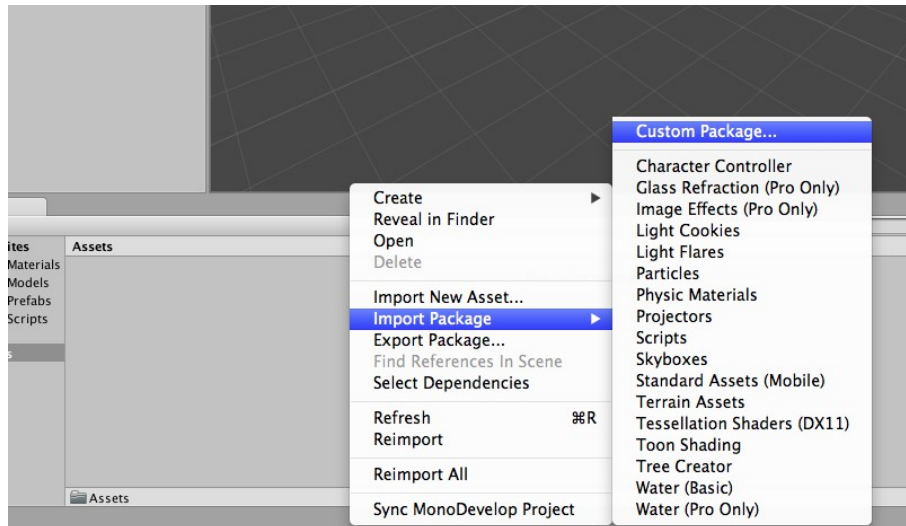# Quickstart Guide

1.- Include the Obi package in your project. Right click in the project window, "Import Package"   "Custom Package", then select Obi.unitypackage.

2.- Move the "Obi/Editor Default Resources" and "Obi/Gizmos" folders to the Assets folder in your project.

3.- Go to GameObject->3D object->Obi->Obi Rope (fully set up). This will create an Obi Rope object, a bézier curve and a solver, all properly set up using the default rope section.

4.- Set any material you like for your rope's MeshRenderer, and click "Initialize" in the ObiRope inspector. You're done!

For further information, please refer to the [Manual](#).

Support / Contact

If you have any suggestions, questions or issues, contact the developer at:

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