

## ABOUT

A simple tool that helps placing game objects and timeline clips on any surface (that has a collider) with a single click.

## CURRENT RELEASE NOTES

### V2.2

- Added a new option to use the original Prefab when duplicating.
- Drag to scale no uses the Y axis only (drag up and down to scale).
- Added icons to the Place & Duplicate buttons
- Fixed some issues.
- Beta features are now production ready (*Drag to Scale & Repetitive Duplication*).

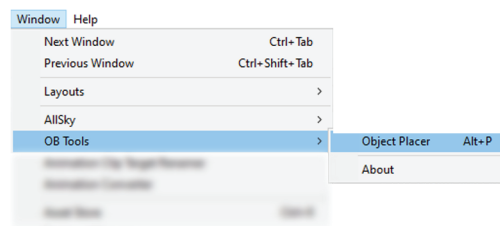
## LAST RELEASE NOTES

### V2.1

- Smart Selection: You don't need to choose the selection mode (Scene or Timeline) anymore.
- Duplicate (GameObjects only): Ability to duplicate selected game object.  
[It's a GameObject feature only, doesn't work with Timeline clips]
- Boundary Offset: Enabling this option will enable a smart offset based on the objects boundary.  
[Doesn't work with SkinnedMesh objects]
- Mesh Gizmo: Instead of using a box or a generic shape when placing the object, now you can see the actual GameObject's mesh.
- Beta Features (Only for GameObjects, won't work with Timeline clips):
  - Drag to scale
  - Repetitive duplications

## INTRO

To use the tool, go to Window > OB Tools > Object Placer. Also, you can use the shortcut (ALT + P).



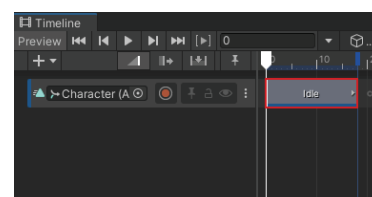
(Figure 1.0)

## PLACE OBJECT

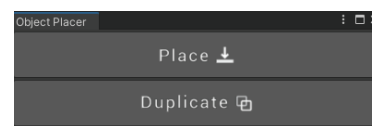
To place a *GameObject* in the scene on another *GameObject*, the target surface must have a **collider** attached to it.

- 1) Select the *GameObject* or *Timeline clip* (Figure 2.1) that you want to move.
- 2) To start placing, click “Place Object” (Figure 2.2) then you will see in the scene view (Figure 2.3) a blue version of the selected *GameObject*’s mesh.
- 3) Click on where you want to place it and it will be placed there.

You can cancel placing the object by pressing the escape “Esc” button or clicking “Cancel (Place Object)” (Figure 2.4).



(Figure 2.1)



(Figure 2.2)

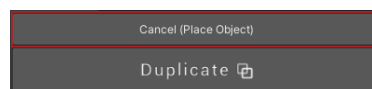


(Figure 2.3)

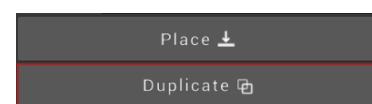
## DUPLICATE GAMEOBJECT

Duplication only works with *GameObjects*, not *Timeline clips*. To duplicate a *GameObject*, the surface you want to place it on must have a **collider** attached.

- 1) Select the *GameObject* you want to duplicate.
- 2) Click “Duplicate GameObject” (Figure 3.0) then you will see in the scene view (Figure 2.3) a blue version of the selected *GameObject*’s mesh.
- 3) Click on where you want to duplicate and place the selected *GameObject* and it will place a clone there.



(Figure 2.4)



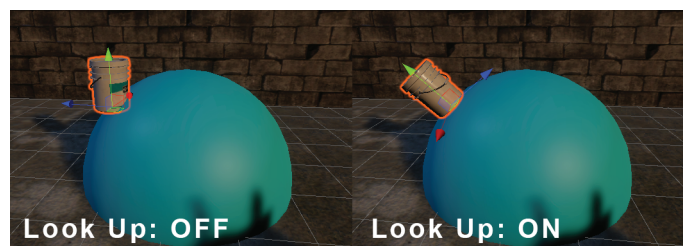
(Figure 3.0)

## PLACEMENT SETTINGS

To fine tune and improve the object placement, there are 2 extra options that you can use, *Look Up*, and *Offset*.

### LOOK UP

If you want the object's rotation to be affected by the surface normals, then activate this option so it will always face the normals irection of the surface point (Figure 4.0).



(Figure 4.0)

### BOUNDARY OFFSET

For non-skinned-mesh objects, you can use the smart boundary offset. It will calculate the GameO- bject's boundary and apply an offset so it doesn't go into the surface (Figure 5.0).



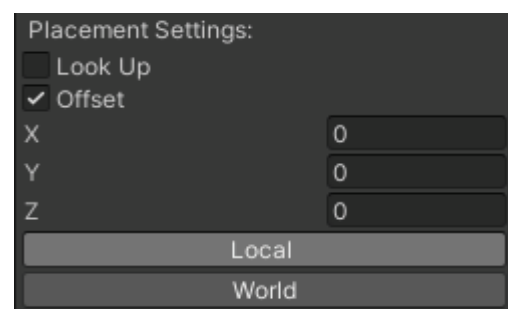
(Figure 5.0)

### OFFSET

In case the game object is passing through the surface, or simply you want to adjust its position based on its pivot, you can use the *offset* option to do that. (Figure 6.0)

It will give you two options:

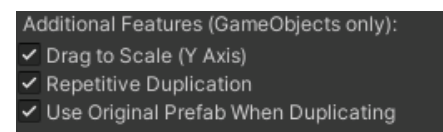
- 1) **World:** Offset relative to the world/global.
- 2) **Local:** Offset based on the local position.



