# Vertex Wind Version 1.4.0

Untitled Tools

The Vertex Wind Script

The vertex wind script is the main script in the package and contains all of the main settings for the wind.

To use the vertex wind script, first add it to an object then click any of the buttons that will the child objects, the current object, selected objects, or objects that have a specified tag (make sure you first enter the name of the tag you would like to search for before clicking the last button).
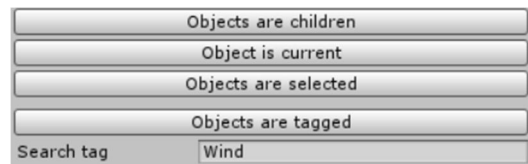
There are few settings currently with the new performance update, this is to keep things fairly simple while still giving enough options for many unique scenes. Hovering over a setting will reveal what it does.

The Wind Effector Radius Script

The wind effector radius script will globally affect the wind in the scene on a per-vertex scale, within a set range.

This script is pretty simple, there are two settings, radius and effect, hovering over them will display what they do, the wind effector will display the radius in the scene view as a blue sphere.

For any other questions, concerns, issues, or just insight, contact Untitled Tools via email at untitledtools@gmail.com or by our website at https://untitledtools.wixsite.com/home