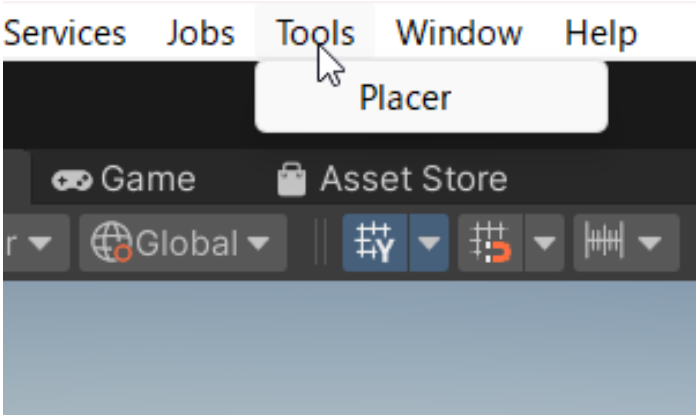
Placer Documentation

Object placement and snapping tools for Unity

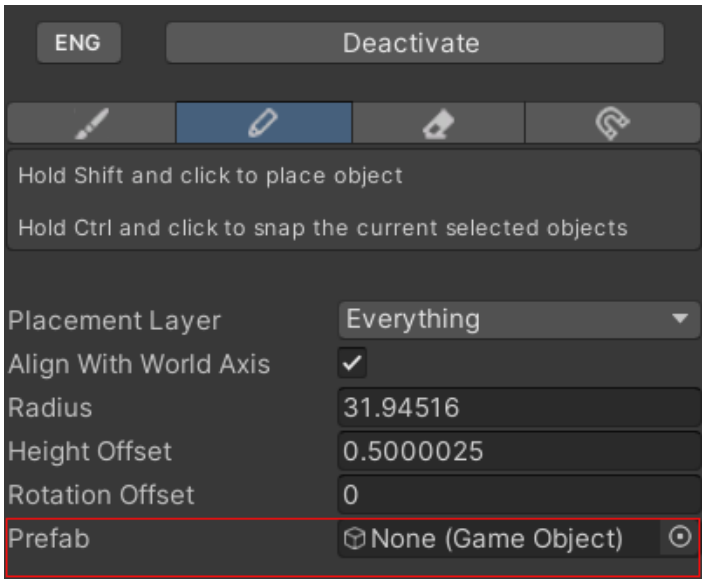
- Automatically align the object to the surface normal.
- Scatter objects within a specified range with customizable minimum spacing.
- Customizable random rotation, scale, height setting.
- Delete objects within a specified range with a red highlighted outline.
- Snap already existing objects to the mouse position.
- Display a grey preview outline with intersection highlighted before placing objects.
- Custom shortcuts to speed up workflow.
- Dragging and dropping the object from the hierarchy will automatically convert it to the right prefab.

How to use

-After importing, click the upper menu **Tools -> Placer** to open the editor window.

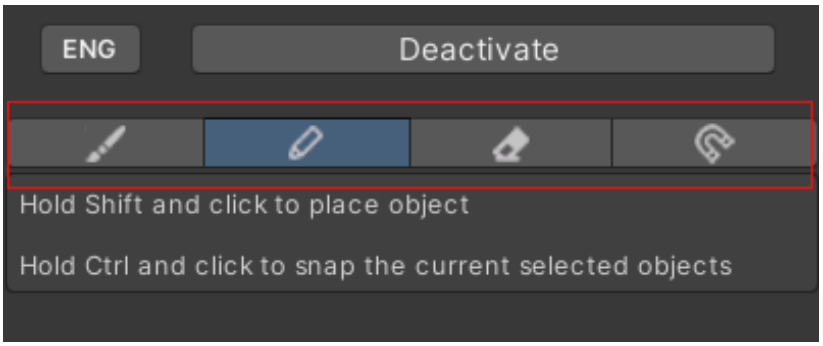


-The Placer window will appear, drag object to the prefab slot from the hierarchy (must be an instanced of prefab) or manually assign to it.



Mode

- Scatter mode: Scatter objects within radius
- Place mode: Place a single object
- Deletion mode: Delete objects within radius
- Snap Only mode: Snap selected objects to mouse position (snapping is also available in other modes)

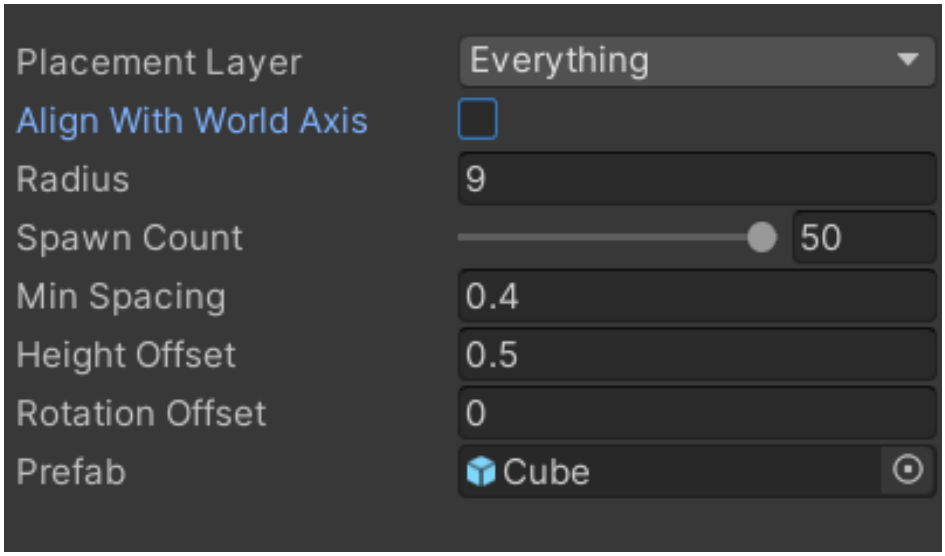


Keyboard Shortcut

Keys	Function
Shift and Mouse left click	Execute
Ctrl and Mouse left click	Snap the selected object to mouse position
Shift and Mouse scroll wheel	Adjust the radius
Alt and Mouse scroll wheel	Adjust the height offset

