

## # LineUI

Simple UI Line.

LineUI generate line mesh and render as ui element.

Line corners can be rounded.

### ## How to use:

1.

- Add prefab "CanvasLineUI" or "LineUI" to canvas
- Or you can create empty gameobject in canvas(it must be fully cover canvas with pivot(0,0)) and add component LineUI

2. Modify screenPositions in inspector (Line UI component)

\* Or set all screenPositions via script by method SetLine(List<Vector2> screenPositions)

- Can modify color, thickness and round detailing

Created by Laptev Andrey