Pivot Modder

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Chapter 1

Namespace Index

1.1 Packages

Here are the packages with brief descriptions (if available):

BrainFailProductions 7
BrainFailProductions.PivotModderRuntime 7

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

MonoBehaviour

- BrainFailProductions.PivotModderRuntime.PivotModderRuntime 9

Chapter 3

Class Index

3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

BrainFailProductions.PivotModderRuntime.PivotModderRuntime 9

Chapter 4

Namespace Documentation

4.1 BrainFailProductions Namespace Reference

4.2 BrainFailProductions.PivotModderRuntime Namespace Reference

Classes

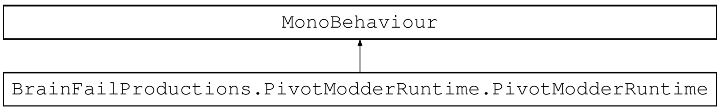
- class PivotModderRuntime

Chapter 5

Class Documentation

5.1 BrainFailProductions.PivotModderRuntime.PivotModderRuntime Class Reference

Inheritance diagram for BrainFailProductions.PivotModderRuntime.PivotModderRuntime:



Static Public Member Functions

- static void MovePivot (GameObject forObject, Vector3 moveTo, bool recalculateNormalsTangents)

  Moves the pivot point of a GameObject to a new position provided. The method also preserves the orientations of the children objects. Any errors are reported as exceptions.
- static void CentralizePivot (GameObject forObject, bool recalculateNormalsTangents)

  Moves the pivot point of an object to its center. This center is defined by the mesh bounding volume. This method doesn't work on meshless objects.
- static void PivotToPositionsAverage (GameObject forObject, bool takeNestedAverage, bool includeInactive, bool recalculateNormalsTangents)

  Move the pivot point to the average of the positions of the children of the provided GameObject. If the provided object has no children then the method does nothing.
- static void RotatePivotTo (GameObject forObject, Quaternion newRotation, bool recalculateNormals←↩ Tangents)

  Changes the rotation of the pivot point of a GameObject. The method also preserves the orientations of the children objects. Any errors are reported as exceptions. Please note that this operation can result in skewing of the object if it is non uniformly scaled.
- static void ZeroPivotRotation (GameObject forObject, bool recalculateNormalsTangents)

  Zero out the pivot rotation values on all three axes for the given GameObject. The method also preserves the orientations of the children objects. Any errors are reported as exceptions. Please note that this operation can result in skewing of the object if it is non uniformly scaled.
- static Vector3 GetMeshWorldCenterPoint (Mesh mesh, GameObject target)

  Gets the center point of a mesh in world space.
- static Vector3 GetMeshLocalCenterPoint (Mesh mesh)

  Gets the center point of a mesh in its local space.

5.1.1 Member Function Documentation

5.1.1.1 CentralizePivot()

```
static void BrainFailProductions.PivotModderRuntime.PivotModderRuntime.CentralizePivot (
            GameObject forObject,
            bool recalculateNormalsTangents )  [static]
```

Moves the pivot point of an object to its center. This center is defined by the mesh bounding volume. This method doesn't work on meshless objects.

Parameters

forObject	The GameObject whose pivot point will be centered.
recalculateNormalsTangents	Should the mesh normals and tangents be recalculated after pivot modification.

5.1.1.2 GetMeshLocalCenterPoint()

```
static Vector3 BrainFailProductions.PivotModderRuntime.PivotModderRuntime.GetMeshLocalCenter←↩
Point (
            Mesh mesh )  [static]
```

Gets the center point of a mesh in its local space.

Parameters

mesh	The mesh whose center point will be calculated.

Returns

The mesh center point in its local space. This center is defined by the mesh bounding volume.

5.1.1.3 GetMeshWorldCenterPoint()

```
static Vector3 BrainFailProductions.PivotModderRuntime.PivotModderRuntime.GetMeshWorldCenter←↩
Point (
            Mesh mesh,
            GameObject target )  [static]
```

Gets the center point of a mesh in world space.

Parameters

mesh	The mesh whose center point will be calculated.
target	The GameObject with which this mesh is attached.

Returns

The mesh center point in world space. This center is defined by the mesh bounding volume.

5.1.1.4 MovePivot()

```
static void BrainFailProductions.PivotModderRuntime.PivotModderRuntime.MovePivot (
            GameObject forObject,
            Vector3 moveTo,
            bool recalculateNormalsTangents )  [static]
```

Moves the pivot point of a GameObject to a new position provided. The method also preserves the orientations of the children objects. Any errors are reported as exceptions.

Parameters

forObject	The objects whose pivot point will be modified. If the provided object is meshless then this method simply changes the position of the GameObject while preserving the transform states of the children objects.
moveTo	The new point in space to move the pivot to.
recalculateNormalsTangents	Should the mesh normals and tangents be recalculated after pivot modification.

5.1.1.5 PivotToPositionsAverage()

```
static void BrainFailProductions.PivotModderRuntime.PivotModderRuntime.PivotToPositionsAverage
(
            GameObject forObject,
            bool takeNestedAverage,
            bool includeInactive,
            bool recalculateNormalsTangents )  [static]
```

Move the pivot point to the average of the positions of the children of the provided GameObject. If the provided object has no children then the method does nothing.

Parameters

forObject	The GameObject whose pivot will be moved.
takeNestedAverage	If this argument is passed true then the pivot is moved to the average of the world positions of all the children of the given GameObject including the deep nested ones. If this is false then the new pivot position is the average of the first level children positions.
includeInactive	Whether to consider the inactive children when calculating the average for the new pivot position.
recalculateNormalsTangents	Should the mesh normals and tangents be recalculated after pivot modification.

5.1.1.6 RotatePivotTo()

```
static void BrainFailProductions.PivotModderRuntime.PivotModderRuntime.RotatePivotTo (
            GameObject forObject,
            Quaternion newRotation,
            bool recalculateNormalsTangents ) [static]
```

Changes the rotation of the pivot point of a GameObject. The method also preserves the orientations of the children objects. Any errors are reported as exceptions. Please note that this operation can result in skewing of the object if it is non uniformly scaled.

Parameters

forObject	The objects whose pivot point will be modified. If the provided object is meshless then this method simply changes the rotation of the GameObject.
newRotation	The new rotation of the pivot point in world space.
recalculateNormalsTangents	Should the mesh normals and tangents be recalculated after pivot modification.

5.1.1.7 ZeroPivotRotation()

```
static void BrainFailProductions.PivotModderRuntime.PivotModderRuntime.ZeroPivotRotation (
            GameObject forObject,
            bool recalculateNormalsTangents ) [static]
```

Zero out the pivot rotation values on all three axes for the given GameObject. The method also preserves the orientations of the children objects. Any errors are reported as exceptions. Please note that this operation can result in skewing of the object if it is non uniformly scaled.

Parameters

forObject	The objects whose pivot point will be modified. If the provided object is meshless then this method simply changes the rotation of the GameObject.
recalculateNormalsTangents	Should the mesh normals and tangents be recalculated after pivot modification.

The documentation for this class was generated from the following file:

- C:/Users/kbawa/Desktop/docs/PivotModderRuntime.cs

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