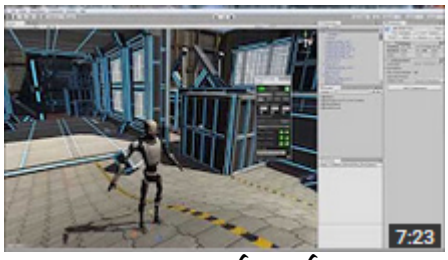
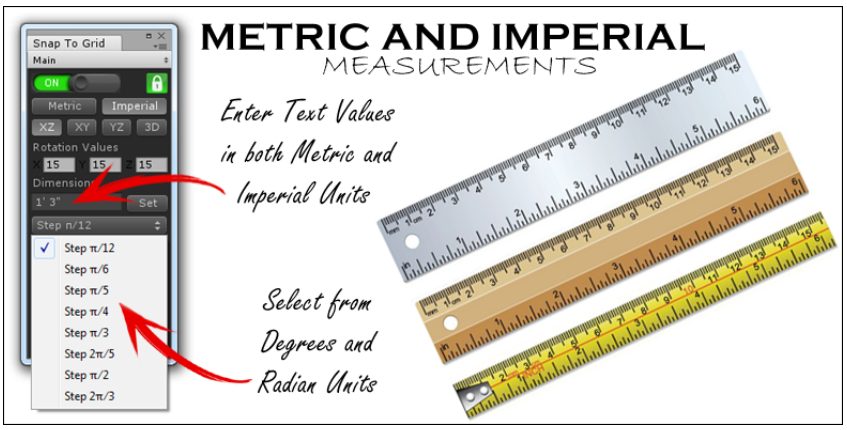
Snap To Grid makes positioning objects in the Unity editor much easier and faster. You can snap while in Move, Rotate and Scale modes and to make things even faster you can use the quick transform buttons. The program also includes a handy feature to snap to the terrain height.



Tutorial Video



Snap To Grid has been designed to support both Metric and Imperial units, including both degrees and radians.

You can select the Metric and Imperial units from a convenient drop down list and even enter custom values in a text box.

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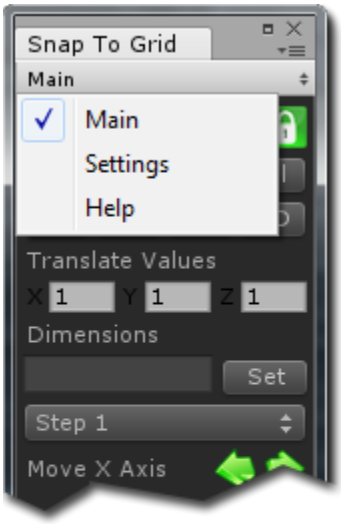
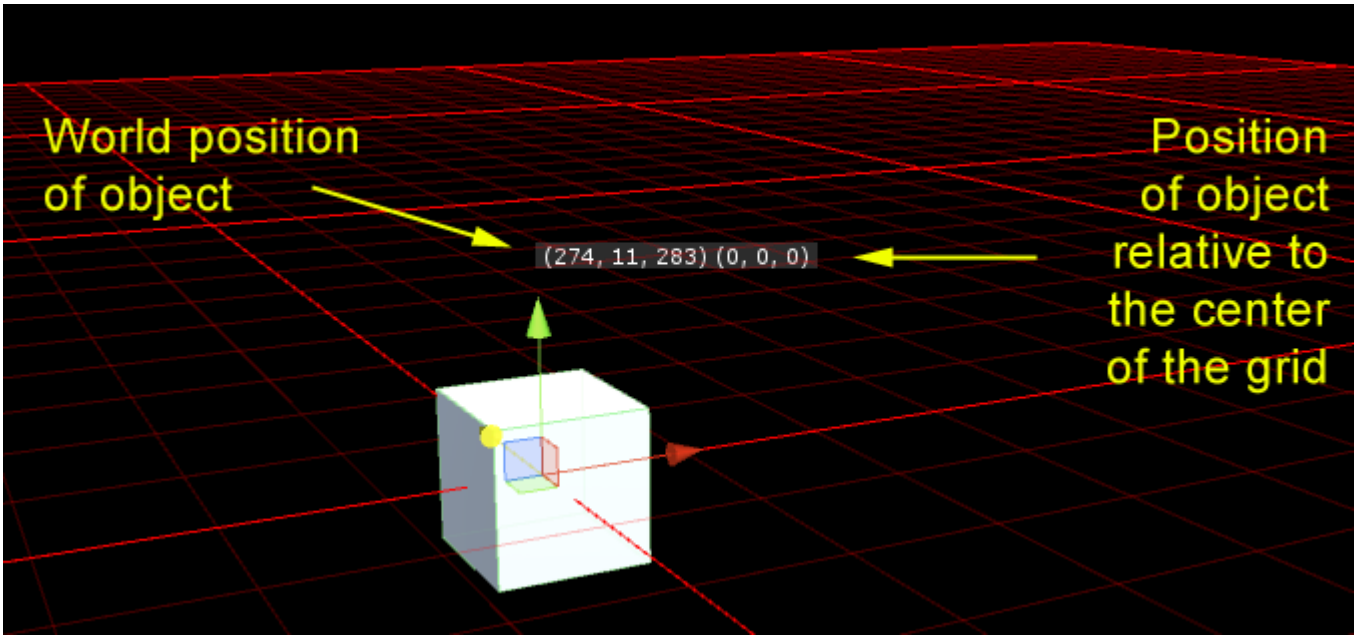
Getting Started



