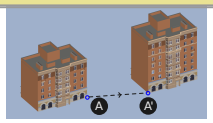
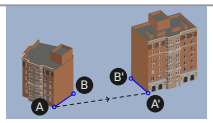
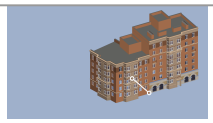
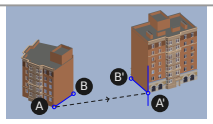
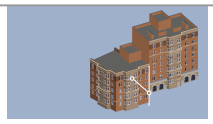
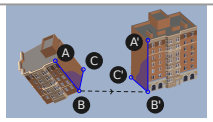
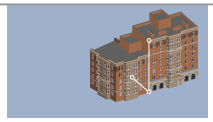
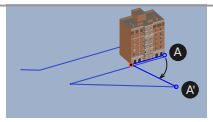
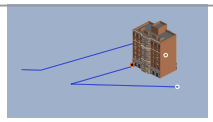
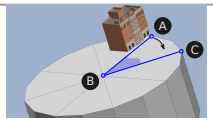
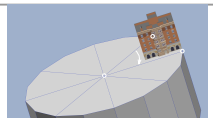
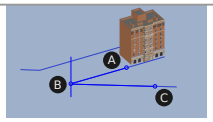
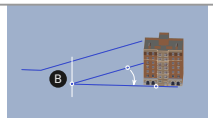
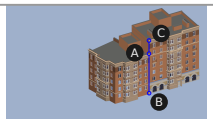
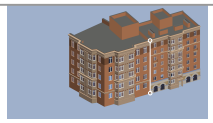
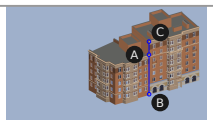
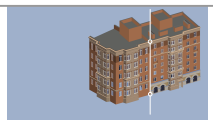
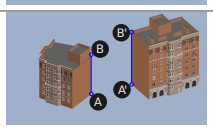
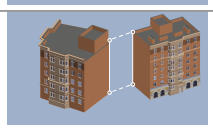
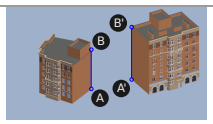
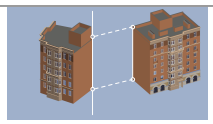
Blender Basepoint Alignation Snaps Extention proposal

Operation	Keymap	setup	result	explanation
Grab				
1point alignation	GB			G: starts grab B: starts basepoint alignation No further arguments: simple A-A' singlepoint snap C: special hotkey for creating instance/copy array in direction of operation (?)
2point alignation	GB 2			G: starts grab B: starts basepoint alignation 2: 2-point AB - A'B' alignation snap where A-A' declares translation
2point alignation Z axis	GB 2Z			G: starts grab B: starts basepoint alignation 2: 2-point AB - A'B' alignation snap where A-A' declares translation Z: all Z elevations of given points sets to zero, so all transformations are performed in XY plane of current Transform Orientation.
3point alignation	GB 3			G: starts grab B: starts basepoint alignation 3: 3-point ABC - A'B'C' alignation snap where B-B' declares translation.
Rotate				
Rotate around Origin	R	No image required		R: simple default rotation (Default 2.79 behaviour)
Rotate around Origin Z axis	RZ	No image required		R: simple default rotation Z: Rotation performs around Z axis of current Transform Orientation (Default 2.79 behaviour)
Rotate around origin with basepoint around origin	RB			R: starts rotation B: starts basepoint rotation No further arguments: simple A-A' singlepoint snap
3point rotation around basepoint	RB 3			R: starts rotation B: starts basepoint rotation 3: starts 3point basepoint rotation around B in the plane of the triangle ABC C:? special hotkey for creating instance/copy array in direction of operation (?)
Rotate around basepoint Z axis	RB 3Z			R: starts rotation B: starts basepoint rotation 3: starts 3point basepoint rotation around B in the plane of the triangle ABC Z: all Z elevations of given points sets to zero, so all transformations are performed in XY plane of current Transform Orientation
Scale				
Scale	S	No image required		S: simple default scaling (Default 2.79 behaviour)
Scale along Z	SZ	No image required		S: simple default scaling Z: scaling performs along Z axis of current Transform Orientaion (Default 2.79 behaviour)
Scale with basepoint 1 distance	SB			S: starts scaling B: starts basepoint scaling As a result AB length became equal to BC, where B point is the center of scaling transformation
Scale with basepoint 1 distance + Z axis restriction	SB Z			S: starts scaling B: starts basepoint scaling Z: Z axis restriction As a result AB length became equal to BC, where B point is the center of scaling transformation, using only Z axis of current Transform Orientation
Scale with basepoint 2 separate distances	SB 2			S: starts scaling B: starts basepoint scaling 2: Scale compares two separated lengths, AB became equal to A'B', where A point is the center of scaling transformation
Scale with 2 separate distances + Z axis restriction	SB 2Z			S: starts scaling B: starts basepoint scaling 2: Scale compares two separated lengths, AB became equal to A'B', where A point is the center of scaling transformation, using only Z axis of current Transform Orientation

* V,E,F,L,I buttons switches snap type during transform tool execution
V - stands for vertices, E - edges, F - face, L - volume, I - increment.
C button creates instance/copy of selection.

1D_Inc 2019-07-22