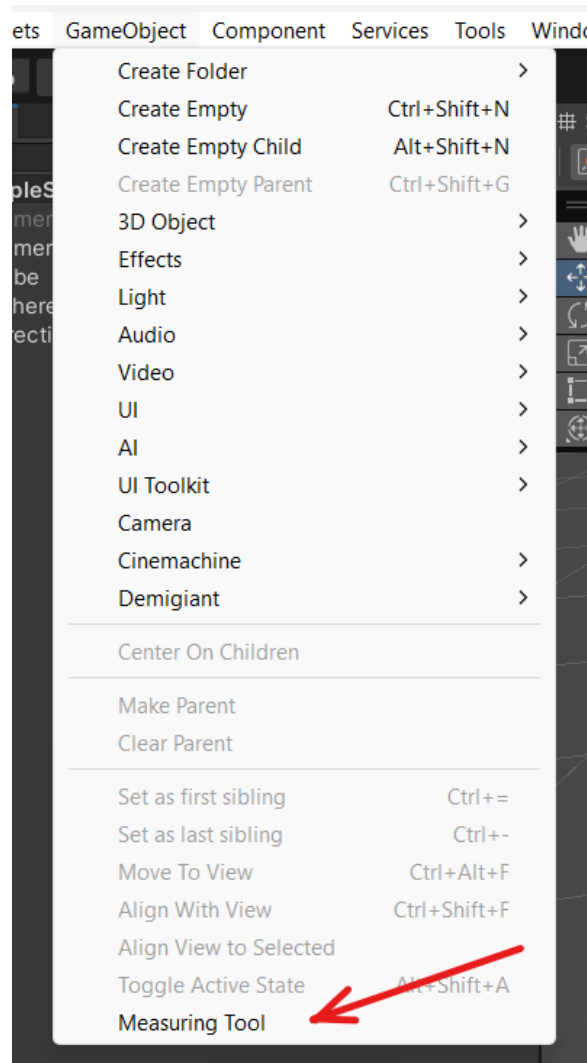


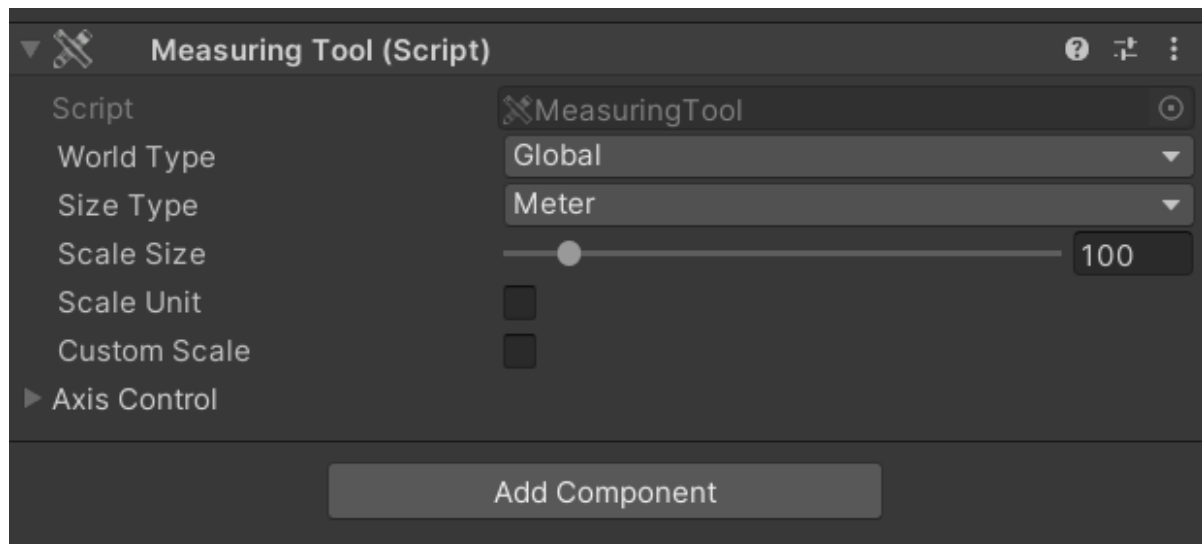
Measuring Tool

Step 1: GameObject > Measuring Tool



Step 2: You will find an Object named Measuring Tool in Hierarchy. Select it-

Step 3: There will be a script attached to it. You can modify it in the inspector.

