-ZERIN LABS-

Snap tool

Welcome!
...and thanks for buying this outstanding asset pack :)

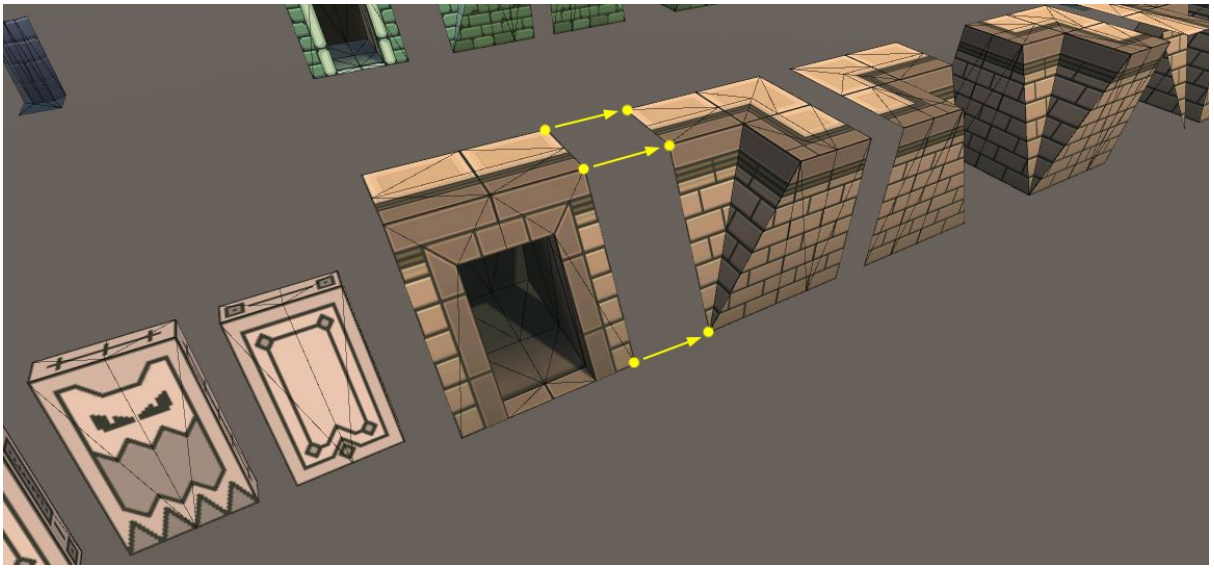
On this small tutorial you will find all the necessary details to understand how to maximise the versatility and power of these assets. Besides we will explain to you how to set your meshes in case you want to use the included bonus script “**Object snap utility**”.

For any doubt feel free to contact us at: zerinlabs@gmail.com

SNAP THEM!

Even their irregular shapes, all the Zerin Labs Modular objects have been built in a way so they can be snapped and matched together using “vertex snap”.

To enable vertex snap inside unity editor, select the “moving tool” while you’re pressing the “V” key.



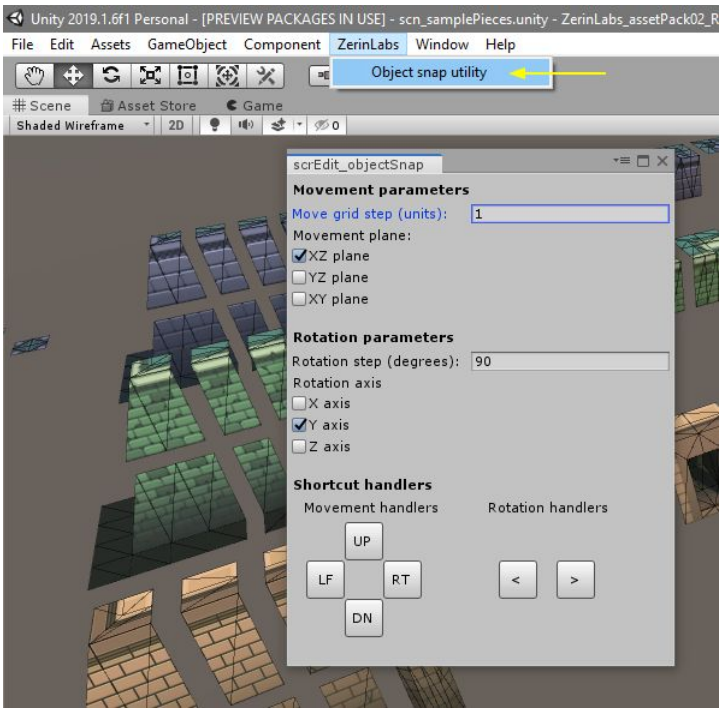
Besides, all of them have been built on a grid-scale units, so you can benefit of the grid-snapping tool integrated inside unity editor

