

Positioners

Positioners are inbuilt components that will generate and manage a single projection at runtime. Each positioner will manage the position and rotation of their projection in a slightly different manner, and each is suited for different purposes.

It should be noted that you don't need Positioners to move and rotate your projections, these are convenience items designed to cover common use cases, here for people with little to no scripting knowledge. If you know how to script you can move rotate and scale your projections as you would any other object.

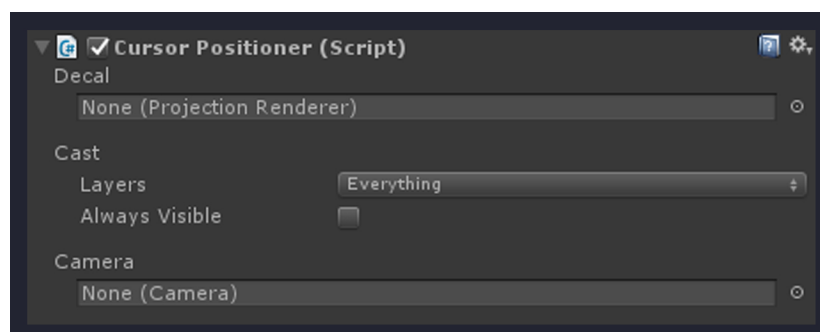
Both positioners use physics raycasts to calculate where to position your projections, so make sure the objects you want decals positioned onto have semi-accurate colliders.

You can also specify which layers you wish the positioners to be positioned on. This is useful if you only want your decal to position onto the terrain, or to ignore characters or foliage with colliders.

Cursor Positioner

The Cursor Positioner is designed to position a projection underneath the mouse cursor. Orientation cannot be guaranteed here, so for best results, use circular Decals or Omni-Decals.

The cursor position is perfect for situations in which you need a targeting or UI element around the cursor projected on an object or your terrain. It could be used as a brush UI element for games involving terrain sculpting, or a targeting UI element for games with AOE spells.



Ray Positioner

The Ray Positioner is designed to position a projection using a ray-cast. Wherever the ray collides with the environment, the projection will be positioned. Its use cases are near endless. It can be used to create a quick red dot sight, attached on the end of a gun, a projected aiming reticle, attached to the camera, AOE Aura effects, positioned above a character

