

In Game Gizmo Transform 3

By



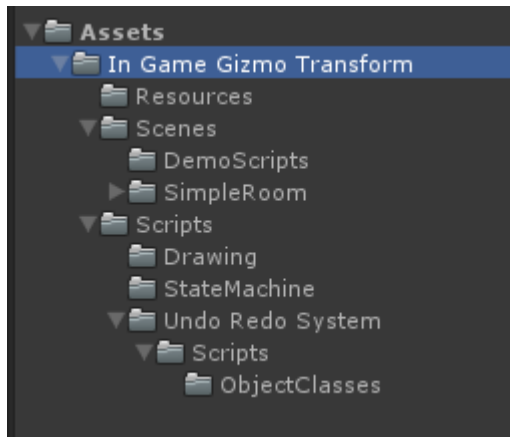
Babylon Applications

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[Documentation starts on next page]

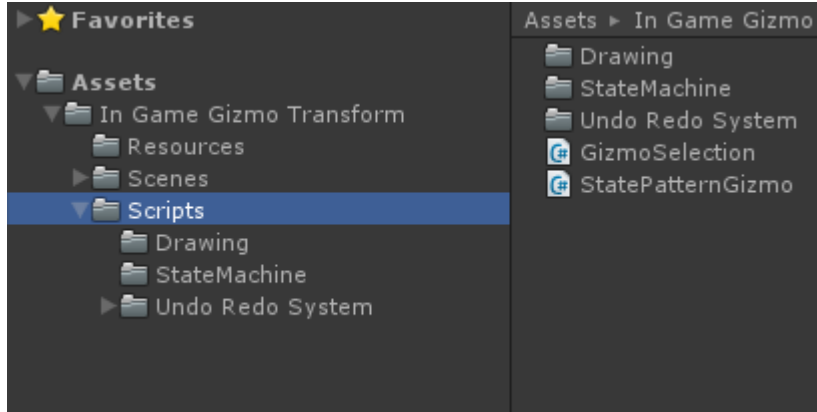
Getting Started:

When you import the package, your project should look like this

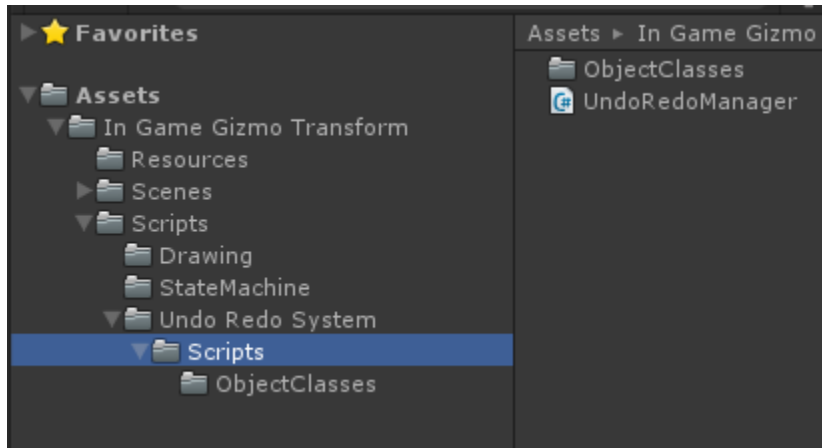


The Folders with all the most importance are:

Scripts

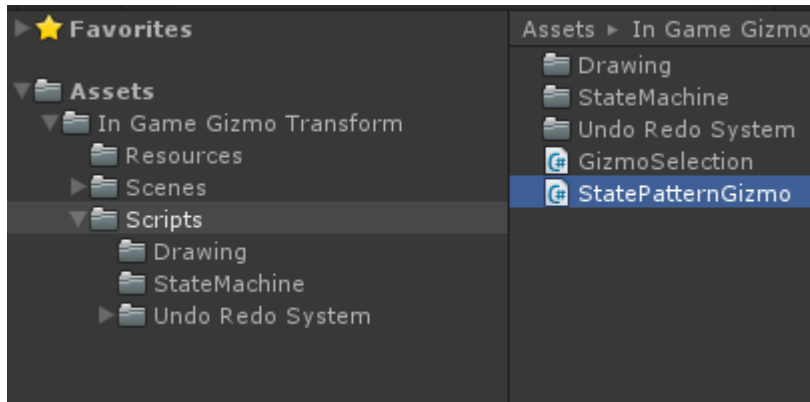


Undo Redo System Scripts



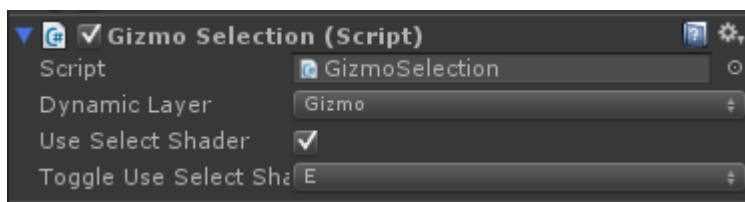
Transform Gizmo Set Up

Drag and drop the '**StatePatterGizmo**' Onto the Main Camera



This will add the '**Gizmo Selection.cs**' and '**State Pattern Gizmo.cs**' to your camera

