

# Auto Grid Snap User Guide

Version 1.0

## A. Included Components

### 1. **AutoGridSnap.cs**

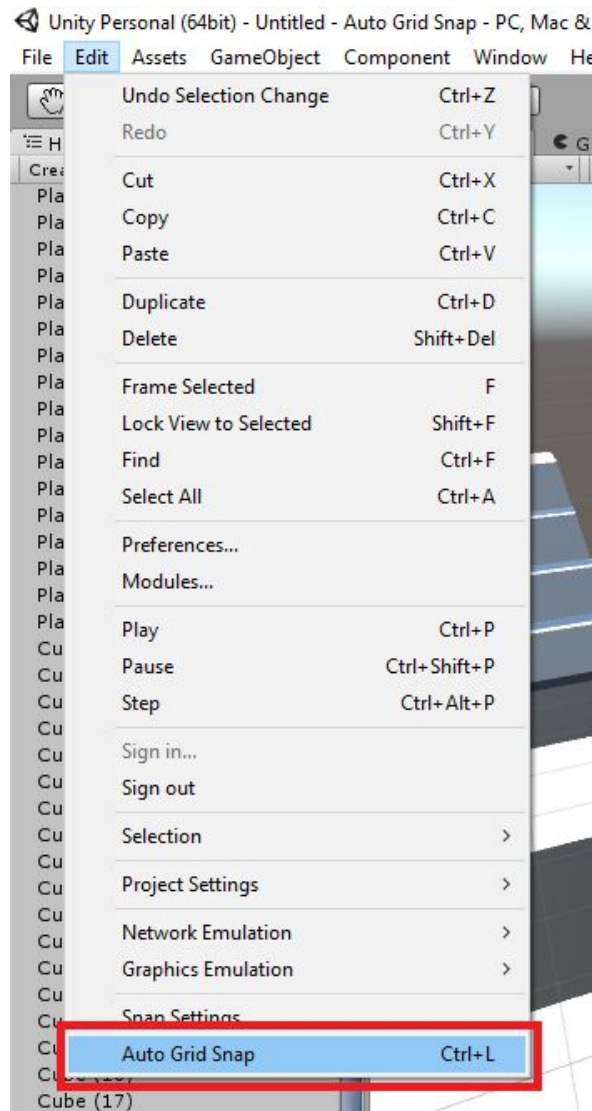
This is the script that runs the editor extensions. It adds the Auto Grid Snap menu item under “Edit”.

### 2. **DemoScene**

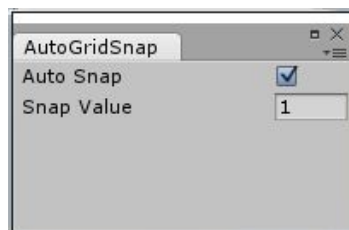
This is a demonstration scene that contains a couple of placed items that you can move around with Auto Grid Snap to see how it works.

## B.Usage

You will find Auto Grid Snap in the Edit menu in the editor:



1. Either clicking the menu item, or using the shortcut key “Ctrl + L” to launch the window. Once the launched you can enable or disable it while focused and change the snapping value (which is set to 1 unit by default). The window can also be docked.



2. If the window is now focused, you will revert back to the Unity free form and snapping options, refocusing via clicking into the window (if in another), or pressing “Ctrl + L” will re-enable Auto Grid Snap. Toggling the “Auto Snap” radio button will disable it completely until ticked.
3. When enabled and focused, when you move an object, it will automatically snap in the increment in “Snap Value”..

## C.Feature Requests & Support

### **Feature Requests:**

We want to hear about the features you would like to see implemented in Auto Grid Snap, so drop us an email at [support@axeyworks.com](mailto:support@axeyworks.com), or tweet us @axeyworks.

### **Support:**

For general Auto Grid Snap support, please send us an email at [support@axeyworks.com](mailto:support@axeyworks.com) and include any helpful information or attachments that can assist us in helping out with the issue.