To open the program first click on the Window menu item on the Unity menu bar, scroll down to the Snap To Grid item and then click on Open Window.

When the program opens you will see the new floating window called Snap To Grid. At the top of this window is a drop down list where you can access the pages for changing the settings and for accessing the help links.

The first page at the top is called Main and is selected by default when the program starts.



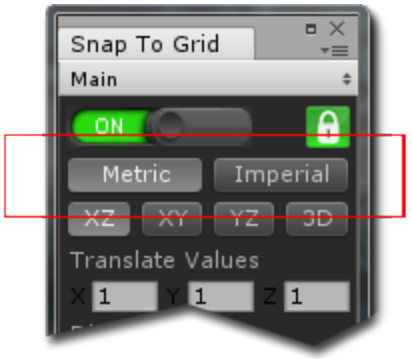
Toggle Snapping On/Off

Snapping is on by default when the program starts. Whenever you don't need to use the snapping you can click on the main power button to turn the program off. When turned off the program will sit quietly in the background and you can use Unity as normal.

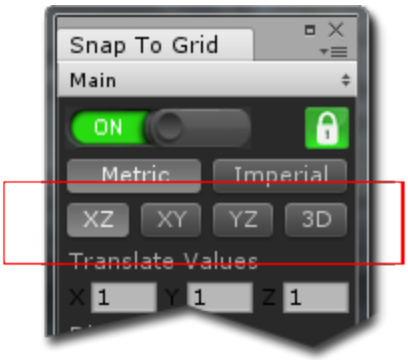
Toggle Grid Lock On/Off

When the program starts the grid is set to locked by default. When locked the grid will remain fixed at the pivot point location of the currently selected object even as you move the object around. If you would like the grid to follow the object as it moves then you can do this by clicking on the lock icon to disable it.

