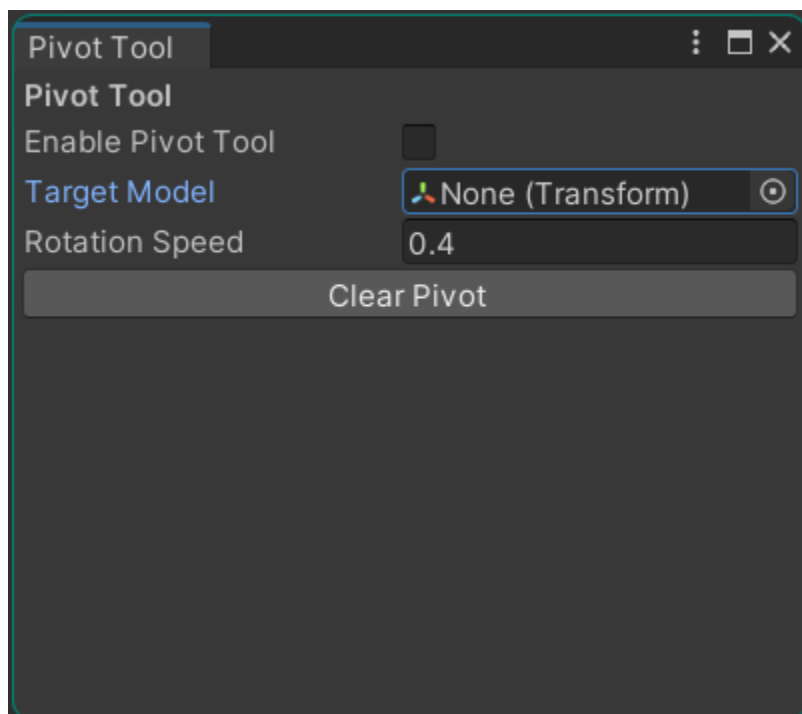


# Dynamic Pivot Tool

## Documentation

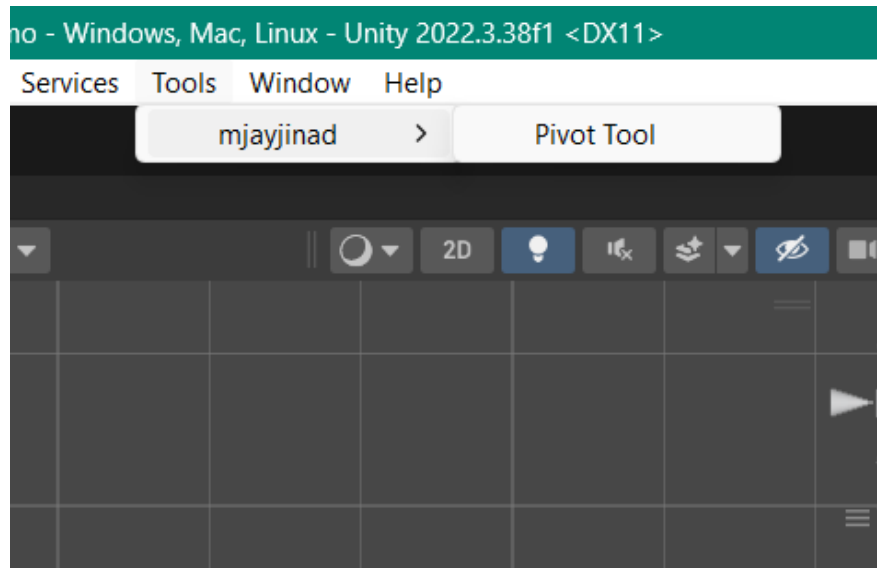
### Overview:

The Pivot Tool is a Unity Editor extension that lets you register a target model (its Transform), click anywhere on that model to place a dynamic pivot point, and rotate the model naturally around that new pivot using simple drag gestures.



