

Snap To Terrain

This component allows you to snap a GameObject to the surface of an SgtTerrain.

Terrain

This allows you to set which terrain this GameObject will be snapped to.

Snap Position

Enable this if you want the position to be snapped.

Snap Offset

This allows you to set how far from the surface this GameObject will be snapped.

Snap Move Dampening

How quickly the GameObject's position gets snapped. A value of 0 is instant.

Snap Rotation

Enable this if you want the rotation to be snapped.

Snap Right Distance

This allows you to set how far apart the right/left height samples will be. Increasing this can make the rotations smoother.

Snap Forward Distance

This allows you to set how far apart the forward/back height samples will be. Increasing this can make the rotations smoother.

Snap Turn Dampening

How quickly the GameObject's rotation gets snapped. A value of 0 is instant.