



VERTICAL GRID PLACEMENT SYSTEM

USER GUIDE

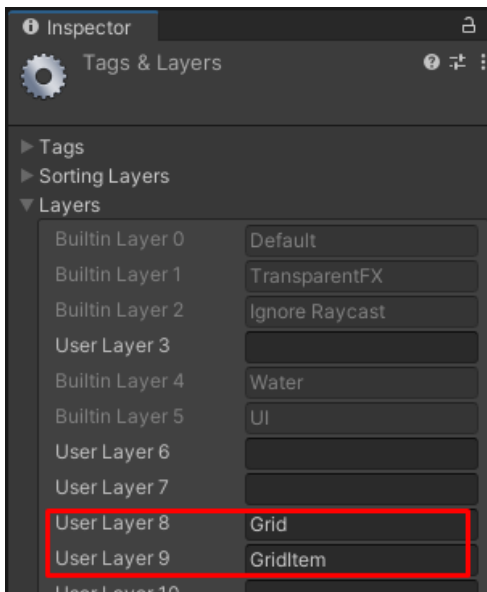


INDEX

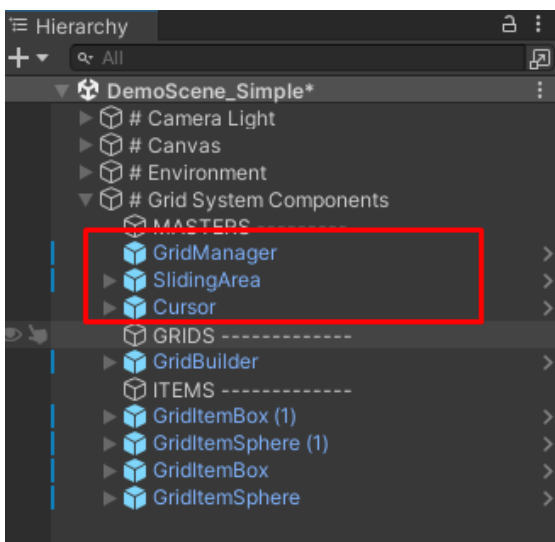
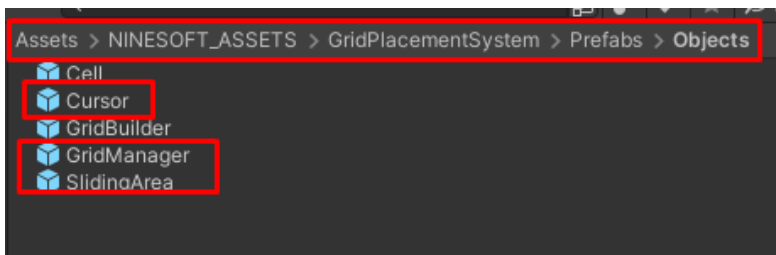
ADDING THE NECESSARY COMPONENTS	3
CREATE A GRID	5
CREATE A GRID ITEM	7
TUTORIAL VIDEO	11

ADDING THE NECESSARY COMPONENTS

First create layer named "Grid" and "Grid Item"



Go to NINESOFT_ASSETS>GridPlacementSystem>Prefabs>Objects folder.

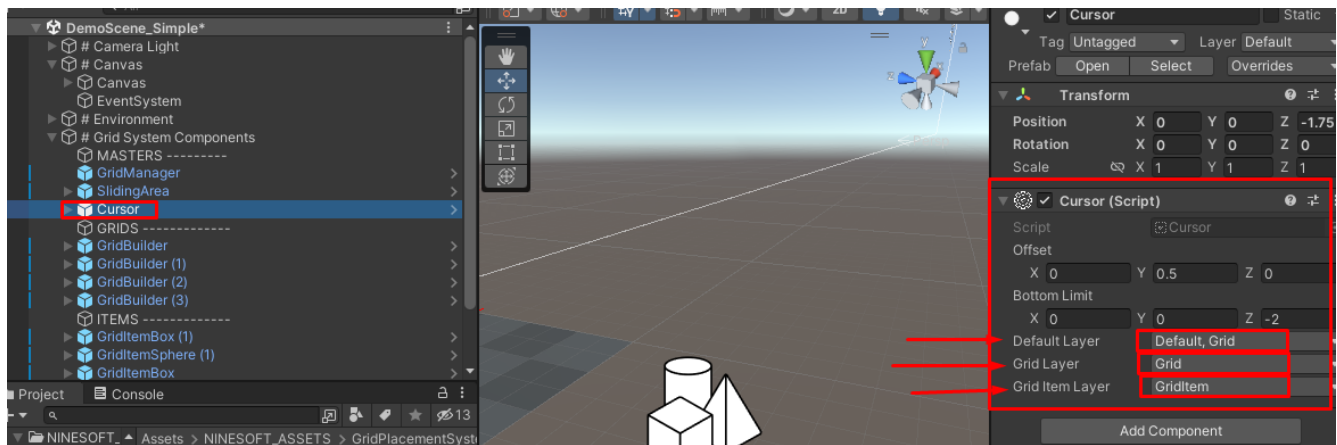


Second, add these components to your scene;

