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Loom

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Loom – Your Inspector Workflow Booster

LOOM - QUICK START GUIDE

INSTALLATION

Import the Loom package into your Unity project Loom will automatically appear in the Inspector when you select any GameObject No additional setup is required
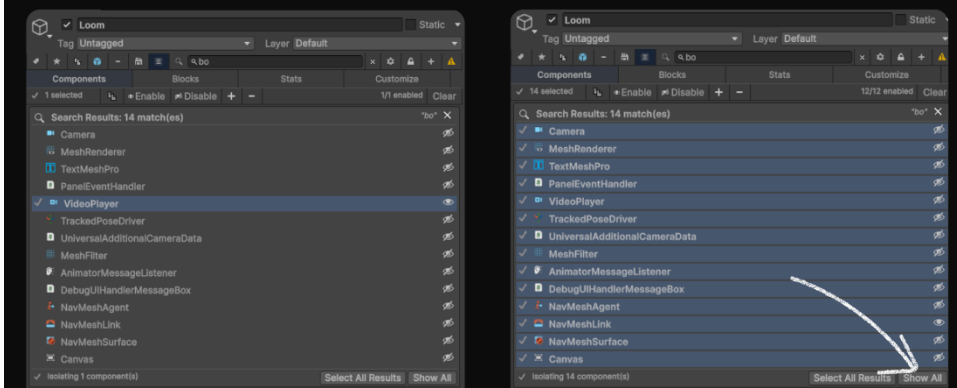
GETTING STARTED

Select any GameObject in your scene or Hierarchy Look at the Inspector window You will see Loom appear above the Transform component with a toolbar and component icons

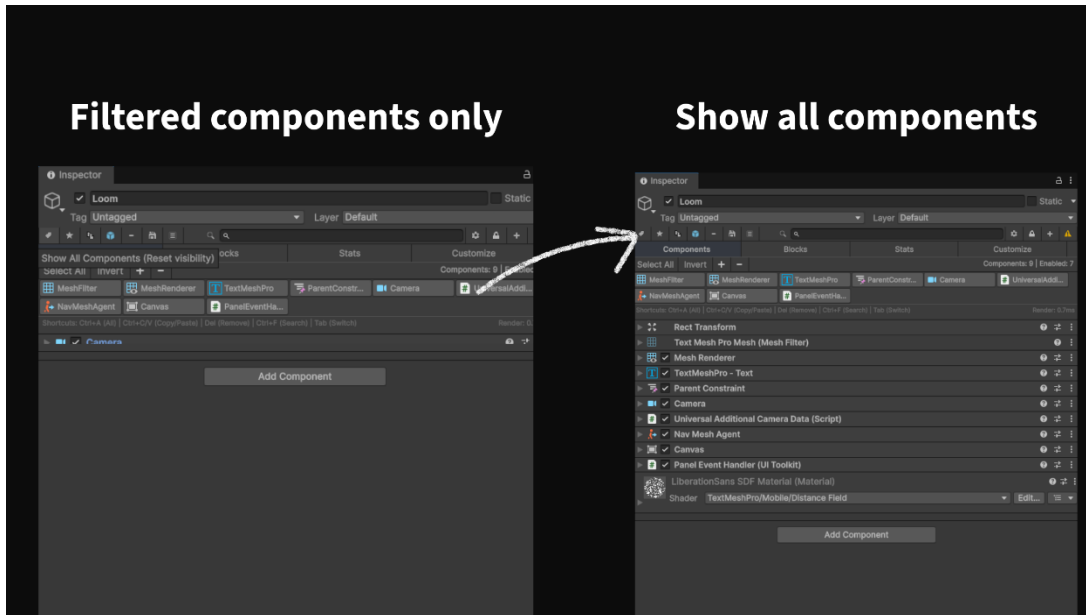### BASIC USAGE

Searching for Components:

Type in the search box at the top right of Loom's toolbar The component list will filter as you type Press Escape or click the X button to clear the search

Isolating Components:

Click any component icon to isolate it This hides all other components in the Inspector showing only the one you clicked Click Show All in the toolbar to restore all components
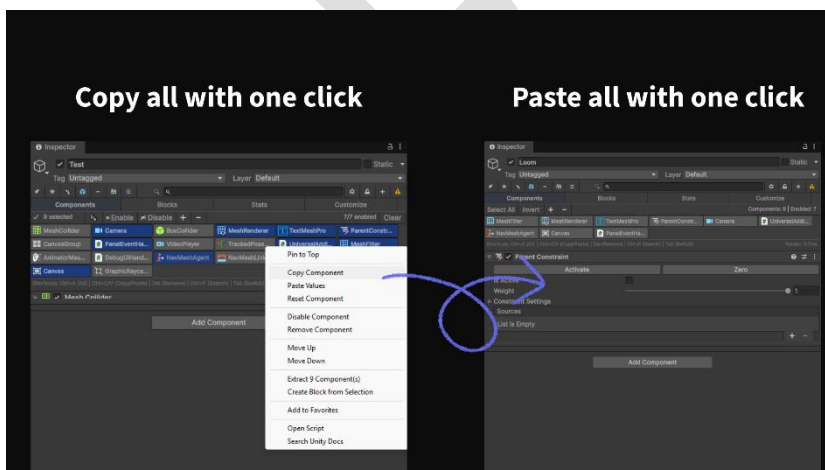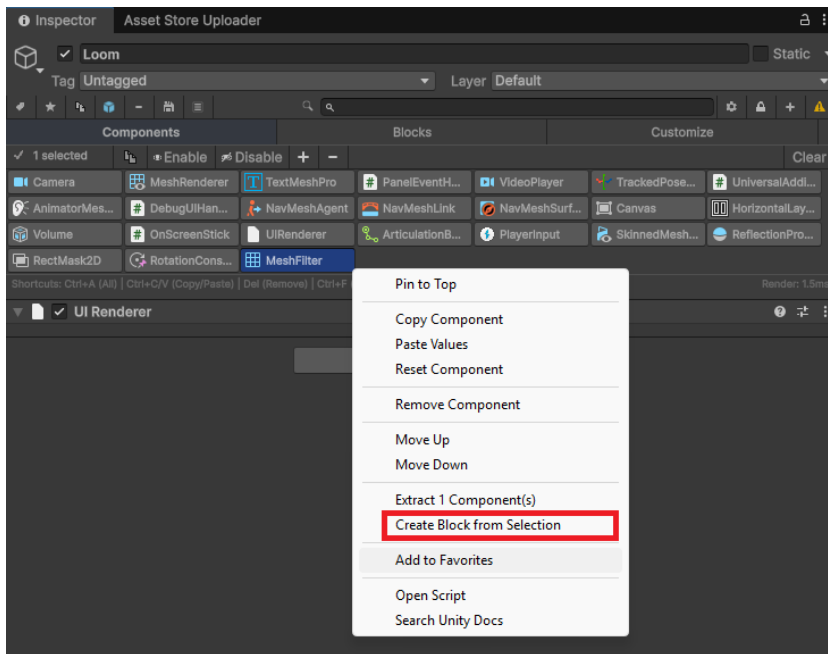

Copying and Pasting Components:

Select one or more components by clicking them (hold Ctrl to select multiple) Press Ctrl+C to copy them Select a different GameObject and press Ctrl+V to paste the components

Creating Component Blocks:

Select multiple components by holding Ctrl and clicking them Right-click any selected component and choose Create Block from Selection Enter a name for your block The block will appear in the Blocks tab grouping your components together

Right click any component and select Add to Favorites The component type will be saved Click the star icon in the toolbar to show only your favorite component types

