

## Introduction

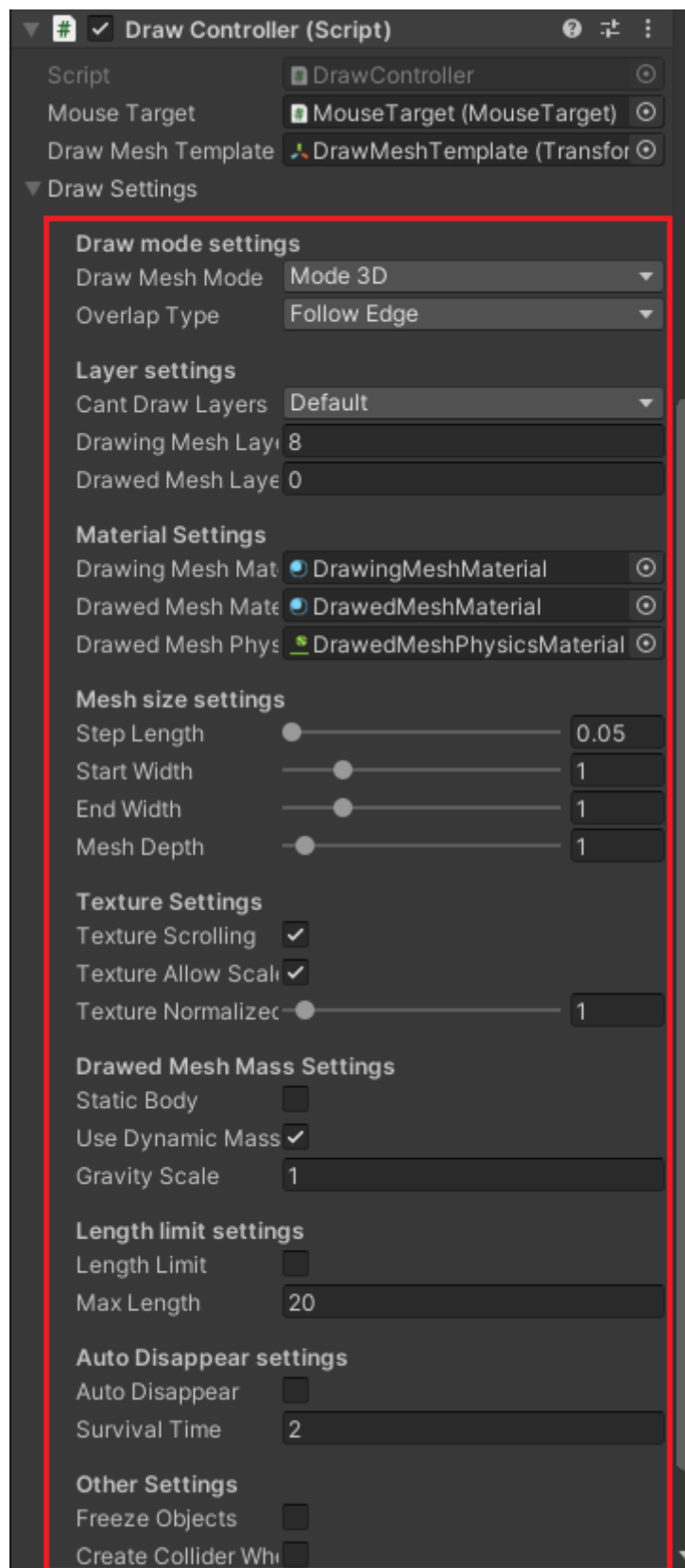
This is a 2D physical mesh drawing tool, which can be used to draw 2D or 3D meshes. Although it is possible to draw 3D meshes, it still uses a 2D physics engine.

## Quick To Use

The quickest way is to look at example scenes, including 3D and 2D mesh paint scenes, and how different settings produce different effects.

Each example scene contains a DrawController prefab, which differs by its draw settings.

The default settings can be directly drawn in 3D, and each setting has a corresponding ToolTip prompt, which will be displayed as long as you move the mouse over the setting name.



## Setting Details

### Draw Mode Settings

Draw Mesh Mode: 2D or 3D mesh

OverlapType: Select how to deal with obstacles when drawing

## Layer Settings

Cant Draw Layers: The obstacle detection layer

Drawing Mesh Layer: The layer of the mesh while drawing, don't equal the cant draw layers

Drawed Mesh Layer: The layer of the mesh after finishing drawing

## Material Settings

Drawing Mesh Material: The material of the mesh while drawing

Drawed Mesh Material: The material of the mesh after finishing drawing

Drawed Mesh Physics Material: The physics material of the mesh after finishing drawing

