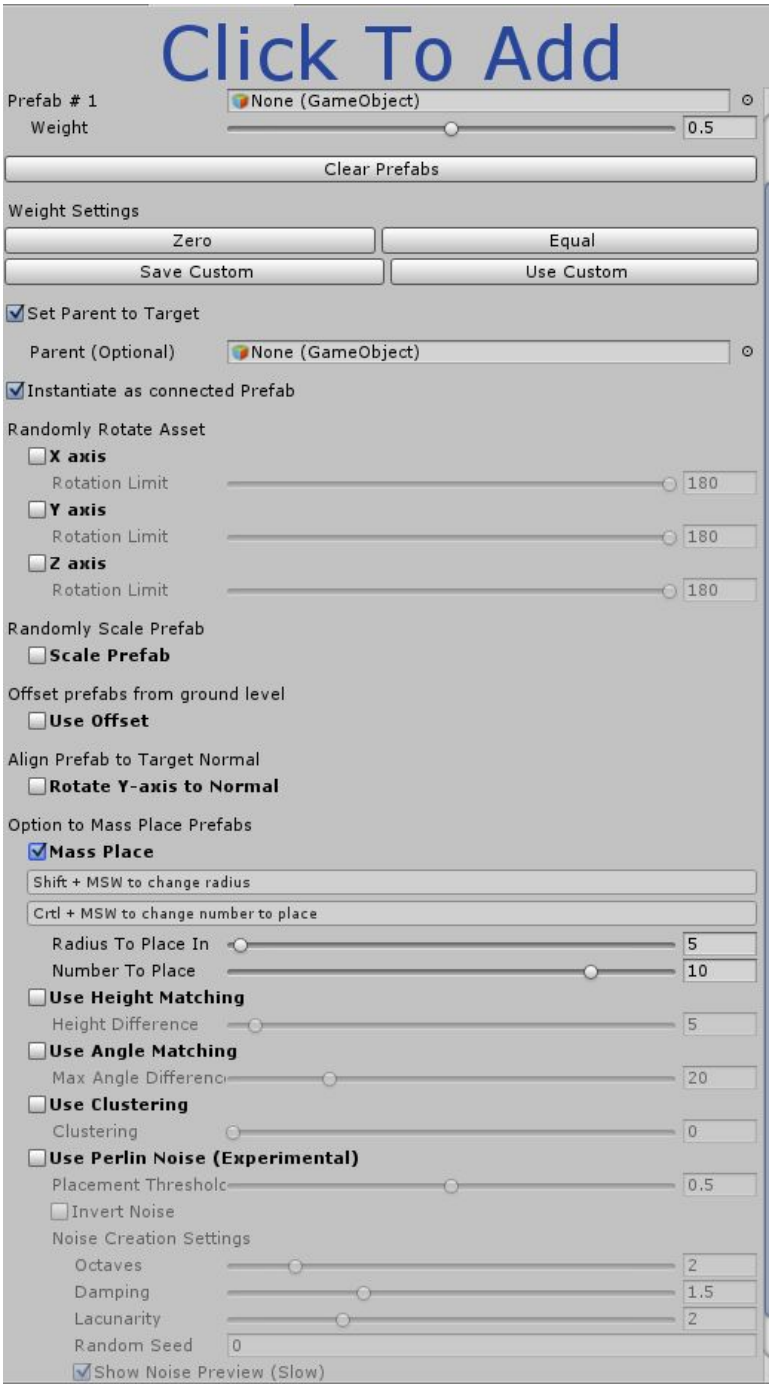
Click To Add - V 2.0

Latest Documentation: https://goo.gl/nEIKY1

Click to add is a lightweight and simple procedural placement tool. It consists of one editor script that allows user to simply and quickly place prefabs into a scene. Prefabs can be placed one at a time or mass placed in a radius.

Features:

- Easy prefab placement.
- Random rotation along any or all of the three axes
- Auto parenting for hierarchy organization
- Random (from a list) prefabs placed in the scene
- Adjustable weights to control selection of random prefab
- Vertical offset - can be random within a range.
- Align y-axis of prefab to normal of surface
- Mass placement of prefabs within a radius
- Height matching - based on global height of mouse click
- Angle matching - based on normals
- Clustering of placement



To Get Started:

Import the asset from the Unity Asset store. Next under the Window menu select "Click To Add." This will open a new window as seen to the right.

Next drag the prefab you want to create in your scene into the first field.

To start place simply press the "Start Placing" button. To stop placing press the "Stop Placing" button - which will only appear while placing - or right click in the scene view.

Options:

A random prefab from a list can be be added. To do so simply add another prefab to an empty slot. Additional slots will be added automatically.

If using multiple prefabs, which prefab is placed is chosen randomly based on adjustable weighting.

The weights are relative to each other. For example is all weights have the same value each prefab has an equal chance of being chosen. The weighting can be adjusted by using the sliders under each prefab. Weights can be adjusted in mass with the buttons below the prefab. Weights have no effect if only using one prefab.

You can choose to rotate your prefab a random amount on any or all of the three axes. Limits on the rotation can be set with a slider.

You can optionally drag a scene gameobject in the parent field to automatically parent each copy of the prefab. This is mainly for organization.

It is possible to align the y-axis of the prefab with the normal of the target - the target being the gameobject you click on. To do this click the box next to "Rotate Y-axis to Normal."

The last option is to mass place prefabs. There are two values "radius to place in" and "number to place." Changing the radius will change the area where the prefabs can be instantiated. Changing the number... Well, I think if you've got this far you've can handle that one.

A few technical comments:

- The placement of prefabs is based on the origin of the object. It may be necessary to wrap a model in an empty gameobject to ensure proper placement.
- Placement is done via raycasting. The target object must have a collider.
- The max number of prefabs is based on the radius (radius squared divided by 2 actually). This seems more than enough in testing. If the max number is not sufficient it can easily be changed in the code.
- To avoid confusion while placing, scene item selection will be toggled off. To resume selection press "Stop Placing" or right click in the scene view.
- Prefabs will only be spawned on the target (object clicked on by the mouse). As a result it is possible that the full "number to placed" will be different than the number actually placed. This occurs if the radius is larger than the target and/or the placement of prefab would be off the target.
- Rotation of the object is done after aligning with the normals
- All prefab placements can be "undone" in the usual undo-y-ness of modern computers.
- Questions, comments and requests for additions can be directed to support@onewheelstudio.com

Release Notes:

V1.0 - Initial Release

V.1.1 - Fixed issue that could cause unity to Crash if CTA window was left open when Unity was closed. (Pending Review from Unity)

V.1.2 - Added ability to have multiple GO's. Added weighting to adjust random selection of GO. Rotation limits were added. Option to instantiate as "connected prefab" was also added.

V 2.0 - This version brings several new improvement. Including scaling of the prefab, vertical offset, height matching, angle matching, clustering and use of Perlin noise. Visual indications of placement area have been added to aid in mass placement. New hotkeys allow toggling in and out of placement mode

much easier and quicker.