Unity asset - Runtime Transform Gizmos v2.0

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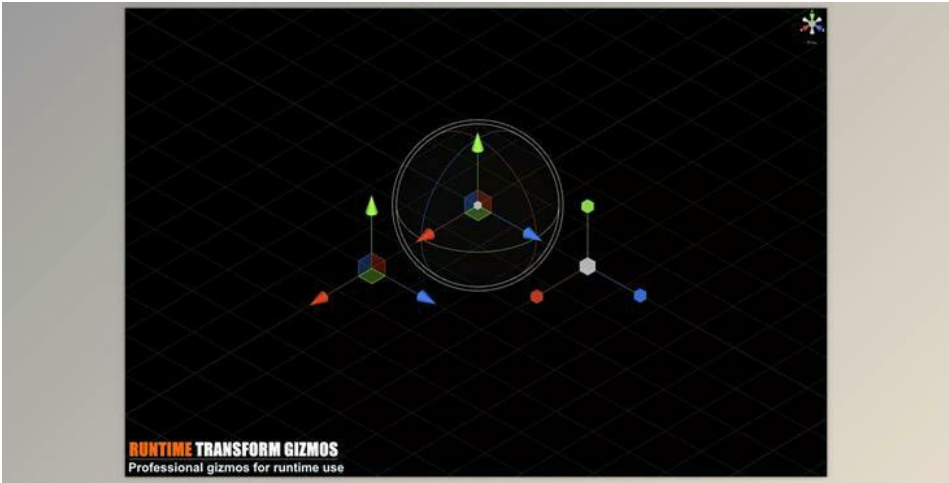
Unity asset - Runtime Transform Gizmos v2.0: Introducing Runtime Transform Gizmos, a comprehensive scripting API designed to integrate transform gizmos into your game at runtime seamlessly. With new features including 3D Collider Gizmos for various shapes like Box, Sphere, Capsule, and Character Controller, along with Light Gizmos for Directional, Point, and Spot Lights, and a Terrain Gizmo for adjusting terrain height and updating objects within a radius, Runtime Transform Gizmos offers unparalleled flexibility for object manipulation during gameplay.

Whether you're developing a runtime editor or a game where players can manipulate objects, this plugin enhances the player experience by providing intuitive and professional gizmos for moving, rotating, and scaling objects. Key features include Move Gizmo with vertex snapping, Rotation Gizmo, Scale Gizmo, Universal Gizmo for combined transformations, and snapping capabilities for all widgets.

It also offers options for transforming objects in global or local spaces, with various transform pivots available. Users can quickly implement Gizmo Events such as Hover, Drag, Enabled, Disabled, DragBegin, DragEnd, and DragUpdate, with informative Hover and Drag Info displays. The plugin supports multiple concurrent gizmos in the scene, object transform restrictions, and various viewports for enhanced usability.

Additionally, Undo/Redo functionality is included for seamless editing. Bonus features such as the Scene Gizmo, Scene Grid, and Navigation Camera further enhance the development experience. However, it's important to note that the Scene Gizmo is unavailable when using the Universal Render Pipeline (URP).

With Runtime Transform Gizmos, unleash the full potential of dynamic object manipulation in your game development workflow.

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