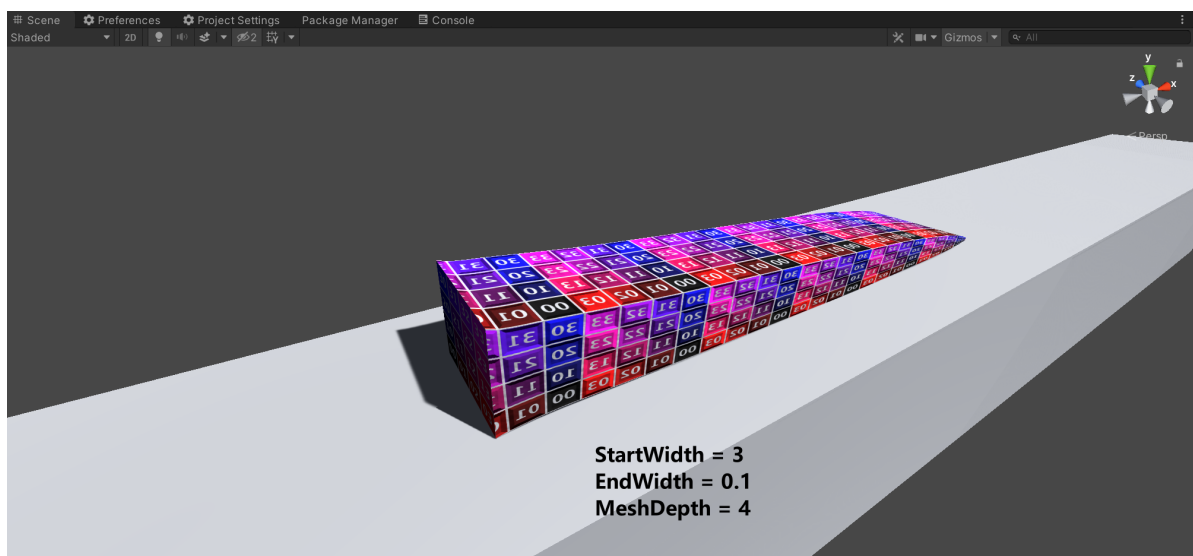
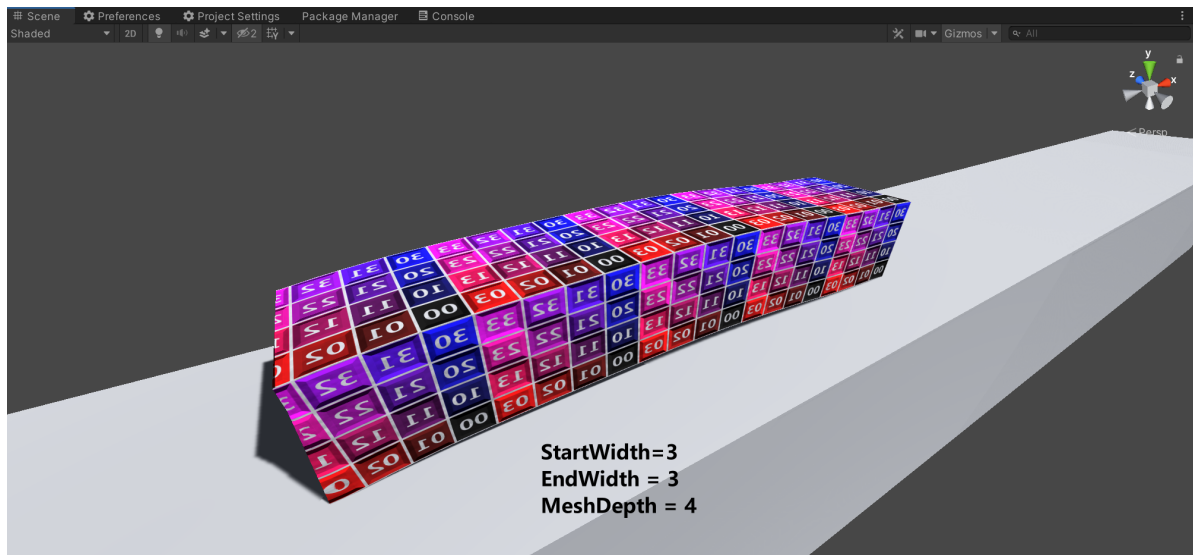
## Mesh Size Settings

