vRuler Manual

Thanks for purchasing!
You can get the rest of our Editor Enhancers with a discount

If you have any questions or feedback, please reach out:

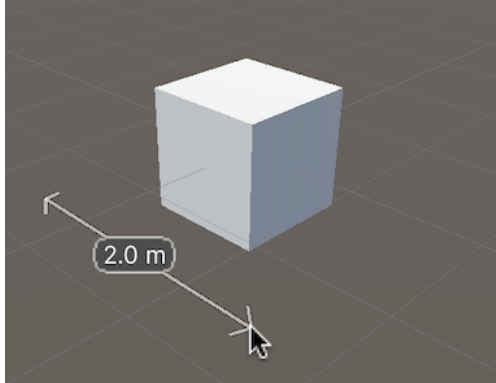✉ kubacho.lab@gmail.com
🎮 discord.gg/4dG9KsbspG
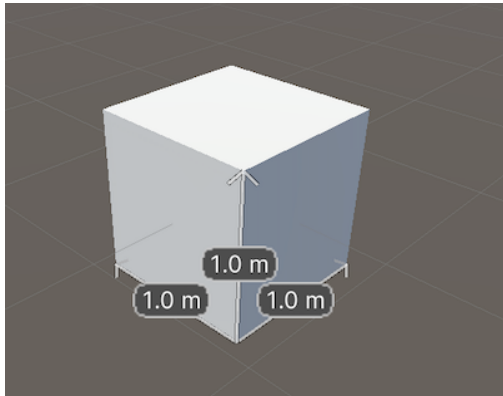
Also it would be nice if you could leave a review 😊

Measure distance

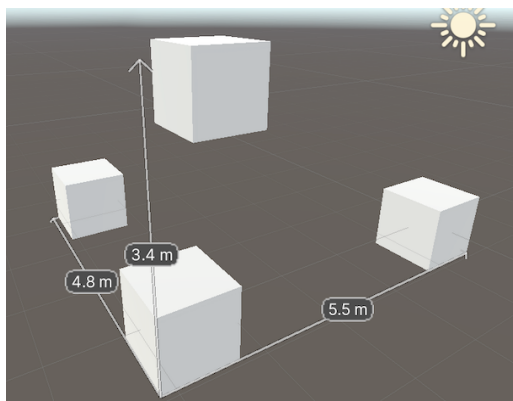Hold Shift-R and move the mouse to measure distance between initial and current mouse positions:

Measure objects

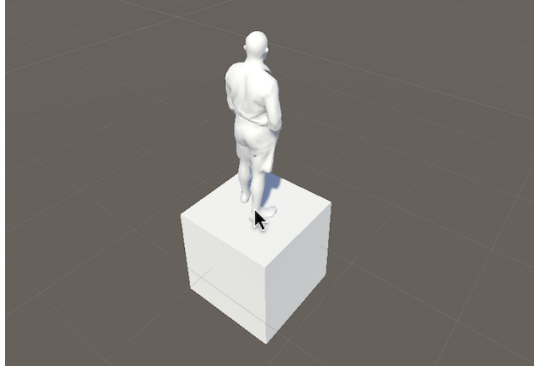Hold Shift-R and click an object to measure its local bounding box:

or click multiple objects while holding Shift-R to measure their combined bounding box:
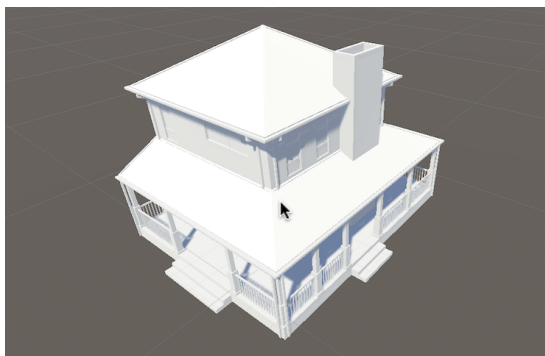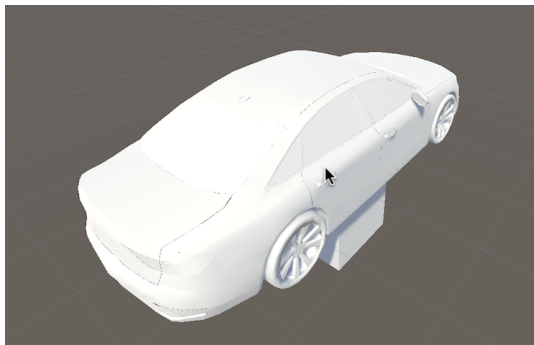
Show objects for scale

Hold Shift-R and scroll to show a reference object at mouse pointer:

Scroll further to show next reference objects:

3 reference objects are included in the package - human, car and house. You can add custom reference objects by placing their models in the "vRuler/Objects for scale" folder. Model prefabs should only contain one mesh renderer

Menu

Settings can be adjusted in Tools/vRuler menu: