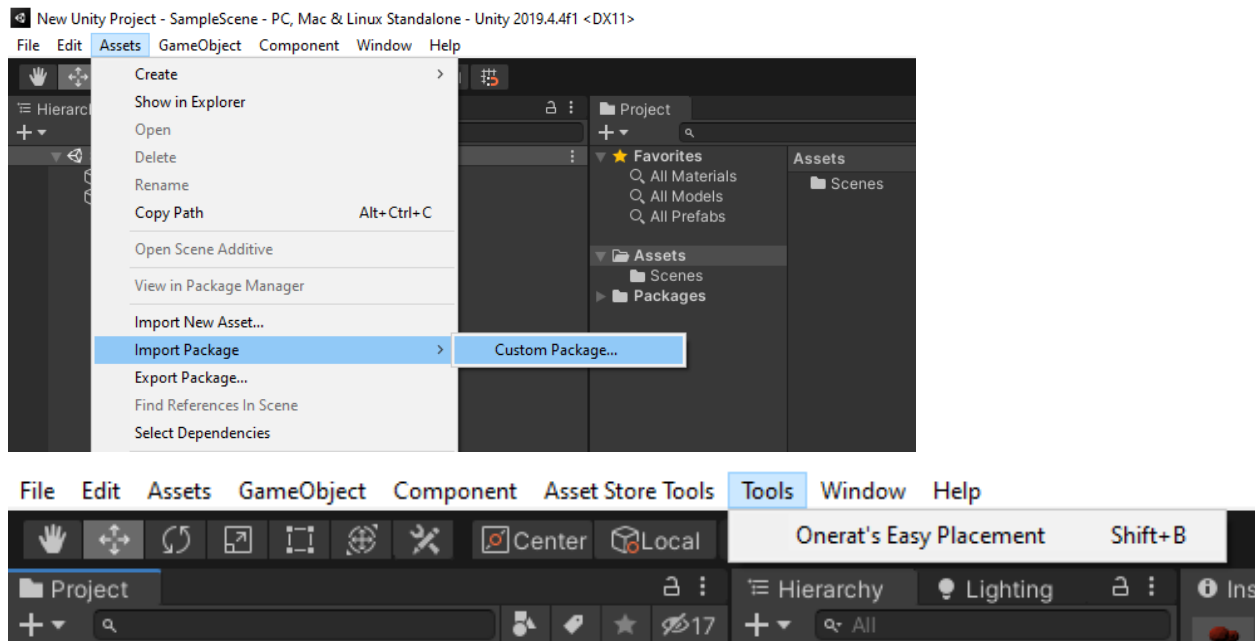


Onerat's Easy Placement Version 1.2

Setup

- Install the Unity package file.
- The “Tools” tab will be added to the editor.
- Open the Onerat's Easy Placement window and start placing objects in your scene.



How to

- **Enable/disable:** Enable and disable the placement system.
- **General**
 - **Not using mask / using mask:** This toggles layer masks on and off to allow the user to only place objects on certain layers. Such as placing trees on terrain while ignoring other trees or rocks.
 - **Align to normals / dont align to normals:** This will align the placed objects with the normal direction of the clicked face.
- **Rotation**
 - **Random Range / Absolute:** Switches between random ranges with the max values derived from X, Y, Z or the absolute value of X,Y,Z.
 - **Normal align blend:** Blends the normal alignment from aligning with the normal to vector3.up. Used for blending between flat and angled surfaces.
 - **X, Y, Z:** Controls the amount of rotation on each axis.

- **Scale**
 - **Three axis / locked axis:** Switches between controlling scale on each axis or scaling all axis equally.
 - **Random range / Absolute:** Switches between random ranges with the max values derived from X, Y, Z or the absolute value of X,Y,Z.
 - **X, Y, Z:** Controls the amount of scaling on each axis.
- **Additional**
 - **Help:** Links to this document.
 - **Onerat Games:** Links to our site.
- **Exit Window:** Closes the Onerat's Easy Placement editor widow.

Notes

- Placement button + right mouse to place objects.
- To select an object select it in the Project window (Objects must be prefabs).
- Prefabs should have a scale of 1,1,1 to make the most of the scaling feature. If they dont you can create an offset parent (Look at example prefabs for reference).

Contact

<https://discord.com/invite/oneratgames>

Come join me on discord

- Suggest features.
- Report bugs.
- Show off your projects.
- Hangout in general.

Find me on Twitter [@oneratdylan](#)