XIDEPUNK

Snapping V1 - Documentation

Distribution:
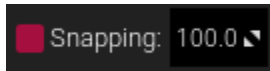
Sorts selected objects by **X** Direction
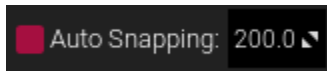
Sorts selected objects by **Y** Direction

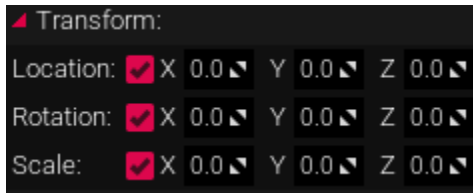Sorts selected objects by **Z** Direction
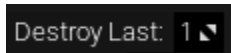
Snapping: 100.0

Sorts selected objects with Snapping

Auto Snapping: 200.0

automatically moves the object to the Hit Location

Duplicate:

Transform:
Location: X 0.0 Y 0.0 Z 0.0
Rotation: X 0.0 Y 0.0 Z 0.0
Scale: X 0.0 Y 0.0 Z 0.0

Spawn based on the transform of the selected object or maybe we can do a custom tranform

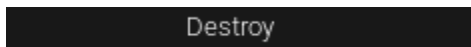Destroy Last: 1

How many recent objects should be destroyed

Amount: 1

How many objects do you need to spawn

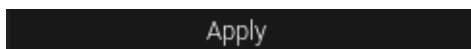Random Transform
▷ Location
▷ Rotation
▷ Scale
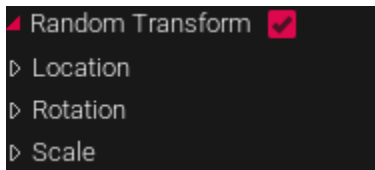
First of all if you want Random Transform to work make sure this checkbox is checked
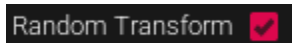
Random Transform

For visual perception, watch this video on how Random Transform works [Visualization](#)
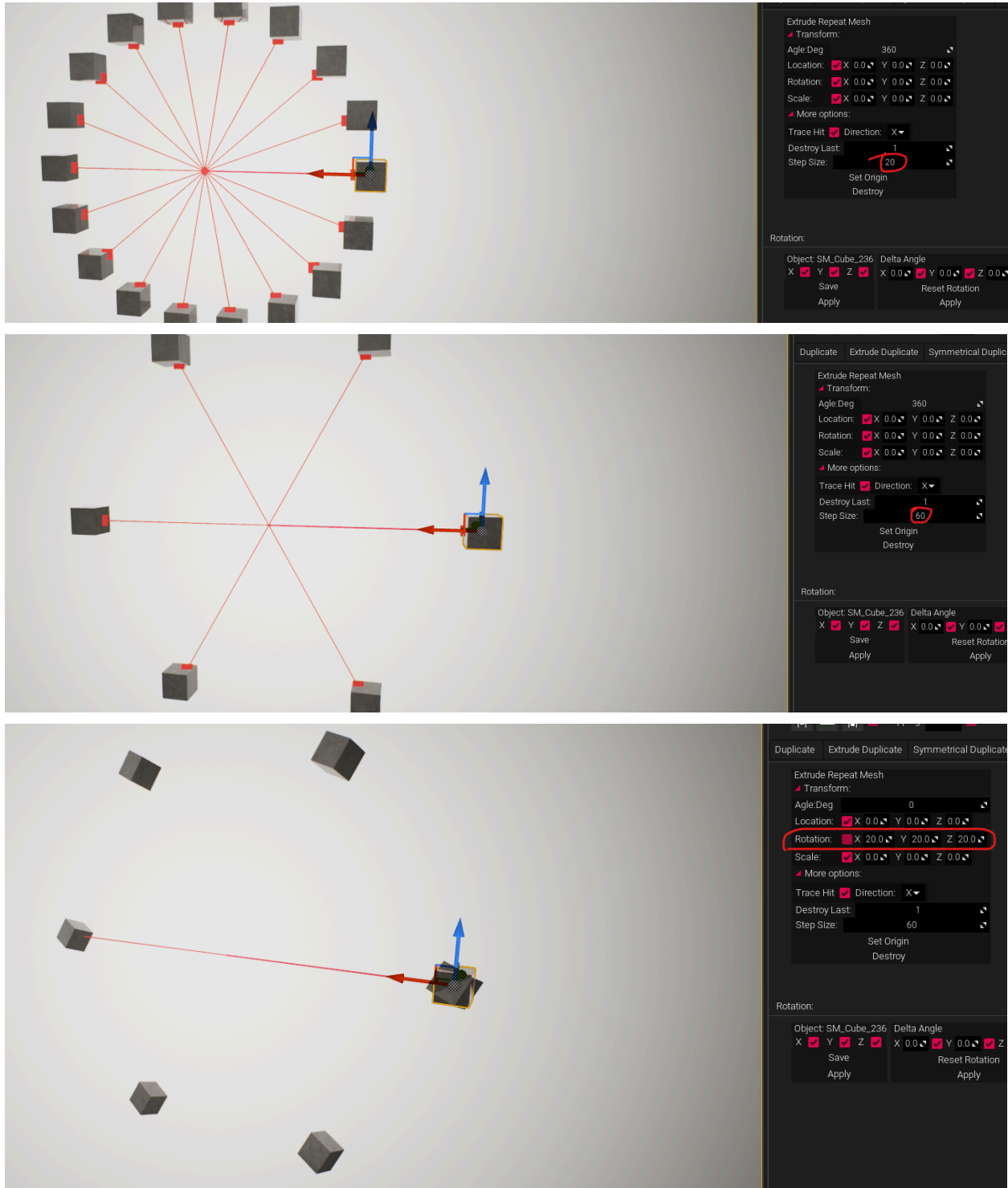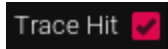
Destroy