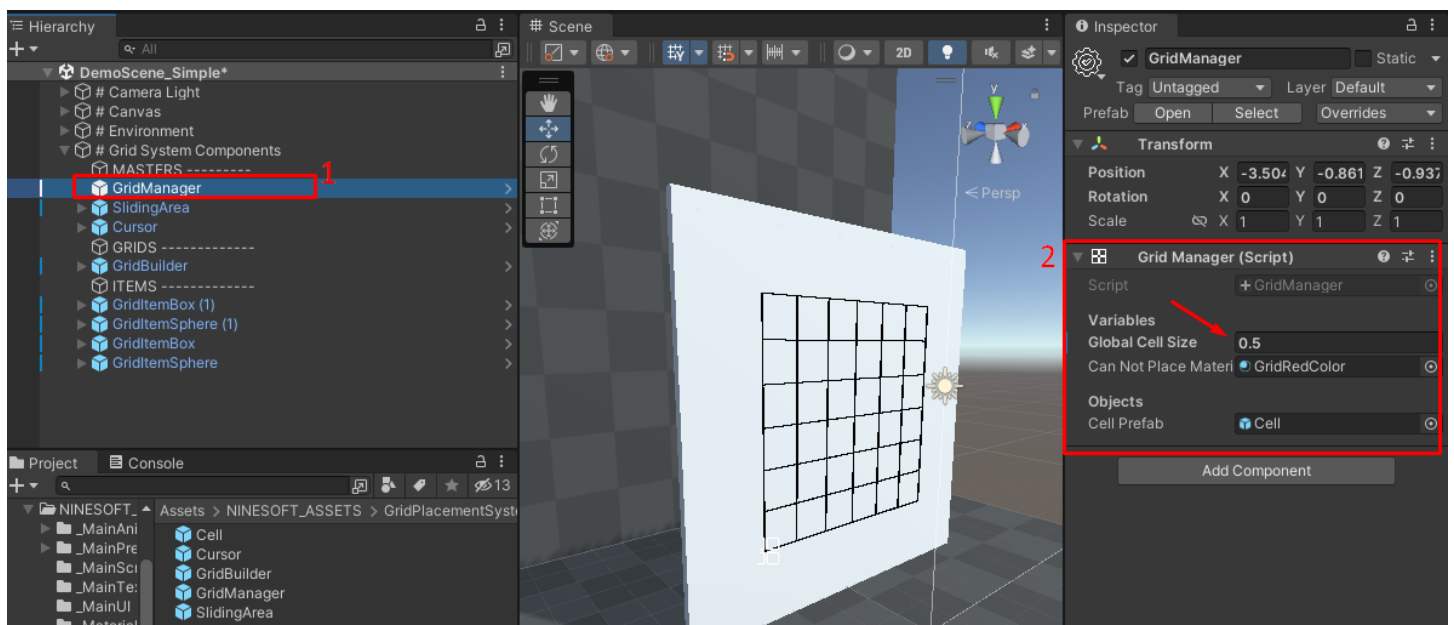
- 1- Grid Manager
- 2- Sliding Manager
- 3- Cursor

(These prefabs must be in your scene)

Select the Cursor object and make sure the layers are like this



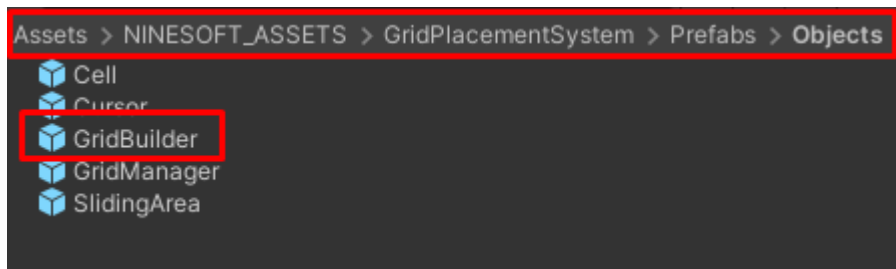
Select the GridManager object and set the global cell size to your own game (recommended values: 0.25 ~ 0.5)



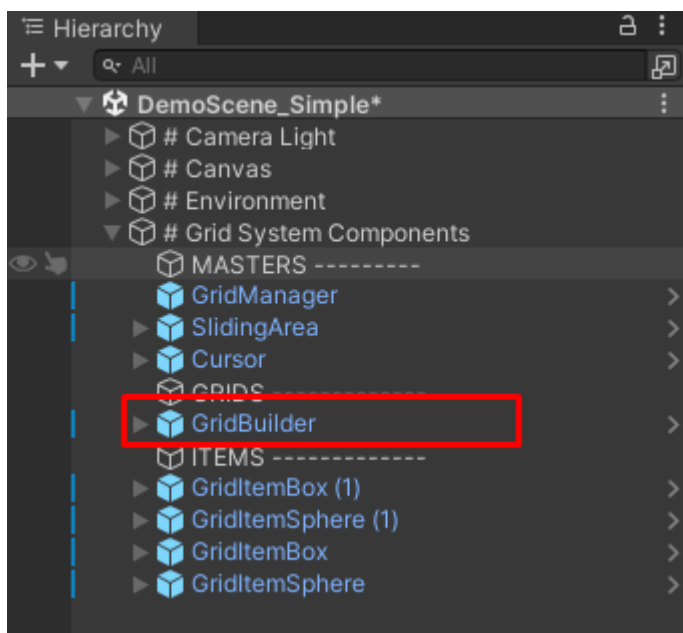
GREAT ! Your components ready for your game!

