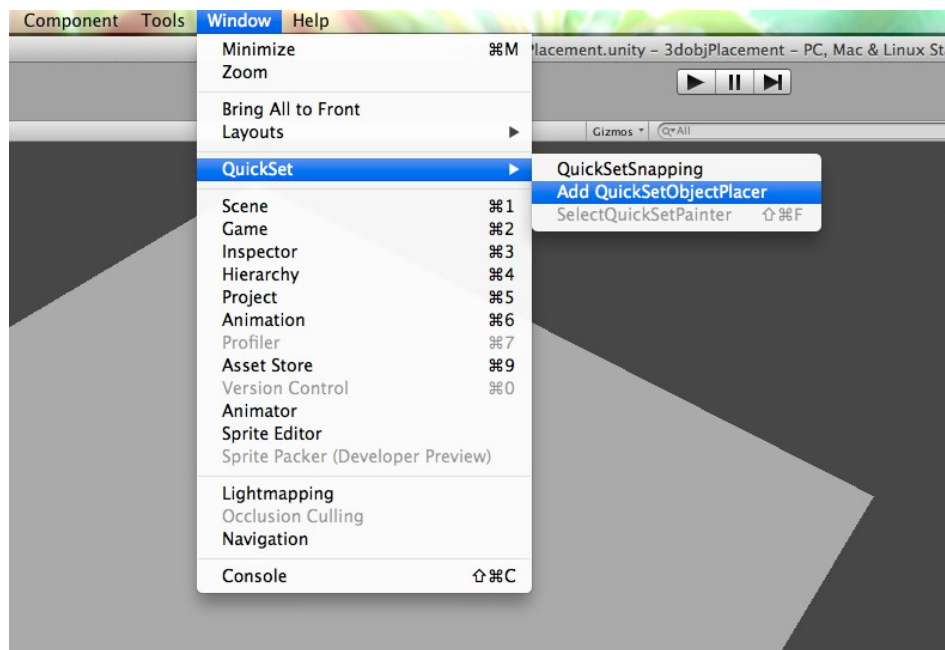# Quick Set Object Placer Free Version

* The paid version of the Quick Set Object Placer has many features not included with the free version. You can buy it on the [asset store](). The Paid version includes:

- A customizable and rotatable grid. You can place and rotate the grid however you like. This makes it easy to work in any orientation of your choosing.
- Options for modifying a game objects position, rotation, or scale when in object painting mode.
- A snapping window for snapping selected game objects.
- An option for snapping game objects as they are moved in the scene.
- More powerful snapping options when you are in painting mode.
- Shortcuts for quickly modifying the last placed game object.
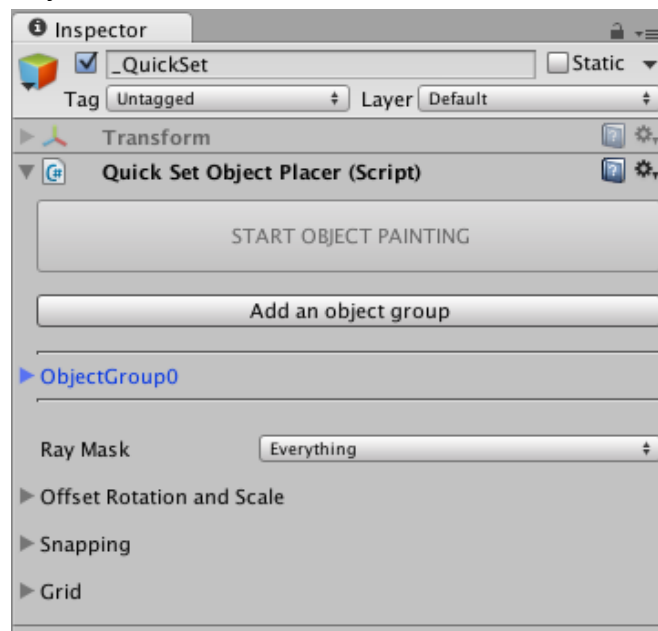
Setup

Add a Quick Set Object Placer:

-Go to Window/QuickSet/AddQuickSetObjectPlacer. This will add a game object called _*QuickSet* to the scene view. **Note: you should NOT rename the _Quick set object.**


Add an object group

-In the Quick Set Object Placer's inspector hit the **Add an object group** button. You can add as many object groups as you want.

