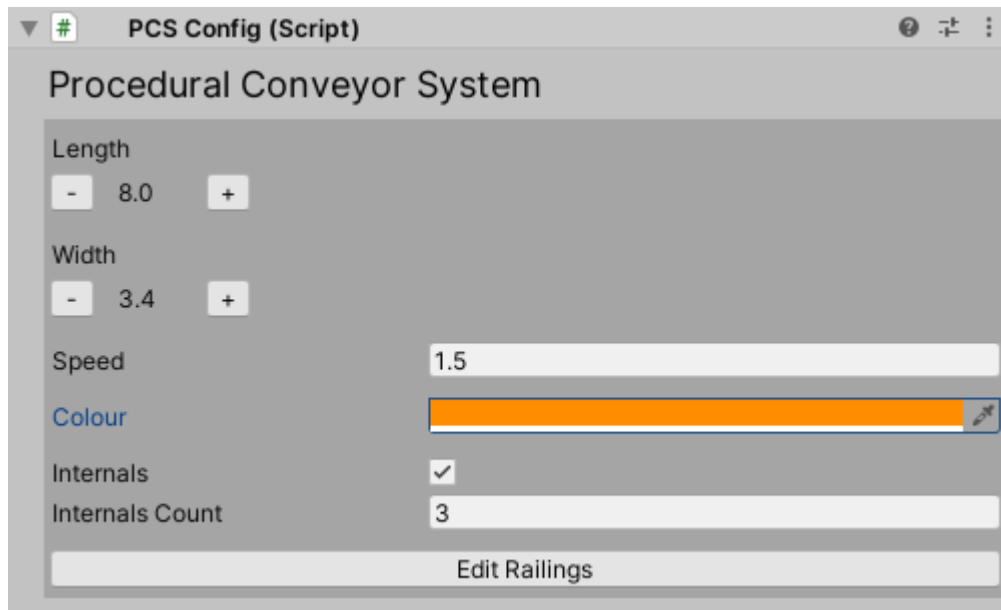# Procedural Conveyor System

Thanks for buying Procedural Conveyor System!

To get started, simply create an empty GameObject in your scene and add the PCS Config component to it.

Length

The length of the conveyor can be adjusted with the [-] and [+] buttons

Width

The width of the conveyor can be adjusted with the [-] and [+] buttons

Speed

The speed of the conveyor can be adjusted with this float field.

The speed can also be changed at runtime by calling the SetSpeed(speed) function of the conveyor.

Colour

The colour of the railings can be adjusted with this field

Internals

The internal rollers can be enabled/disabled with the checkbox.

The number of internal rollers can be adjusted too.

Railings

The railings can be edited by entering edit mode by clicking the "Edit Railings" button.

The railing segments can be disabled by shift-clicking them or enabled by just left click.

You can drag the mouse to enable/disable multiple railing segments quickly.

Press "Edit Railings" again to exit edit mode when you are done.

Still Confused?

Contact me at josephpatrick2013@hotmail.com and I will get back to as quick as possible.

If you enjoy the asset, please consider leaving a review on the store page as this helps out a lot!