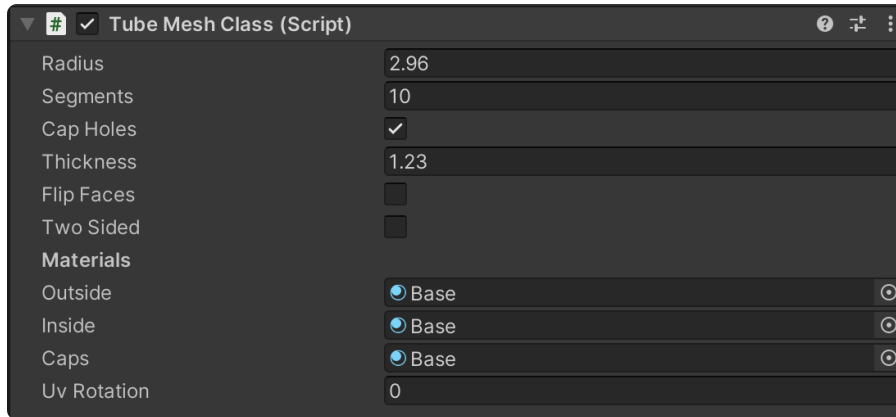


Tube Mesh Inspector



The **Tube Mesh** inspector in Spline Plus allows you to transform spline branches into customizable 3D tube meshes. This guide will walk you through the fields available in the inspector, enabling you to create tubular shapes with adjustable parameters in Unity.

Tube Mesh Configuration

Control how the tube mesh is generated and customized:

- **Radius:**
Set the radius of the tube mesh. This determines the overall size of the tube.
- **Segments:**
Specify the number of segments used to construct the tube. More segments provide smoother curves but may increase the complexity of the mesh.
- **Cap Holes:**
Enable this option to cap the open ends of the tube. This is useful for creating closed tubular shapes.
- **Thickness:**
Define the thickness of the tube walls. A higher value will create a thicker tube, while a lower value will create a thinner tube.
- **Flip Faces:**
Enable this option to flip the normals of the mesh faces. This can be used to reverse the facing direction of the tube mesh.
- **Two Sided:**
When enabled, this option generates the tube mesh with faces on both sides, making it visible from both directions. This is ideal for meshes that need to be visible from all angles.

Materials

Customize the materials applied to different parts of the tube mesh:

- **Outside:**
Assign a material to the outside surface of the tube mesh. Select a material from your project assets to apply it to the tube.

- **Inside:**
Assign a material to the inside surface of the tube mesh. This is used to differentiate the interior surface from the exterior.
- **Caps:**
Assign a material to the caps of the tube mesh. This is used when **Cap Holes** is enabled, allowing you to differentiate the cap material from the main body.

UV Configuration

- **UV Rotation:**
Rotate the UV coordinates of the tube mesh. This is particularly useful for adjusting texture orientation without modifying the mesh geometry.

Conclusion

The Tube Mesh inspector in Spline Plus offers a versatile toolset for creating and customizing tube meshes along splines. By adjusting parameters like radius, thickness, and materials, you can easily create a variety of tubular shapes that enhance your Unity scenes.