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UNITYCODER.COM

UNIPIX – PIXEL ART TOOL

v1.0

Table of Contents

INTRODUCTION	2
MAIN FEATURES.....	2
SPECIAL FEATURES.....	2
LIMITATIONS.....	2
VERSION HISTORY / CHANGES	3
INSTALLATION	4
PACKAGE FILES.....	4
INSTRUCTIONS: USER INTERFACE	5
INSTRUCTIONS: KEYBOARD SHORTCUTS	8
ABOUT COLOR PICKER PALETTE IMAGES	9
FUTURE IDEAS	9

UniPix

INTRODUCTION

Basic pixel art / sprite editor plugin for Unity. (Draw images inside Unity).

MAIN FEATURES

- Simple controls
 - o 3 mouse button tools (paint, color picker, erase)
- 3 previews, actual size (with transparent, white, black backgrounds)
- Quickly see your results in game/scene view (after saving)
- C# source included
- Much more features to come in later versions!

SPECIAL FEATURES

- Smart Erase
 - o Hold 'Left Alt'-key down & click Right mouse button to erase pixel:
 - If all neighbor pixels are of same color, that color will be used for erasing
 - If not the same color, use average color from neighbors
- Easy Darken / Lighten current color
 - o Using Mouse wheel, you can darken or lighten current paint color or alpha (in 0.01f steps)
- Much more super special features to come in later versions!

LIMITATIONS

- Currently only 16x16 and 32x32 image sizes are supported
- No zoom in/out, canvas size is fixed
- No selection tools (no copy, paste, cut, move..)
- No animation support for sprites
- Settings are not saved if UniPix window is closed
- And many more limitations for now.. (to be improved in coming versions)

VERSION HISTORY / CHANGES

V1.0

- Initial release

INSTALLATION

Import the UniPix.unityPackage and you are done.

Open UniPix window from menu: "Window / UniPix"

PACKAGE FILES

Files inside the package

Files inside the "UniPix/" folder:

FOLDER / FILE	INFO
Documentation/*	This pdf & unipix_changes.txt
Editor / UniPix.cs	Main script
Examples/Materials/SpriteSnap.mat	Just default sprite material with [x] Pixel snap enabled, this could be used later in some examples
Examples/ Palettes/SamplePalette256.png	Example palette image
Examples/Sprites/SampleImage16x16_a.png	Sample sprite (to test loading)
Examples/Sprites/SampleImage32x32_a.png	Sample sprite (to test loading)
Examples/Sprites/ SampleImage32x32_b.png	Sample sprite (to test loading)

INSTRUCTIONS: USER INTERFACE

Toolbar



- New.. : Erases canvas and creates 16x16 or 32x32 empty canvas (dialog appears)
- Brush : Default painting mode (using 1x1 pixel)
- Fill : Flood fill mode (click into image to fill from that location)
- Save : Save image as "NewPixelImage" into Assets/ folder
(If file already exists, confirm dialog has options to Overwrite, Save with new name+timestamp, Cancel saving)
- Save.. : Incremental save (ie. "NewPixelImage1", "NewPixelImage2")
- Clear : Clear current canvas

Canvas area



- Left mouse button : Paint with current color
- Middle mouse button : Pick color under mouse cursor
- Right mouse button : Erase (with transparent pixel)

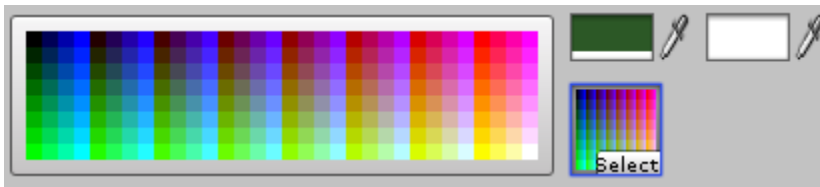
Tools area



- Pan image to left/right/up/down (1 pixel per click, image is wrapped around)



- Load buffer, Assign image and click "Load" to read texture into canvas
- Image size is displayed below (ie. 32x32)
- If Canvas is different size, loaded image will be resized



- Palette, color picker (using left mouse button)
 - o Assign palette texture into that small image slot to load it
- Current color
 - o Use middle mouse button on canvas to pick color from it
 - o Use mouse scroll wheel to lighten or darken current color
 - o Secondary color
 - Hit "X" key to swap between current & secondary color

Grid Color Settings



- Grid light color
- Grid dark color
- Button "Set" : Sets grid colors
- Button "R" : Reset grid colors to default

