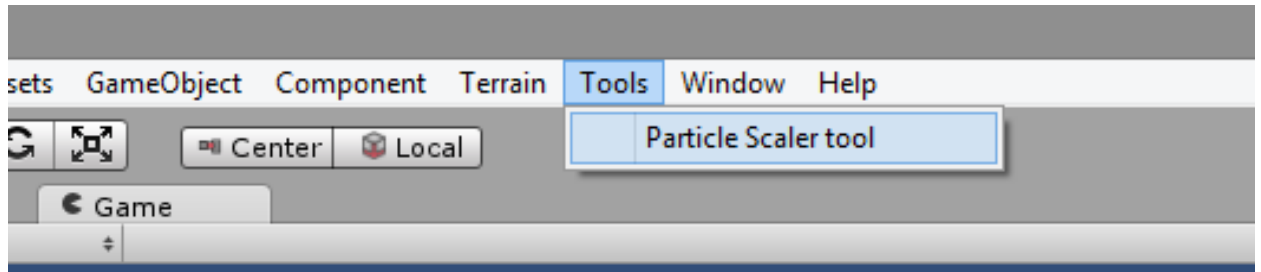


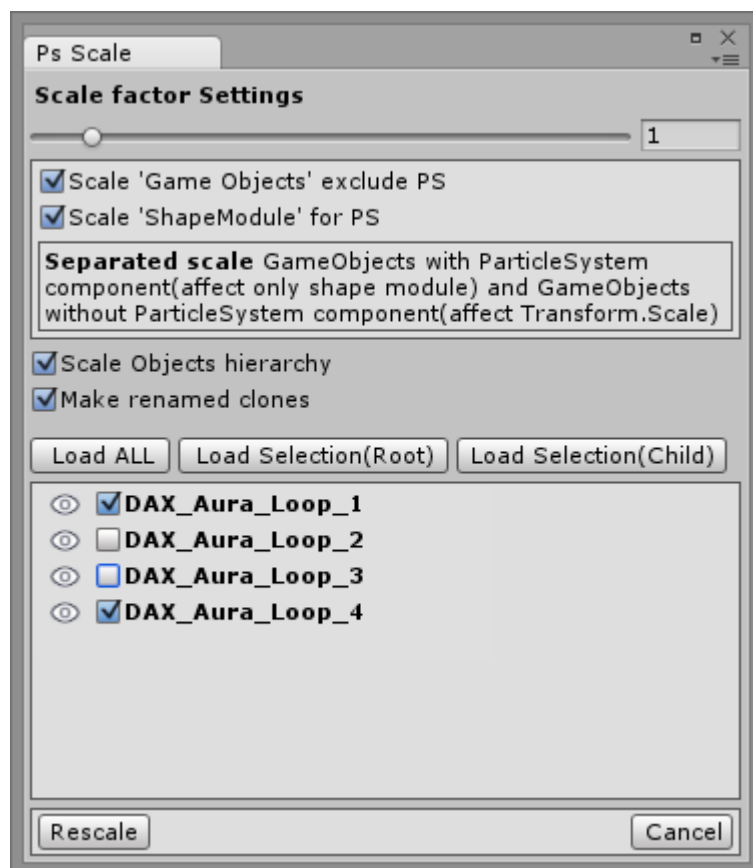
# Particle Scaler Tool

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- You can find it in main menu: “Tools/Particle Scaler tool”



## Main tab screen



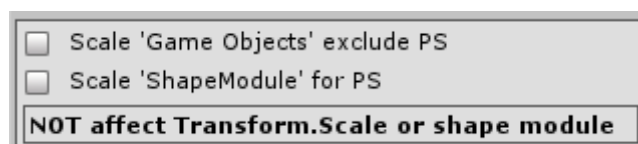
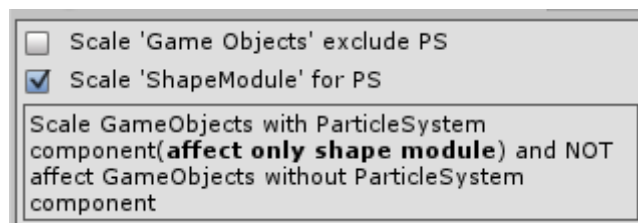
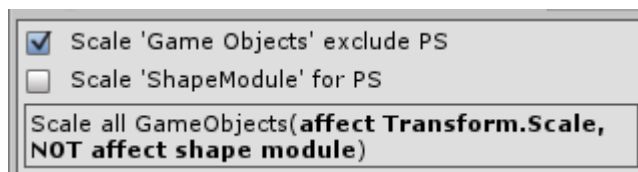
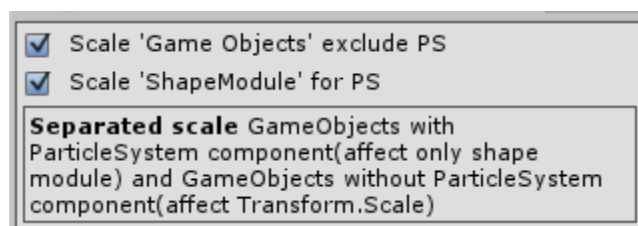
## I. Base setting section:



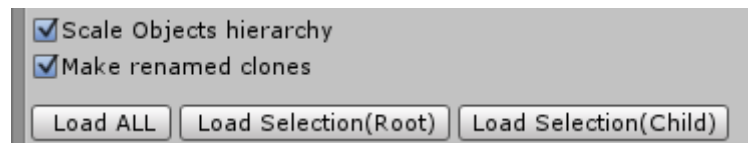
- Move slider left or right (or type numeric value in text box) to adjust scale factor.

## II. Scale mode section:

- Description “What TODO” automatic changes while you change selection.

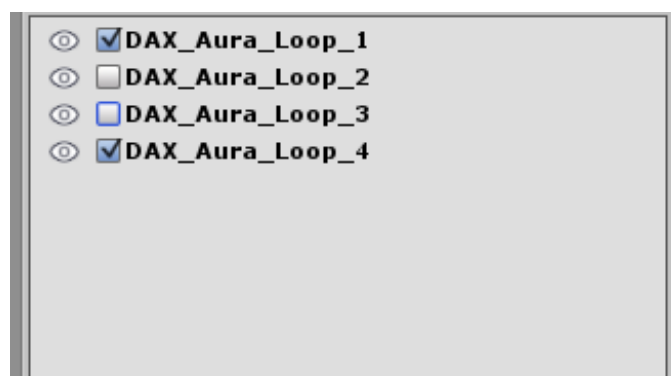



### III. Additional scale options:



- Check ☒ Scale Objects hierarchy for scale hierarchy positions about his parents
- Check ☒ Make renamed clones for automatic creation renamed clones
- Press  button for load ALL SCENE objects from hierarchy.
- Press  button for load ONLY SELECTED **ROOT** objects **relative to hierarchy root**.
- Press  button for load ONLY SELECTED **objects** **exclude** child`s by selected parents.

### IV. Selection section:



- Eye  icon can be used for ping base object in hierarchy view.
- Use ☒ checkboxes for enable or disable object scaling.

### V. Main controls section



- Press  button for scaling selected objects.
- Press  button for close tool.