KEYBOARD SHORTCUTS

Ctrl+A   = Select all components

Ctrl+C   = Copy selected components

Ctrl+V   = Paste components

Ctrl+F   = Focus search box

Ctrl+D   = Deselect all

Delete   = Remove selected components

Tab   = Switch between tabs

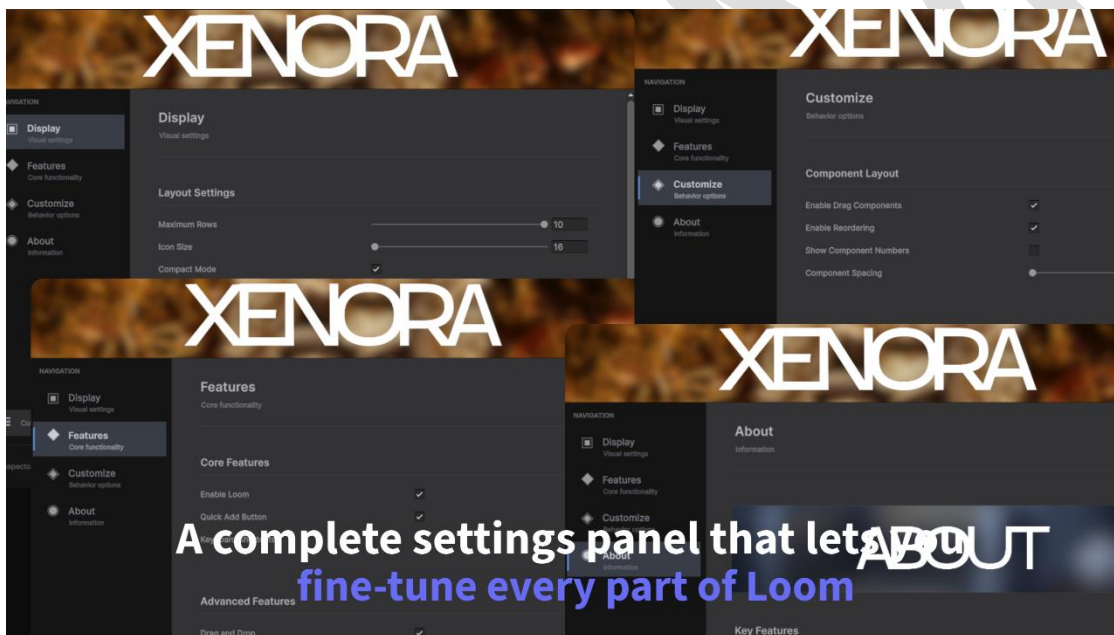**Escape   = Clear search or selection**

SETTINGS

Click the gear icon in Loom's toolbar to open Settings The settings window has four tabs:

Display: Adjust maximum rows icon size compact mode show text labels show tooltips copy/paste buttons visibility and more

Features: Enable or disable Loom entirely quick add button keyboard shortcuts drag and drop component filtering search highlight and more

Customize: Configure component layout enable dragging components reordering show component numbers adjust spacing and more

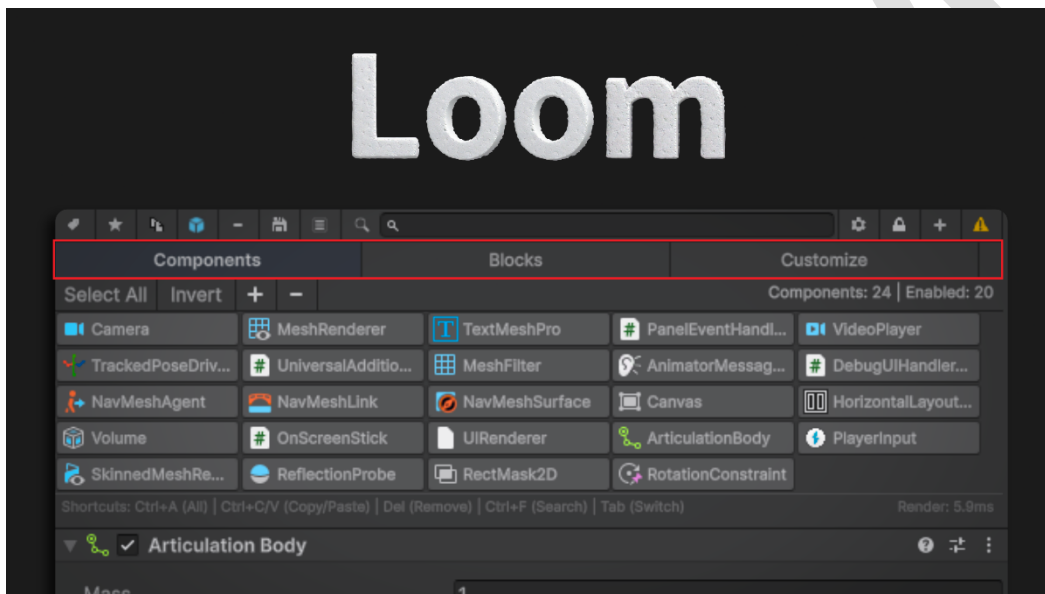**About**: View key features access documentation report issues and contact support

