
Snazzy Tools
SnazzyGRID
v 2.0
Owners manual

Welcome & thank you for purchasing SnazzyTools : SnazzyGrid

The philosophy behind the SnazzyTools series is: The better the tools, the more time they will potentially save you. That means you can spend more time on making your products better or spend more time with your beloved ones. Especially the latter is what most game developers struggle with, especially when you develop games for a living and run your own company. But also for hobbyists time is valuable and therefor using the best tools is always desirable.

We are confident that all products of the SnazzyTools series are of the highest quality and they will make your workflow not only simpler and quicker but also more enjoyable.

Our goal is to make tools that are so user friendly and intuitive that you can integrate them into your workflow right away with (hopefully) zero learning curve. That means that if you have to consult this manual for any other reason than curiosity, there is room for improvement and we would be happy if you visit us on the unity forum. Tell us what you think could be done better. We are always happy to hear from our users.

Of course we will still take the time to explain every feature thoroughly and also give you some tips and tricks here and there. So, enough of the introduction, lets start with the actual manual ;)

We wish you a snazzy time using our product!

Nathaniel & Peter

p.s.: Please take some time and rate SnazzyTools : SnazzyGrid on the Unity Assetstore. We did our best to make our product stand out but your support is what makes it successful!

Features:

Grid

- Local view dependent 3 axis grid, placed where you need it
- Offset the grid via a specified transform
- Visualization of the increments

Moving & Rotating

- Primary and secondary move increment
- Primary and secondary rotation angle
- New per pivot rotation mode
- Moving & rotating objects with hotkeys or buttons
- Angle based blending of free and horizontal move modes
- Auto focus

Snapping & Resetting

- Clever auto snapping & manual snapping
- Quick resetting
- Separate for Move, Rotate, Scale & per axis

Quick tools

- Quick duplicate
- Child compensation
- Quick parenting
- Handy hierarchy up/down buttons/hotkeys

Other features

- Custom assignable hotkeys for almost everything
- Highly customizable
- Cleverly designed interface
- Takes only a minimum of interface space in unity
- Interface can be in background
- Selection/View Saving

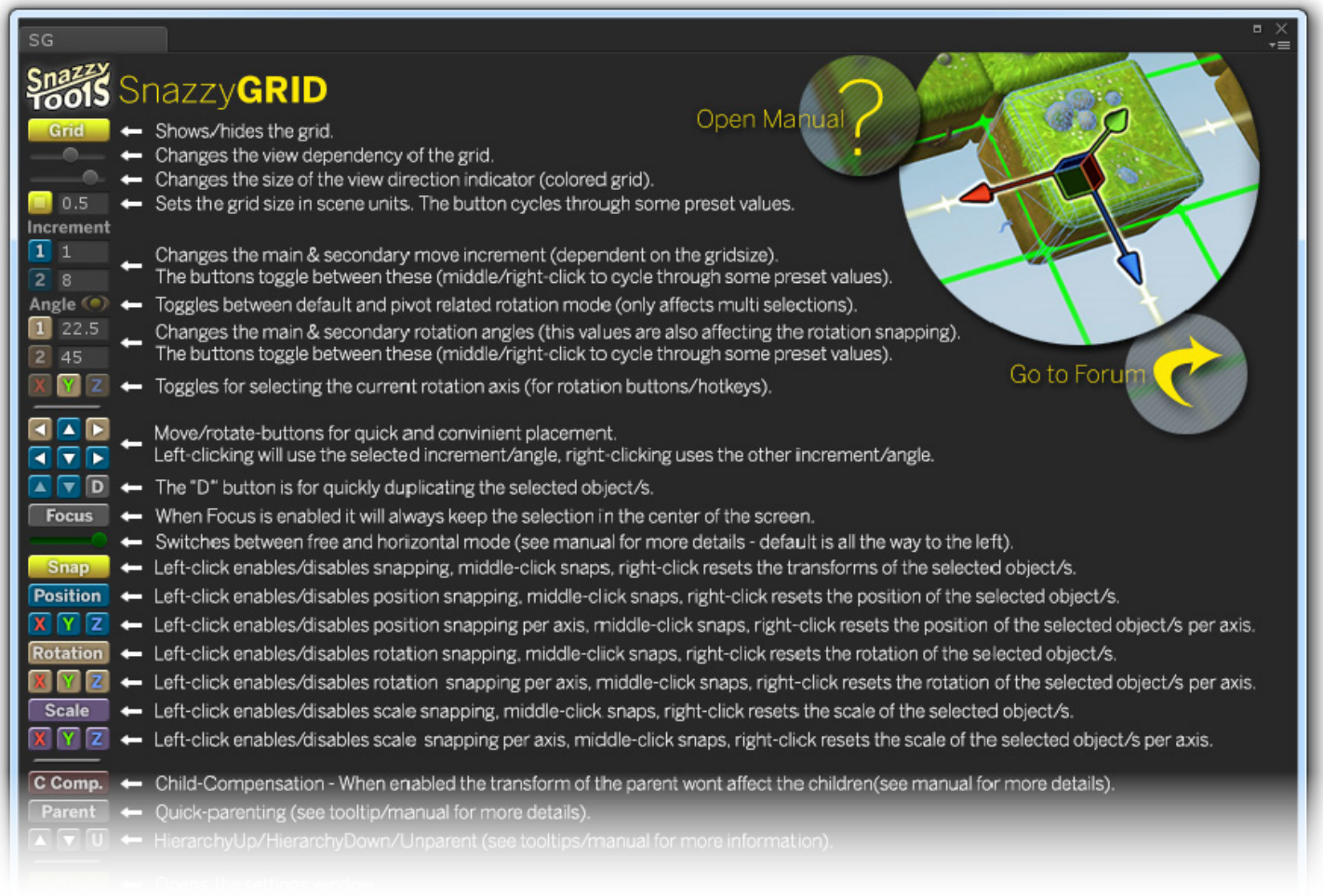
... and most of it all, it will boost your workflow!!!

