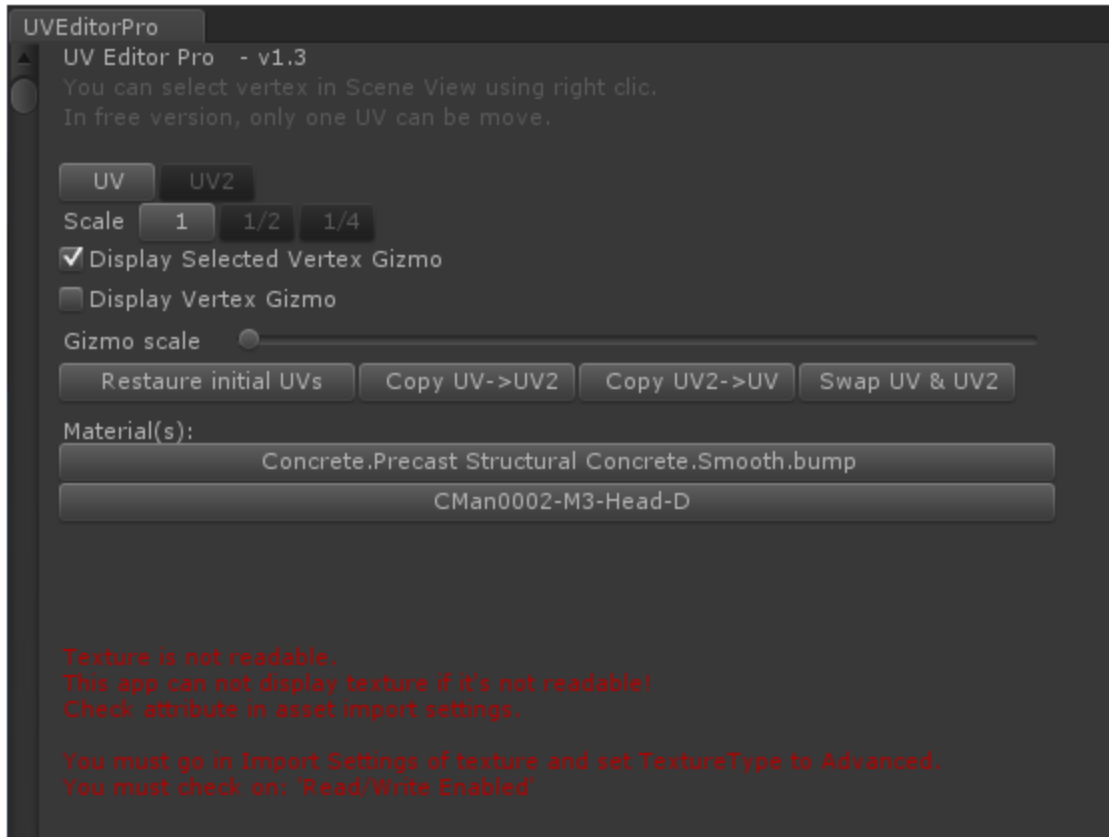
And texture must be "Read/Write Readable".

To do this you must go in Asset importer of texture and set Type to "Advanced".

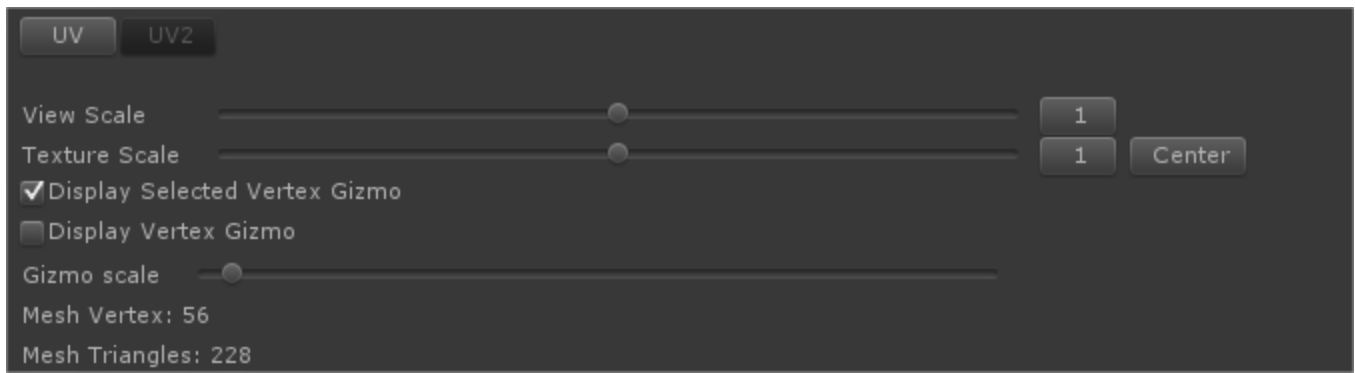
After you must check on " Read/Write Readable".