CREATE A GRID

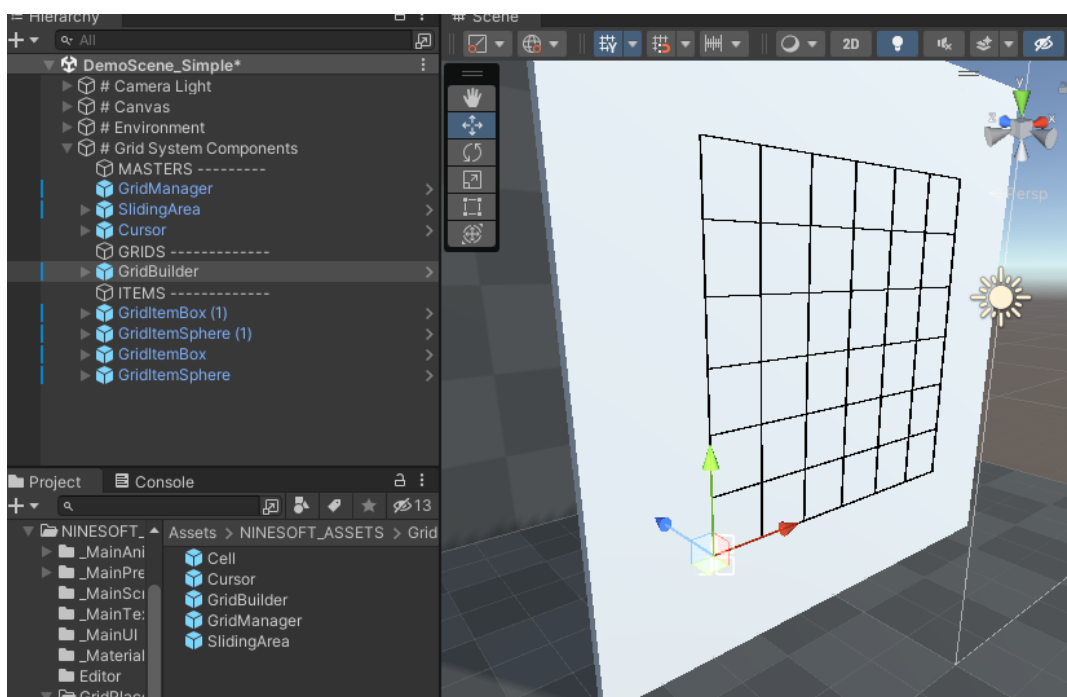
First go to NINESOFT_ASSETS>GridPlacementSystem>Prefabs>Objects folder.



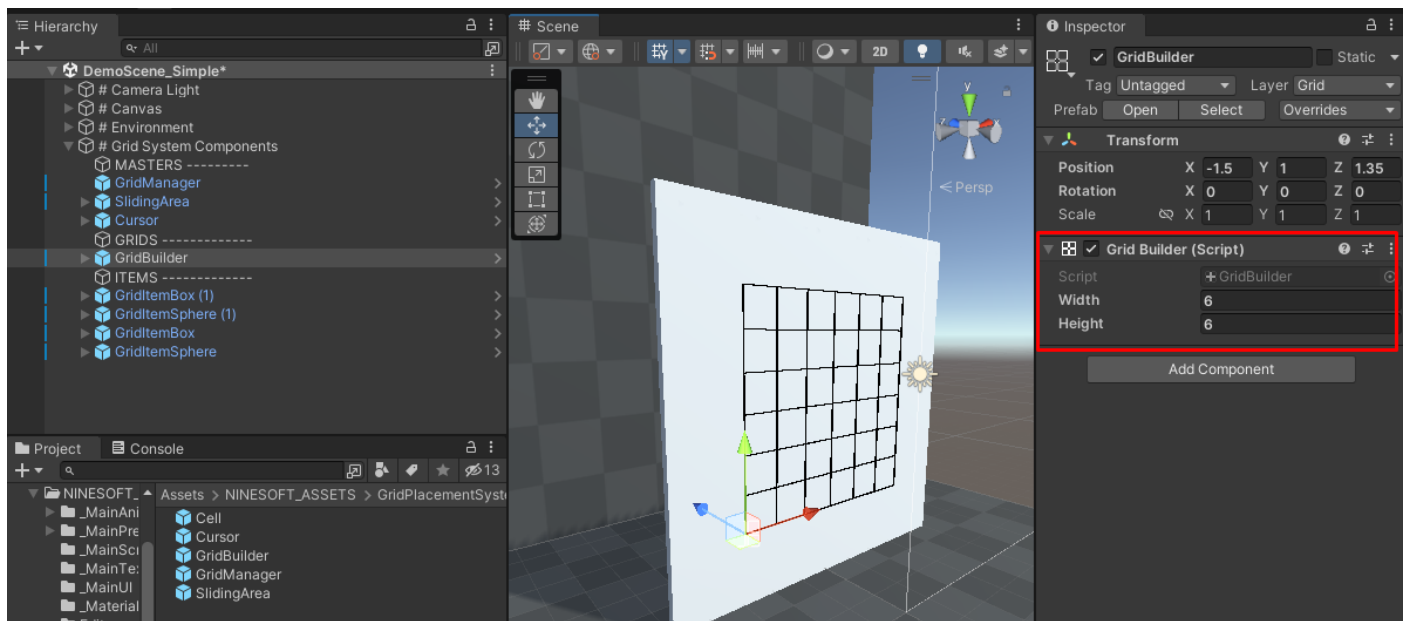
Add a GridBuilder prefab to your scene.