Installation

Import as usual (make sure all contents of the package are checked).

Opening SnazzyTools:Grid

Under Window you'll find a new entry named „SnazzyTools", open it and select „SnazzyGrid". You should now see the SnazzyGrid window in its full glory:



As you can see there is a quickstart guide built in right into the window.

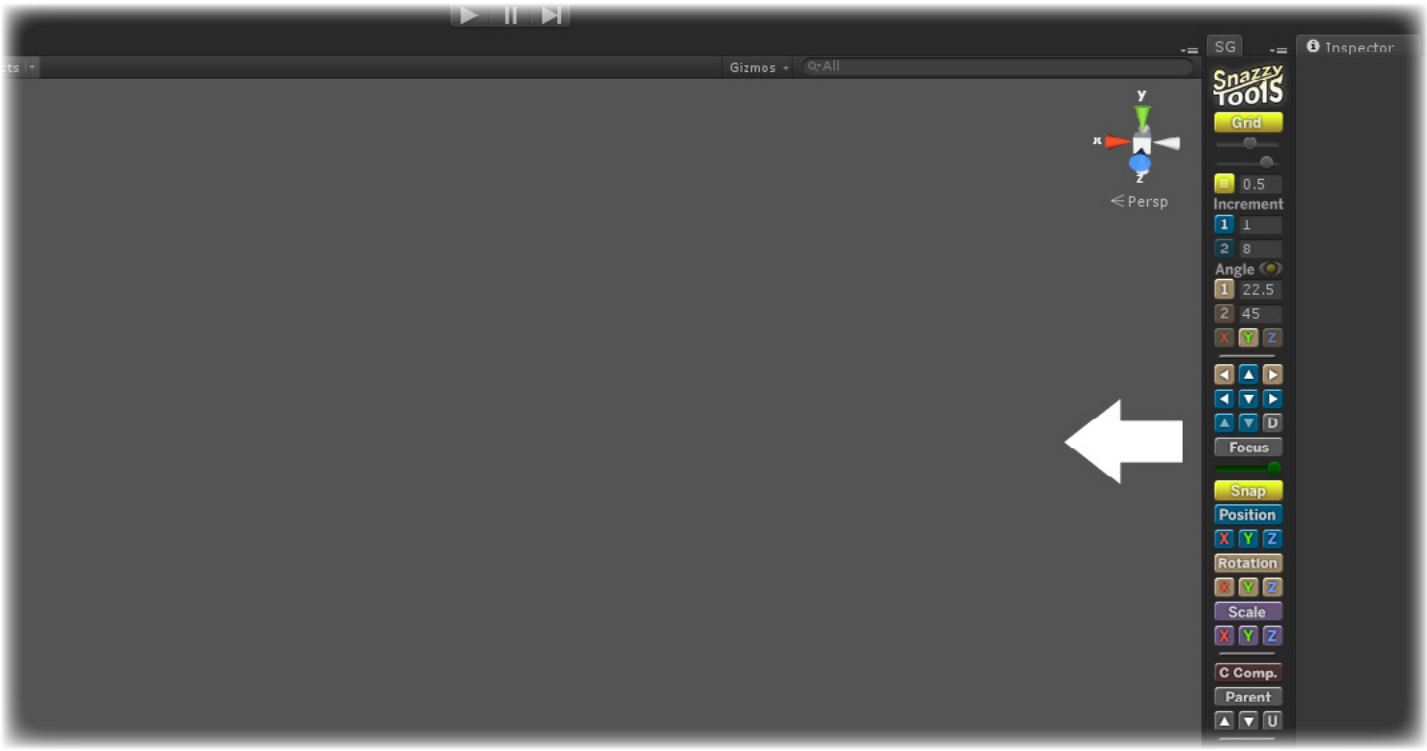
Basically it contains already all the information you need to get going and we assume that even without it you would not have troubles to start using your new tool right away.

There are also buttons to quickly access this manual or to visit the SnazzyGrid thread at the Unity forums.

SnazzyGrid is designed to use as little space as possible and still offer an intuitive workflow. You can scale the window down and access the quickstart guide only when you actually need it. You can use it as a floating window but we recommend to dock it next to your scene view.

