

[This document describes the setup procedure and various operation parameters of this tool. This document is not intended to describe the purpose of this tool. Please read the description on the asset store for what this tool does.](#)

## Installation procedure:

- >> Drag in the snap prefab located at "SnapToVertex/SnapPrefab" to your scene.
- >> Click on the snap object and checkout the inspector for various options.
- >> To use the snap functionality, select an object and keep pressing down the "s" key on your keyboard.

## Inspector variables description:

- |                                   |   |
|-----------------------------------|---|
| >> <b>Transparency Amount</b>     | Adjusts the transparency value for the selected snap target.  |
| >> <b>Make Target Transparent</b> | Should the snap target object be made transparent?.   |
| >> <b>Handles To Pointer</b>      | Place the move tool near the mouse pointer when clicked on an object.   |
| >> <b>Free Move Handle</b>        | Replace the arrow handles with a circular free move handle (Gives freedom of directions), same as the one in blender?.  |
| >> <b>Free Move Handle Size</b>   | The radius of the circular free move handle.  |
| >> <b>Show Markers</b>            | Should the vertex markers be shown?. This indicates which vertex will get snapped to which one.   |
| >> <b>Vertex Snap</b>             | Snap to the corner vertex nearest to the pointer, on the selected snap target.  |
| >> <b>Vertex click snapping</b>   | When selected you can simply click on an object then click on any one of its vertices then hover over another object and click on any one of its vertices to snap both vertices together. |
| >> <b>Face Snap</b>               | Snap to a vertex on a Face nearest to the pointer, on the selected snap target.   |
| >> <b>Snap At Rotation</b>        | Should we snap during rotation? i-e when the rotation tool is selected.   |
| >> <b>Snap Threshold</b>          | Minimum distance required between the selected two vertices to snap. Adjusting this can cause snap to result at different distance ranges.  |
| >> <b>Target Marker Color</b>     | This color marks the target snap object's vertex to which we will snap the actively selected object's vertex (Default red color).   |
| >> <b>Selection Marker Color</b>  | This color marks the actively selected object's vertex which will get snapped to the target snap object's vertex (Default green color)  |
| >> <b>Default Mat</b>             | Leave this as it is assigned by default.  |

# Miscellaneous:

- >> To use and activate the snap functionality you must keep down the "s" key on your keyboard. Otherwise snapping won't work.
- >> To ensure proper functionality of the tool please don't rename or modify the snap prefab (Except the inspector parameters) or any of the package contents in any way. You can have other objects in the scene with the same name as that of the prefab, but don't try to rename the one imported from the package.
- >> You can tag an object to "Editor Only" so that other objects don't get snapped to this one. Please note that the object that is tagged "Editor Only" will still get snapped to other objects. It's just that it won't be recognized as a snap to target.
- >> You can either select "Snap To Face" or "Snap To Vertex" at a time.
- >> Please note that this tool only works with objects that have a collider attached to them.

**If you have any problems or queries you can contact me at:**

**[kbawar555@gmail.com](mailto:kbawar555@gmail.com)**

**OR**

**<https://connect.unity.com/u/594e404f32b306001c1b2711>**