

1. Installation

1. Download and import the **Gravity Scene View** package into your Unity project (Assets → Import Package).
2. The tool will appear under **Window → Gravity Scene View**.

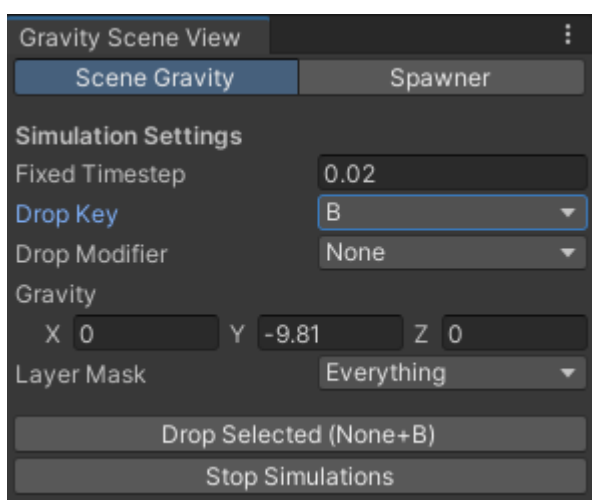
2. Getting Started

1. Open the window: **Window → Gravity Scene View**.
2. You'll see two tabs:
 - **Scene Gravity**: drop existing objects.
 - **Spawner**: spawn and drop prefabs.

3. Scene Gravity Tab

3.1 Configure Settings

- **Fixed Timestep**: physics step interval. Lower = more precision, slower.
- **Drop Key & Modifier** (optional): hotkey to trigger drop.
- **Gravity**: customize direction and strength.
- **Layer Mask**: restrict which layers are affected.



3.2 Dropping Objects

1. Select one or more GameObjects in the Hierarchy that have Colliders.

2. Press your **Drop Key** (plus modifier, if set), or click **Drop Selected**.
3. Objects will fall under the configured gravity until they come to rest.
4. To cancel or clear, click **Stop Simulations**.

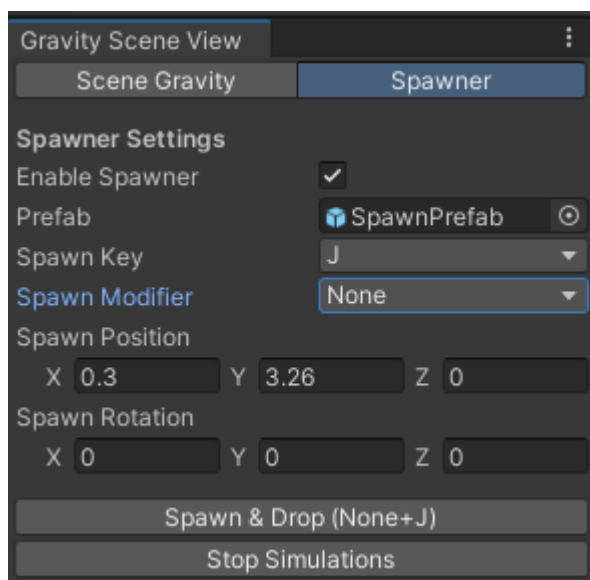
4. Spawner Tab

4.1 Enable & Configure

- Check **Enable Spawner** to toggle spawning on/off.
- **Prefab**: assign the GameObject prefab you wish to spawn.
- **Spawn Key & Modifier**: hotkey to instantiate & drop the prefab.
- **Spawn Position & Rotation**: use the position handle in Scene View to move the gizmo.

4.2 Spawning Prefabs

1. With **Enable Spawner** checked, position the gizmo where you want the prefab.
2. Press **Spawn Key** (plus modifier), or click **Spawn & Drop**.
3. The prefab is instantiated, given a Rigidbody and optional Collider, then dropped under gravity.
4. Use **Stop Simulations** to clean up.



5. Undo & Cleanup

- Both dropping and spawning integrate with Unity's **Undo** system.
 - Use **Ctrl+Z** (Cmd+Z on macOS) immediately after a drop/spawn to revert.
 - **Stop Simulations** also removes any temporary components added by the tool.
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6. Tips & Best Practices

- Use small fixed timesteps (e.g., 0.01) for high-precision placement.
 - Combine with ProBuilder or other level-design tools to quickly block out scenes.
 - Toggle layer mask to limit drops to physics-enabled props only.
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7. Support & Feedback

Any questions, comments, requests, please contact:

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<https://discord.gg/vpCbqQMdPJ>