Docking & accessing the Quickstart Guide

Of course for using SnazzyTools:Grid you should dock the window, we recommend to dock it to the left or right of the scene view, just like that:



To access the quicktips just grab the side of the SnazzyTools:Grid window and scale it up:

The Interface:

From top to bottom, you see:

The grid section
Contains everything related to the grid and it's increments/angles.

The move/rotate section
Contains everything related to manipulating the transforms of your selection. Moving/rotating objects conveniently with these tools will speed up your workflow tremendously.

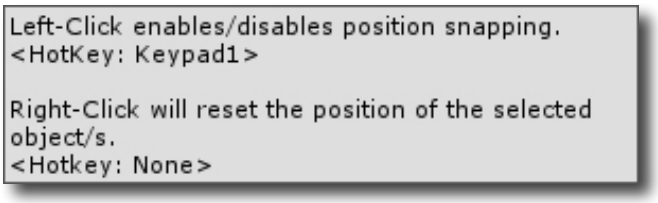
The snap section
Everything related to snapping you can find here. Enable Auto-Snapping, for position, rotation, scaling or even on a per axis basis individually.

The hierarchy tool section
Handy tools like Child Compensation, Quick Parenting and moving through the hierarchy are placed here.

The settings button
It will open up the settings window, where you can assign hotkeys to almost everything SnazzyTools:Grid can do for you, Also it options for customizing it to your needs you'll find there.

Tooltips:

Every button has a tooltip that also shows which hotkey currently is assigned to the functionality of it.



Of course you can disable the tooltips if you are already familiar with Snazzy-Grid and you find them distracting. Just take a look at the settings window.

Colorcoding:

Yellow indicates that it is main functionality that other things depend on.
Blue indicates it has to do with position or moving.
Brown indicates that it has to do with rotation or angles.
Purple indicates it has to do with scaling.
Grey indicates that is has to do with gameobjects or the hierarchy.
C Comp - Child Compensation has a different color to emphasize that this is a special functionality.
Some Buttons glow **green** when enabled to highlight a special mode is active.

The Interface in depth:

Shows/hides the grid. Note that grid snapping and moving still works regardless.

The first slider is responsible for the view dependency of the grid.

The second slider changes the size of the colored area on the grid, The color indicates which global axis your view direction is mostly aligned with.

Grid size - The number input field lets you set the size of the grid(in scene units). The yellow button lets you cycle through some preset values. Left/right-click to cycle forward/backward.

Increment 1 - The number input field lets you set the increment(related to the grid size). The blue button(1) lets you select the increment 1/2 and cycle through some preset values. Middle/right-click to cycle forward/backward.

Increment 2 - The number input field lets you set the increment(related to the grid size). The blue button(2) lets you select the increment 1/2 and cycle through some preset values. Middle/right-click to cycle forward/backward.

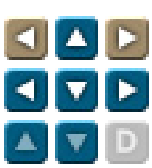
Rotation mode - If enabled, the rotation buttons/hotkeys will use the snazzy way of rotating. Basically this means: If you have multiple objects selected each of them will rotate around the individual pivot. If disabled rotation works just like usual in unity.

Rotation angle 1 - The number input field lets you set the angle used for rotation. This affects mainly the rotation hotkeys and the rotation buttons but also the rotation snapping. The brown button(1) lets you select the angle 1/2 and cycle through some preset angles. Middle/right-click to cycle forward/backward.

Rotation angle 2 - The number input field lets you set the angle used for rotation. This affects mainly the rotation hotkeys and the rotation buttons but also the rotation snapping. The brown button(2) lets you select the angle 1/2 and cycle through some preset angles. Middle/right-click to cycle forward/backward.

> Note: The Increment/angle 2 is just an alternative to quickly switch to, in case you need a different increment/angle. You can work just fine using only increment/angle 1 but sometimes you may need to switch between different increments/angles quickly.

Rotation axis selector - These toggle buttons let you quickly select the axis you want to rotate objects around. This affects only the rotate buttons/hotkeys.



The move/rotate buttons - These buttons let you quickly move/rotate selected objects. The distance to move is depending on the selected increment and its value. Note: The increment is depending on the grid size. The rotation depends on the selected angle and its values.

Quick Duplicate - Clicking this button will duplicate the selected gameobject/s. Most useful when assigned to a hotkey near the move-hotkeys.

Auto focus - Makes the scene camera always look at and follow the selection.

Move-Mode slider - changes between free and horizontal mode(see page 13).

Snap **Auto snap** - Enables/disables auto snapping. Middle-click will snap, right-click will reset the transform/s of the selected gameobject/s.

Position **Position snapping** - Enables/disables position snapping. Middle-click will snap, right-click will reset the position of the selected gameobject/s.

X Y Z **Position snapping per axis** - Enables/disables position snapping per axis. Middle-click will snap, right-click will reset the position of the selected gameobject/s per axis.

Rotation **Rotation snapping** - Enables/disables rotation snapping. Middle-click will snap the rotation, right-click will reset the rotation of the selected gameobject/s.

X Y Z **Rotation snapping per axis** - Enables/disables rotation snapping per axis. Middle-click will snap, right-click will reset the rotation of the selected gameobject/s per axis.

