

"ProGrids" Documentation

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tutorial videos + more at:

"www.sixbysevenstudio.com/progrids"

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Installation and Setup

You need to set up a few quick things for ProGrids to do it's awesome work:

1. If you haven't already, open Unity
2. If this is an upgrade, you must completely remove the old ProGrids installation:
 - a. If you have v1.2.1 or above:
 - i. Delete the folder called "ProGrids" in "Assets/6by7"
 - b. If you have v1.2 or lower:
 - i. Delete the folder called "ProGrids" in "Assets/Editor/6by7"
 - ii. Delete the folder called "ProGrids" in "Assets/6by7"
3. Find the ProGrids package in your file browser, and double-click it
4. Unity will show an "import files" dialogue- just click "yes" and import all files
 - a. Allow any overwrites if prompted
 - b. After the files are installed, do not move them- location is important

Using ProGrids

You can check out the demo videos on "www.sixbysevenstudio.com" for a visual demonstration, and here is a top-to-bottom description of each item in the ProGrids panel:

1. From the top menu, choose "Window > 6by7 > ProGrids"
2. The "ProGrids Control Panel" will now appear as a floating panel, with the following buttons:
 - a. Snap Active: toggle on/off grid snapping
 - b. "Snap Selected": click this to move all selected objects to the nearest grid point

- c. Grid Visibility: toggle on/off the visible grid- does not affect grid snapping
 - d. Units: Choose Meters, Centimeters, Feet, or Inches
 - e. Size: the distance between grid points, in the selected units (above)
 - f. Angle: toggle on/off the angle guidelines
- 3. An object called “_grid” will also appear in your Hierarchy- this object controls your scene’s grid, and you can select it to control several advanced options:
 - a. XY, XZ, and YZ Color: the color of the grids in each isometric view
 - b. “Save Settings”: this will save the grid color choices
 - i. Saved color choices will not auto-update in other scenes. After saving, when you open the new scene, you will need to select the “_grid” object, and delete it. Then, simply refresh ProGrids by opening the ProGrids window, or toggling the visibility on/off.

Full Description:

ProGrids is another sixbyseven tool that aims to introduce an industry standard feature to Unity 3D-grids! While it might not be the most flashy or eye-catching tool, it will quickly become the one tool you always, always use. There's a very good reason every serious game engine (and 3d package) has a grid system- its simply essential.

With the grid toggled ON, anything you move in the Unity Editor, from any view port, will snap to the grid as it moves. The object is not just moving in increments- this is real, precise grid snapping at work! You can always toggle the grid snapping OFF or ON with a single click via the floating control panel.

Visually, ProGrids will display a grid overlay in all isometric views (top, front, left, etc). It automatically detects and displays the correct grid for each axis, and even colors the grid for easy identification.

Need to change the grid's snap size? From the panel, simply choose the unit type (meters, centimeters, feet, or inches), and type the desired snap size. Both the visual and "functional" grid will update instantly!

Lastly, the handy angle guides will help you precisely move your items along 45 and 90 degree paths, a feature you will find extremely useful in complex levels.

Utilities

ProGrids comes with a special utility for advanced-use scenarios.

1. Delete Grid
 - a. This will delete the “_grid” object from the scene
 - b. Useful when upgrading from a previous version of ProGrids, where the “_grid” object was locked

Extra

Documentation is like a cookbook- it's great reference, but lousy teaching. To really get the most out of ProGrids, be sure to check out all the videos and info at “www.sixbysevenstudio.com”.

Don't forget to join the sixbyseven forum, where you can find all sorts of community help, advice, and inspiration: “www.sixbysevenstudio.com/forum” Lastly, I always love to see how these tools help others- send me your own images or videos, and I will post them up on the official page as well!