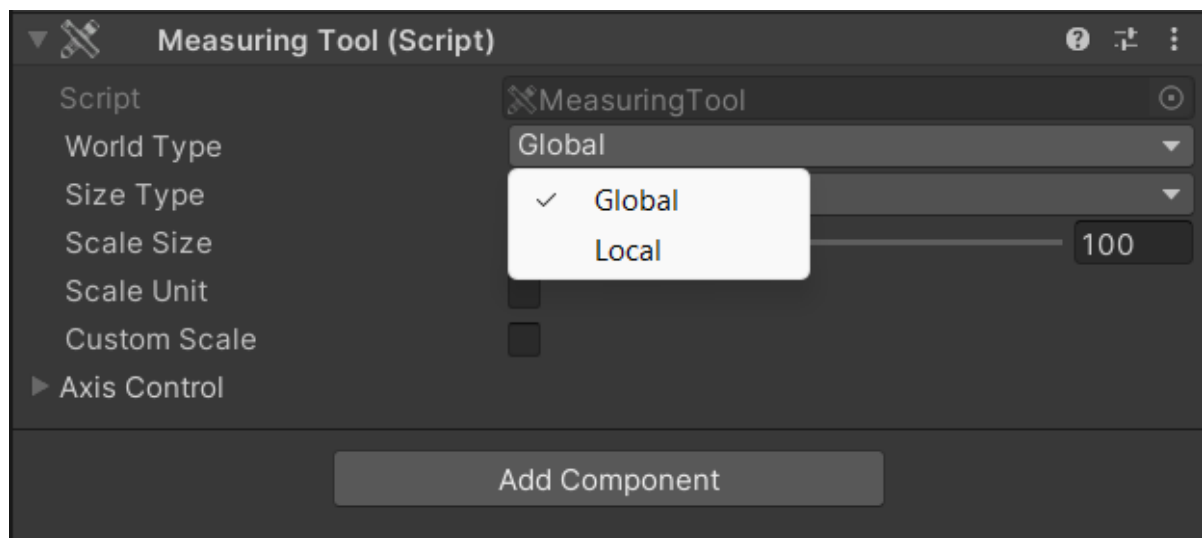


Features:

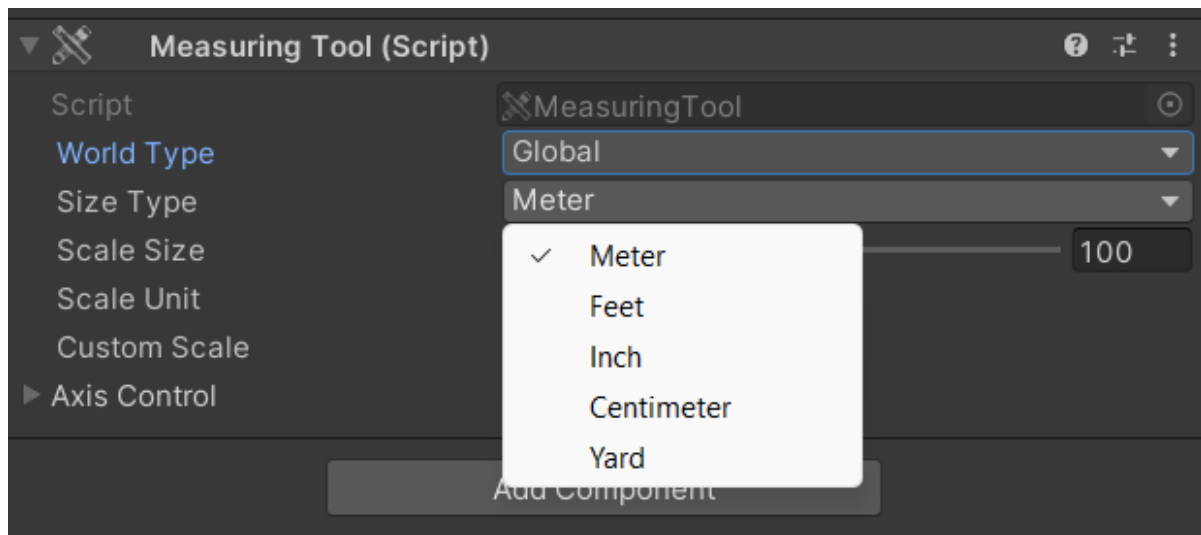
World Type:

Global: If the world type is **Global** then the scale will be centred at (0,0,0) and the user can't move that.

