

This editor extension allows you to clone objects and place them at specified distance easily. It works like in Autodesk 3DS-max.

For Mac users:

Instead of shift key the command key is used.

Installation

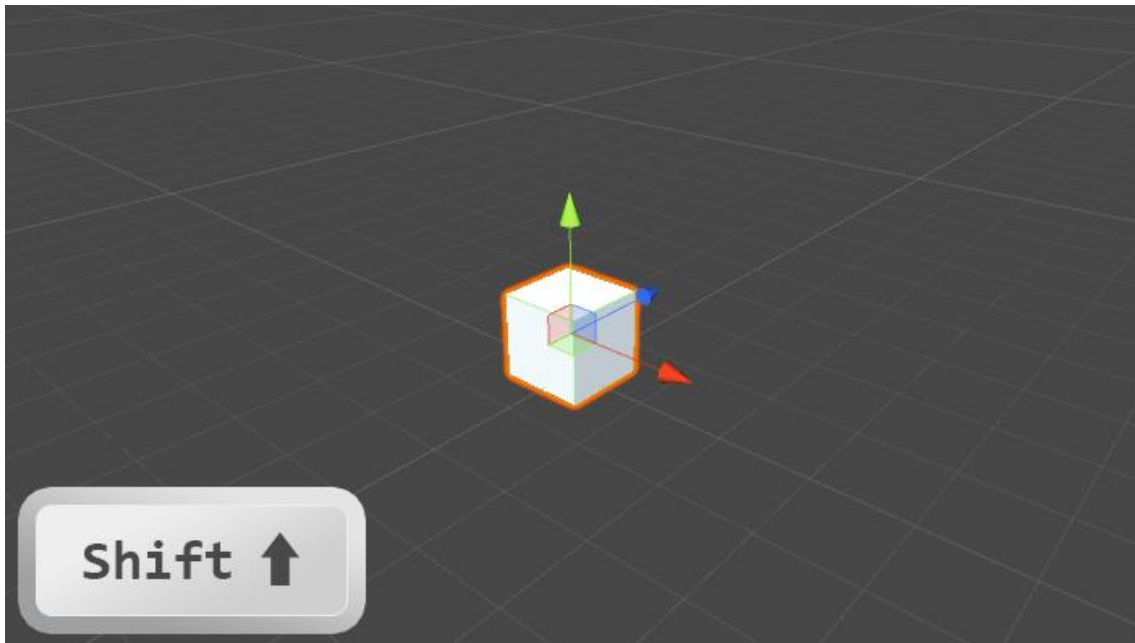
To use the editor extension, you need to place *.dll* file into any folder named 'editor'.

How to use

Once extension is installed, it starts to work. Now you can clone objects in three easy steps:

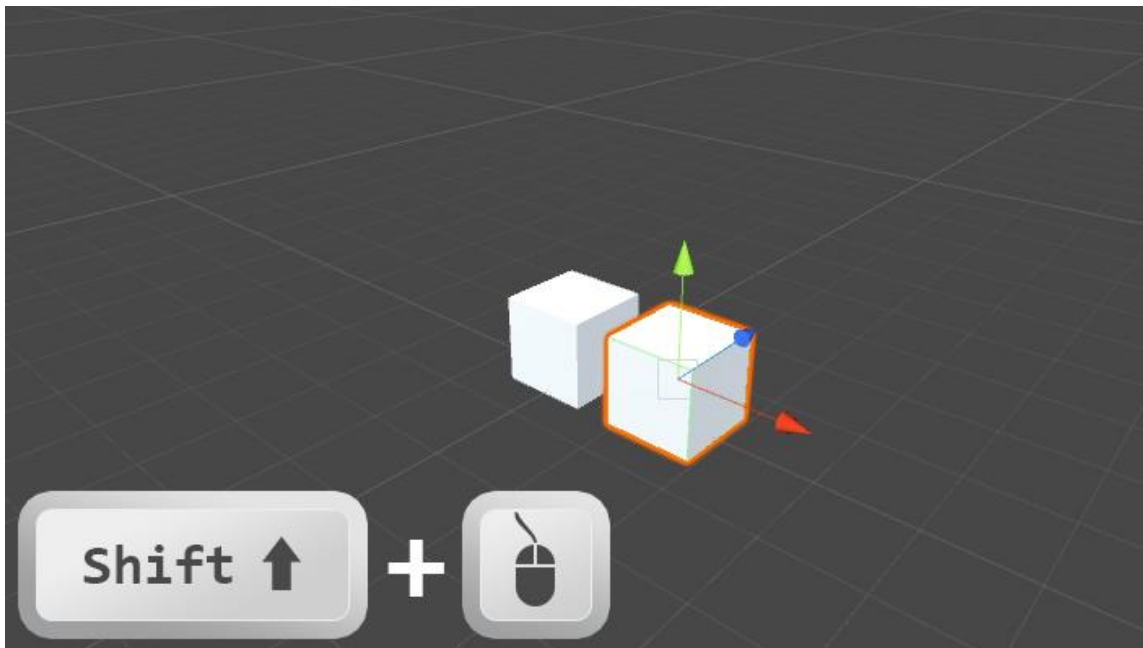
Step 1

Select object (or several objects) and hold Shift key.



