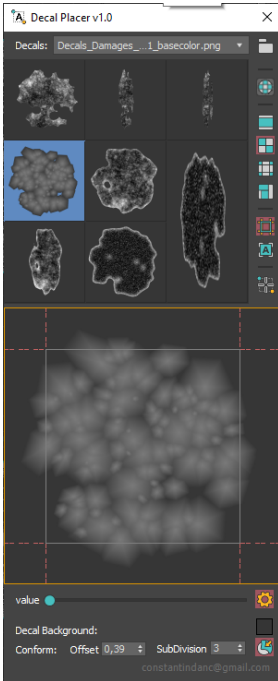


Grid

When you open a decal file in one of the formats *.tif, *.png, *.jpg, *.jpeg. and if there is a file in that location with the same name as the decal filename with the .xml extension that store items layout then the decal will be split according to the .xml structure in a grid layout system else if the .xml file does not exist then will be added a single item to the grid.



File

- Drop-down files list: Store opened files in the drop-down list;
 - Open files: Add to list multiple files in one of formats *.tif, *.png, *.jpg, *.jpeg.
- Or drag multiple files directly from explorer to grid list.

Material

Drop a material on button to assign them to selected decal or drag from button to material editor to edit the decal material.

Layers:

- Canvas Decal Ratio
- Tile Decal Tiling
- Frame Decals in Frame area
- Pack Decals in Center

Helpers

- Guides: Show or hide layer guides on decal viewer;
- Solo: Hide layers temporarily except that you're working on.

Tool

Start placing decals on objects.

Hotkeys used when start DecalPlacer Tool on button action.

- alt key pressed + left mouse click: Delete selected decal from tool;
- left mouse click: Start create new decal.;
- mouse move in create mode: Resize decal;
- left mouse click on points hover and mouse move: Rotate decal;
- left mouse click on handler hover and mouse move: Rotate decal.

Slider

Adjust value property on selected layer type.

- Canvas: Adjust canvas size ratio with slider value;
- Tile: Adjust background tiling with slider value;
- Frame: Adjust frame size with slider value;
- Pack: Adjust padding with slider value.

Settings:Background

Change background color on grid and viewer. It is used for a better view of decal items.

Settings:Conform

- Offset: Offset projection distance from surface;
- SubDivision: Subdivide decal before projection;
- Conform: Enable/Disable conform projection.