Scale **Scale snapping** - Enables/disables scale snapping. Middle-clicking will manually snap the scale, right-clicking will reset the scale of the selected gameobject/s.

X Y Z **Scale snapping per axis** - Enables/disables scale snapping per axis. Middle-click will snap, right-click will reset the scale of the selected gameobject/s per axis.

New in version 2: The scale buttons can now be used to flip / double or half the scale of a transform. Shift-left/right clicking to double/half the scale, control-click to flip the scale. Both also works per axis.

HOTKEY TIP : See the button tooltips for the assigned hotkeys and their purpose. You can enable/disable the snap by tapping the according hotkey, Holding the according hotkey will temporarily enable disable snapping. Double tapping the according hotkey will perform a manual snap on the selected gameobject/s.

Note: Position and scale snapping is depending on the grid size.
Rotation snapping depends on the selected angle and its values.

C Comp. **Child Compensation** - When enabled you can move the selected gameobject without affecting its children. That feature is very useful in many cases. The most obvious one would be that you forgot to reset the transform of a parent before parenting a bunch of gameobjects to it. You don't have to do the tedious process of unparenting, resetting and reparenting. The C Comp mode will be disabled upon selection change. Note: Currently this feature works only with a single parent and undo is not supported.

Parent **Parenting** - Left-click creates a new parent for the selected object/s at the center of the selection. Middle-click creates a new parent for the selected objects at the scene origin. Right-click moves the parent of the selected object/s to the center of the selection.

- ▲ **Hierarchy Up** - Selects the parent of the current selection.
- ▼ **Hierarchy Down** - Selects the children of the current selection.
- U **Unparent** - Left-click unparents the current selection.

Select previous - Use this button to cycle through your previous selections.

Select next - I case you used the "Select previous" button, you can use this to go forward.

Selection/View slots - These buttons can be used to store selections and/or views.

Empty slot - This is how it looks like when nothing has been stored in a slot.

View saved - This is how it looks like when a view has been stored in a slot.

Selection saved - This is how it looks like when a selection has been stored in a slot.

Selection saved - This is how it looks like when a both view and selection has been stored in a slot.

To store a view, shift + middle-click on one of the slots.
To store a selection shift + right on one of the slots.
To store both at the same time shift + left-click on one of the slots.
To load a view, middle-click on one of the slots.
To load a selectionright on one of the slots.
To load both at the same time, left-click on one of the slots or press the according Function key (F1-F12).

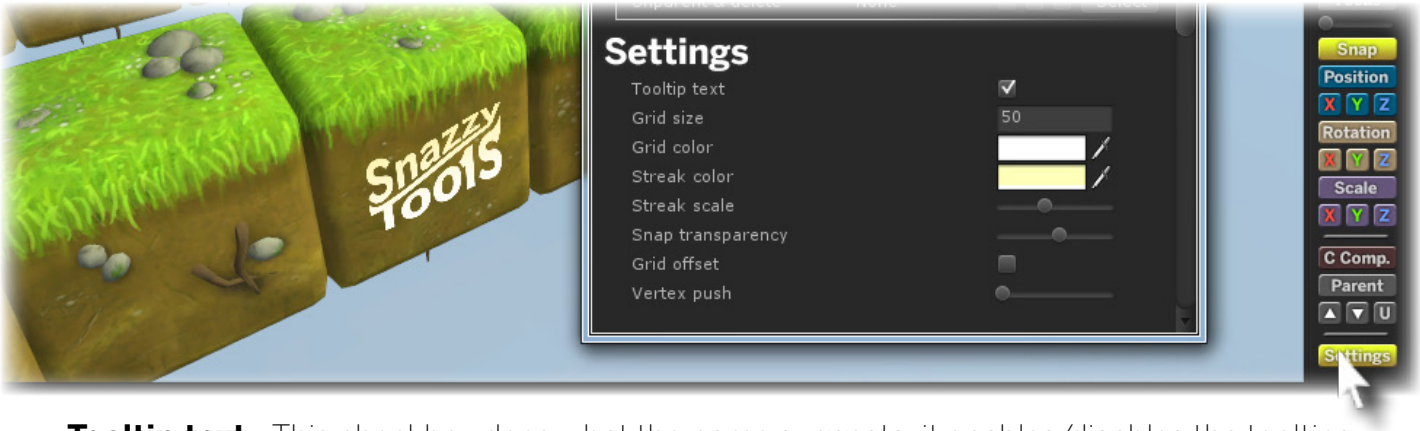
Settings **Settings** - Opens the settings window.

Settings:

Clicking on the settings button at the bottom of the SnazzyGrid interface will open the settings window. There you can set hotkeys for almost everything. The buttons of the interface are shown there so you can easily find the functionality you are looking for. By default there are already the most useful commands assigned(mostly to the numpad keys). if you are using a keyboard without a numpad you'll need to assign it to other keys. In that case we would recommend to assign the move keys to shift-wasd, but of course you can assign it to whatever you like. Keep in mind that some hotkeys might be already used by Unity.

Luckily **changing hotkeys** is really easy, just find the command you are looking for in the list and click the select button, then press the key you want on your keyboard, thats it. If you want to assign a special key to a command you can do that by using the checkboxes.

