

Easy Arrangement - Quick Start Guide

Introduction

Easy Arrangement is an editor utility for Unity that adds some convenient features when placing GameObjects.


Features

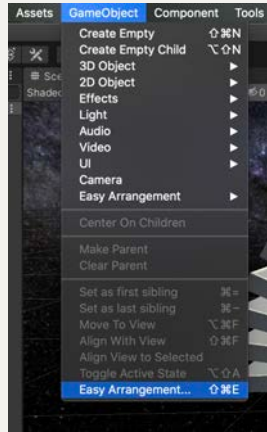
- **Distribution.** Distribute GameObjects in X, Y, Z directions and along a line between two points.
- **Alignment.** Align GameObjects to the Min, Max and Average positions in X, Y, Z directions
- **Progressive Placement.** Place GameObjects based on the delta distance between each object.
- **Progressive Rotation.** Rotate GameObjects based on the delta angle between each object.
- **Rotational Arrangement.** Place the objects around chosen center and axis.

Extra Features

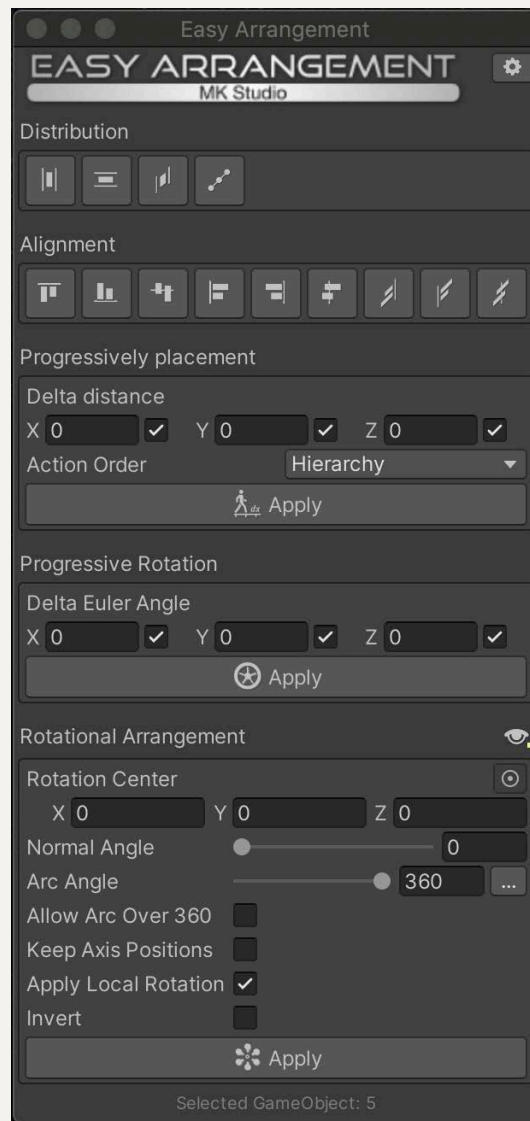
- **Context Menus.** Perform distribution and alignment actions quickly with context menus (right-mouse click).
- **User Interface.** Clean and organized user interface.
- **Tooltips.** Popup tooltips for all the features in the interface.
- **Scene View Guides.** Clear and informative assistant guides in Scene View.
- **Undo/Redo Support.** All operations can be undone.
- **Multiple Language Support.** Toggle languages with 1-click.
- **Editor-only.** Will not add anything to the built game.
- **Source Code.** Full source code included.

Quick Start

Easy Arrangement is ready to use once its imported to Unity, no setups needed. To open the main window, go to *Menu->GameObject->Easy Arrangement* or use the default keyboard shortcut  ⌘E.



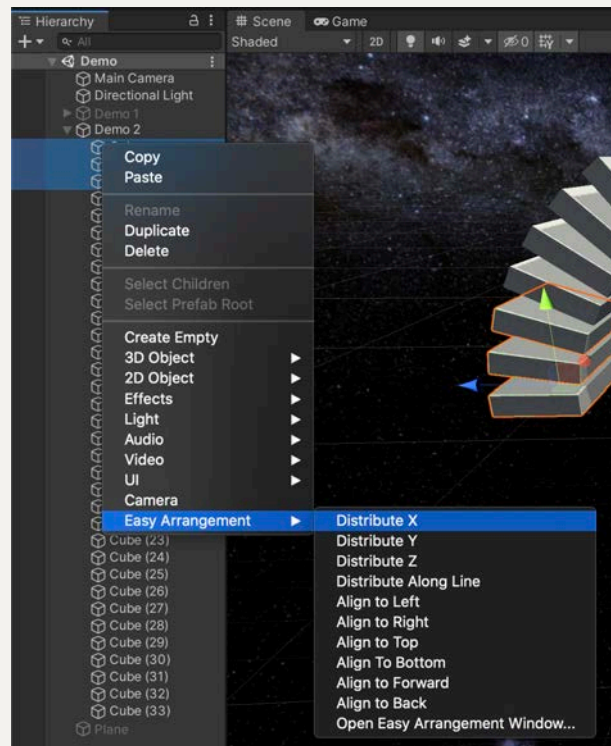
Main Window



From here, you can perform all the actions provided by Easy Arrangement. The interface provides detailed popup tooltips for most of the features.

Context Menu

Easy Arrangement also adds a context menu to the GameObjects in the Hierarchy, which enables quick operations without the need to open main menu.



For support and suggestions, please contact me at lx84@outlook.com.