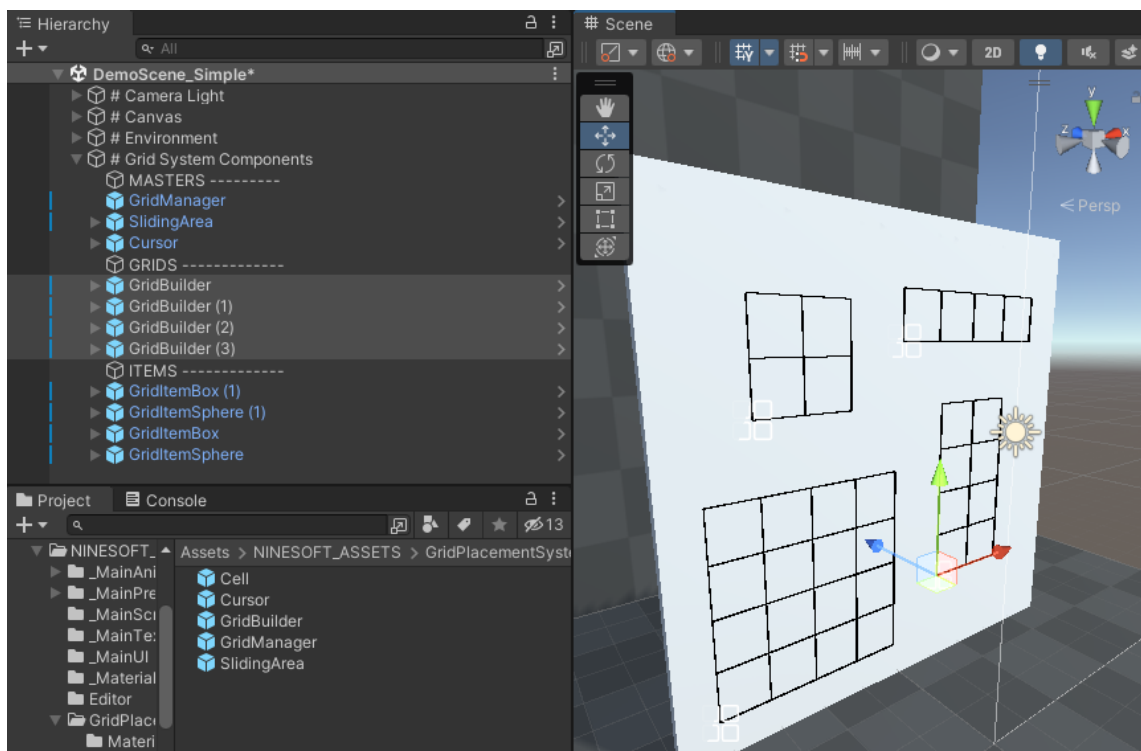
Position the object according to your own game



Set grid width and height



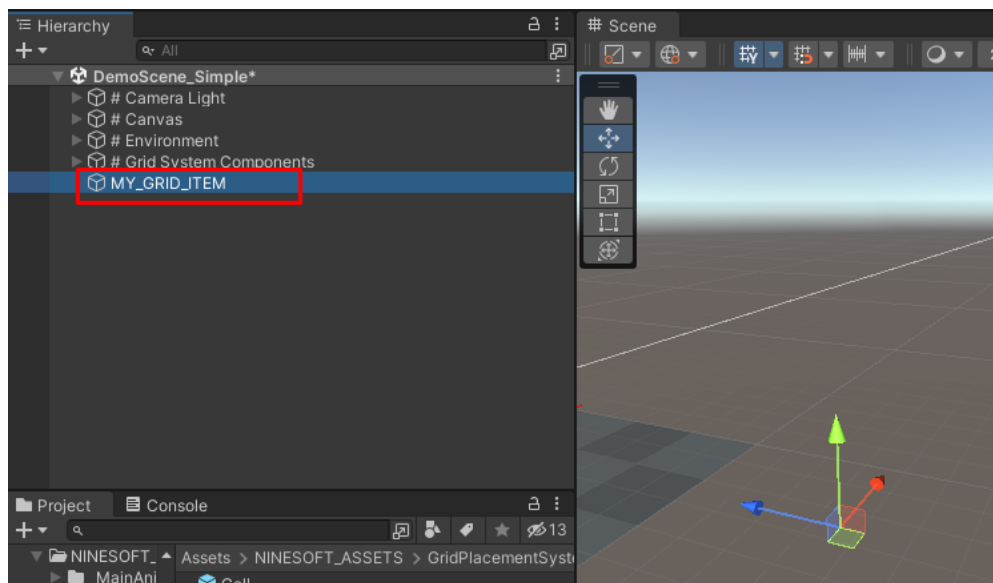
You can add multiple grids of different size if you want



