



Move Clone

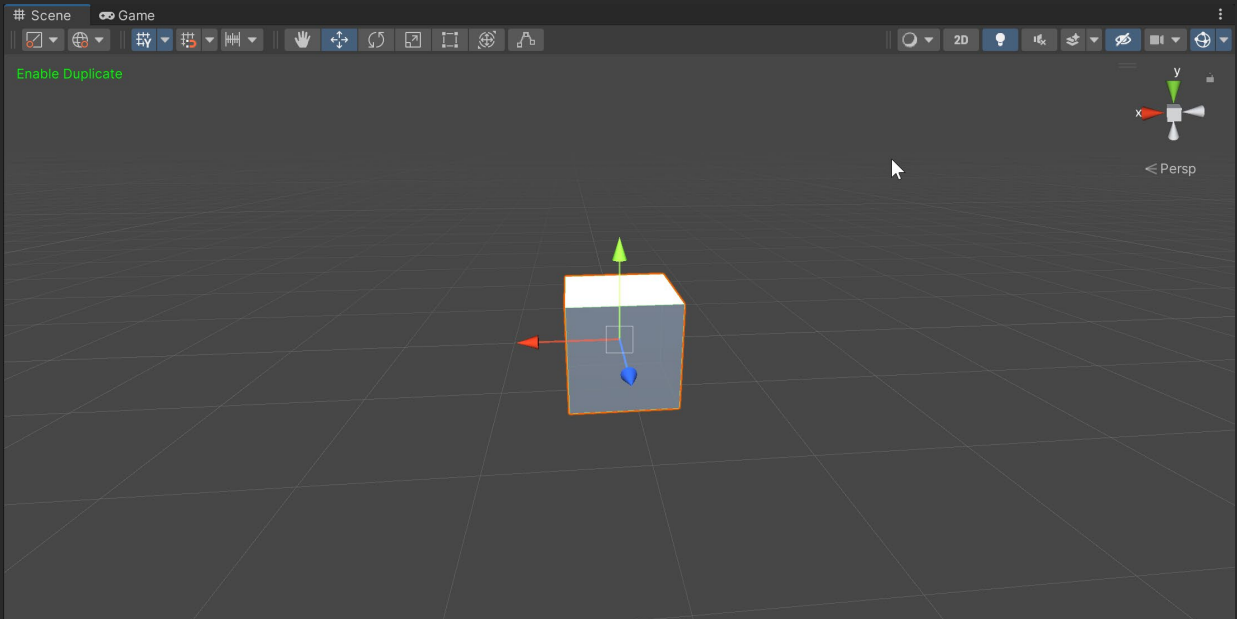
1.2.0

This asset is cloned via Alt - Mouse Move in Unreal Engine,

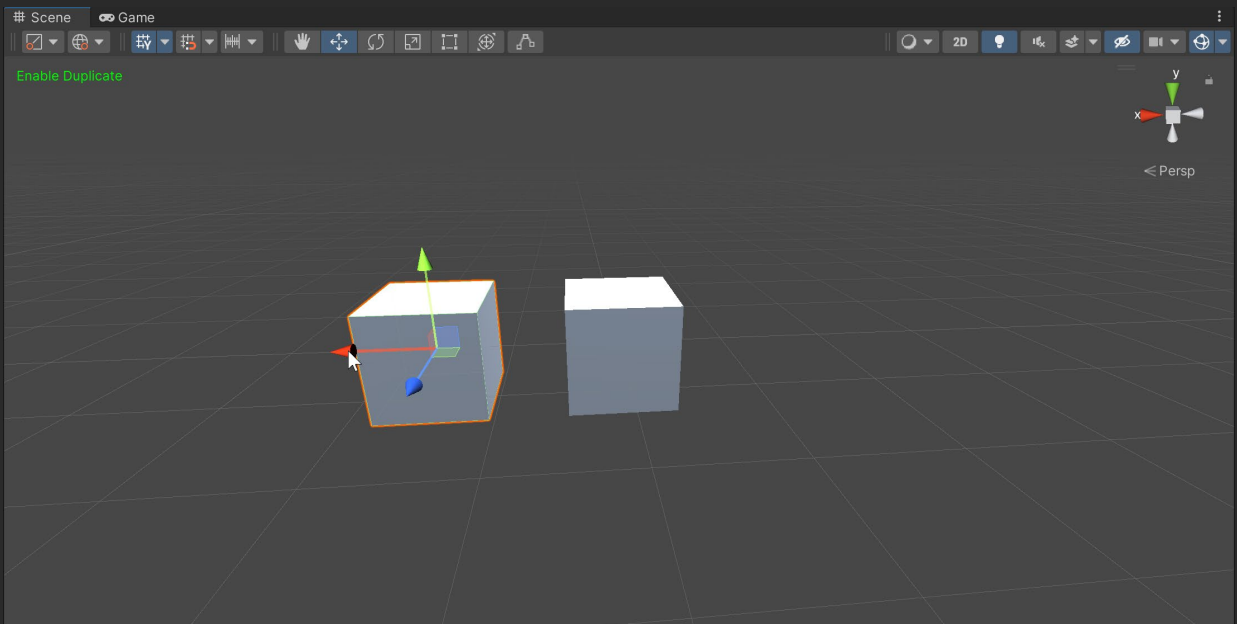
Or clone via Shift - Mouse Move in 3Ds Max

