

"ProGrids 2" Documentation

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Tutorial Videos + Full Info:

"www.procore3d.com/progrids"

Optional Registration:

If you would like to receive updates and info directly via email, please "Register" your purchase by sending the invoice # to "contact@procore3d.com". Thank you!

Description:

Grids and snapping are standard features in other game engines, and ProGrids brings these fundamental, essential tools to Unity. By giving you both a visual and functional grid, which snaps on all 3 axis, ProGrids enables speed, precision, quality in your level's construction.

With the ability to change grid sizes on-the-fly, constrain snapping to certain axis, and quickly toggle the grid snaps or visuals on/off, ProGrids gives you fine-tuned control of your level design and construction process. What this really means is, you save time, money and **lots** of sanity.

ProGrids might be the least glamorous tool in the box, but is the one you will come to use in every, single, project!

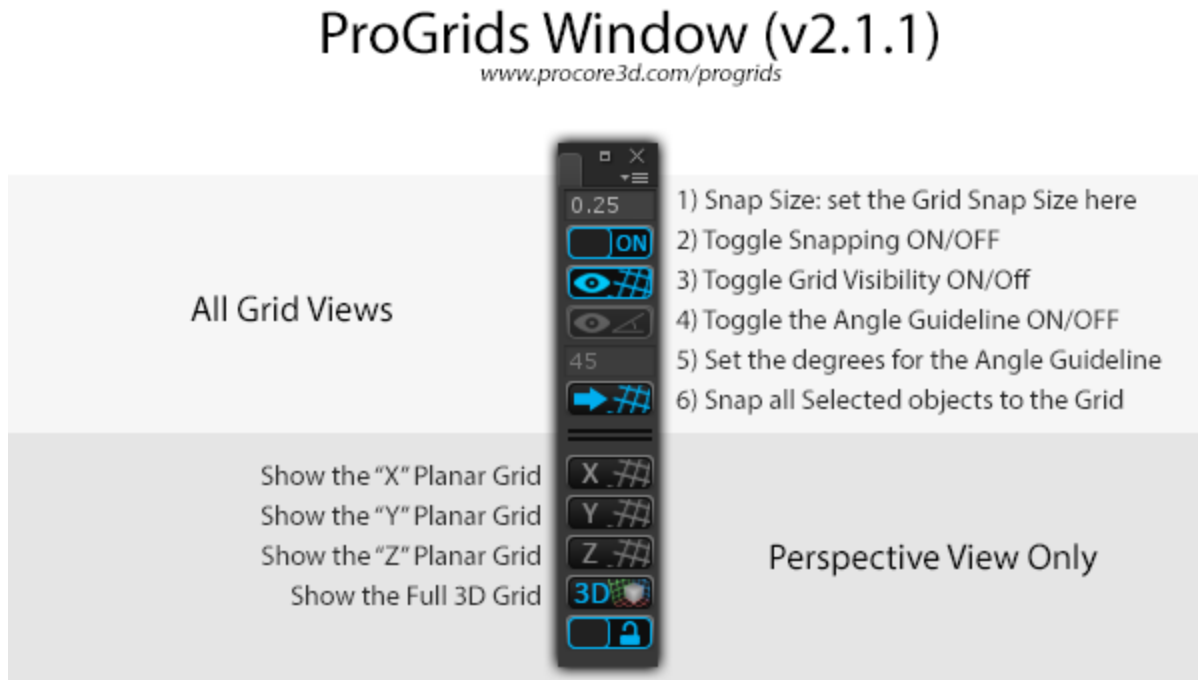
Installation and Setup

1. If you haven't already, open Unity
2. **If you have a pre-2.1 version of ProGrids installed**, you will need to delete the "ProGrids" folder at "Assets/6by7/ProGrids"
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

Using ProGrids

You can check out the demo videos on "www.procore3d.com/progrids" for a visual demonstration, and below is a top-to-bottom description of each item in the ProGrids panel.

1. From the top menu, choose “Tools > ProGrids > ProGrids Window”
2. The “ProGrids Control Panel” will now appear as a floating panel, with the following buttons:



Grid Lock/Unlock

With the Perspective Grid in “Locked” mode, it will always originate from the same location. You can use the bracket keys (“[” and “]”) to move the Locked Grid perpendicular to it’s plane.

If you Unlock the Grid, it will always follow the current selection- the origin will change to match the pivot point of any object you select. It is not possible to move the Unlocked Grid with the bracket keys.

Note: If you hold “S” while moving an object on a single axis (click and drag on the X, Y, or Z arrow), it will only snap on the selected axis. For example, if you have an object that you would like to remain “off the grid” on the X and Z axis, but snap while moving up and down, hold “S” while dragging the object on the Y axis.

You can toggle this behavior order in the ProGrids Preferences, found under “Edit > Preferences > ProGrids”. In the Preferences, you can also customize grid colors, opacity, units, and more.

Extra

Documentation is 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.procore3d.com/progrids".

Don't forget to join the ProCore Forum, where you can find all sorts of community help, advice, and inspiration: "www.procore3d.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!