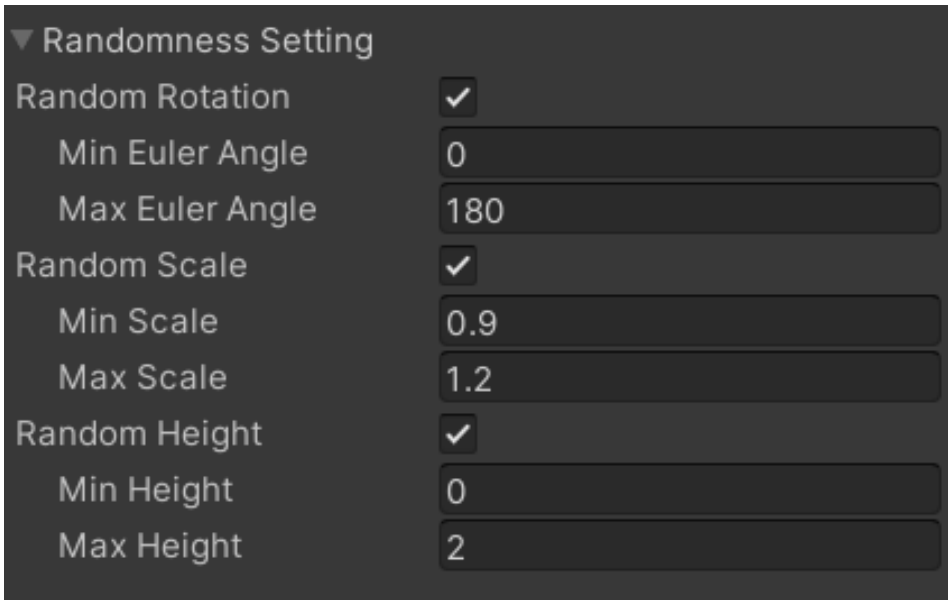
Base Property

Property	Description
Placement Layer	Specify which layer to place objects
Align With World Axis	When enabled, Align the object XZ axis with world axis. When disabled, Align the object XZ axis with view port camera axis
Radius	Specify the radius of the range
Spawn Count	Specify the number of objects to spawn
Min Spacing	Specify the minimum allowed distance between any two points
Height Offset	Specify a height offset from the surface
Rotation Offset	Specify a rotation offset from the initial rotation
Prefab	Specify which prefab to spawn (or delete). Dragging instance of prefab in the hierarchy will automatically convert it to the root prefab. Prefab variant is currently not supported



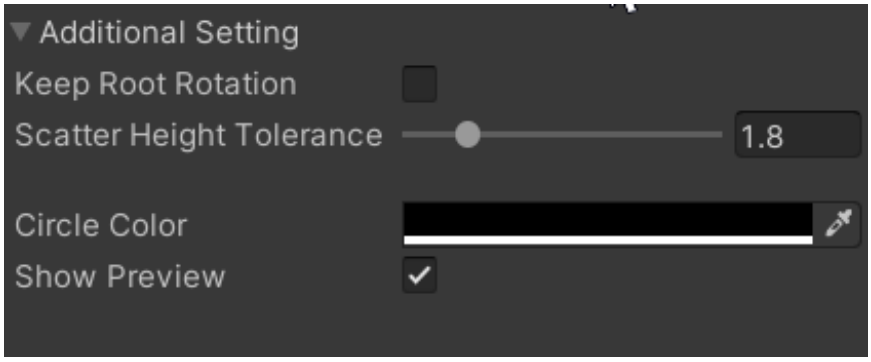
Randomness Property

Property	Description
Random Rotation	Rotate the object randomly around the local y axis
Min Euler Angle	Minimum random Euler angle
Max Euler Angle	Maximum random Euler angle
Random Scale	Apply a random scale multiplier relative to the original prefab
Min Scale	Minimum random scale multiplier
Max Scale	Maximum random scale multiplier
Random Height	Apply a random height offset in the local y axis
Min Height	Minimum random height
Max Height	Maximum random height



Additional Setting

Property	Description
Keep Root Rotation	When enabled, alignment to the object will also consider the rotation of the root prefab object
Scatter Height Tolerance	Specify the allowable height difference from the mouse position in scatter mode (gizmo turns into dotted line when out of range)
Circle Color	Specify the color of gizmo
Show Preview	Specify whether to show the preview of the object before placing or not



FAQ

“The object preview is grey in some areas.”

It is a highlight feature, the grey part indicates intersection with other meshes. (Make sure to enable the scene light for it to work properly)

“Placing objects doesn’t correctly snap to the right surface.”

Placer requires a collider to correctly position objects, make sure that the object's collider aligns with the shape of the mesh.