(Figure 6.0)

## ADDITIONAL FEATURES (GameObjects Only)

There are two additional features that are still in beta and only available for GameObjects, not Timeline clips. To show the beta features, enable "Show Beta Features" (Figure 7.0).



(Figure 7.0)

## DRAG TO SCALE

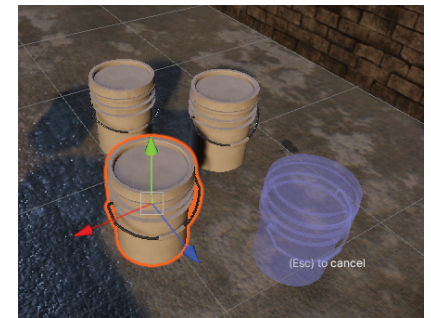
When placing or duplicating a GameObject, you can drag to scale it. You can enable it by checking “Drag to Scale” (Figure 7.0). Then once you click when placing your GameObject, keep holding and start dragging, then you’ll see the object scales up/down (Figure 7.1).



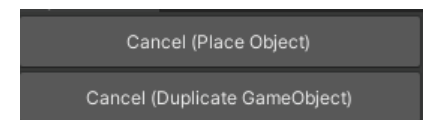
(Figure 7.1)

## REPETITIVE DUPLICATION

If you want to keep duplicating the same GameObject over and over, you can simply toggle the “Repetitive Duplication” feature (Figure 7.0). Once it’s checked, whenever you duplicate, you can keep going (Figure 7.2.1) until you either press the escape “Esc” button or click “Cancel Duplicate” (Figure 7.2.2).



(Figure 7.2.1)



(Figure 7.2.2)

## USE ORIGINAL PREFAB WHEN DUPLICATING

When duplicating game objects, sometimes you will be duplicating Prefabs. Activating this option (Figure 7.0) allows you to re-use the same prefab during the duplication process. Since using Prefabs is good for performance and optimization, it’s suggested to use this feature whenever you can.

But note that using it when duplicating the children of a prefab, it will cause instantiating the whole prefab, not only its children.

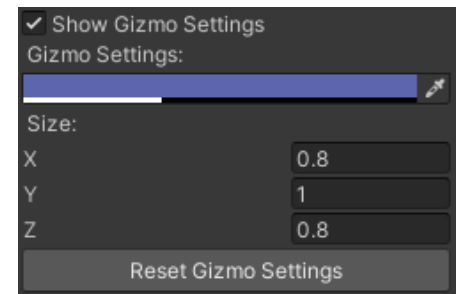
## GIZMO SETTINGS

GameObjects with a MeshRenderer will use their mesh as a gizmo. The empty GameObjects or the ones that doesn't have a renderer, a cube will be used for its gizmo.

You can further modify the experience by changing the gizmo's color and size (size will only affect the cube gizmo) so it suits your taste better.

By default, it is hidden, to show or hide its options, you can do so by toggling "Show Gizmo Settings".

And you can always go back to the default settings by clicking on "Reset Gizmo Settings".



(Figure 8.1)



(Figure 8.2)

## ABOUT THE AUTHOR

Omar Balfaqih is an indie game developer and filmmaker. He is passionate about storytelling and helping the community by creating online tutorials on his YouTube channel and providing free scripts, projects, and resources.

For more tools, visit his Unity Asset Store page:  
<https://assetstore.unity.com/publishers/50710>

## CONTACT

To reach out for feedback, requests, or any questions, you can use any of the following links:

- <https://obalfaqih.com>
- <https://youtube.com/obalfaqih>
- <https://twitter.com/obalfaqih>
- <https://reddit.com/r/obalfaqih>
- <https://www.linkedin.com/in/obalfaqih>

## FEATURES TABLE

At the current stage of this tool, not all features work with all different situations. So to summarize the features compatibility, this table should help you compare.

Feature	GameObject	Timeline Clip	SkinnedMesh
<i>Place Object</i>	Yes	Yes	Yes
<i>Duplicate GameObject</i>	Yes	No	Yes
<i>Look Up</i>	Yes	Yes	Yes
<i>Boundary Offset</i>	Yes	Yes	No
<i>Offset</i>	Yes	Yes	Yes
<i>Additional Features</i>			
<i>Drag to Scale</i>	Yes	No	Yes
<i>Repetitive Duplication</i>	Yes	No	Yes
<i>Use Original Prefab when Duplicating</i>	Yes	No	Yes

**Feature:** The feature itself.

**GameObject:** Affecting a GameObject that is in the scene, not in the Timeline.

**Timeline Clip:** Adjusting a Timeline animation clip.

**SkinnedMesh:** A GameObject that has a SkinnedMesh component, which means that it has bones (Animated characters and objects that use bones).