A complete settings panel that lets you fine-tune every part of Loom

TABS

Loom has three tabs:

Components Tab: Shows all components on the selected GameObject You can search filter and organize components here

Blocks Tab: Displays your saved component blocks Blocks are groups of components you have organized together
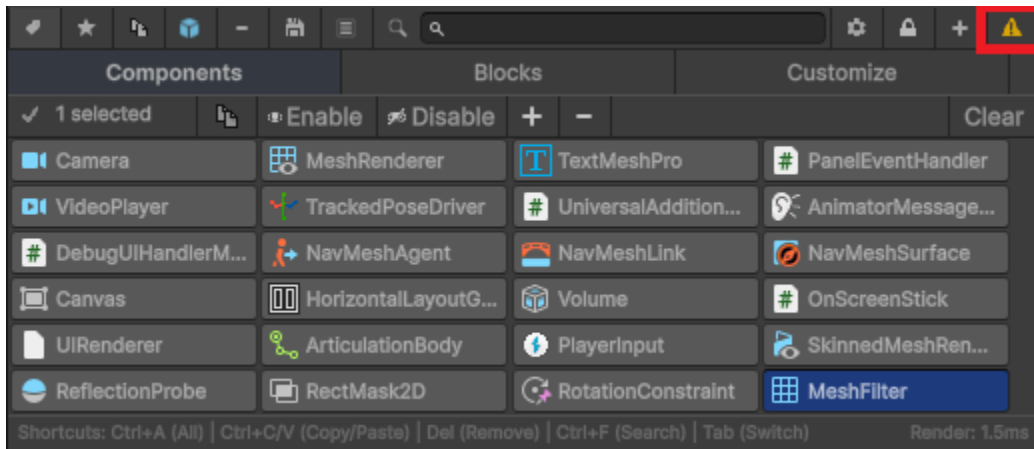
Stats Tab: Shows statistics about components on the GameObject including counts by category and performance information
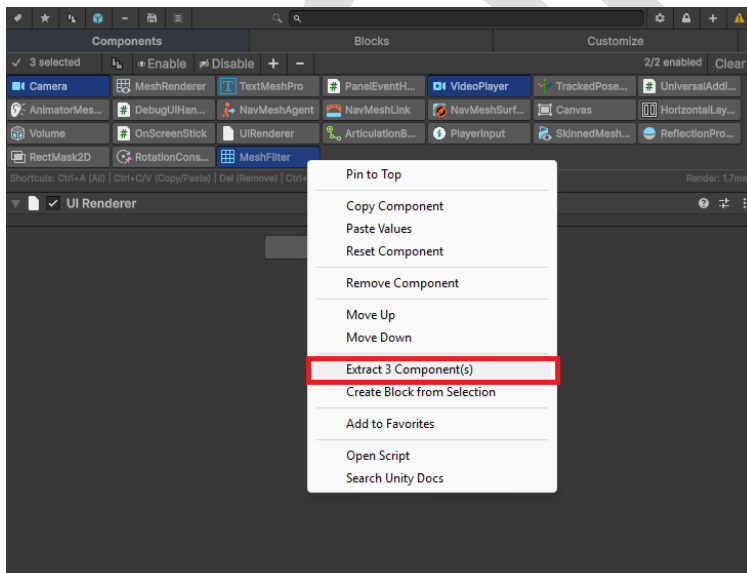
COMMON TASKS

Cleaning Missing Scripts:

Click the warning icon in the toolbar Select Clean This GameObject to remove missing script references from the current object or Clean All in Scene for the entire scene

Extracting Components:

Select the components you want to move to a new GameObject Click the Extract button in the toolbar Loom creates a new GameObject and moves the selected components to it

Support and Contact

If you encounter a bug or need help contact

xenorastudio1@gmailcom with your Unity version steps to reproduce and screenshots if possible We love hearing feature requests and read every message

Thank you for choosing Inspector Loom We hope it makes your Unity development faster smoother and more enjoyable

Upgrade your workflow today Stop fighting the Inspector and start Weaving with Loom