OBJECT SPAWNER DOCUMENTATION

The purpose of this package is to give the user an ‘object spawner’ which can be used and amended as appropriate to their needs.  
This document explains the contents and how to use this package.

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 cube (material)  
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[[ Cube ]]

This script needs to be attached to one of unity’s primitive 3D objects, in this example it is a cube. If you decide to use a different primitive or object entirely, this would need to be referenced in [[ CubeSpawner ]] script. (Instead of public GameObject cubePrefab; , you would replace it with public GameObject <whatever prefab you would rather use>Prefab;)

[[ CubeSpawner ]]

This script is to be attached to an empty GameObject. Ensure that the GameObjects Transform Position (y axis) is placed on top of the ground/floor used. In the example the ground is set to 0, 0, 0 and so the Spawning Object is set to 0, 2.5, 0 so that it sits on top.  
One this script is attached you will need to drag and drop the prefab that you wish for it to spawn.