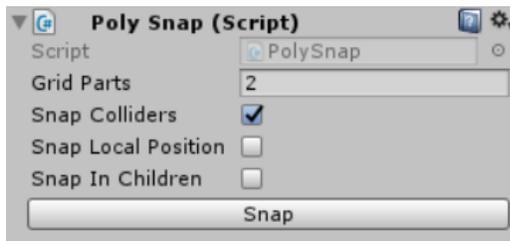


POLYSNAP GUI GUIDE

GUI Guide for the Unity3D plugin built by Chimeforest.

Updated for PolySnap 1.0

1 POLYSNAP SCRIPT GUI



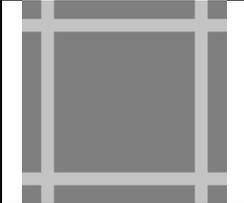
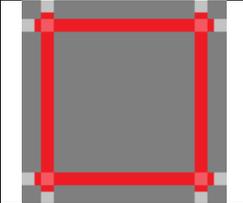
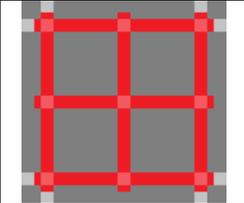
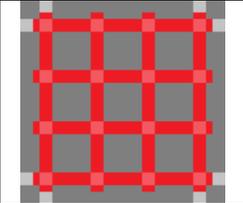
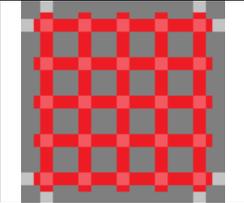
- **Grid Parts:** The number of parts a Unity unit will be divided into along each axis in order to form a grid (see below). Must be a non-zero positive integer.
- **Snap Colliders:** Selecting this will snap colliders.
- **Snap Local Position:** Selecting this will snap the local position of the game object to the grid.

- **Snap In Children:** Selecting this will snap the current object's collider, as well as any colliders beneath it in the hierarchy.
- **Snap:** Clicking this button will snap the 2D collider to the grid defined by Grid Parts.

2 GRID PARTS EXPLAINED

In Unity2D the scene is divided into a grid made of unity units. PolySnap uses this grid as a basis for its own virtual grid. When you click Snap button, PolySnap will create the virtual grid by dividing the axes into as many parts as specified by Grid Parts, and then snap each vertices of the collider to the nearest point on the grid.

Below, you can see how PolySnap divides a Unity unit into a virtual grid for snapping. Grey lines represent Unity's grid, Red lines represent the PolySnap virtual grid, while pink dots show where vertices will be snapped to. Please note, these lines do not show up in Unity itself, they are just an illustration of how PolySnap works.

				
Grid Parts =	1	2	3	4
Line divided into	n/a	Halves	Thirds	Fourths
Unit divided into	n/a	Fourth	Ninths	Sixteenths