Destroy last objects

Apply

Apply the operation

Extrude Duplicate:

Agle:Deg   0

Spawn object from a distance [Visualization](#)

The object spawn distance depends on the Step Size

Trace Hit ☑ Controls where access is available, Trace line goes to the selected distance from Origin if Trace hits a specific object and if Trace Hit is checked in this case will not assign an spawn object to a specific location if you want to avoid all this just uncheck
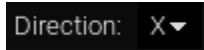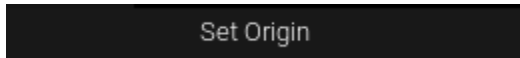
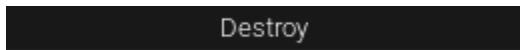**Direction: X▾** It is possible to choose the direction [Visualization](#)

Destroy Last: 1 How many recent objects should be destroyed

Set Origin Make the Origin location at the specific position of the selected object

Destroy Destroy last objects

Symmetrical Duplicate:
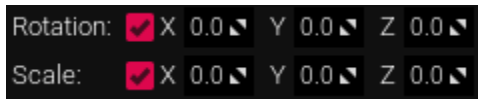
Rotation: ☑ X 0.0 Y 0.0 Z 0.0
Scale: ☑ X 0.0 Y 0.0 Z 0.0 Spawn based on the transform of the selected object or maybe we can do a custom tranform
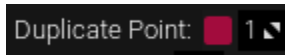
Duplicate Point: 1 Symmetric duplication has four angles we can use all four of these as well as concrete

Destroy Last: 1 How many recent objects should be destroyed
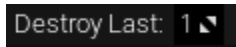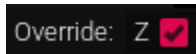
Override: Z ☑ Allows us to convert the Z position to minus Direction

Set Origin
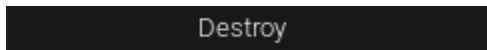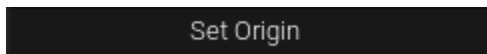
Destroy Destroy last objects
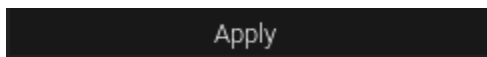
Apply Apply the operation

Rename Assets:
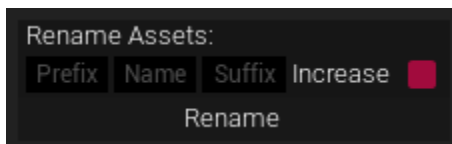
Rename Assets:
Prefix | Name | Suffix | Increase ▪
Rename You can change the selected objects name

[Visualization](#)

Rotation:

Object: SM_Cube_1

X ☑ Y ☑ Z ☑ Save only to specific axis

Save Save First selected object rotation

Apply Apply saved Rotation to Selected Objects

Delta Angle

X 0.0 ☑ Y 0.0 ☑ Z 0.0 ☑

Reset Rotation Reset all selected objects Rotation

Apply Apply the operation

If you have any questions be sure to contact us: Support