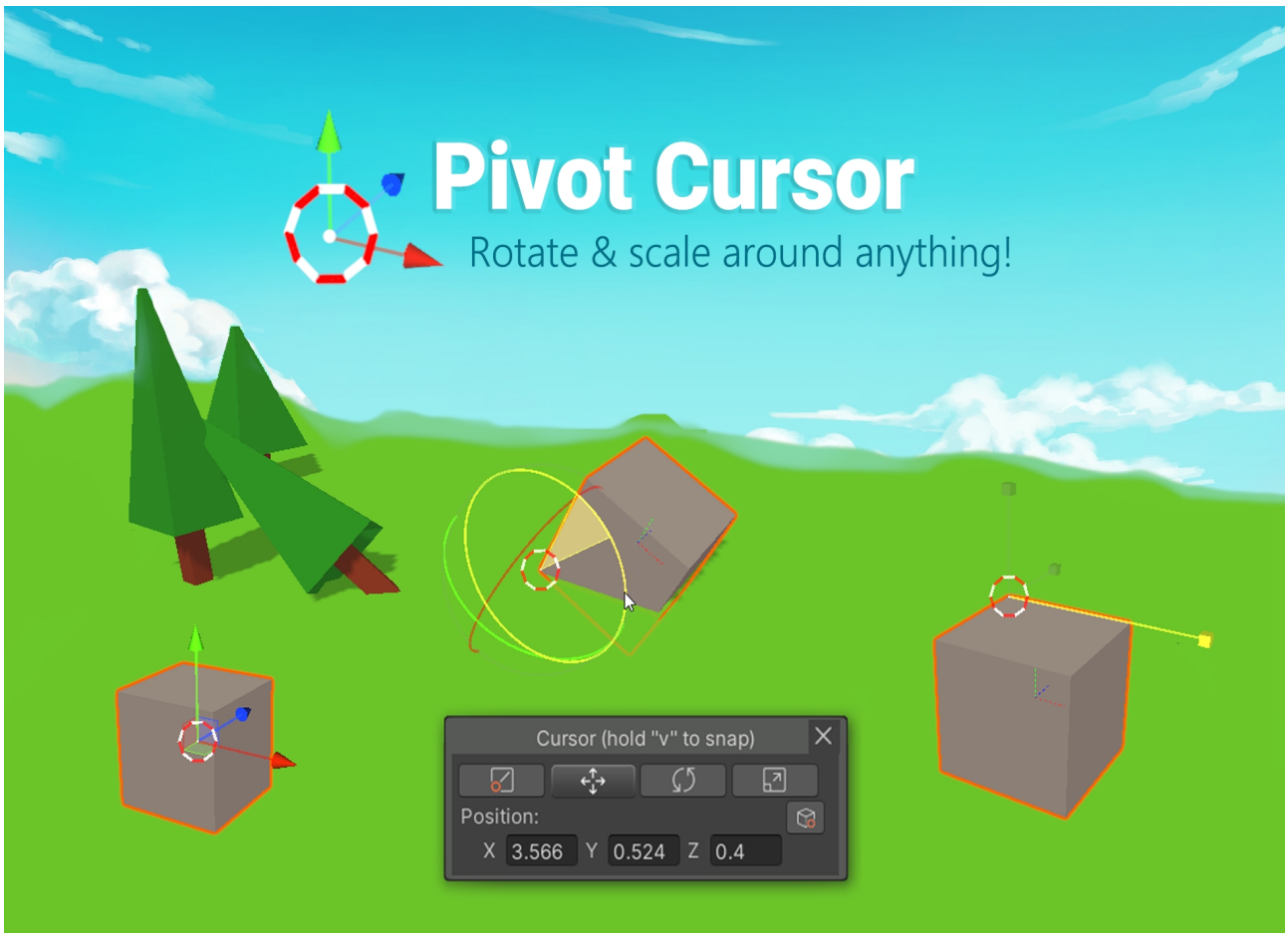
Pivot Cursor - Manual



It introduces a virtual pivot (called "cursor")

The cursor is used as a transformation origin. Simply press "v" while using the rotate or scale tool and it will activate. Those of you who know Blender will find it quite familiar.