Populate the object group with game objects

 -Unfold the newly created object group. From here you can change the object group's name, assign a parent transform, and create a list of game objects (prefabs are recommended).

- There are two ways to populate the game object list. 1. Hitting the **Add a game object** button will add a game object field to the end of the list. 2. You can drag game objects to the rectangular receiving area with the label that says *Drag game objects here*.
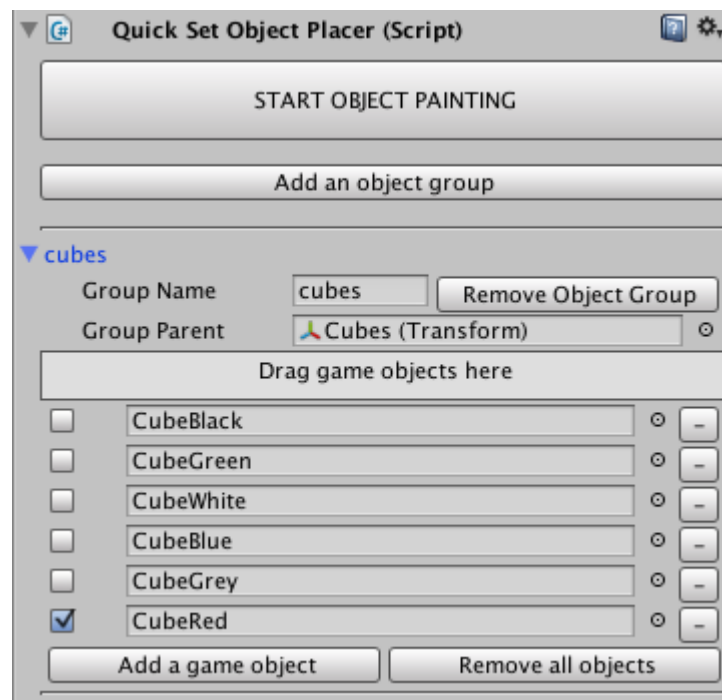
Setup the ray mask

 -Set **Ray Mask** to everything. This way you can use the geometry in your level to find collision points which will be used to place game objects. If you want to ignore geometry in different layers, you can deselect them.
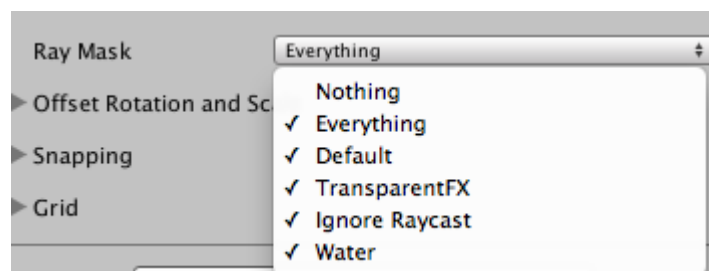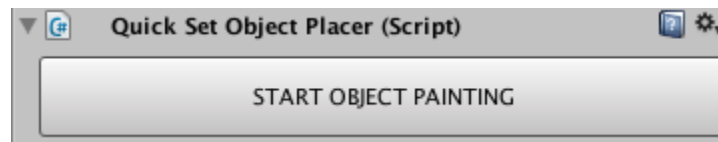
Painting Game Objects

Enter painting mode

-**Important**: Make sure the Quick Set game object has been selected in the hierarchy. You can only object paint if the Quick Set game object is currently selected.

-With one of the game object's in an object group selected, hit the **Start Object Painting** button.

-If the scene view is in focus, you can also enter and exit painting mode by hitting **tab** on the keyboard.

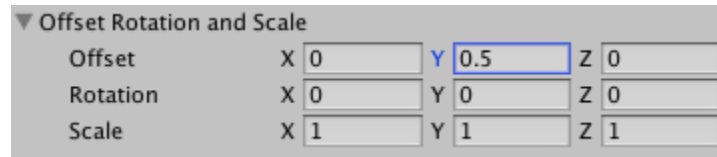## Placing game objects in the scene

-After entering painting mode, you can add a game object to your scene by pointing and clicking where you would like it to appear. A small red sphere will highlight the target point.

-The Quick Set Object Placer casts rays against the colliders in your scene to find hit points. It uses a layer mask to determine which colliders will return hits. If you want test against all colliders, make sure that the **Ray Mask** field in the inspector is set to **Everything**.