Further down there are also a few other settings available for you to customize.



Tooltip text - This checkbox does what the name suggests, it enables/disables the tooltips for the SnazzyGrid interface.

Grey Colors - Those who get easily distracted by the colorcoded UI can enable this to switch to a more conservative UI.

Grid size - In case you want your grid to be bigger or smaller just dial in the number of scene units you want your grid be.

Grid color(rgba) - You are working on a bright scene? You might want to change the grid color to black so you can see it better. You want your grid to be less visible? Just change the alpha value in the color picker.

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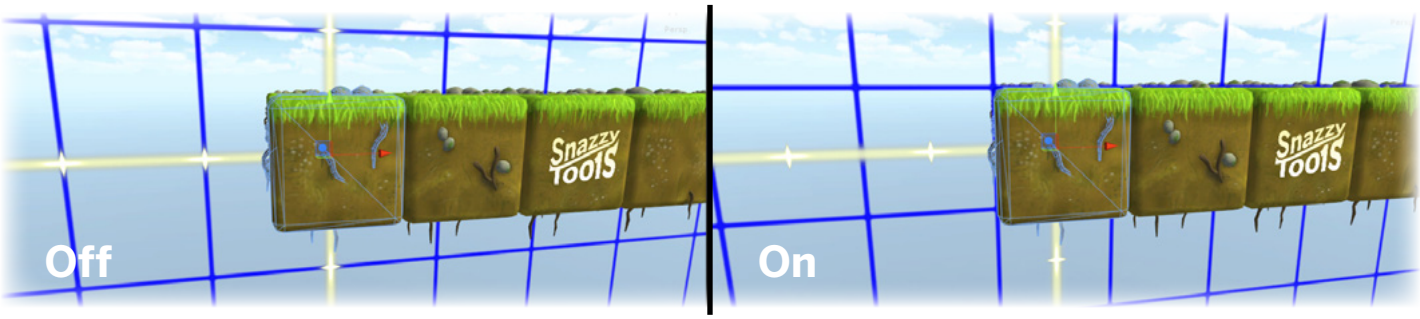
Streak color(rgba) - The streak is only visible if you enabled effects on your scene window. The main Purpose of the streak is to show where your selected gameobject can be moved to. You can adjust its color(rgb) and transparency(a) to your liking.

Streak scale - You find the streak to be too thick for your taste? Just use the slider to adjust its width to your liking.

Snap transparency - The view direction indication(the colored grid) can be adjusted to be more or less visible, thats what this slider is there for.

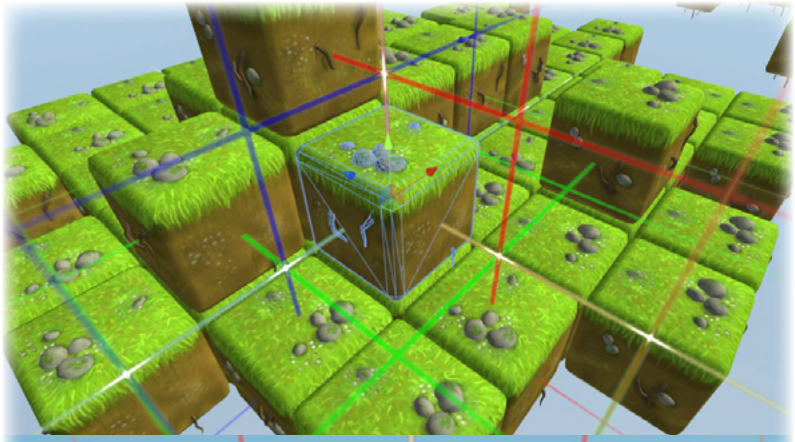
Grid offset - Sometimes you might want your grid to be offset by a half grid unit. By default it is turned off (See images below).



Vertex push - You'll probably never ever need this but in case you run into Z-Fighting issues between the grid and scene geometry you can move the slider towards right. Note: that this slider is quite sensitive. By default its all the way to the left, and in 99.999% of all cases thats where it should be.

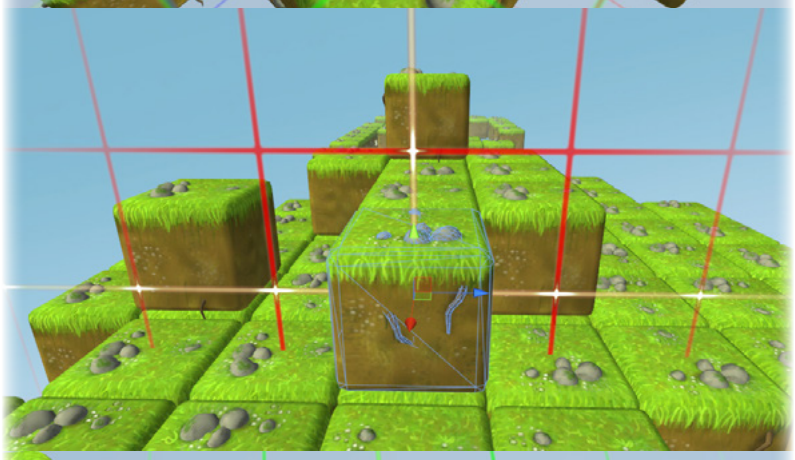
The Snazzy**Grid:**

View dependency of the grid...