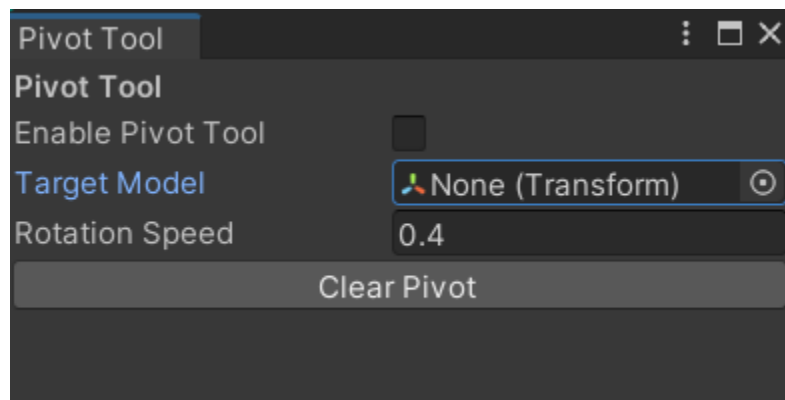
### Installation:

1. Copy PivotToolWindow.cs into an 'Editor' folder in your Unity project.
2. Open Unity; the 'Pivot Tool' window will appear under Tools/mjayjinad/Pivot Tool.



## Usage:

1. Open the tool by going to Tools/mjayjinad/Pivot Tool.
2. Enable the tool by checking 'Enable Pivot Tool'.
3. Assign your model in the tool window by dragging your target Transform into 'Target Model'.
4. Click on the model mesh in Scene View to place a new pivot point.
5. Drag anywhere to rotate the model naturally around the pivot.
6. Clear the pivot by clicking 'Clear Pivot' in the tool window.



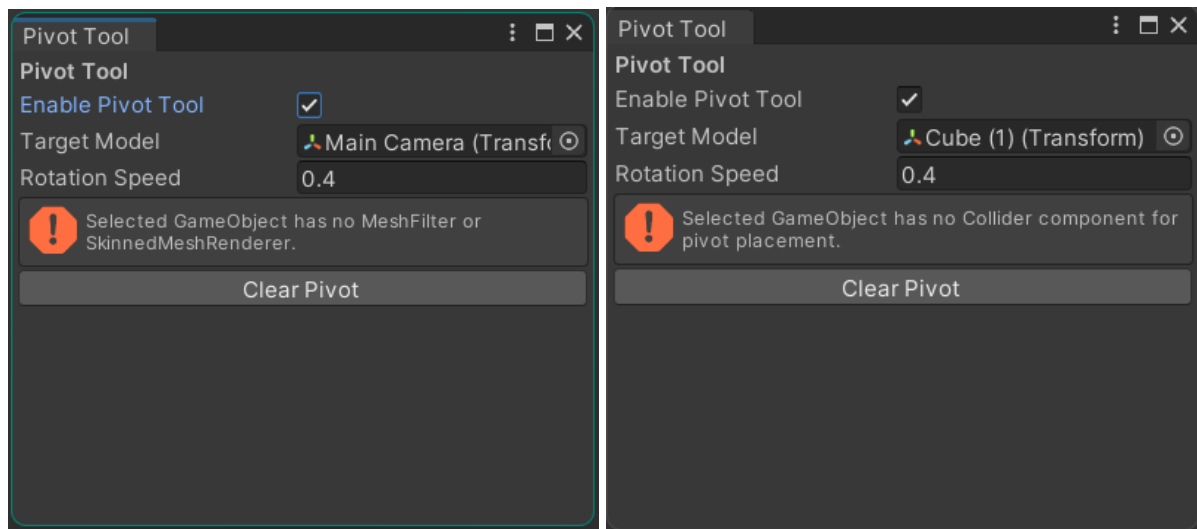
## Tips & Notes:

1. Ensure the model has a **Collider** component for raycasting.
2. The rotation speed can be adjusted in the tool window.

3. Clicking outside the model will disable the tool and clear the pivot.
4. To re-enable, simply toggle 'Enable Pivot Tool' again."

## Validation:

1. If the selected Target Model has no **Renderer**, an error message appears in the tool window, and a console error is logged.
2. If the selected Target Model has a **Renderer** but no **Collider**, an error message appears in the tool window, and a console error is logged



## Troubleshooting:

1. **Tool Window Missing:** Ensure the script is in an 'Editor' folder and recompile the project.
2. **Pivot Not Placing:** Check that the target model has both a MeshFilter/SkinnedMeshRenderer and a Collider.
3. **Default Gizmo Still Visible:** Verify that 'Enable Pivot Tool' is active and no other tool overrides it.
4. **Tool Disables Unexpectedly:** Avoid clicking outside the target model; re-enable if needed
5. **Rotation Feels Too Fast/Slow:** Adjust the 'Rotation Speed' slider in the tool window.