**Line from Point A-B in Unity**

1. Add a “Line Renderer” component to the main camera and adjust the settings (colour, thickness, end cap vertices, etc) as you see fit.
2. Create a script and name it “Line”.
3. Create a public reference to the line renderer and call it “line”:  
   “public LineRenderer line;”
4. Create two public references to the positions of your two game objects that you wish to connect with the line (or more if you have more than two):  
   “public Transform pos1;”

“public Transform pos2;”

1. In the Start function, type:  
   “line.positionCount = 2;”
2. In the Update function, type:  
   “line.SetPosition(0, pos1.position);”  
   “line.SetPosition(1, pos2.position);”
3. Save and return to Unity.
4. Attach the Line script to your main camera by clicking on the main camera in the hierarchy and then dragging the script into its Inspector.
5. In the script’s component under the Inspector, drag in your references. Start by dragging the Line Renderer component from the Inspector into the “Line” reference, then drag the respective game objects from the hierarchy into the “Pos 1” and “Pos 2” references (and more if you made more).
6. Click “Play” and your line will be connected between the objects. If you move the objects in the scene view, the line will follow in the game view.