

ArrowMove Easy

Move, rotate, and scale objects in Unity with just your arrow keys!

ArrowMove Easy is a simple Unity Editor tool that lets you quickly adjust objects in your scene using keyboard shortcuts. No more dragging with your mouse or typing in exact values - just hold a Ctrl/Cmd key and press the arrow keys to move things around. It works great for both 3D scenes and 2D Canvas UI elements. It's especially perfect when you need to make fine, precise adjustments to object positions.

What It Does

Ever wish you could nudge objects around with your keyboard instead of carefully dragging them? That's exactly what ArrowMove Easy does. Select an object, hold Ctrl (Windows) or Cmd (Mac), and use the arrow keys to move, rotate, or scale it. It's that simple.

The tool automatically detects what you're trying to do based on which Unity tool you have selected (Move, Rotate, Scale, or Rect), so it works seamlessly with your existing workflow.

Features

- **Keyboard Controls:** Use arrow keys with Ctrl/Cmd modifier to transform objects
- **Smart Tool Detection:** Automatically works with Move, Rotate, Scale, and Rect tools
- **3D and 2D Support:** Works with both 3D GameObjects and 2D Canvas UI elements
- **Multiple Object Selection:** Select and transform multiple objects simultaneously - perfect for aligning groups of objects or making bulk adjustments
- **Multiple Movement Modes:** Choose how arrow keys map to 3D space (XZ, XY, or YZ)
- **Shift for Speed:** Hold Shift to move/rotate/scale faster
- **Undo Support:** All operations support Unity's standard Undo (Ctrl+Z)
- **Customizable Steps:** Adjust how much objects move, rotate, or scale per key press
- **Separate 2D/3D Settings:** Different step values for 3D objects and Canvas UI elements

How to Use

Basic Usage

1. **Select an object** (or multiple objects) in the Hierarchy or Scene view
2. **Choose your tool** from Unity's toolbar (Move, Rotate, Scale, or Rect)
3. **Move your mouse over the Scene view** - the tool automatically detects when your mouse is over the Scene view
4. **Hold Ctrl (Windows) or Cmd (Mac)** and press arrow keys to move, rotate, or scale the object

That's it! The object moves, rotates, or scales based on which tool you have selected.

Hold Shift for Faster Movement

Want to move things further? Hold **Shift** along with Ctrl/Cmd and the arrow keys. This multiplies the movement amount by your configured shift multiplier (default is 10x).

Working with Multiple Objects

One of the most powerful features of ArrowMove Easy is its ability to work with multiple selected objects at the same time. This is incredibly useful when you need to:

- **Align objects:** Select multiple objects and move them all in the same direction to align them
- **Bulk adjustments:** Rotate or scale a group of objects together
- **Position groups:** Move entire groups of objects as a unit
- **UI layout:** Adjust multiple Canvas UI elements simultaneously

Tips for multiple selection:

- All selected objects move, rotate, or scale by the same amount
- Each object transforms relative to its own position/rotation/scale
- Works with mixed object types (3D objects and UI elements can be selected together)

- You can select objects from different parts of the hierarchy - they don't need to be siblings

Settings

You can customize how ArrowMove Easy behaves by opening the settings window:

Tools → **ArrowMove Easy** → **Settings**

3D Step Settings

These settings apply when working with regular 3D GameObjects:

- **3D Movement Mode:** Choose how arrow keys map to 3D space
 - **XZ:** Top-down view style (Right=X+, Left=X-, Up=Z+, Down=Z-)
 - **XY:** 2D style (Right=X+, Left=X-, Up=Y+, Down=Y-)
 - **YZ:** Side view style (Right=Z+, Left=Z-, Up=Y+, Down=Y-)
- **Position Step:** How many units the object moves per arrow key press (default: 1)
- **Rotation Step:** How many degrees the object rotates per arrow key press (default: 1)
- **Scale Step:** How much the object scales per arrow key press (default: 0.1)

2D Step Settings

These settings apply when working with Canvas UI elements (RectTransform):

- **Position Step:** How many units the UI element moves per arrow key press (default: 1)
- **Resize Step:** How many units the UI element resizes per arrow key press (default: 1)
- **Rotation Step:** How many degrees the UI element rotates per arrow key press (default: 1)
- **Scale Step:** How much the UI element scales per arrow key press (default: 0.1)

Other Settings

- **Shift Multiplier:** How much to multiply movement/rotation/scale when holding Shift (default: 10)

Resetting to Defaults

If you want to go back to the original settings, just click the "**Reset to Defaults**" button at the bottom of the settings window.

Tips & Tricks

Mouse Over Scene View: Simply move your mouse over the Scene view - the tool automatically detects when your mouse is hovering over it. You can then use Ctrl/Cmd + arrow keys to transform objects without needing to click or focus the Scene view first.

Undo is Your Friend: Made a mistake? Just press Ctrl+Z (Cmd+Z on Mac) to undo. ArrowMove Easy fully supports Unity's undo system.

Different Steps for Different Work: You might want smaller steps for precise positioning (like 0.1) and larger steps for quick adjustments (like 5 or 10). Adjust the step values in settings to match your workflow.

2D UI Always Uses XY: When working with Canvas UI elements, the tool always uses XY mode regardless of your 3D movement mode setting. This makes sense since UI is always 2D.

Combination Keys for Z Rotation: To rotate around the Z axis, you need to press two arrow keys at the same time (Up+Right or Left+Down). This prevents accidental Z rotation when you just want to rotate around X or Y.

Common Questions

Q: Why isn't it working?

A: Make sure you're holding Ctrl (Windows) or Cmd (Mac) along with the arrow keys. Also, make sure you have at least one object selected and your mouse is over the Scene view. The tool automatically detects when your mouse is hovering over the Scene view.

Q: Can I use this in Play Mode?

A: No, this tool only works in Edit Mode. It's designed for positioning objects in your scene, not for runtime gameplay.

Q: Does it work with prefabs?

A: The tool excludes prefab assets from selection, but it works fine with prefab instances in your scene.

Q: Can I change the modifier key?

A: Not currently - it uses Ctrl/Cmd to avoid conflicts with other Unity shortcuts. This is a common pattern in Unity editor tools.

Q: Why do my UI elements resize instead of move when using the Rect tool?

A: That's by design! When you have the Rect tool selected, ArrowMove Easy assumes you want to resize Canvas UI elements. Switch to the Move tool if you want to move them instead.

Q: The movement feels too fast/slow. How do I adjust it?

A: Open the settings window (Tools → ArrowMove Easy → Settings) and adjust the Position Step, Rotation Step, or Scale Step values. Smaller values = finer control, larger values = bigger jumps.

Q: Can I transform multiple objects at once?

A: Absolutely! Just select multiple objects in the Hierarchy (hold Ctrl/Cmd and click, or drag to select a range), then use the Ctrl/Cmd + arrow keys as usual. All selected objects will transform together by the same amount. This is perfect for aligning objects or making bulk adjustments.

Compatibility

- Unity 2020.3 LTS and above
- Works with both 3D and 2D projects

That's It!

ArrowMove Easy is designed to be simple and stay out of your way. Once you get used to it, you will find yourself using it constantly for quick adjustments. There is no need to think about it. Just select a GameObject, move your mouse over the Scene view, hold Ctrl or Cmd, and press the arrow keys. Happy positioning!