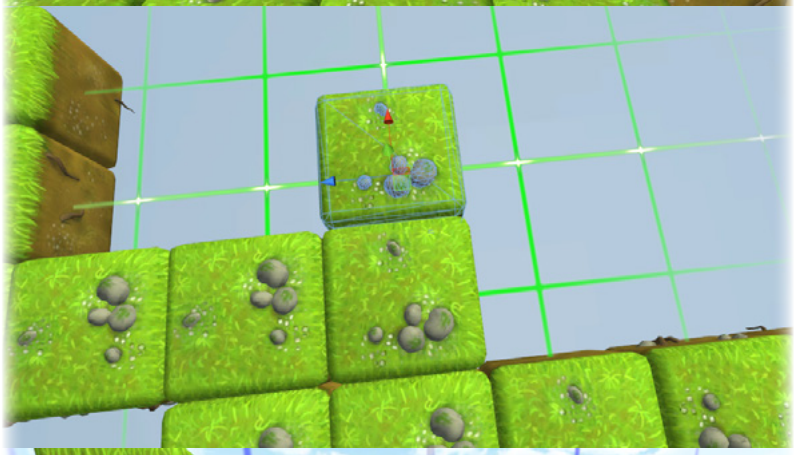
Viewing from a 45 degrees angle with **low view dependency** (slider all the way to the left).

In this mode you will see the grid for all axis at the same time, might be useful in some cases but most of the time you probably want the grid to be more view dependent.

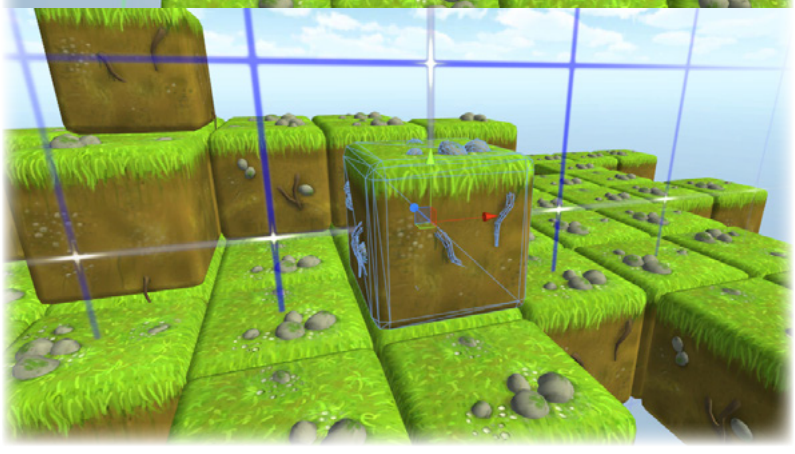


Viewing approx with the **x axis** with **high view dependency** (slider to the right).

The main benefit of the view dependency is that you have less clutter on the screen and therefor have much better overview of what is going on.