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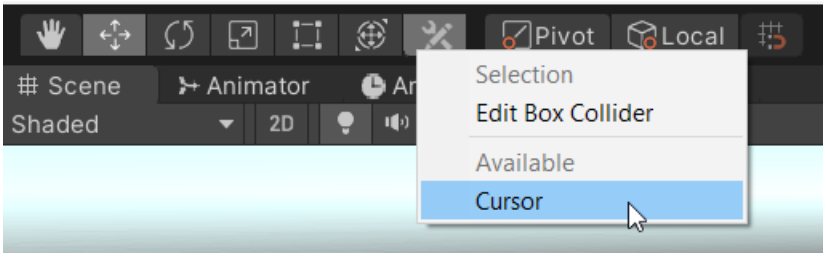
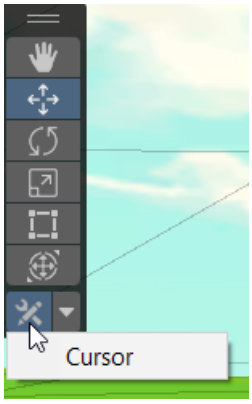
1. Activating the Cursor

Very simple. Press the „v“ key (like you do for snapping) while using the Move, Rotate or Scale tool OR press „u“ anytime.

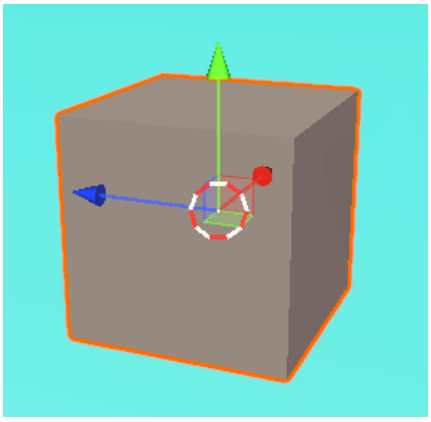
Hint: All keys can be changed or disabled in the settings.

You will find it in the tools section of the SceneView too.

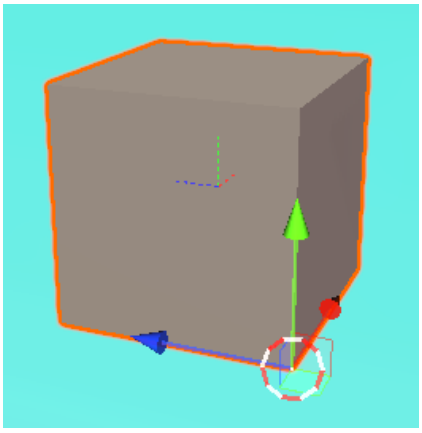




And you can activate it via **Tools > Cursor Tool > Activate** (though you won't see much until you select an object).

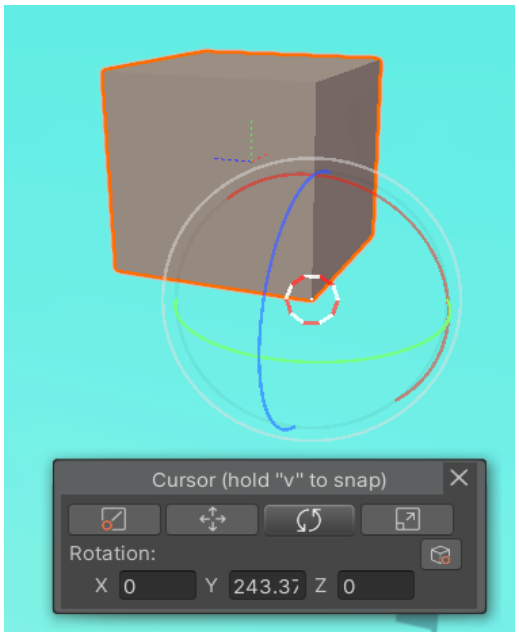


Once activated you will see the cursor as a white and red colored circle.



