

# Snap To Terrain

This component allows you to snap a GameObject to the surface of an SgtTerrain.

## **Terrain**

This allows you to set which terrain this GameObject will be snapped to.

## **Snap Position**

Enable this if you want the position to be snapped.

## **Snap Offset**

This allows you to set how far from the surface this GameObject will be snapped.

## **Snap Rotation**

Enable this if you want the rotation to be snapped.

## **Snap Radius**

This allows you to set how far apart the height samples will be (how smooth the rotation is).

NOTE: If this is set to 0, then this GameObject will be rotated towards the terrain center