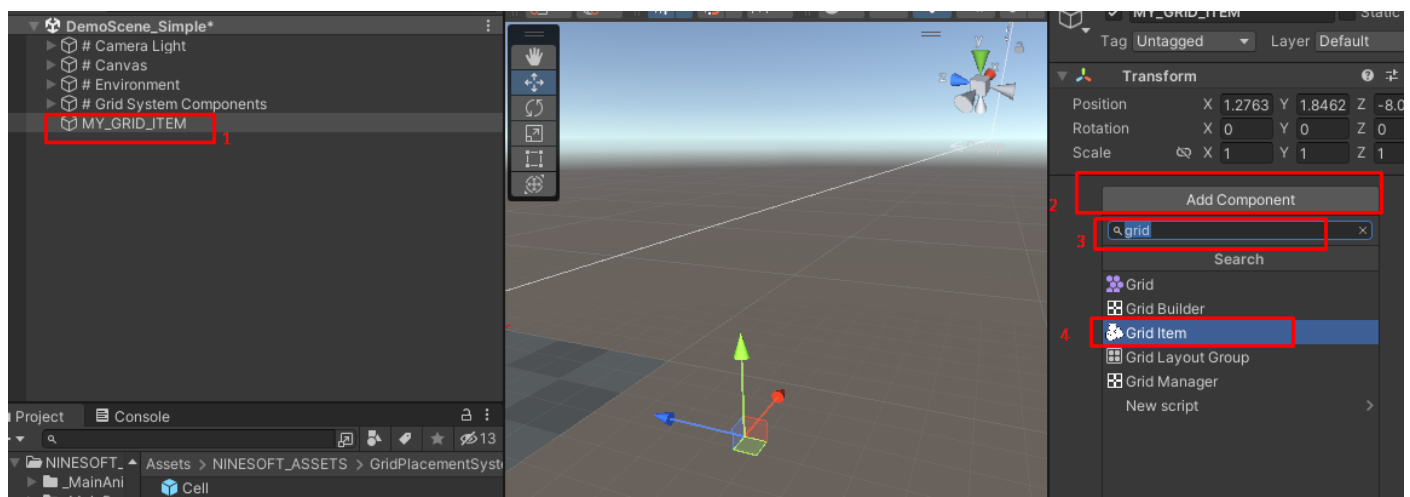
GREAT ! Your grids ready for your game!