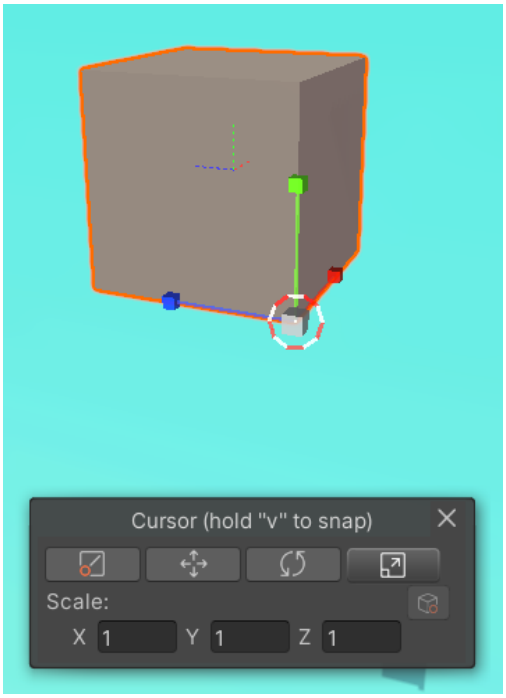
Press and HOLD „v“ and move the mouse to snap the cursor to a new position.

Hint: Check the settings to customize the snapping behaviour.



Once the tool is active you can use the default shortcuts to switch between tools.
Default Keys:
„q" = cursor (more on that later)
„w" = move
„e" = rotate
„r " = scale
„Esc" = exit the tool and return to the default tools

All keys for shortcuts adhere to the settings you have made in the Unity ShortcutManager. However you can modify them in the settings too.

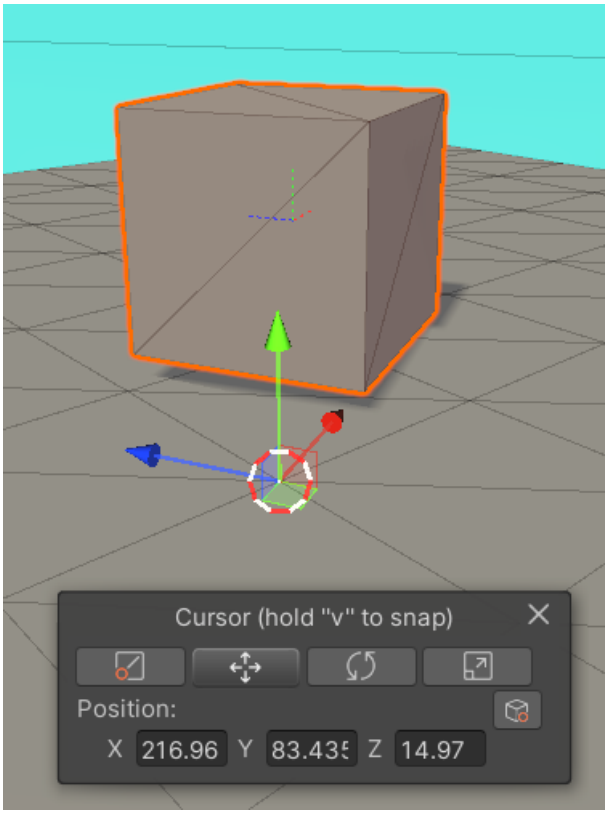


The cursor window will show which tool is active at the moment. It also provides some buttons and an input for the current transform.

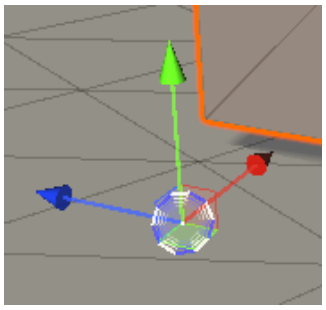
The original pivot is always shown for reference (the dotted lines). You can snap the cursor onto it too.

2. Moving the cursor

As you already learned the cursor can be snapped to any vertex by holding the snap key (usually „v“). Remember: you can snap on any point, not just vertices of the selected object.