Local: If the world type is **Local** then the scale can move from center.



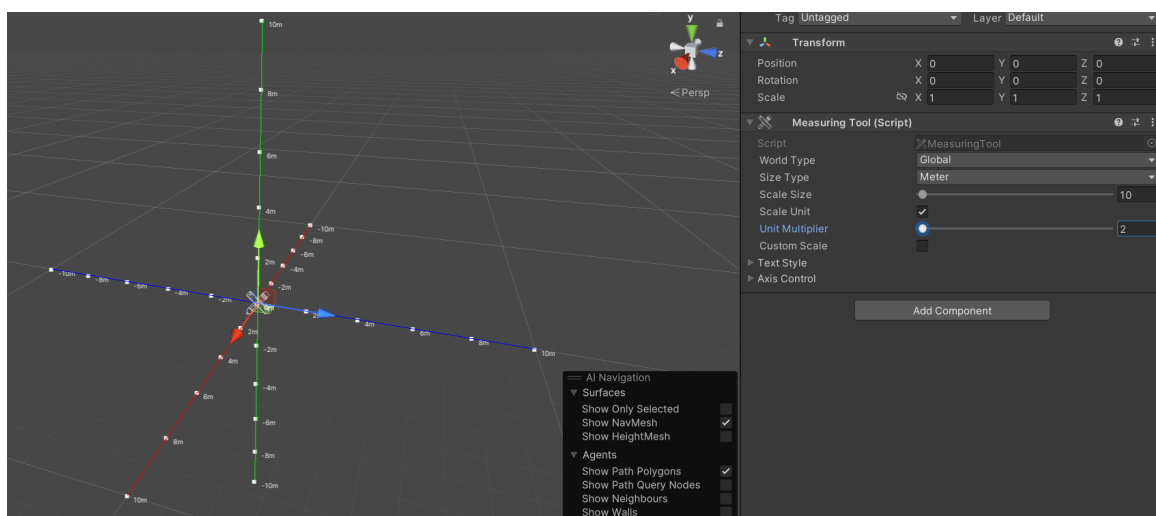
Size Type: The user can choose between various types of measuring units.



Scale Unit: Enabling this the scale unity will show.

Scale Size: Changing the slider will change the X, Y, and Z scale size.

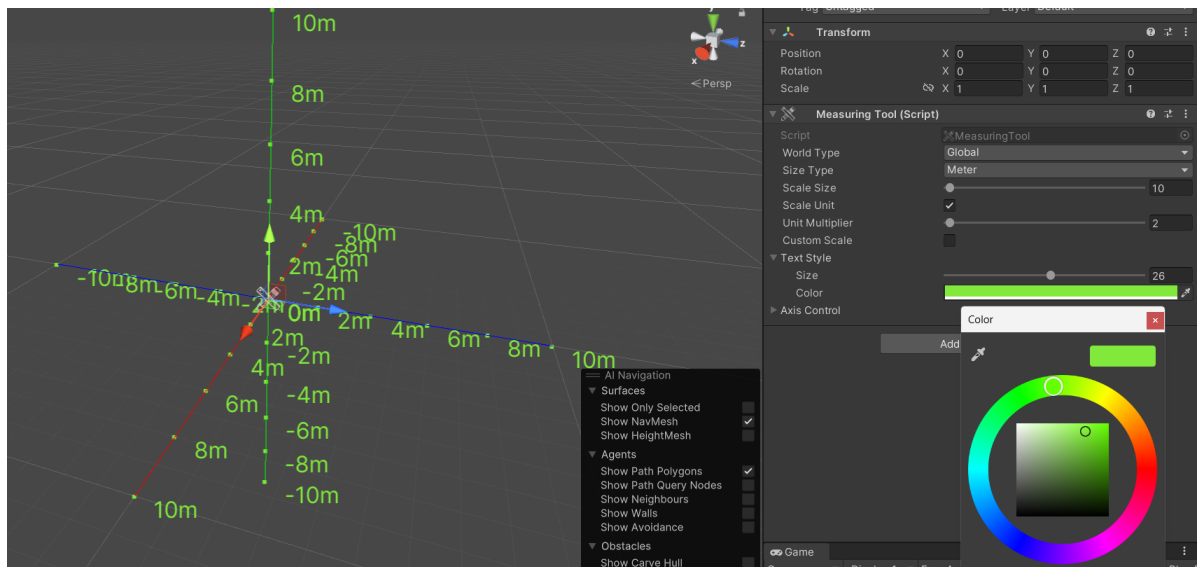
Unit Multiplier: Change this will change the **Unit scale** will show the unite after every **Unit Multiplier** value.



