

Array Modifier Component Documentation

Thank you for using the Array Modifier Component! This document will help you get started and give you a complete understanding of how how to use the tool.

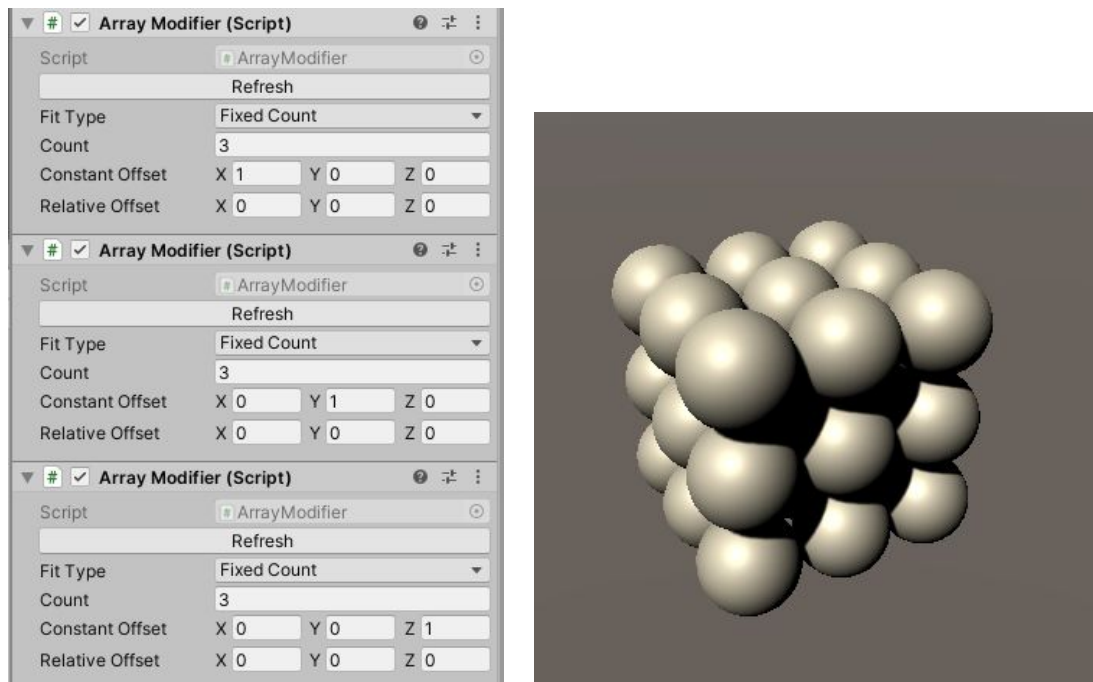
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Getting Started

This section will help you get familiar with the basic workflow when using the tool.

Create a 3x3x3 Cube

1. Create a sphere (GameObject->3D Object->Sphere).
2. Add three *ArrayModifier* components.
3. Make sure the *Fit Type* is set to *Fixed Count* on all the components
4. Set the *Count* to three on all of the components.
5. Set the *Constant Offset* to the values (1,0,0), (0,1,0) and (0,0,1) respectively.



As you can see, you can stack the components to create multidimensional constructs.

You can force the array modifier to refresh by pressing the *Refresh* button. However, the array modifier will automatically refresh in most cases.

Fit Types

This section will go through the different fit types that this tool offers.

Fixed Count

This fit type will duplicate the GameObject a fixed number of times and this is achieved by modifying the *Count* field. The amount of duplicates that will be created is always $\text{Count} - 1$. So if you set the Count to four, three duplicates will be created.

Length

This fit type will determine how many duplicates that will be created based on a provided length. It will cause the array modifier to duplicate along the provided offset until the length is exceeded.

Offset

The duplicates can have its offset applied in two different ways (*Constant* and *Relative*).

Constant Offset

Constant offset tells the array modifier to offset each duplicate along the global axes. This means that the position of the duplicates will not be affected if you rotate the GameObject.

Relative Offset

Relative offset will cause the duplicates to offset relative to the holding GameObject's axes. Consequently, if you rotate the holding GameObject, the position of the duplicates will change. The unit scale when offsetting will also change in relation to the size of the GameObject. For example, if the GameObject has a width of 3 meters, then the unit of that axis will also become 3 meters. In other words, the offset unit scale is multiplied by the size of the GameObject.

Contact

If you notice any bugs or have any feature requests, you can reach us on:
studiocikoria@gmail.com.

Bug Reporting

When reporting a bug, you can send us a message describing the bug and where it occurred. It would also be really helpful if you also included the editor log. You can access the editor log by right-clicking on the *Console* tab and clicking *Open Editor Log*.