

# Documentation: SmartGrid Pro – Ultimate Snapping & Alignment Tool

Version: 1.0 | Developer: Fizal

## Overview

SmartGrid Pro is a **powerful, intuitive snapping and alignment tool** designed to **speed up level design** in Unity. Whether you're a **game developer or 3D artist**, SmartGrid Pro ensures **perfect object placement** with **real-time snapping, visual grids, and smart distance indicators**.

## Key Features

- ✓ **Auto-Snap to Grid** – Objects snap to a user-defined grid automatically.
  - ✓ **Custom Grid Colors & Size** – Customize grid size and color for better visibility.
  - ✓ **Dynamic Grid Positioning** – The grid aligns with the **selected object's Y position**.
  - ✓ **Axis-Specific Snapping** – Enable/disable snapping for **X, Y, or Z**.
  - ✓ **Smart Proximity Detection** – Shows **distances to nearby objects**, improving precision.
  - ✓ **Optimized for Performance** – Works seamlessly in Unity's **Scene View**.
- 

## Installation

- 1) **Download & Import** – Import the **SmartGrid Pro** package into your Unity project.
  - 2) **Open the Tool** – Go to **Tools > SmartGrid Pro** in the Unity toolbar.
  - 3) **Enable Snapping** – Toggle **Enable Snapping** to activate automatic alignment.
- 

## Usage Guide

### 1. Enabling & Configuring the Grid

- Open **SmartGrid Pro** from **Unity > Tools**.
- Toggle **"Enable Snapping"** to activate the snapping system.
- Adjust **Grid Size** for finer control.
- Set **Grid Range** (how far the grid extends in the scene).
- Choose **Grid Color** for better visualization.

### 2. Snapping Objects to the Grid

- Select an object in the **Scene View**.

- Move it along any axis (**X, Y, or Z**).
- The object **snaps automatically** to the closest grid point.
- Use the **Snap X, Snap Y, Snap Z** toggles to restrict snapping to specific axes.

### 3. Smart Distance Indicators

- Toggle **Show Nearby Object Distance** to visualize distances.
  - Yellow lines will appear **between objects within 20 units**.
  - This helps with **precise object placement** in **level design**.
- 

## UI Breakdown

Option	Description
Enable Snapping	Activates the snapping system
Show Grid	Displays the visual snapping grid
Grid Size	Adjusts the spacing of the grid
Grid Range	Defines the visible grid area
Grid Color	Changes the color of the grid lines
Snap X / Snap Y / Snap Z	Enables/disables snapping for specific axes
Show Nearby Object Distance	Displays distances to nearby objects

---

## Best Practices

- ✓ Use **larger grids** for **big environments** (e.g., open worlds).
  - ✓ Use **small grids** for **detailed placement** (e.g., furniture in interiors).
  - ✓ **Disable unnecessary snap axes** for smoother placement.
  - ✓ **Enable distance indicators** when working with **modular level design**.
- 




## Troubleshooting

- ❓ **Objects aren't snapping!**
  - ✓ Ensure **Enable Snapping** is turned ON.
  - ✓ Make sure **Snap X, Y, or Z** is enabled.

### **Grid isn't visible!**

- ✓ Check if **Show Grid** is enabled.
  - ✓ Try adjusting the **Grid Color** for better visibility.
- 

## **Future Updates (Planned Features)**

-  **Edge-to-Edge Snapping** – Objects snap to each other, not just the grid.
  -  **Custom Distance Indicators** – Adjustable proximity radius.
  -  **Undo/Redo Support** – Seamless integration with Unity's undo system.
- 

## **Support & Feedback**

 Have suggestions? Found a bug?

Feel free to **contact us at [lazifdev@gmail.com](mailto:lazifdev@gmail.com)** or leave a **review on the Unity Asset Store!** 