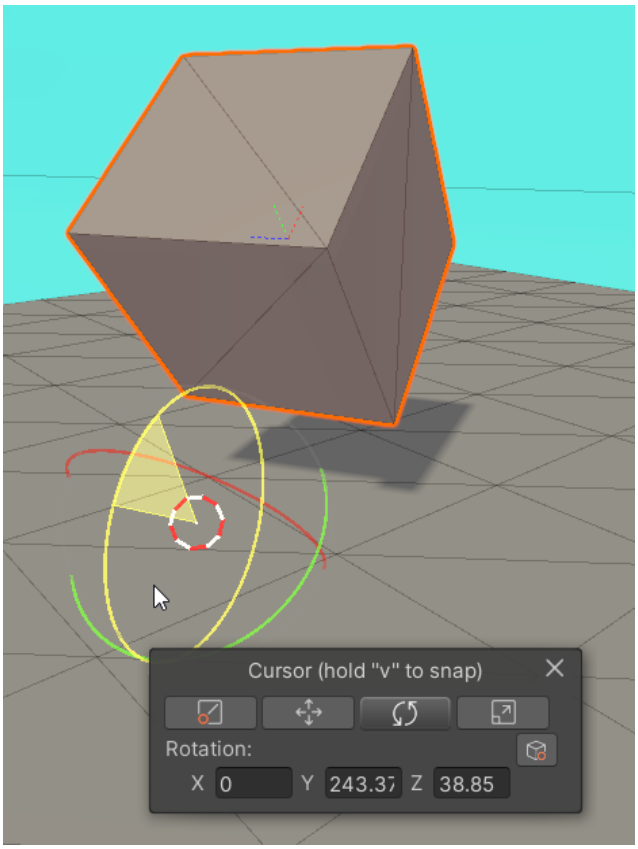


Sometimes there are no vertices or maybe you simply want to use an arbitrary point. To control the cursor position directly press „q“.



You will notice the cursors color has changed.
If you move it it will not change the object position but only the cursor position.

Once you are done press „Esc“ to return to your previous tool or use „w“, „e“ or „r“ to return to a specific tool.

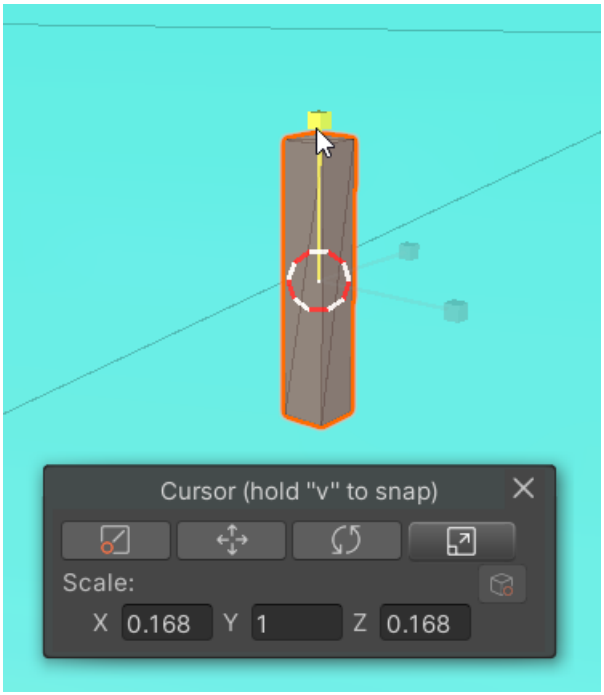


Using a custom cursors will allow to do transformations independently of any mesh or vertex.

3. Scaling two axis at once

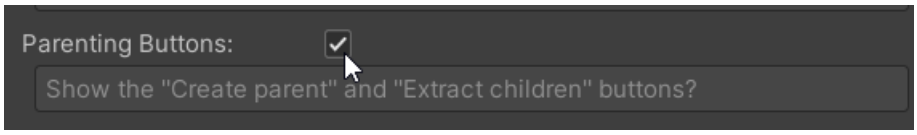
Hold the left „SHIFT“ key while dragging one axis. This will make the other two perpendicular axis scale simultaneously.

Hint: You can change the key to press in the settings.