CREATE A GRID ITEM

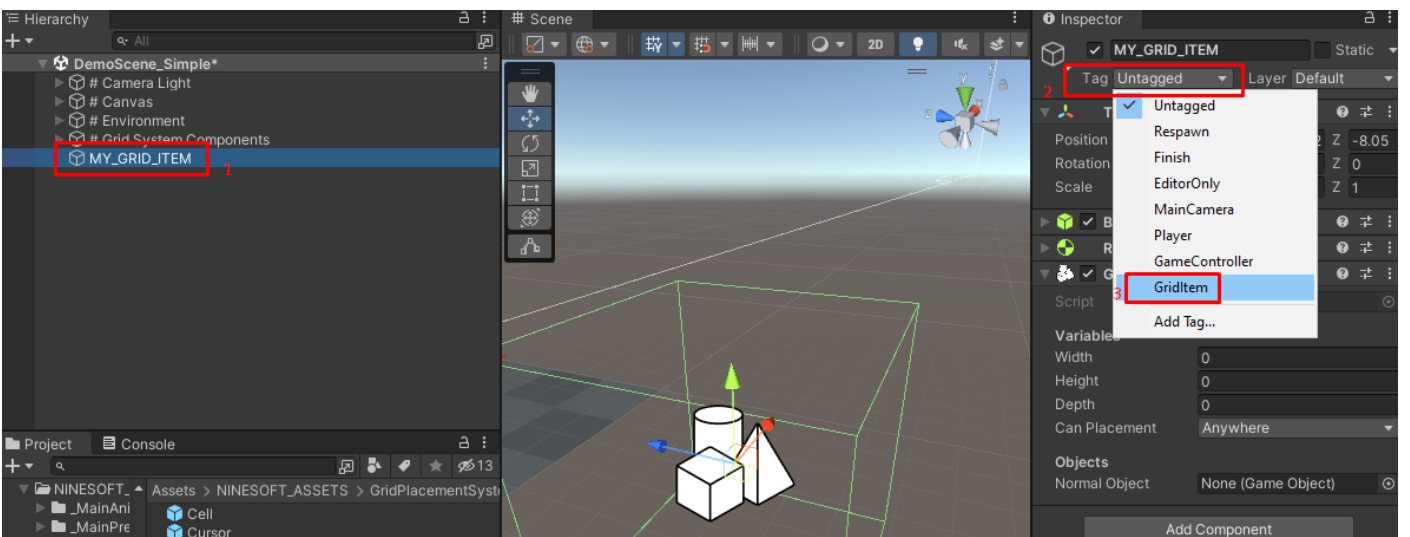
First create a empty GameObject

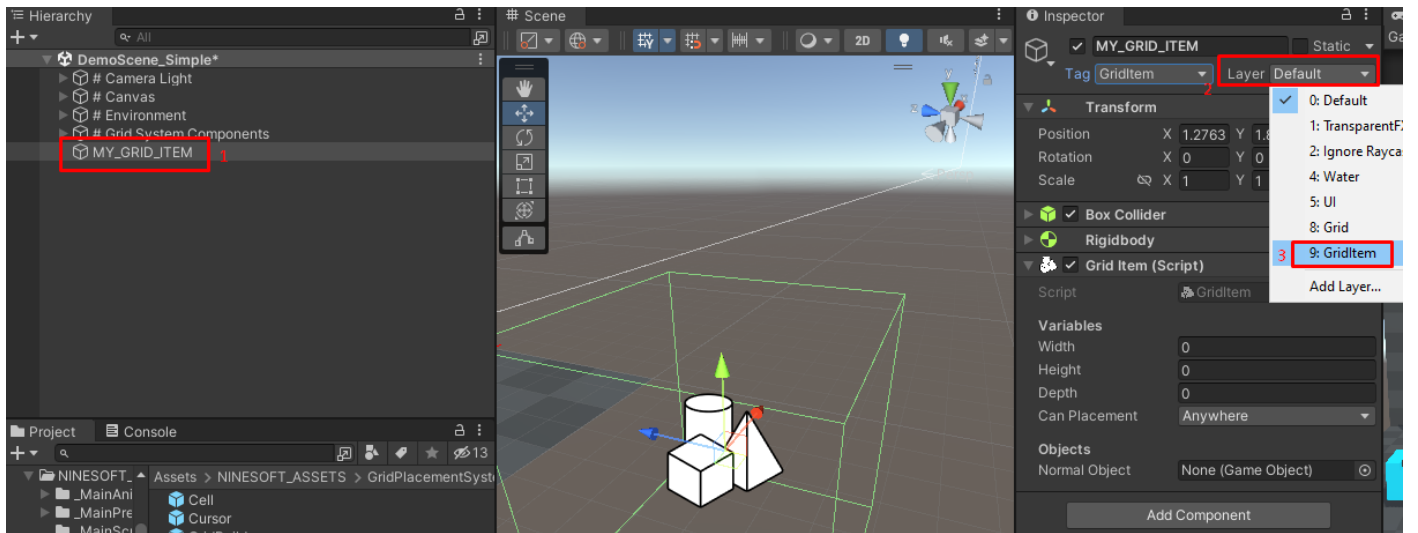


And add GridItem component to your empty gameObject

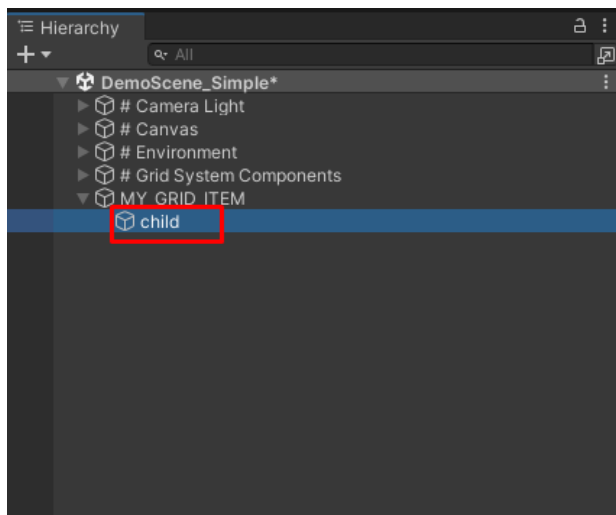


Set tag "GridItem" and set layer "GridItem" to your MY_GRID_ITEM object

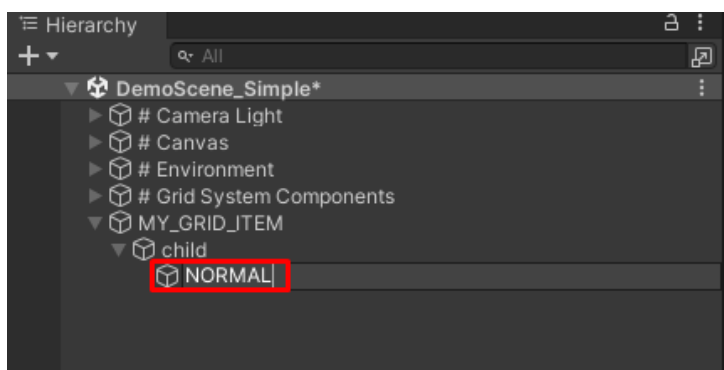




And create a empty child object in your MY_GRID_ITEM object

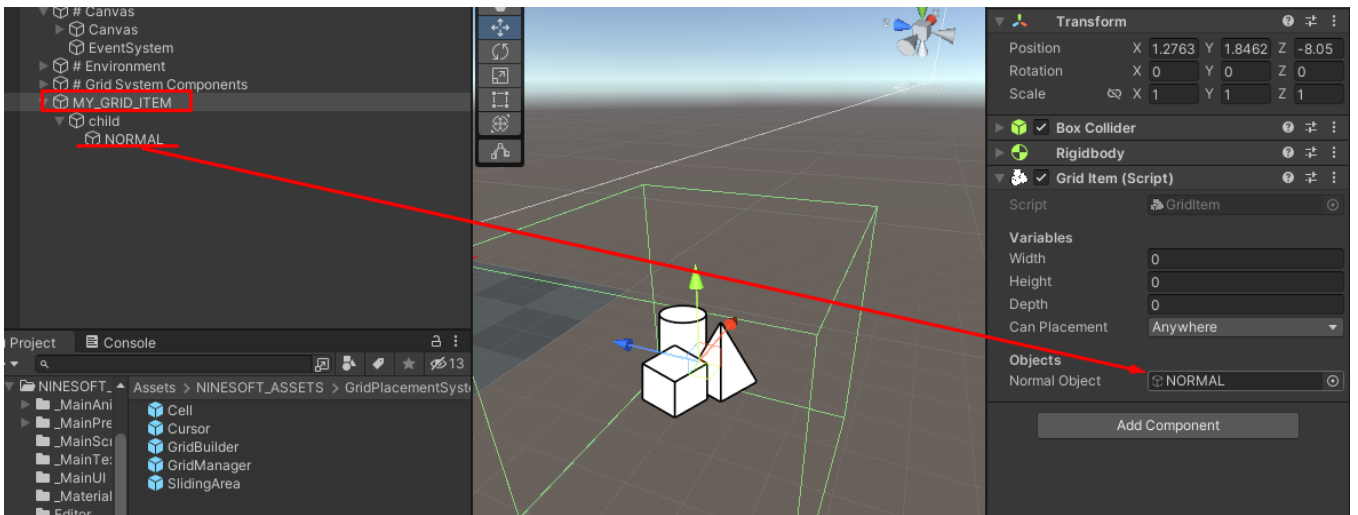


Create another child object in your child object and rename "normal"