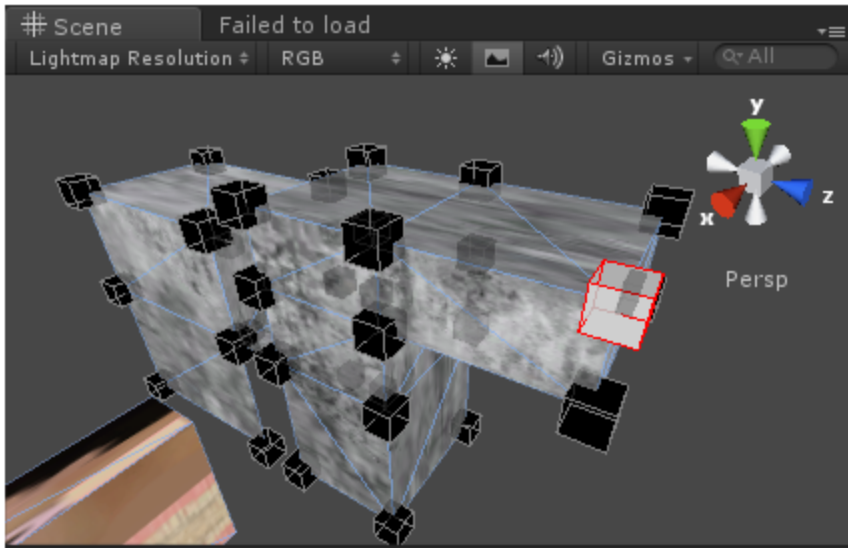
Error example:



Feature



- UV or UV2: Allow to choose UV channel
- View Scale: Allow to change the view displaying scale
- Texture Scale: Allow to change the texture displaying scale
- Display Selected Vertex Gizmo: Allow to display a gizmo (white cube) on vertex in Scene View
- Display Vertex Gizmo: Allow to display gizmo (black cube) on all mesh vertex in Scene View
- Gizmo Scale: Allow to change scale of gizmo in Scene View.



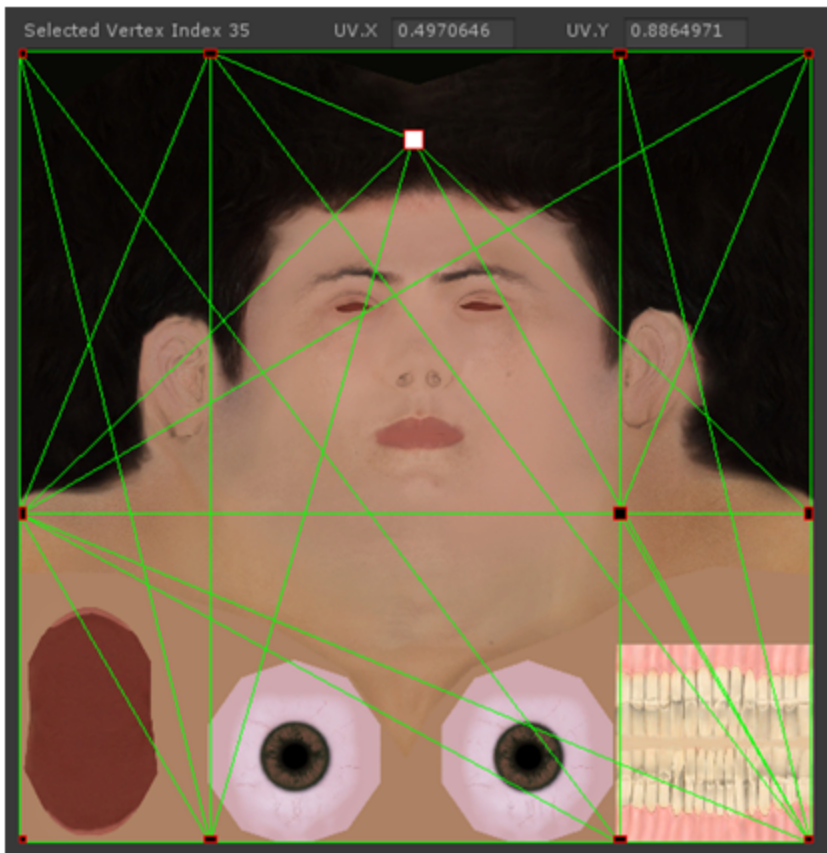
- Mesh Vertex: Mesh Vertex count
- Mesh Triangles: Mesh Triangles count



