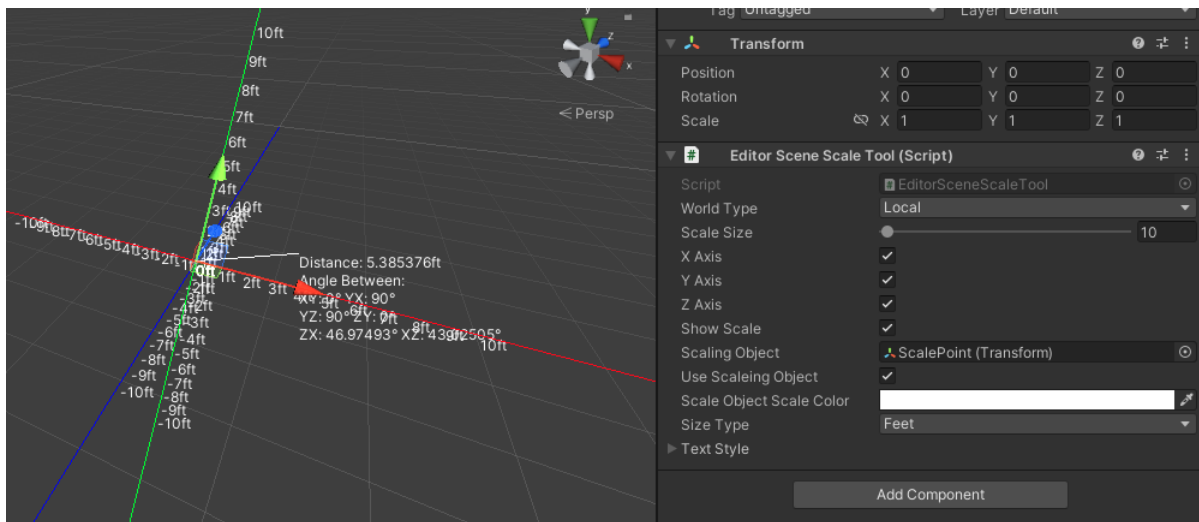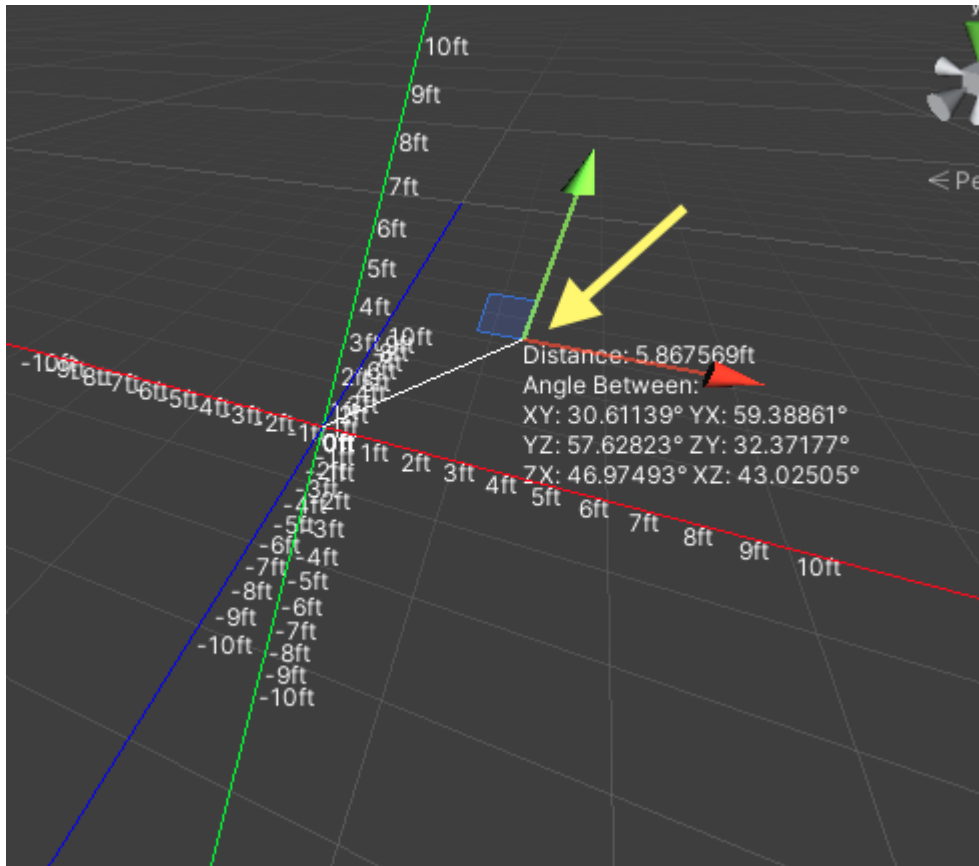# Measuring Tool

Step 1: Tools > Unity Development Helper > Measuring Tool

Step 2: You will find an Object name Measuring Tool in Hierarchy. Select it-

Step 3: In there will be a script attached to it. And you can modify it in the inspector

Step 4: Enable **Use Scaling Object** and select the first child called **Scale Point** and move around you will find it very dynamic.

NB: It's a quick brief in detailed documentation that will share in the forthcoming version.