

Wiring System Documentation

Find out everything you need to know about the wiring system here!

If you want to know how to set up this system, you can watch the tutorial here: [Link](#)

Not getting the information you wanted? Shoot me an email at samuelcapotosto@gmail.com!

Thanks for purchasing! :)

Parameters

- **Wires are cloth?:** Check this to make wires use Unity's built in 'interactive cloth' system. (<http://docs.unity3d.com/Documentation/ScriptReference/InteractiveCloth.html>) You can then group select them to change the cloth parameters simultaneously.
- **Wires are Linerenderer? :** Linerenderer wires render the wires using the linerenderer component. If this is unchecked, the wires will be actual meshes.
 - **Circle vertices :** This is how many vertices you want (if the wire is not a linerenderer) if you can imagine looking at a cross-section of the wire. Higher will be smoother. 3 or 4 is recommended. You rarely need more unless the wire is really thick.
- **String Across Stop Points Only? :** If this is checked, it will string wires across the pole objects themselves.
- **Wire Width :** This is how thick the wires will be.
- **Simple wire layout? :** If this is checked, it will not take into account wire bending, it will simply create straight lines for wires.
 - **Wire Sag Distance :** This is the difference between the lowest point in the wire and the original height. Higher will create more sag.
 - **Random Wire Sag :** Like the one above, but will randomly sag certain wires more or less depending on how high the value is.
 - **Number of Vertices :** The higher you put this number, the smoother the bend will be.
- **Show Objects for Routing? :** This shows all the objects in the top of the hierarchy (it does not include their children) and allows you to add new pole objects quickly in the editor view.

Functions

- **Auto Route :** Strings the telephone wires according to the parameters you have set. (*See Parameters*)
- **Clear Routing :** Clear all the wires and colliders from the main pole GameObject.
- **Auto Name :** Names the 'pole' objects according to their position on the pole list. (this can be accessed by hitting 'show poles')

- **Ground Poles** : Place all the poles on the ground (this works by ray casting. If you are experiencing errors, place the poles *above* what ever you are trying to ground them to before hitting the button.)