

LEVELWORKS AUTO GRID SNAP

Auto Grid Snap User Guide

Version 2.0

The following pages explain the usage of the tool.

You can always find the most updated support documentation at:

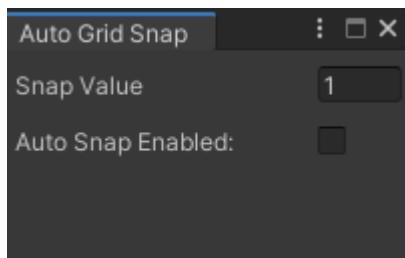
<https://offaxisstudios.com/docs/>

Thank you for your purchase and your support!

A. Included Components

1. AutoGridSnap.cs

This is the script that runs the editor extensions. It adds the Auto Grid Snap menu item under “Tools > Off Axis Studios”. You will find a menu option for the UI, which looks like below:

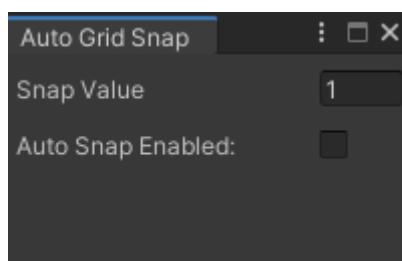


2. DemoScene

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

1. Be aware, when enabled anything you have selected will be snapped. Please have your scene and workflow prepared accordingly.
2. Launch the tool by either clicking the menu item, or toggling it enabled or disabled with the shortcut key “Ctrl + L”. Once 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.



3. When you select an object (or if they are already selected) they will snap to the nearest global point in the scene in an increment of the value you have set. When you move an object it will automatically snap in the same fashion.
4. An undo event is registered when used so that you can undo any changes you desire.



C.Feature Requests & Support

If you have any feedback or need support for Auto Grid Snap, please drop us an email at contact@offaxisstudios.com and include your invoice number and any screenshots or information you think might help us assist.

Thanks again for your support!

