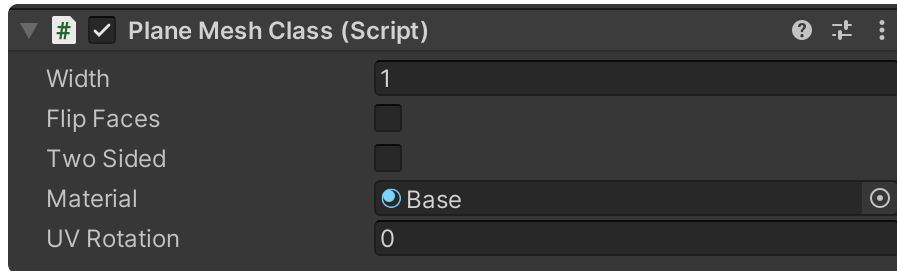# Plane Mesh Inspector

The **Plane Mesh** inspector in Spline Plus allows you to transform spline branches into customizable 3D planes. This guide will walk you through the fields available in the inspector, enabling you to create flexible and visually appealing plane meshes in Unity.

Plane Mesh Configuration

Control how the plane mesh is generated and customized:

- **Width:**
  Set the width of the plane mesh. Adjust this to modify the overall size of the plane across the spline branch.

- **Flip Faces:**
  Enable this option to flip the normals of the mesh faces. Useful when you need to reverse the facing direction of the plane.

- **Two Sided:**
  When enabled, this option generates the plane mesh with faces on both sides, making it visible from both directions. Ideal for cases where the plane needs to be visible regardless of the viewing angle.

- **Material:**
  Assign a material to the plane mesh. Select a material from your project assets to apply it to the generated plane.

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

Conclusion

The Plane Mesh inspector in Spline Plus provides an efficient and intuitive interface for generating and customizing 3D plane meshes along spline branches. By adjusting parameters like width, face orientation, and material application, you can easily create a variety of plane-based designs that enhance your Unity scenes.