Oh My Gizmos

Version 1.0.0

20/09/2023

Tool documentation.

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Introduction

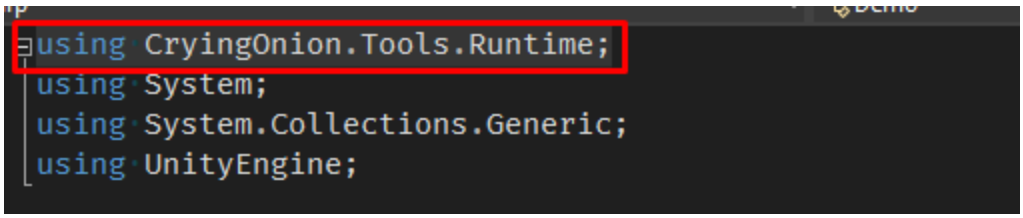
The tool provides the user with the possibility of viewing gizmos both in the editor, runtime or in the already shipped product, facilitating the search for bugs or testing visually.

Content

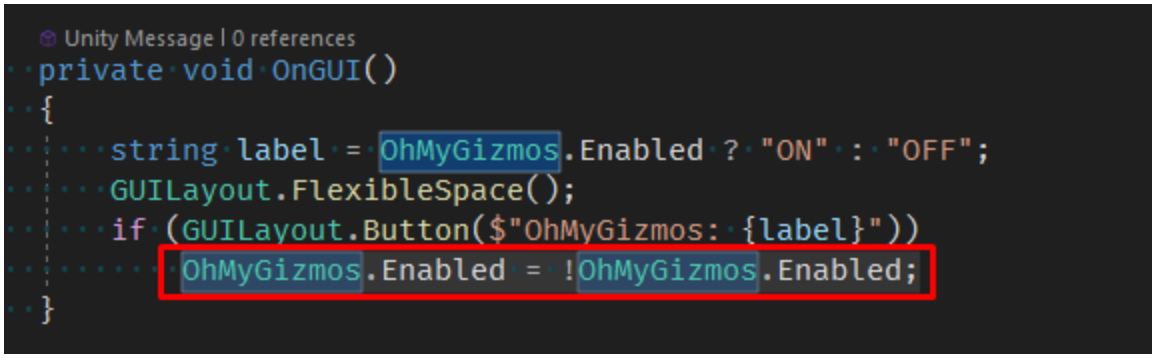
- Demo folder
    - Demo scene
    - Demo script
    - Floor Material
- Logo folder
    - PNG file
- Runtime folder
    - DLL file (the tool)

How to use

In order to use the tool, in any script it is necessary to add the following line of code:



It must be taken into account that in order to view it, it is necessary to turn on the tool from the code by changing its **Enabled** property:



Methods for drawing

The following methods are those currently found in the tool.

- OhMyGizmos.Line(Guid id, Vector3 a, Vector3 b, Gradient gradient)
- OhMyGizmos.Lines(Guid id, List<Vector3> points, Gradient gradient)
- OhMyGizmos.Quad(Matrix4x4 matrix, Color color)
- OhMyGizmos.Icon(Matrix4x4 matrix, Color color, Texture icon)
- OhMyGizmos.Cube(Matrix4x4 matrix, Color color)
- OhMyGizmos.Bounds(Bounds bounds, Color color)
- OhMyGizmos.Sphere(Vector3 position, float radius, Color color)
- OhMyGizmos.Capsule(Guid id, Matrix4x4 matrix, Color color, float height, float radius)
- OhMyGizmos.Cylinder(Guid id, Matrix4x4 matrix, Color color, float height, float radius)
- OhMyGizmos.Mesh(Guid guid, Matrix4x4 matrix, Color color, Mesh mesh)
- OhMyGizmos.Arrow(Guid id, Vector3 position, Vector3 direction, float size, float lenght, Gradient gradient)
- OhMyGizmos.Circle(Guid id, Vector3 position, Quaternion rotation, Color color, float radius, float fillAngle)
- OhMyGizmos.DrawArc(Guid id, Vector3 center, Vector3 point, Vector3 axis, float revFactor1, float revFactor2, int segments, Gradient gradient)

Note: in the example code you can see how to use it correctly.