Placer Documentation

Object placement and snapping tools for Unity

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

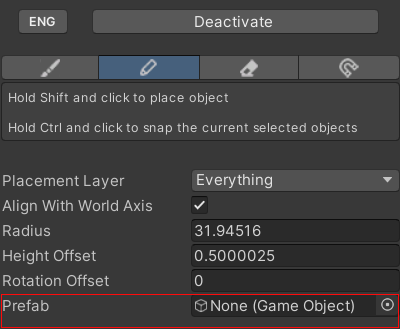
How to use

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

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自動的に生成された説明

-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.

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**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)

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自動的に生成された説明**

**Keyboard Shortcut**

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| **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**

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| **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 |