Step Length: Each time the interval is increased, the smaller the smoother

Start Width: The start width of the mesh

End Width: The end width of the mesh

Mesh Depth: Mesh depth, only works for 3D mode

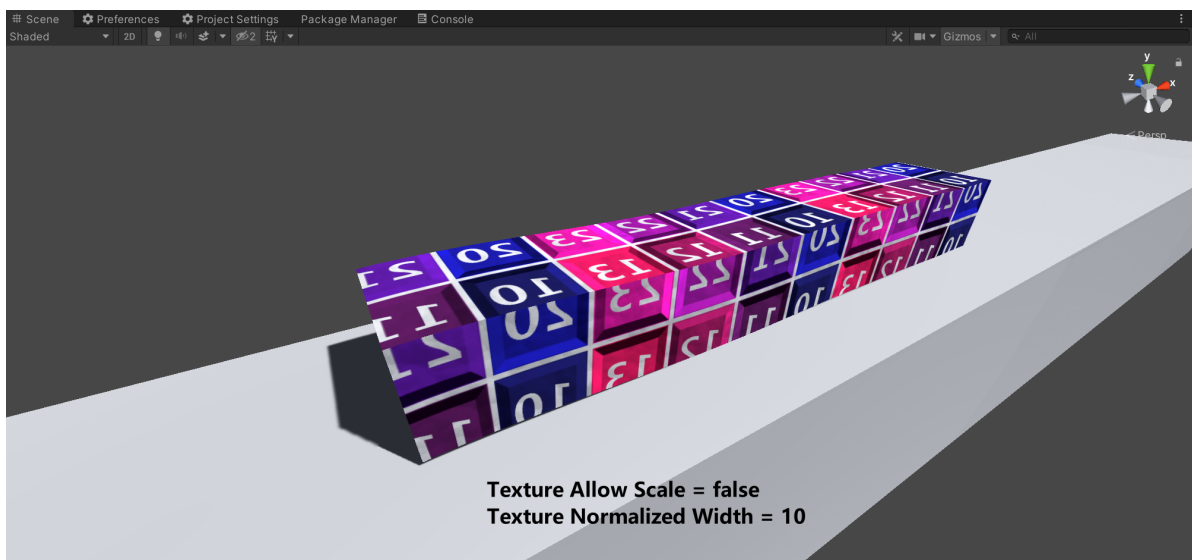
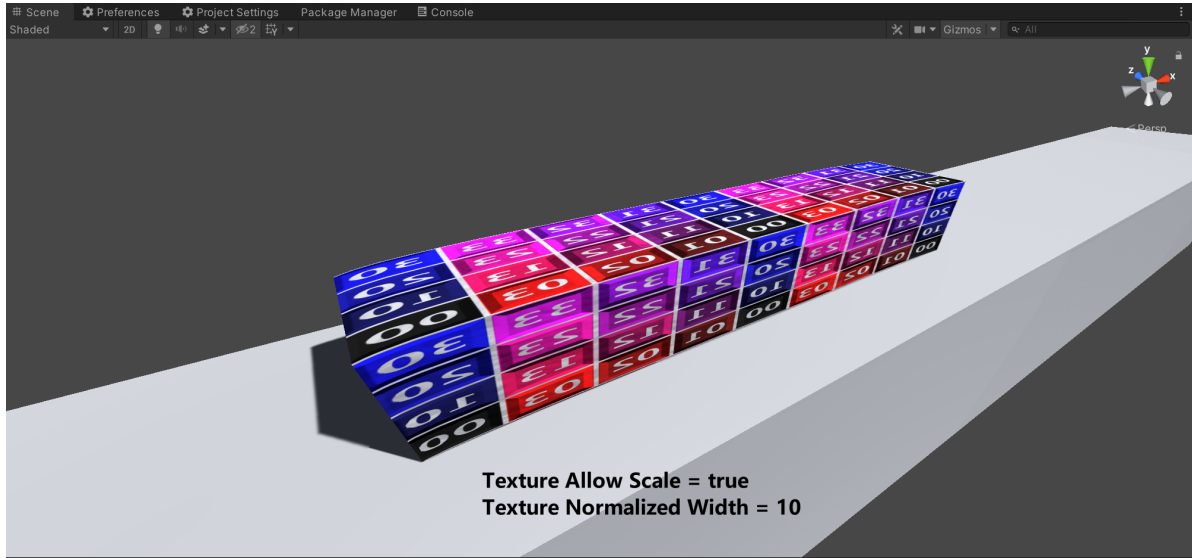


## Texture Settings

Texture Scrolling: Whether the texture scrolls when drawing

Texture Allow Scale: Whether the texture is scaled

Texture Normalized Width: Standard texture width



## Drawed Mesh Mass Settings

Static Body: Whether to make Rigidbody2D static

Use Dynamic Mass: Whether to apply dynamic mass, that is, the larger the area, the larger the mass

Gravity Scale: The degree to which this object is affected by gravity

## Length Limit

Length Limit: Whether to limit the length

Max Length: If limit length is enabled, this is the maximum length allowed to draw

## Auto Disappear Settings

Auto Disappear: Whether to enable auto disappear

Survival Time: If autoDisappear is enabled, the mesh will automatically disappear after survivalTime

## Other Settings

Freeze Objects: If enabled, other objects will freeze while drawing

Create Collider When Drawing: Whether to generate collider realtime when drawing (expensive)

## Runtime Change

If you want to modify the settings at runtime, you can get the settings through DrawController.Instance.DrawSettings and then modify them, such as modifying whether to enable freezing other objects, the code is as follows:

```
DrawController.Instance.DrawSettings.freezeObjects = false;
```