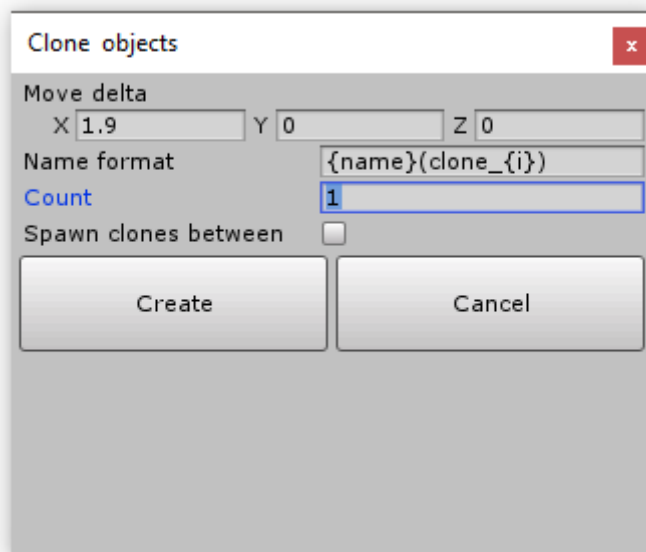
Step 2

Now move the object with mouse. Do not release Shift while moving. Ghost object will be temporarily created to show you the starting position.



Step 3

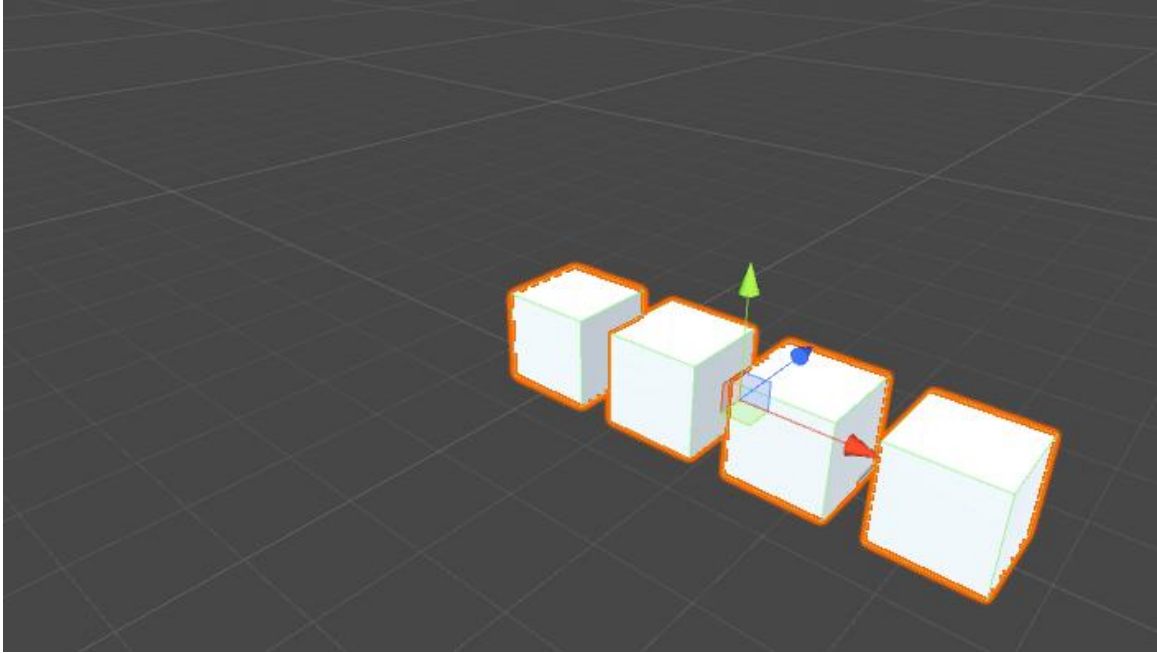
Release Shift key. The window will appear:



Here you can change:

- Move delta – the distance, on which each object moves from position of previous. If you edit this vector – cloned object will move to show how it will look
- Name format – the format of names for cloned objects. You can use *{name}* to insert the name of original object and *{i}* to insert the index of cloned object (starts with 1)
- Count – specifies the number of objects to create (the original object is not counted)
- Spawn clones between – clones will be placed between the original object and new one (that you just moved)

Click Create button (or hit enter while focus on count field) and the objects will be spawned.