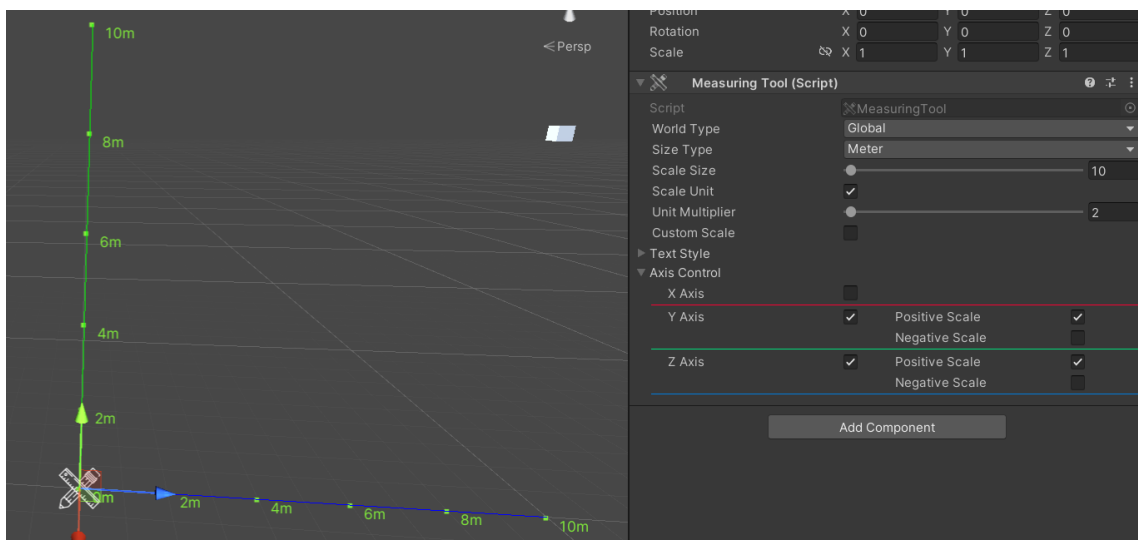
Text Style:

Size: Changing this will change the Text.

Color: Using this the user can change the color of the text.

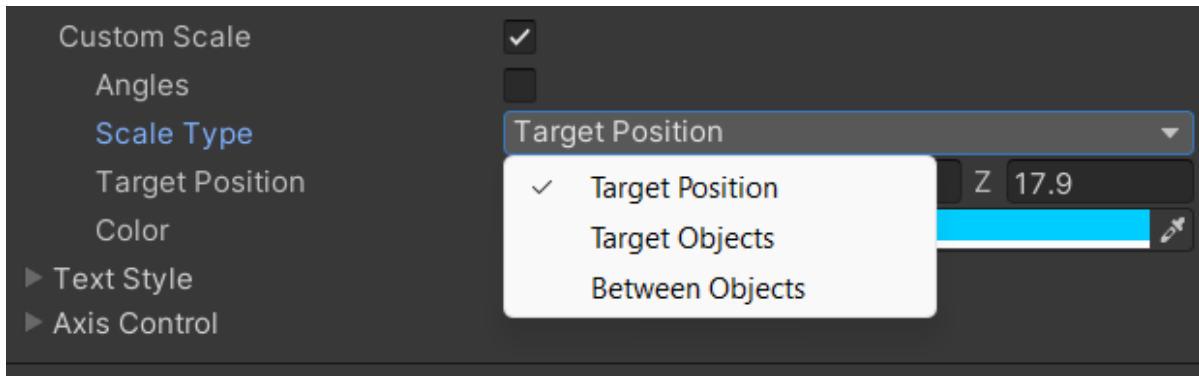


Axis Control: Enabling and disabling the access you can enable and disable scale as you like.