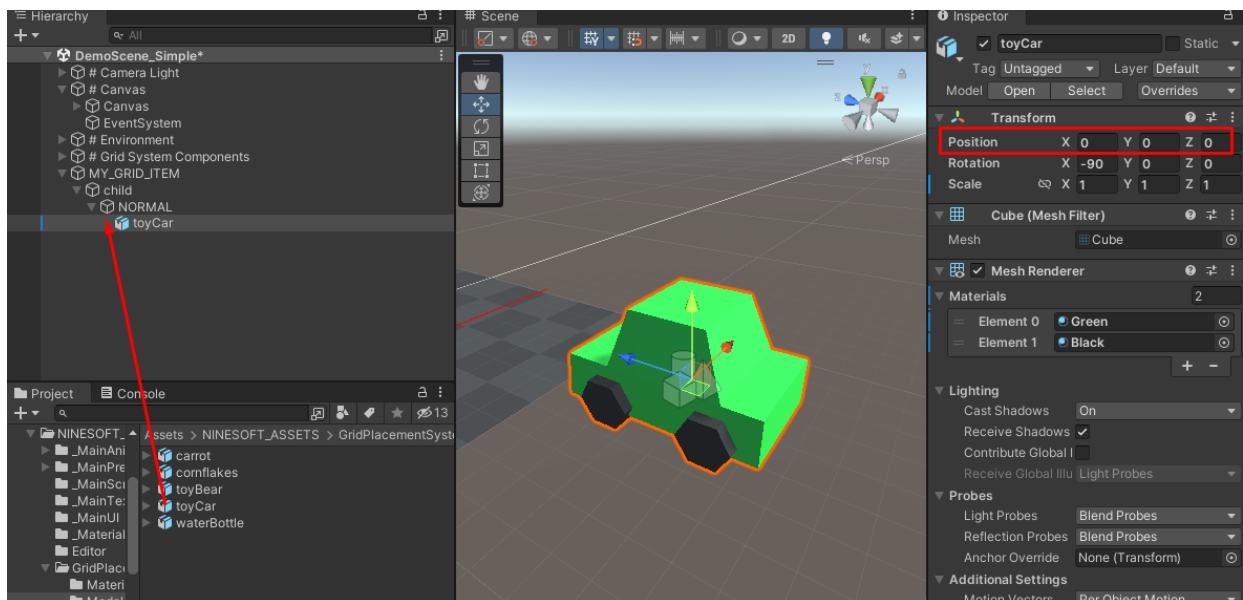


Select MY_GRID_ITEM object,

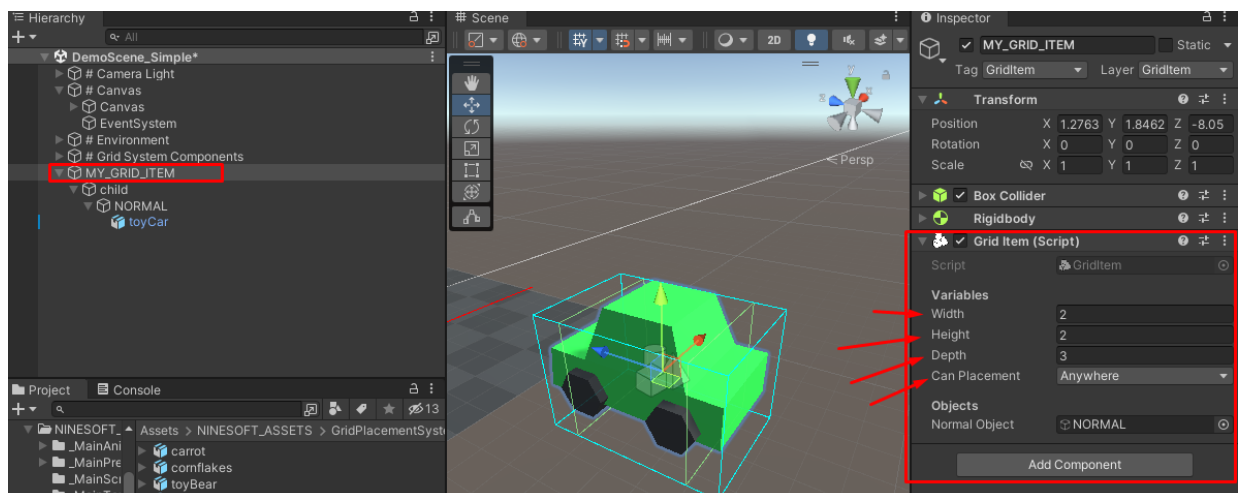
Hold the NORMAL object and drag and drop it into the NormalObject box



Hold to your model and drag and drop it into the NORMAL object (your model has to be a child object of NORMAL object). And set position x:0 , y:0 , z:0