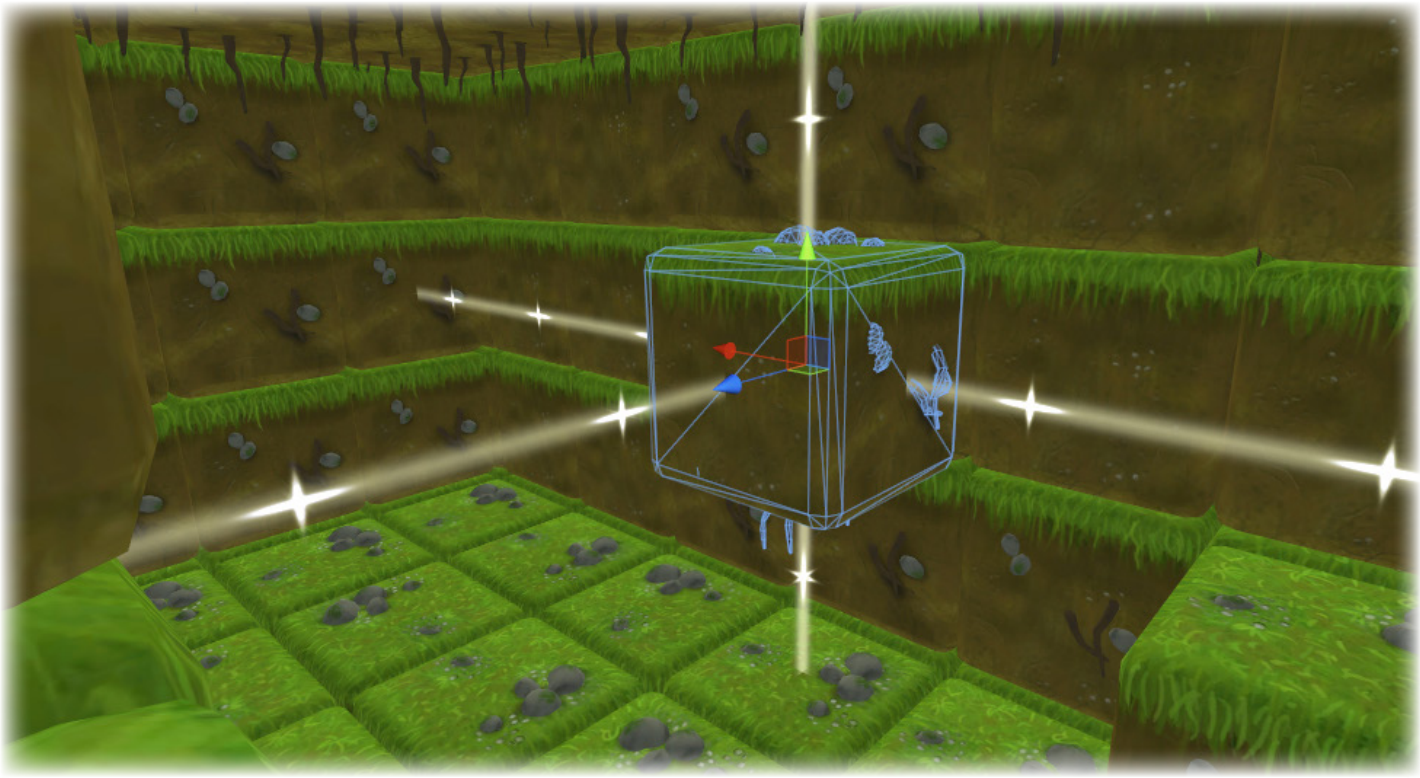


Viewing approx with the **y axis** with **high view dependency** (slider to the right).

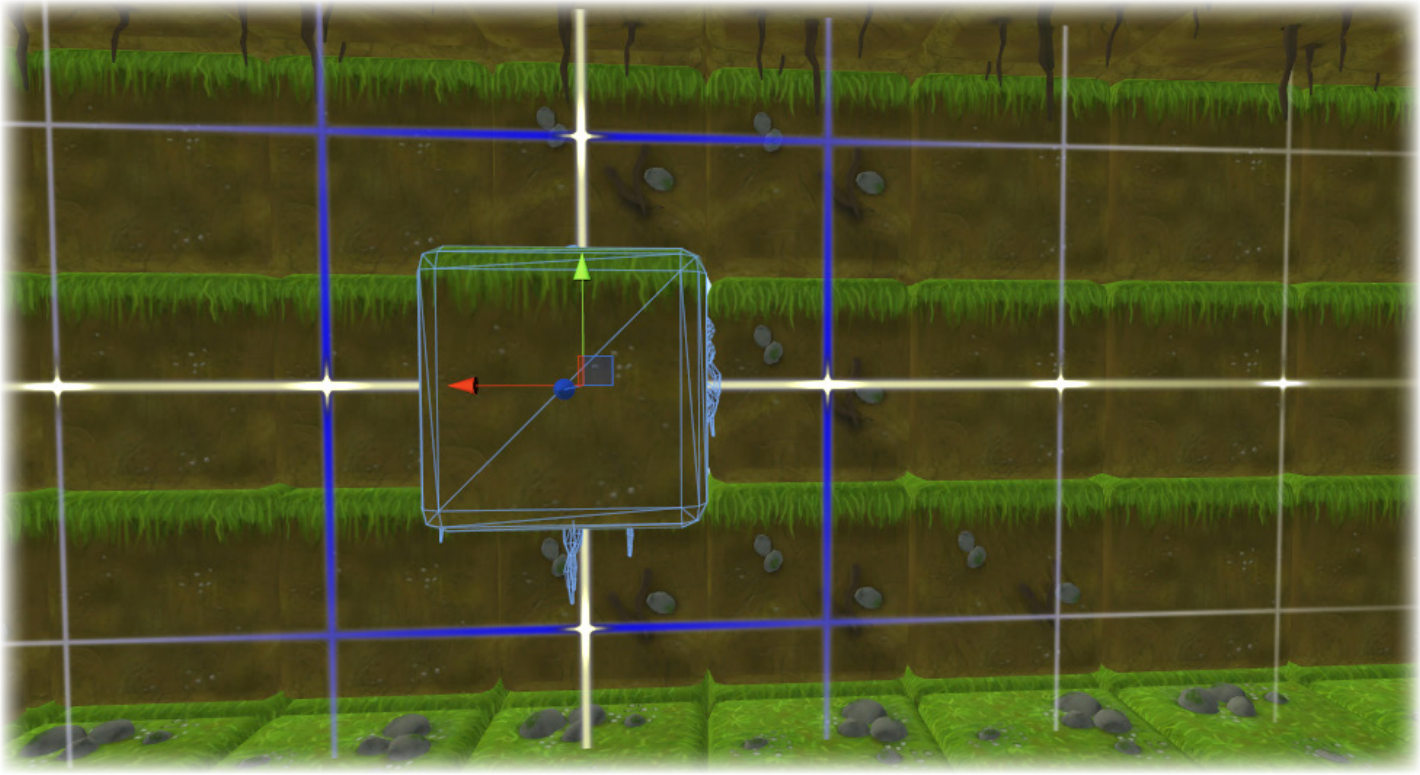


Viewing approx with the **z axis** with **high view dependency** (slider to the right).