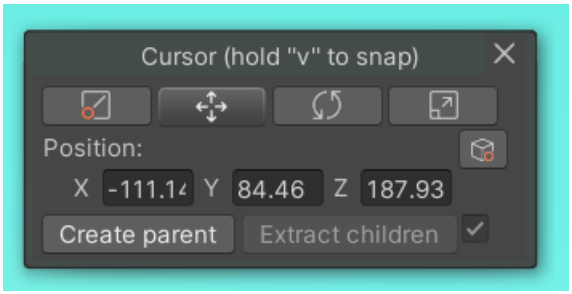


4. Parenting at the cursor position

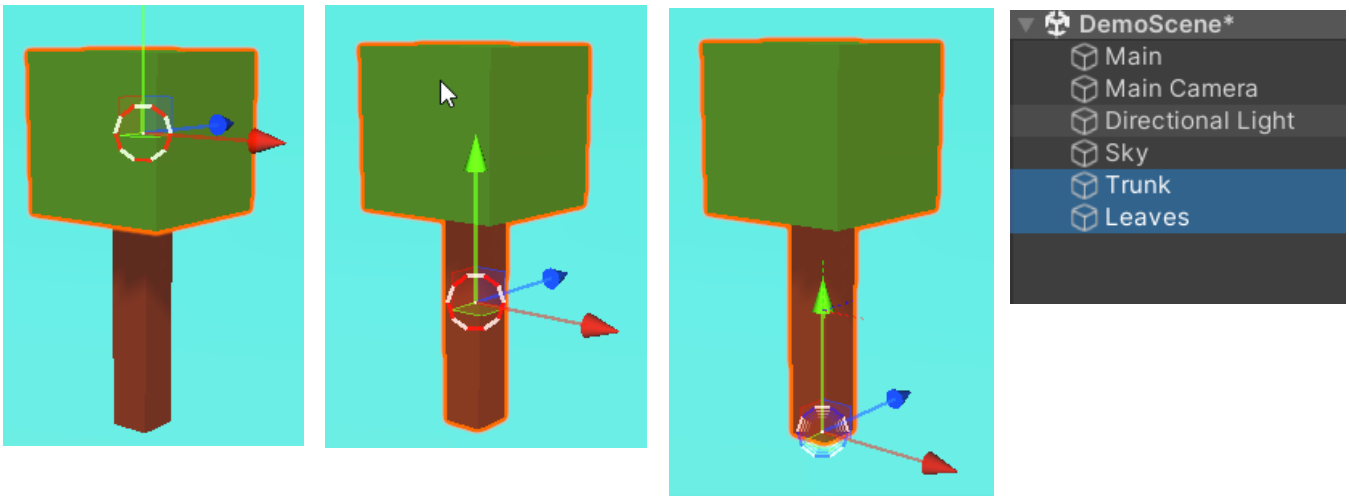
In the settings you can enable the „Parenting buttons“.



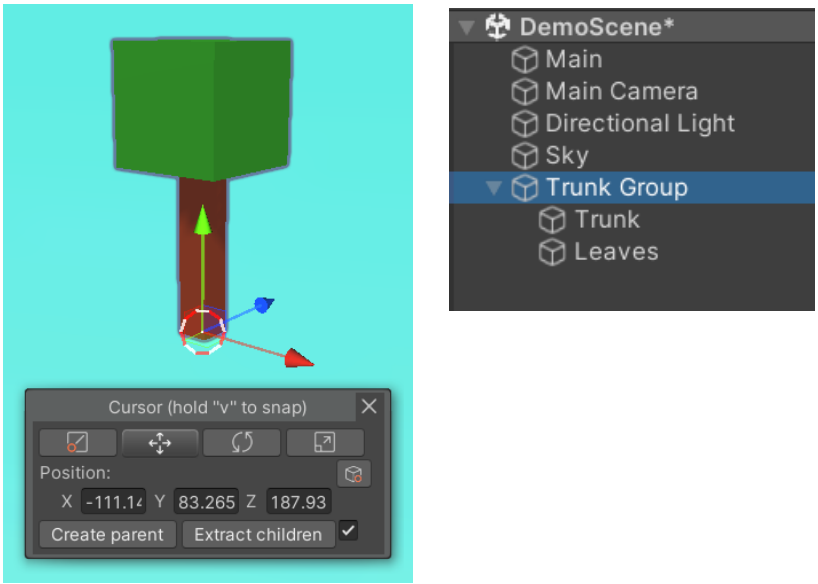
They will then be shown in the cursor window.