It is an asset created to have the same experience in Unity.

How to use :

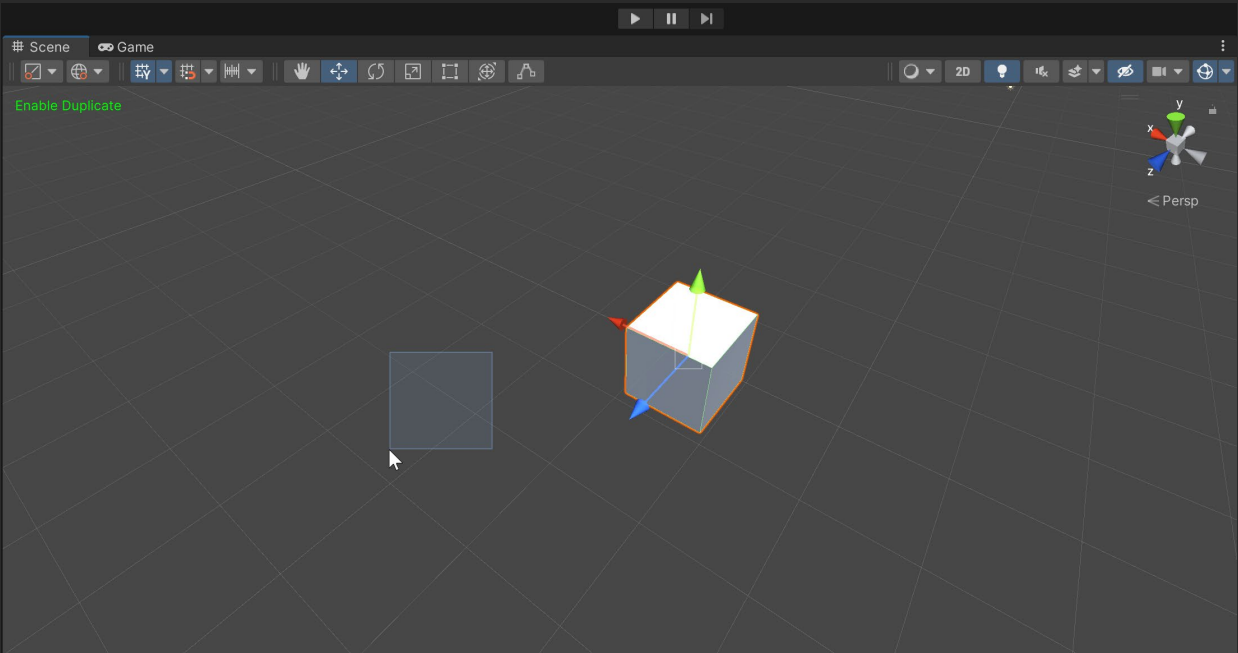


When the A key is pressed while the object is selected, the text 'Enable Duplicate' is displayed.



If you move in this state, the object is duplicated.

Caution :



If you drag an empty space while Duplicate is active,
an object is created in place.

I can't figure out a way to check that the gizmo is clicked, so at the moment it's a bug, but please consider it a function🙄

