

Gizmo Controls by



Babylon Apps

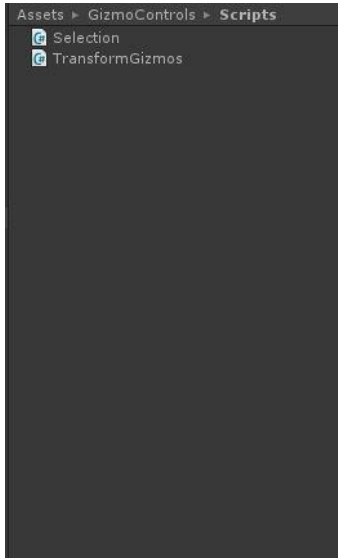
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[Documentation Starts on Next Page]

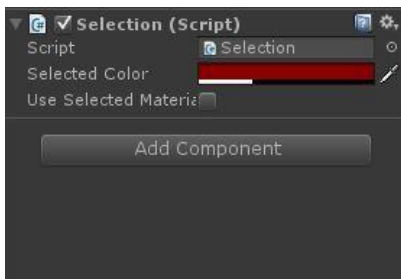
[Getting started](#)

Selection:

After importing the pack into your Unity3D project you will have a two new scripts in the assets folder:



The Selection script is added to the camera. Its purpose is to turn on the gizmos when the object is clicked on. It contains two simple components:

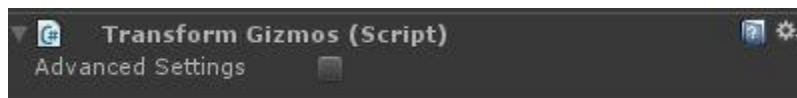


Selected Color: the elimination color that is applied.

Use Selected Material: enables the color changer on the object.

Transform Gizmos:

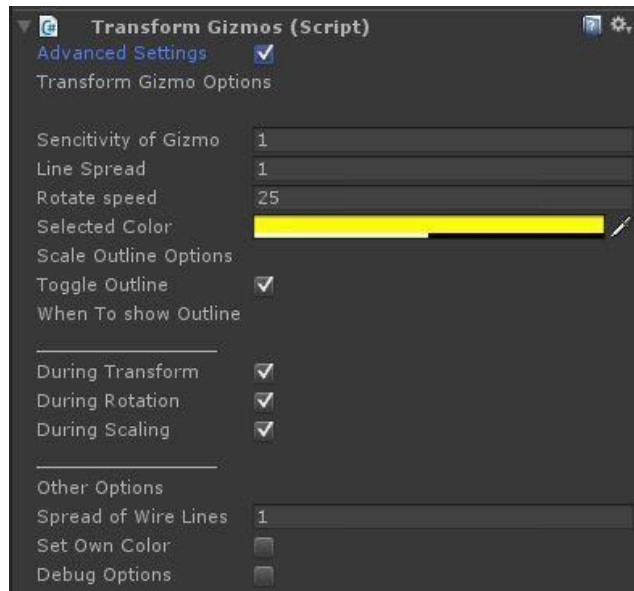
Start by adding the Transform Gizmos script onto the object that you want to be effected.



The Gizmo works right out of the box and does not need changes.

Advanced Options

If you press the “Advanced Settings” button, there will be a list of tools to edit the how the gizmos look and work.



Here is where the magic happens. Sensitivity of the when the lines get selected:

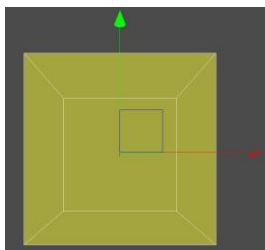
Sensitivity = .1 means that you have to be almost right on the Gizmo line to have it selected.

Sensitivity = 1 means that you have a radius of 1 unity size unit

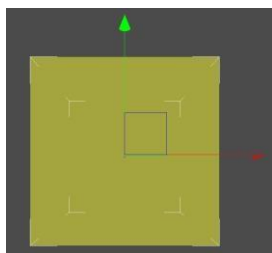
Line Spread: how big the gizmo is (all scaled so it will just seem longer).

Outline: The box that appears around the object that shows the cubic volume of the object. **Spread**

of wires: This is how close the wire will be to the corners and to each other.



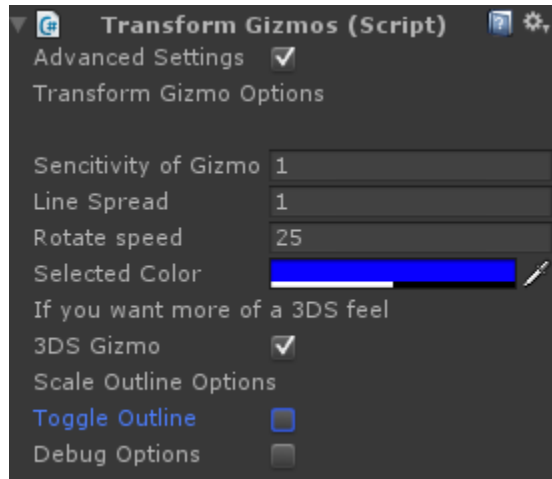
Spread of wires =1:



Spread of wires = 7:

The more spread the further apart the lines are from one another.

3DS or Unity3D



3DS Gizmo

We added this feature so that you can have any work style. 3DS style are half rotation spheres as opposed to full ones. Also, 3DS mode requires the user to trace the gizmo to move the object. In Unity3d Mode you click and drag. Moving off the gizmo will not stop the object from spinning.

More Info:

If you need any help feel free to **contact me**:

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