MERGE THEM!

All the assets have been designed to be inter-connected and blended with each other. We encourage you to experiment and create your own combinations of elements in order to create the most astonishing levels!

C# EDITOR SCRIPT : Object Snap Utility

The pack includes a special dedicated editor script (named “**Object snap utility**”) that will assist you positioning and rotating all your assets. (You should be able to find this script on the **ZerinLabs** tray menu)



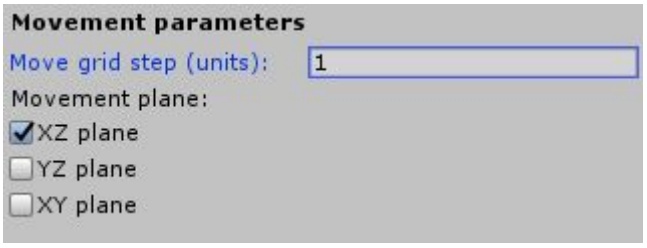
This tool is meant to complement the integrated grid-snapping tool

The script has 3 different parts:

- **Movement parameters**
- **Rotation parameters**
- **Shortcut handlers**

Movement parameters

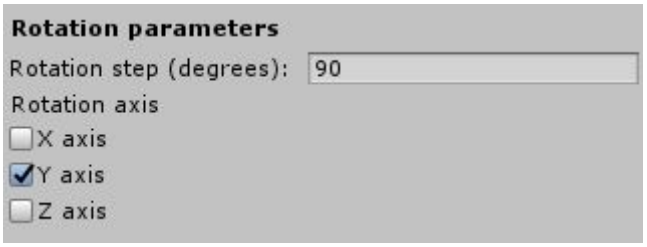
On this group you will be able to customize some parameters used to “position” the assets



- *Movement grid step*: This is the snamp distance any asset will move each time you use one of the “movement handlers” from the section below.
- *Movement plane:* Here you can select which is the “plane” (defined by 2 axis) where the object will be moved. By default this is the “horizontal plane XZ” (suitable for any top-down game) but you can choose any of the 3 main planes

Rotation parameters

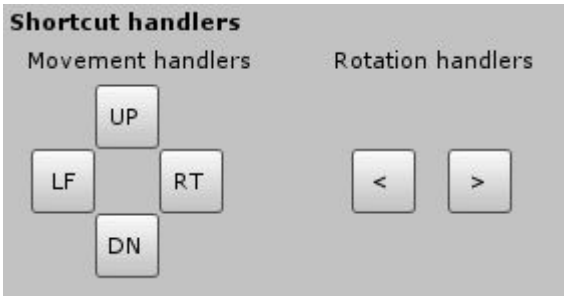
On this group you will be able to customize some parameters use to “rotate” the assets



- *Rotation step*: This is the angle (degrees) that any selected asset will rotate if you use one of the “rotation handlers” from the section below.
- *Rotation axis:* You can select here the axis you want to use for the rotation too. Sameways as the “movement plane”, the rotation axis have been set by default to “Y”. This is the vertical axis (suitable for any top-down game) but you can choose any of the 3 main axis.

Shortcut handlers

There are two button/handler groups:



Movement handlers:

- Here you have 4 buttons that will act just like a D-pad moving your assets on the “movement plane” defined above one “step” per click.

Rotation handlers:

- Here you have 2 buttons that will rotate your asset along the axis defined on the prior section. The “>” button will rotate the object “clockwise” meanwhile the “<” button will rotate the asset “counter-clockwise”.

CONTACT

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