Working in narrow spaces and purpose of the streak feature.
(Note: In order to see the streak you have to enable animated materials for the scene view)



As you can see on the above picture you can also hide the grid and still show the streak alone, this might be useful if you are working in narrow spaces and don't want to be distracted of the grid. **Setting: Low view dependency and grid fully transparent.** The streak illustrates quite nicely where the object could be placed upon movement.



Similar situation, different setting. **High view dependency, grid set to opaque.**

Free mode vs. horizontal mode:

The move mode slider

This slider gives you the ability to choose between two movement modes dynamically. It's basically just for your personal preference and depending on your situation. If you are working in rooms and are not able to look down from a steep angle and still want to be able to move objects conveniently on horizontal axis for the most time you should put the slider to the right.

Basically what it controls is at what camera(scene-camera) angle will the move mode be switched from free to horizontal.

Being in **free mode** means, that the up/down and left/right hotkeys (and buttons on the interface) will move the selected object/s on the grid while the forward/back hotkeys(and the according buttons) will move the object/s towards you/away from you

Being in **horizontal mode** means, that the up/down and left/right hotkeys (and buttons on the interface) will move the selected object/s on a horizontal basis while the forward/back hotkeys(and the according buttons) will move the object/s on the global y axis.

The importance of hotkeys:

You may be so used to the unity way of moving and rotating objects that you didn't really think about other ways to manipulate the transforms of you gameobjects. If that is the case for you, let us recommend you one thing:

Setup your hotkeys and use them!!!

By using hotkeys for movement & rotation you can speed up your work tremendously. For example a level designer who gave feedback during the making of ST:SnazzyGrid was able to speed up his work by at least a factor of 5 just by using SnazzyGrid and its hotkeys.

SnazzyGrid can be the very best friend of a level designer, or anybody who need to place objects in unity. Be it in a 2d or 3d world, using the grid & snapping or not, doing GUI work or just set-dressing, you will be MUCH faster with snazzy grid and even faster than that when you use its hotkeys.

Offsetting the grid:

Depending on your use case you might want work with an offsetted grid. You can specify a transform by right clicking a transform in the hierarchy and selecting "Offset Object" under SnazzyGrid. To remove the offset just click on the little "R" Icon next to the Gameobject in the hierarchy.

Special Notes:

Windows Phone 8
When your build target platform is Windows Phone 8, you need to edit the SnazzyGrid.shader (located in the Sources folder).

Look for line 40 (#pragma target 3.0)
and comment it out so it looks like this:
// #pragma target 3.0

Don't forget to revert this back to normal if you change your build target platform back to anything else than Windows Phone 8

FAQ's:

Q: Does SnazzyGrid work with unity free?
A: Yes of course, it does not use any Unity Pro features.

Q: Does it work for mobile?
A: Well its an editor tool, you will be able to make your mobile games faster, so we guess that's a yes.

Q: I don't see the streak that is shown on many of the pictures, how do i enable it?
A: SnazzyGrid uses an animated material, all you need to do is to enable animated materials in your scene view (This is located on the top bar of your scene view, look for a drop down menu named "Effects").

Q: I set the move increment to a value of 1 why are my objects not moving 1 scene unit?
A: Maybe you are using the secondary move increment, you can switch between primary and secondary move increment using the blue 1 and 2 buttons on the interface or using the according hotkeys. Another reason would be that your grid size is set to another value than one. The move increments are not using scene units but grid units. So if your grid size is set to 0,5 and you use an increment of 1 objects will be moved 0.5 scene units. I you use an increment of 3 you would move objects 1,5 scene units. Basically the increments are multipliers of the grid size.

Q: I set the increment to a value of 0.5, why am i not able to move objects with the move hotkeys or buttons?
A: You probably have snapping turned on. Like mentioned above, the increments are multiplier of the grid size and snapping works on the grid size, not on increments. You can either turn of snapping or use a smaller grid size and a increment 1 or a multiple of the grid size.

Q: When i move an object it seems like the world is moving instead, what is happening?
A: You probably have the auto focus feature turned on. The world is not moving, The camera just follows your selection in that case. If you don't want that just check if the focus button is glowing green. Click it or use the according hotkey to toggle the auto focus on/off.

Q: I have multiple objects selected and want to rotate them with the hotkeys or buttons, but instead of rotating them around their common center or the pivot of the last selected object every object rotates around its own pivot, why?
A: You are probably in the snazzy rotate mode, make sure the little button next to the angle label on the interface is turned off.

Q: My grid seems to be out of place, what can i do?
A: Make sure the "Vertex push" slider in the settings is all the way to the left. It is only meant to deal with z-fighting, which should almost never ever occur unless you are using extremely huge objects and grid sizes and are looking from a great distance.

Q: Snazzygrid helped me a lot on my work, how can i support you guys?
A: We would appreciate to get a rating and/or a review from you on the assetstore. Also you can give feedback on the unity forum thread and we would love to hear from you there :)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