Gizmo Selection:

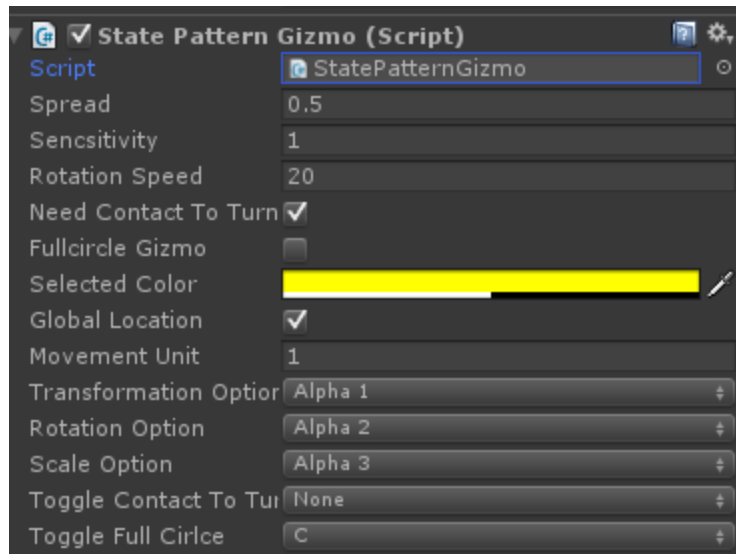


Dynamic Layer: This checks what layer the gizmo's are on. **(They need a collider)**

Use Select Shader: This will add a defuse shader to the object when it is selected.

Toggle Use Selected Shader: Button to turn the Use Selected Shader On and Off. **(Set to None if you do not want user to have that control)**

State Pattern Gizmo:



Spread: How far long do you want the gizmos to be?

Sensitivity: How big do you want the activation planes to be **(Making them to big might prevent you from having many gizmos in the scene)**

Rotation Speed: How fast do you want the object to turn when rotation is turn on?

Need Contact To Turn: Sets the gizmo to turn only when the mouse outlines the circle of rotation.

Full circle Gizmo: Renders the Gizmo with connecting edges. **(This does not affect the Sensitivity)**

Select Color: The color the gizmo will turn when you highlight it.

Movement Unit: When pressing the arrow keys, how many units to move.

Transform Option key: Key to use to activate the transform option.

Rotation Option key: Key to use to activate the rotation option.

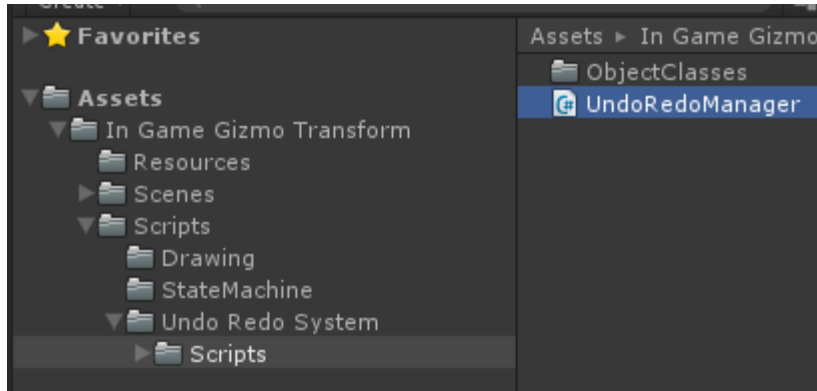
Scale Option key: Key to use to activate the scale option.

Toggle Contact to Turn: Key to toggle the 'Need Contact to Turn' option.

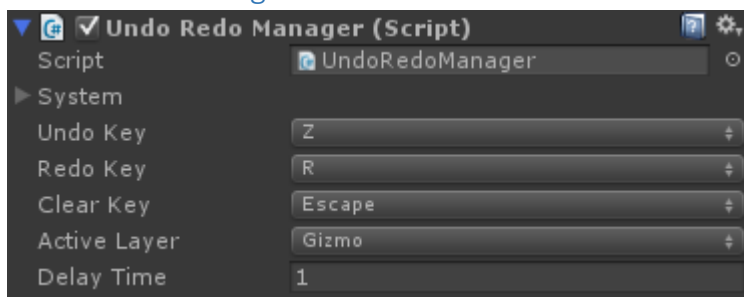
Toggle Full Circle: Toggle the 'Full circle Gizmo'.

Undo Redo Setup

Drag and Drop the '**UndoRedoManager**' Onto the Camera



Undo Redo Manager:



Undo Key:

Redo Key: Button to call the Redo Function

Clear Key: Button to clear Step List.

Active Layer: Layer to track object. **(Set to same layer as select)**

Delay Time: Hold down time to undo without re-clicking.

Contact:

If you need more help let me know. I will be happy to email, Skype, or Google Hangout.

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