Ghost Placement Editor

Creating or editing a recovery NPC can open the visual placement editor.

The preview NPC is transparent, non-colliding and frozen while being positioned.

Controls

Control	Action
`W A S D`	Move relative to camera
Left mouse	Drag ghost toward the point under the cursor/raycast
Arrow Up / Down	Raise / lower
Arrow Left / Right	Rotate
`Q / E`	Rotate
`SHIFT`	Fast movement/rotation
`CTRL`	Precision movement
`G`	Snap to ground
`F`	Move to raycast point
`R`	Face camera direction
`ENTER`	Confirm and save
`ESC` / `BACKSPACE`	Cancel

Placement configuration:

```
Config.Recovery.Placement = {
    Enabled = true,
    GhostAlpha = 145,
    StartDistance = 2.0,
    MoveStep = 0.035,
    VerticalStep = 0.025,
    RotateStep = 1.0,
    FastMultiplier = 4.0,
    PrecisionMultiplier = 0.25,
```

```
    RaycastDistance = 25.0,
    MaxDistanceFromAdmin = 35.0,
    SnapToGroundOnStart = true,
    DrawMarker = true,
}
```

The saved X/Y/Z/heading from the ghost is authoritative for the final NPC. The final spawn does not perform a second destructive ground snap.

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