"ProGrids 2" Documentation

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tutorial videos + more at:
"www.protoolsforunity3d.com/progrids"

Note: If you would like to receive updates, beta access, and info via email also, you can "register":
To register, just send an email with your invoice number to "contact@procore3d.com". This is not at all required, but allows me to send you updates instantly. I also send out a newsletter once a month or so, with info on new features, bug fixes, tools, etc. . I will never use/sell/etc your email for anything other than ProCore info, I hate spam too!

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

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.protoolsforunity3d.com/progrids" for a visual demonstration, and here is a top-to-bottom description of each item in the ProGrids panel. **Please Note:**

You must be in an Isometric Viewport (Front, Top, etc) to view the grid. In Unity 4, make sure the 3 small lines below the view widget are all horizontal- if they look like an "arrow", click them to enter Isometric mode.

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. Angle: toggle on/off the angle guidelines, and degrees
   f. Size: the distance between grid points, in the selected units (above)

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.protoolsforunity3d.com/progrids".