Unit Type

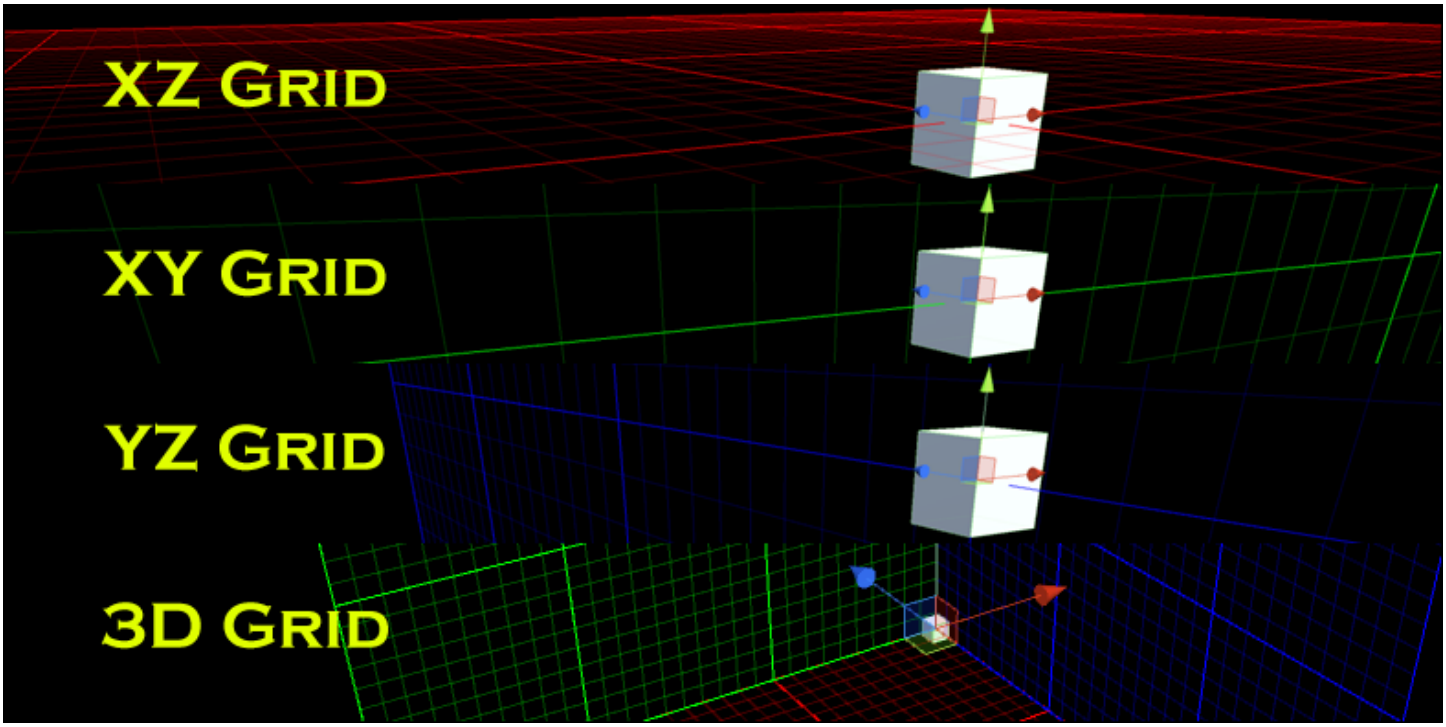


Snap To Grid can work with both Metric and Imperial values. To switch between the two types simply click on the appropriate button. The drop down list of preset values will change to reflect the different units and this is covered in more detail below.

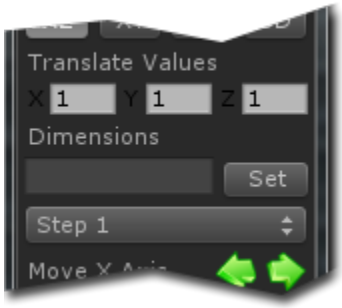


Grid Type Selector

You can choose the plane that the grid is on by selecting it from the main page. When the program starts it is set to the XZ plane by default (Red grid) and you can choose the XY plane (Green grid), the YZ plane (Blue grid) or the 3D grid. The 3D grid will adjust as the scene camera rotates around the object to keep the view as clean as possible.



Transform Values



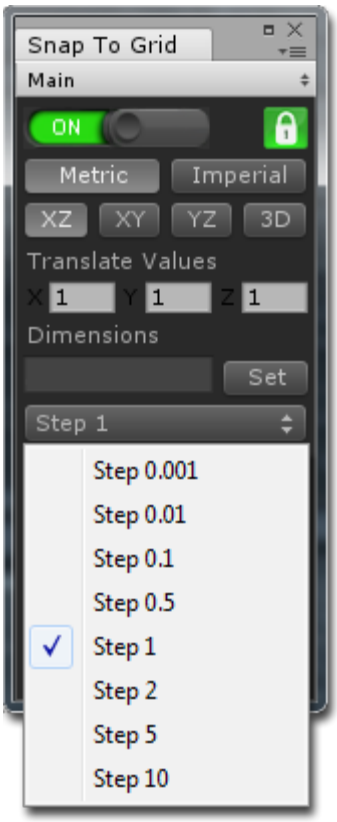
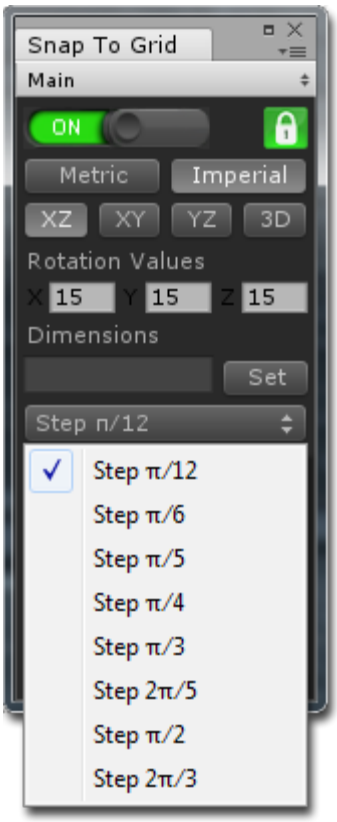
The transform values shown for each axis will be different depending on the tranform mode you are in (Move, Rotate or Scale). You can enter non-uniform values, such as (2, 1, 4), if want different values for each axis and the grid will update to reflect these.