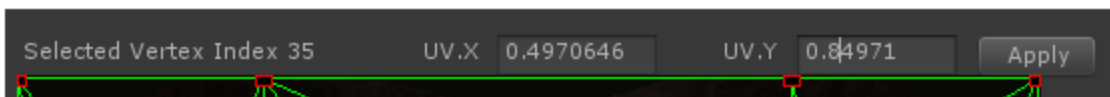
- Restaure Initial UV: Allow to avoid all uv modifications since plugin start.
- Copy UV->UV2: Tools that allows to Copy UV in UV2
- Copy UV2->UV1: Tools that allows to Copy UV2 in UV
- Swap UV & UV2: Tools that swap UV and UV2
- Materials: List all materials of selected object. Support multi materials.

- UV mouse editing

You can select and move UV directly with mouse.
Selected UV is displayed in white.



Vertex and UV information are displayed, you can edit manually (keyboard) UV values. After new values you must click on Apply to apply.



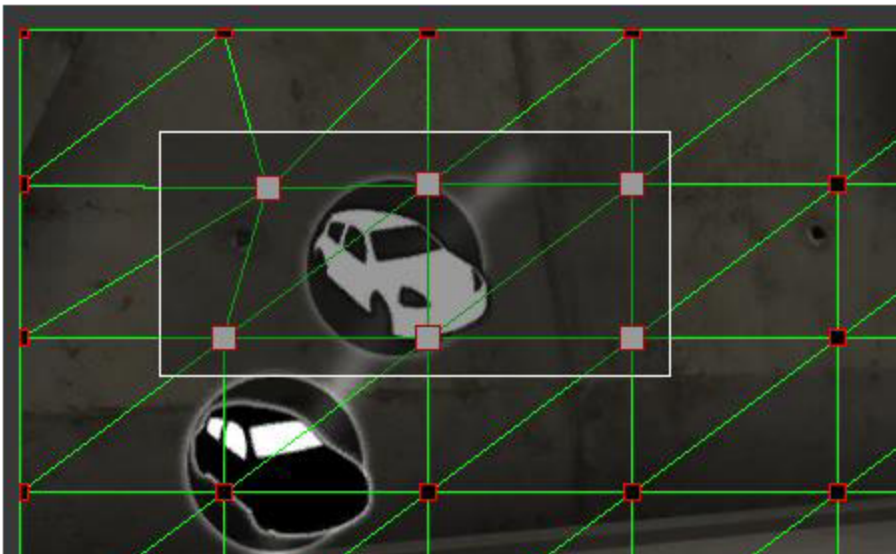
All UV modifications impact object en Scene.

- You can select vertex directly in Scene View using mouse right clic near vertex.
- You can Pan on big texture using mouse right buton

- Multi selection

You can select many vertex by drawing a box.

You can add/remove vertex to/from a selection using Shift selecting vertex.



- ToolBar



- Undo: Undo uv positions (no limitation)
- Redo: Redo...
- Move: Move selected vertex
- Rotate: Rotate selected vertex (Center must be placed by user)
- Scale: Scale selected vertex (Center must be placed by user)
- Align Left: Align selected vertex
- Align Right: Align selected vertex
- Align Top: Align selected vertex
- Align Down: Align selected vertex

- System edit only Mipmap 0

Free version

Free version exist but only one UV can be moved by session, and no multt-selection.

Questions, Comments or Requirements... mail me at laurent.matheis@gmail.com