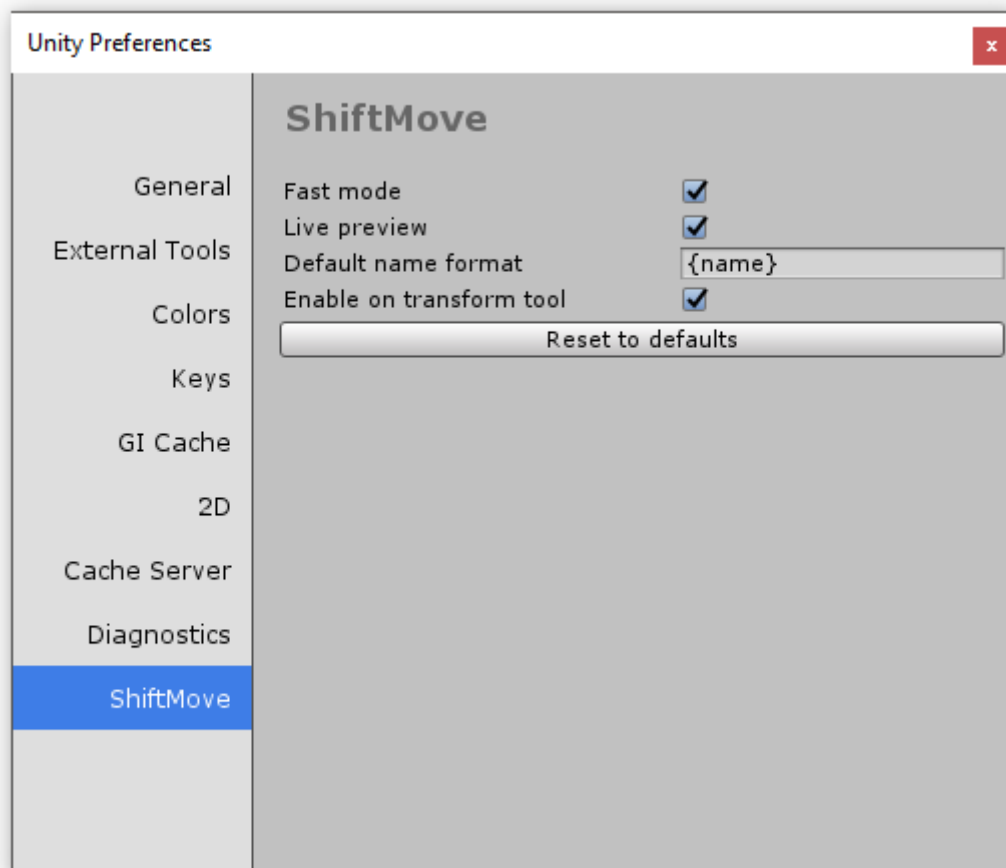


If you want to cancel object creation, press Cancel button or press escape (you can also close the window or make it unfocused).

Undo/redo operations are supported, so you can easily remove or create back your objects by CTRL-Z and CTRL-Y (CMD-Z and CMD-Y for mac users).

[Preferences](#)

To access the preferences of ShiftMove, open Edit->Preferences, then select ShiftMove tab.

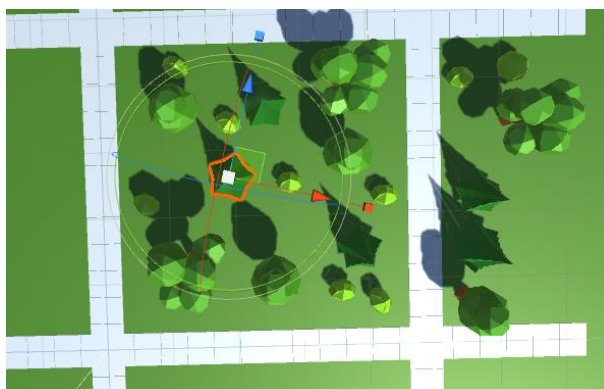


Fast mode

There is an ability to bypass spawn window popup. This may speed up your work during cloning lots of times.

When fast mode is enabled, “Clone objects” window will not appear, object(s) will be cloned (once). After that cloned object(s) will be selected, so you can quickly clone them again.

For example, this may be helpful during planting trees:



Live preview

Live preview allows you to preview changes in clone parameters directly in the scene view. This feature may be heavy for low-performance computers or when working with large numbers of objects, so you may have to disable it in settings.

Live preview may be helpful when creating levels to have a look at the result and adjust parameters if needed. In the example below it is useful to see, if there is too much bushes and the number should be decreased.