Another way to change the transform values is to enter a value using the text box. Whether you are in Metric or Imperial mode the text box will interpret the values depending on the format of the text.

To enter a metric value simply enter the number with or without a decimal fraction.
To enter an imperial value use an apostrophe for the feet units and quotation marks for the inches, such as 2' 3". Once entered you can press the Return key or click on the Set button.

Preset Values

Just below the dimensions text box is a drop down list of preset values. These will change depending on which transform mode you are in and whether you have selected Metric or Imperial units. Below are screenshots for the different preset values.

Metric	Degrees	Imperial	Radians
			

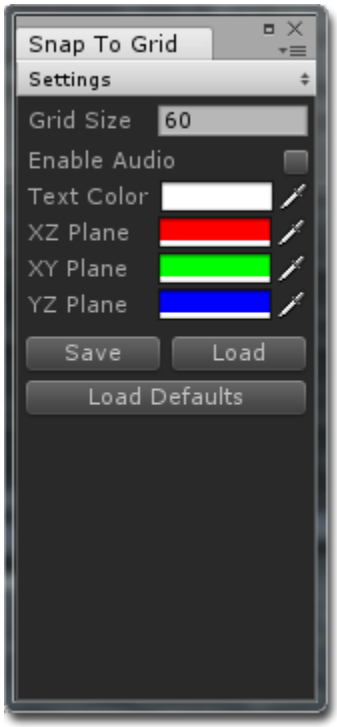
Transform Buttons

When an object is selected you can move the object quickly using the transform buttons on the main page. These will also change depending on which transform mode is selected in Unity. From the settings page you can also enable an audible click when these buttons are pressed.

Follow Terrain

By clicking on the Follow Terrain checkbox you can force the selected objects to snap to the terrain height. They will still align to the X and Z grid positions but rest on the terrain in the Y axis.

Settings Page



From the Settings page you can change some of the defaults used by the program. The first is the grid size which is the full width of the grid used by the program.

Below this you can enable or disable the audible click sounds used when using the quick transform buttons.

From the settings page you can also change the default colors used for the text label and the grid colors. These include the use of an alpha channel.

When the program closes the settings will be automatically saved and loaded again when the program is restarted. If you would like to save a copy of your settings or load some previously saved settings then you can do that here too. Lastly you can reset the program back to the default settings by clicking on the Load Defaults button.

Help Page

If you need quick access to this tutorial then you can open the file easily from the Help page. You can also access the FAQ page on the Mesh Maker website which may help with a specific problem. You can also quickly access the online videos from this page.

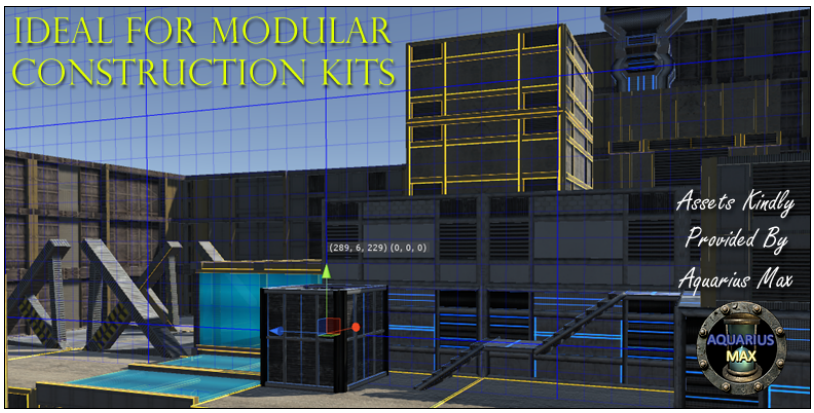
If you need further help you please write to support@meshmaker.com and we will do our best to solve the problem.