Mouse info



- Current color under mouse cursor
- Mouse canvas coordinates

Preview area

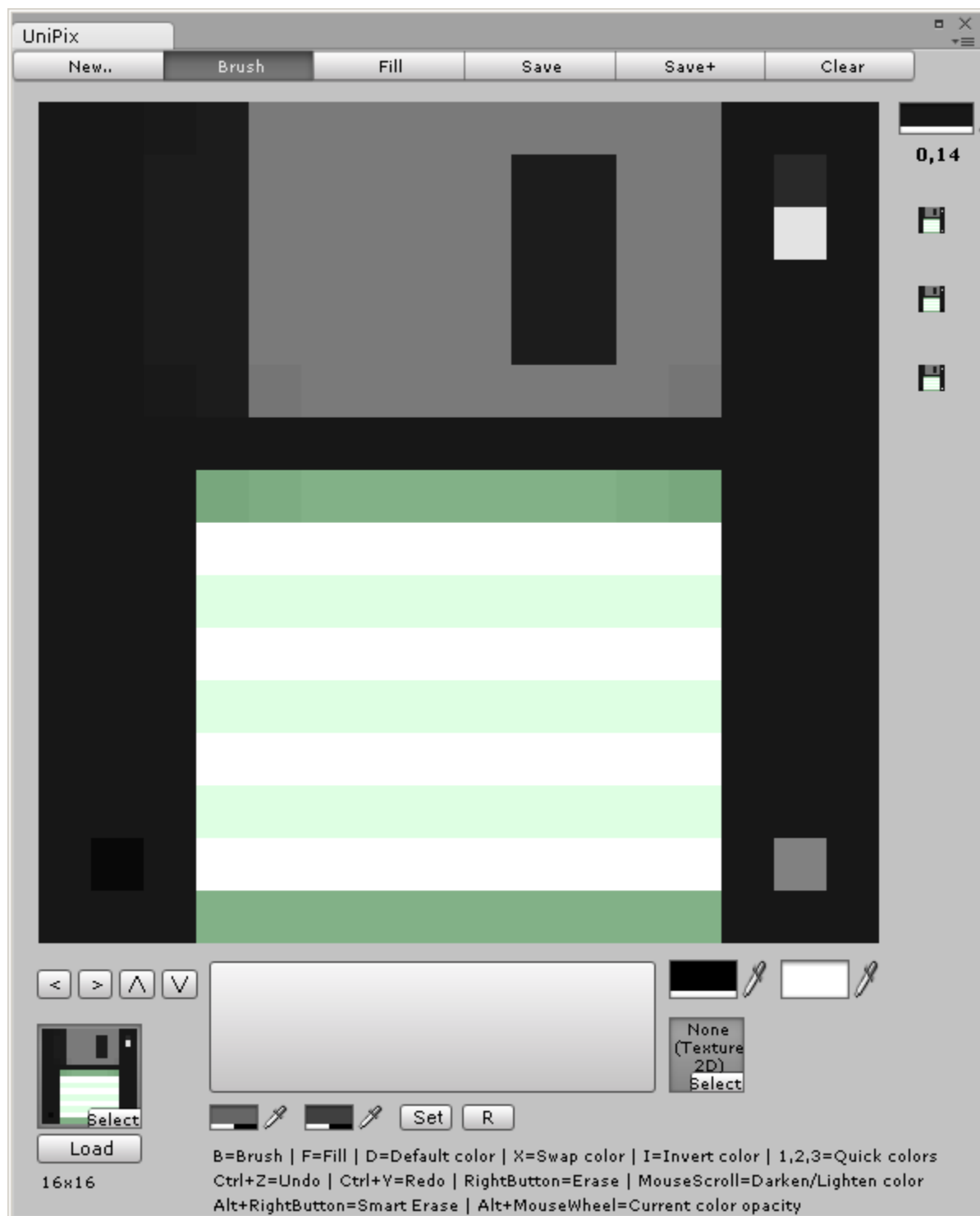


- Actual size preview images with 3 different background colors

Info area

B=Brush | F=Fill | D=Default color | X=Swap color | I=Invert color | 1,2,3=Quick colors
 Ctrl+Z=Undo | Ctrl+Y=Redo | RightButton=Erase | MouseScroll=Darken/Lighten color
 Alt+RightButton=Smart Erase | Alt+MouseWheel=Current color opacity

- Common keyboard shortcuts



INSTRUCTIONS: KEYBOARD SHORTCUTS

Keyboard shortcuts

- B = Brush mode
- F = Fill mode
- D = Reset to default colors (current color & secondary color)
- X = Swap current & secondary color
- I = Invert current color
- 1,2,3 = Use quick color as current color (currently its fixed to 1 = red, 2 = green, 3 = blue)
- CTRL+Z = Undo (uses default Unity undo system)
- CTRL+Y = Redo (uses default Unity redo system)
- ALT + Right mouse button = Smart Erase (takes neighbor pixel color, if all 4 are matching)

ABOUT COLOR PICKER PALETTE IMAGES

You can use image in the color picker palette, just few notes:

- In the image import settings, set:
 - Texture type: Advanced
 - [x] Read/Write enabled
 - Max size: 256

FUTURE IDEAS

Feel free to post ideas, any feedback / custom requests about features you would like to see in this product. Also you can email me requests for other asset store script ideas.