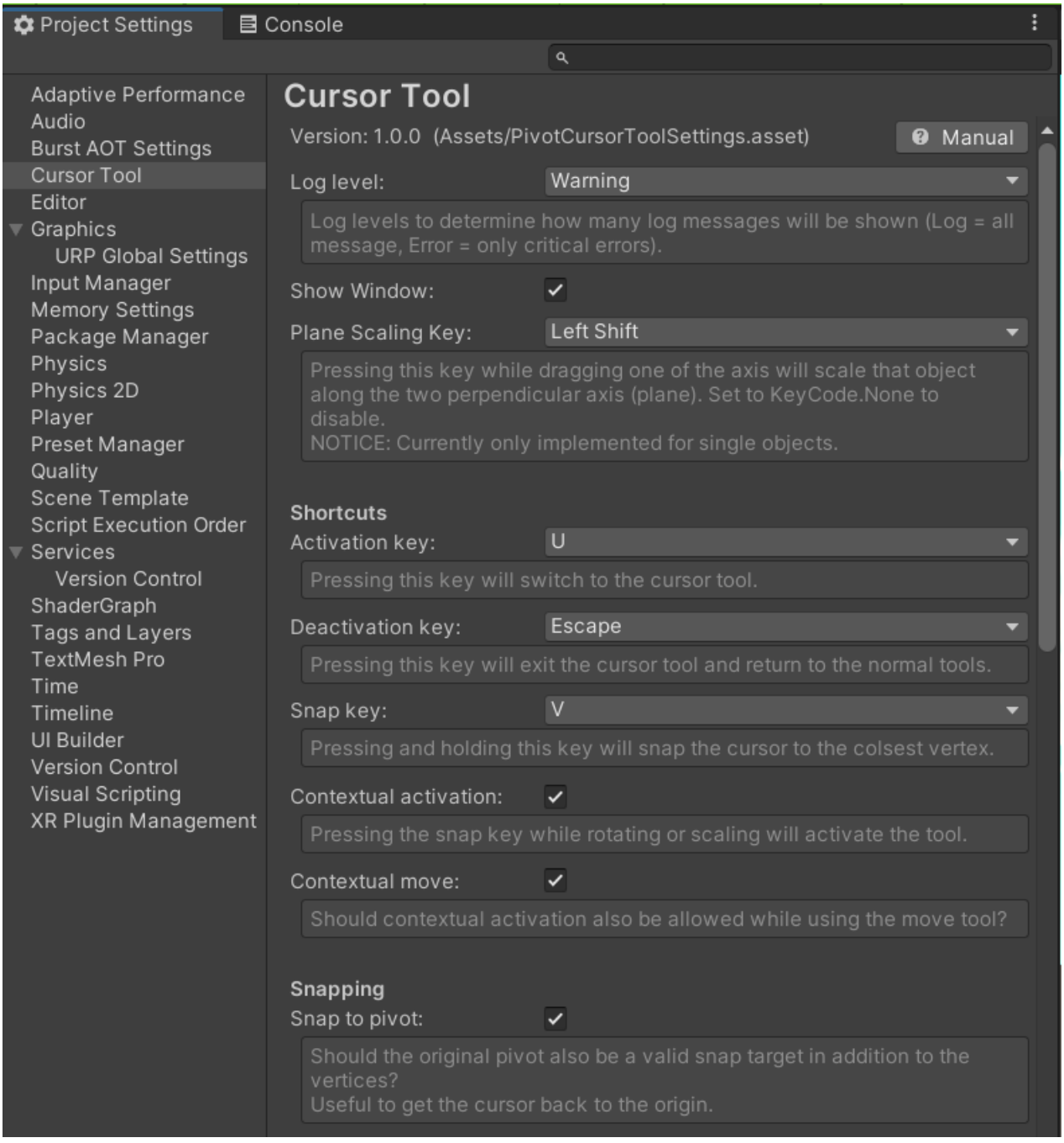


First select multiple objects. Then position the cursor and hit the „Create parent“ button.



A parent object will be created with the children placed in it and a pivot at the cursor position.



5. Settings

The settings are stored in a Scriptable Object located under Assets/. You can access them via the „Project Settings“ menu or via Tools > Cursor Tool > Settings.