Select MY_GRID_ITEM object and set width, height and depth to your own model



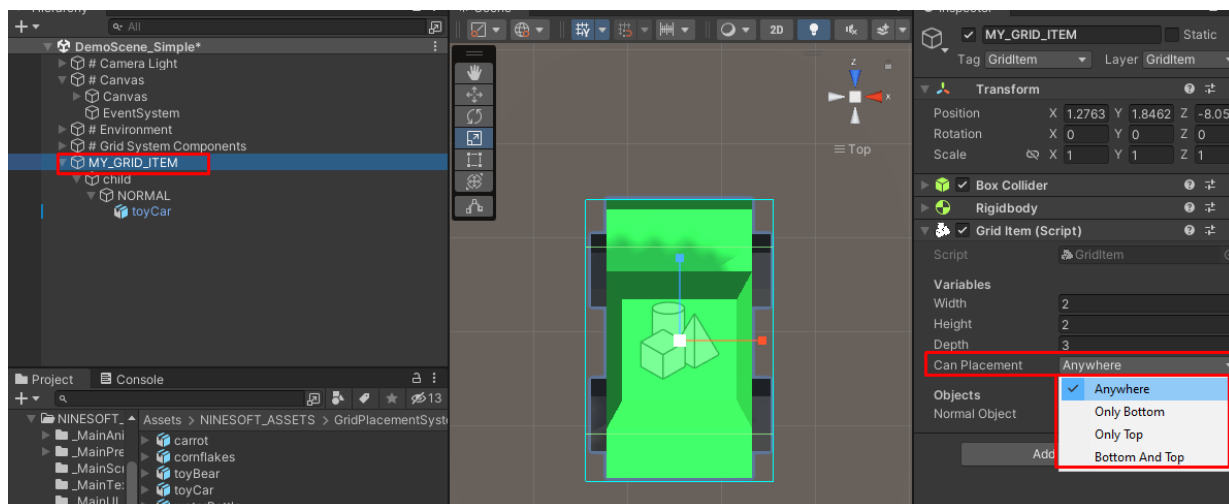
Can Placement Attribute:

Anywhere: can be placed anywhere on grid

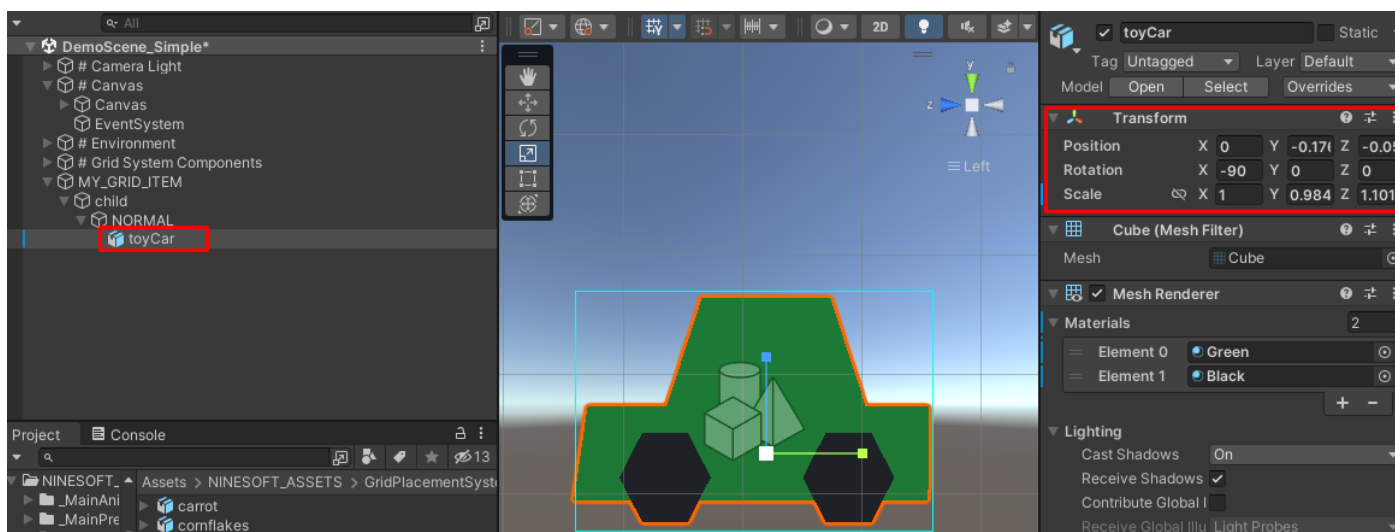
Only Bottom: can be placed only bottom on grid

Only Top: can be placed only top on grid

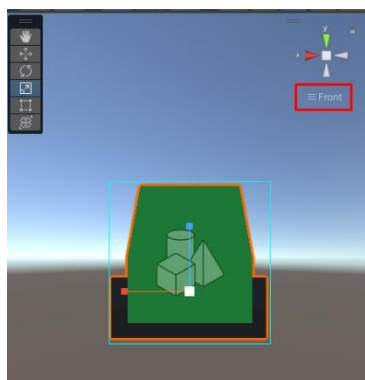
Bottom and Top: can be placed only bottom or top on grid



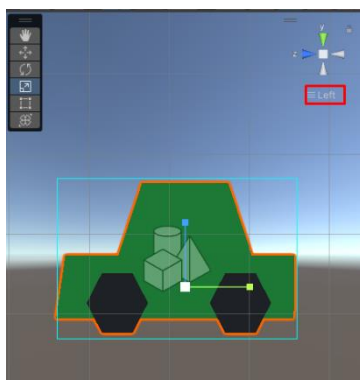
Make sure your model fits inside the cyan box (Change the position and scale of your model if necessary)



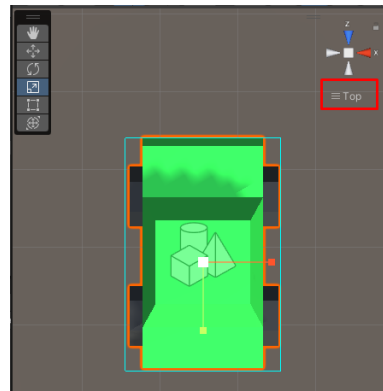
FRONT



LEFT AND RIGHT



TOP



GREAT ! Your grid item ready for your game!

VIDEOS

Tutorial video: <https://www.youtube.com/watch?v=B0SoxvrDVgc>

This game was made with this asset: <https://youtu.be/GgEvpg0A-mg>