Adjusting offset rotation and scale

-If you want to place game object's in the scene with a modified rotation or scale, of if you want to offset the position of the newly placed object away from the target point, unfold **Offset Rotation and Scale** in the inspector and make the required adjustments.

-If, for example, you want to place a game object so that its bottom is even with the top of the floor, but the game object's pivot point isn't in the correct spot, you can change the y offset. Any objects then added to the scene will be placed above the target point.

Painting Game Objects With a Grid

-When you are in object painting mode you can snap the target position to any combination of the x, y, and z axes by selecting or deselecting **SnapX**, **SnapY**, and **SnapZ** in the inspector. The target point, as indicated by the red dot, will then snap accordingly to the grid.
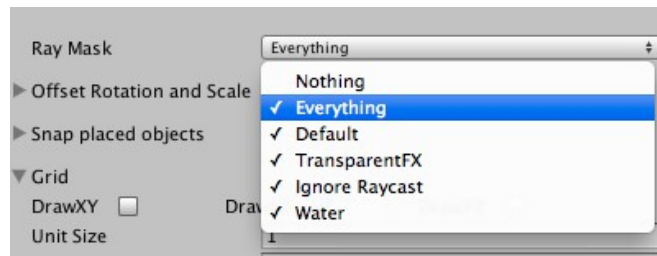
- It is not necessary to draw the grid in your scene in order to use the snapping functionality.
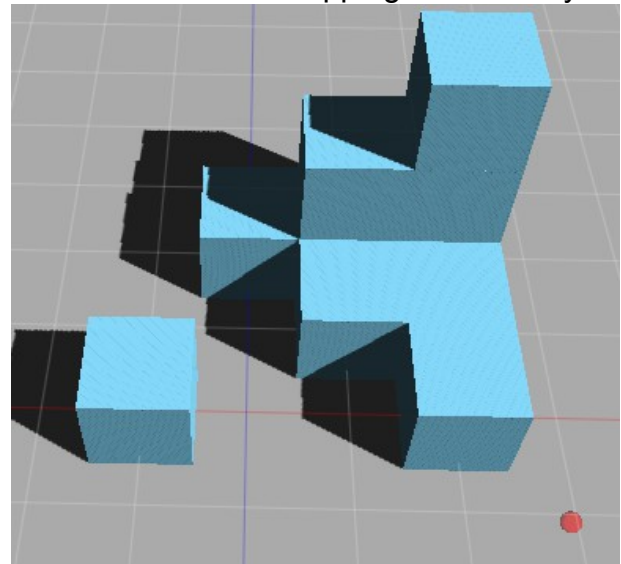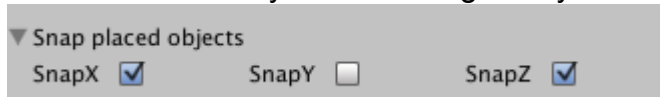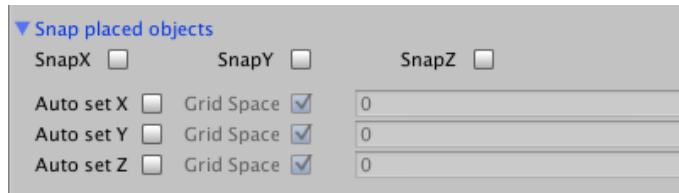

Troubleshooting

Game objects don't appear where you click in the scene when you are in painting mode:
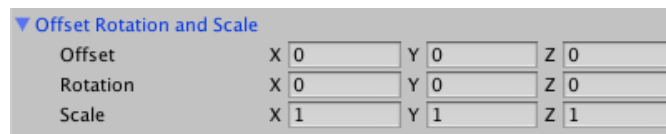
-First, make sure the Quick Set Object Placer can detect the collision geometry in your scene by setting the Ray Mask to Everything.

-Second, deselect all snapping options, including the options to automatically set a coordinate's position.

-Third, set the offset to (0,0,0).

A parent has been assigned to an object group, but painted game objects still appear at the top level in the hierarchy.

-Make sure the assigned parent is active in the scene. If it isn't, newly painted game objects will appear at the top level in the hierarchy.

You click in the scene to try and place a game object, but nothing happens.

-Make sure that the game object named _QuickSet_ is selected in the hierarchy, and that you have entered painting mode.