Thank you

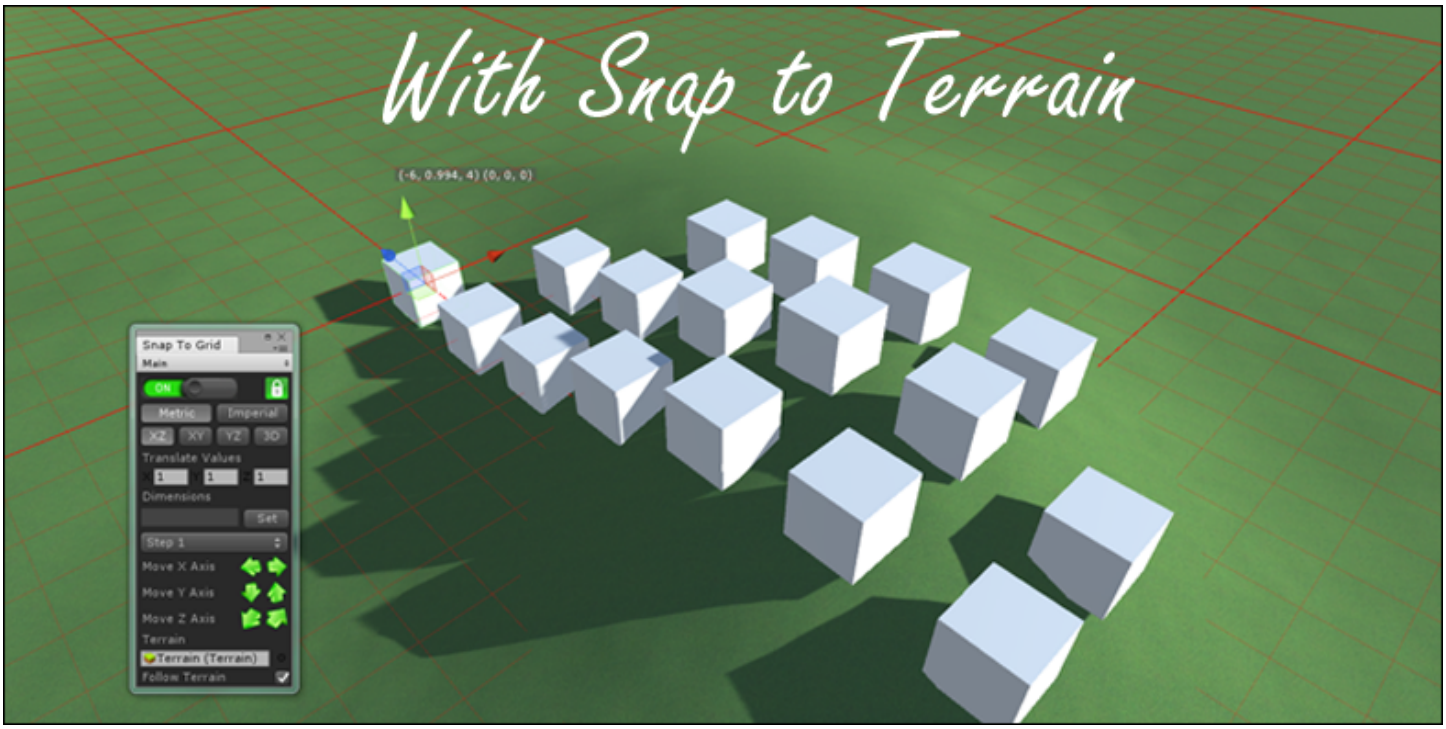
We hope you find the program very useful for working with the game objects in your projects and thank you for your support while we continue to improve the program and work on new features. If you have a suggestion or find a bug then we would really like to hear from you.

The assets used in the screenshots are part of the construction kits created by Aquarius Max. We would like to thank him for his kind help and support.

Snap To Grid was tested and works perfectly with his great assets which include hundreds to thousands of modular pieces in each package.



Click here to visit Max's store page



To learn more about Snap To Grid you can visit **MeshMaker.com**