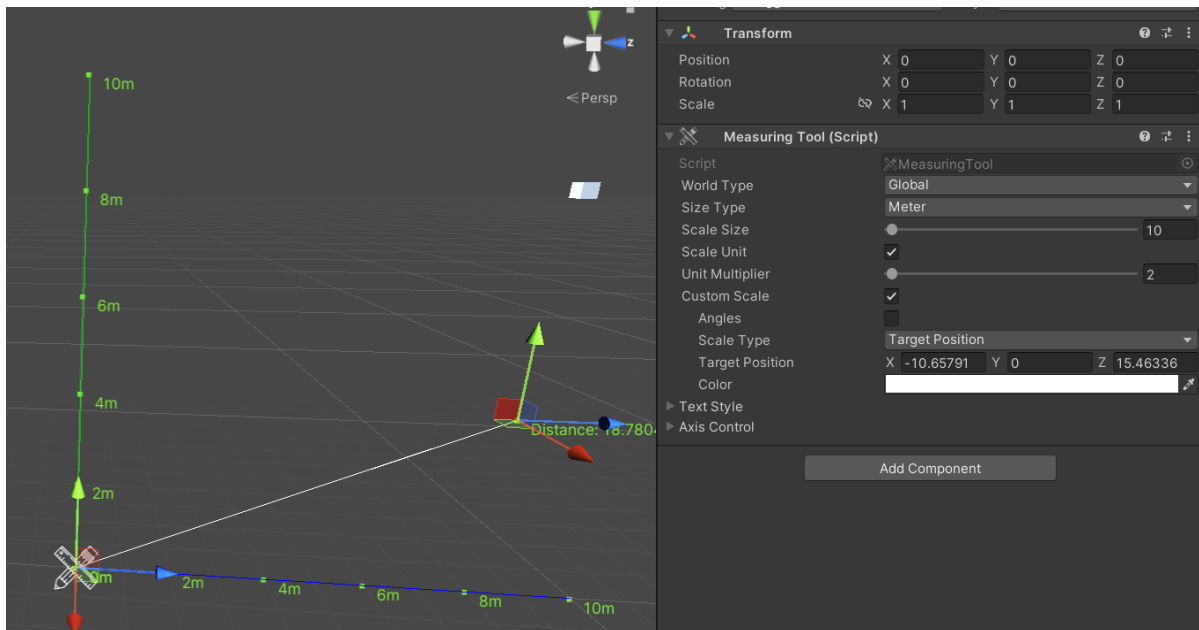


Custom Scale: Enabling this will give the users some custom scale features.

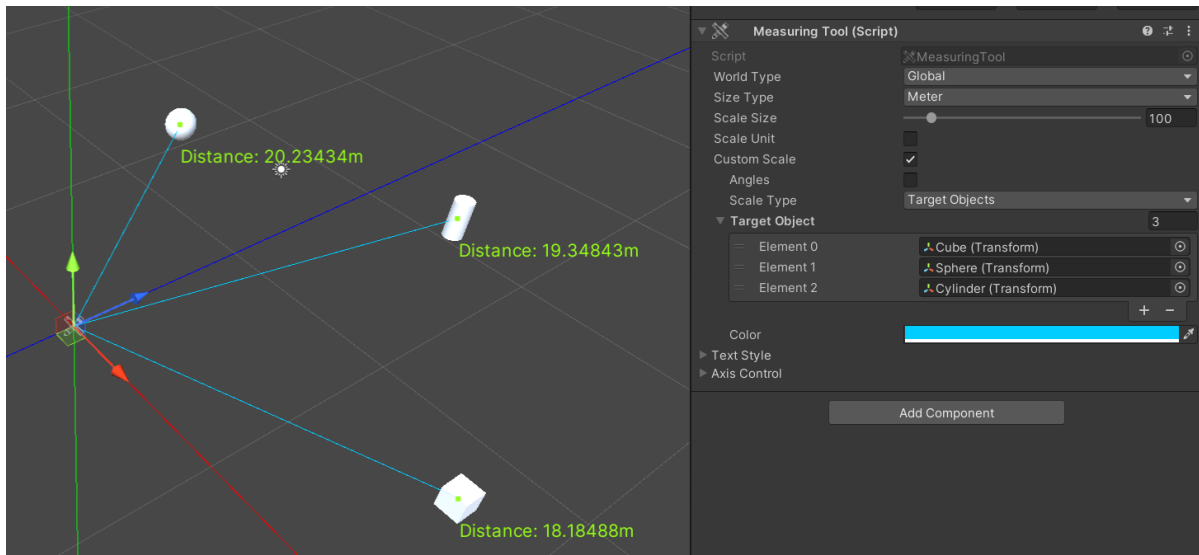
Scale Type: There are three types of custom scales. Users can choose one of them.



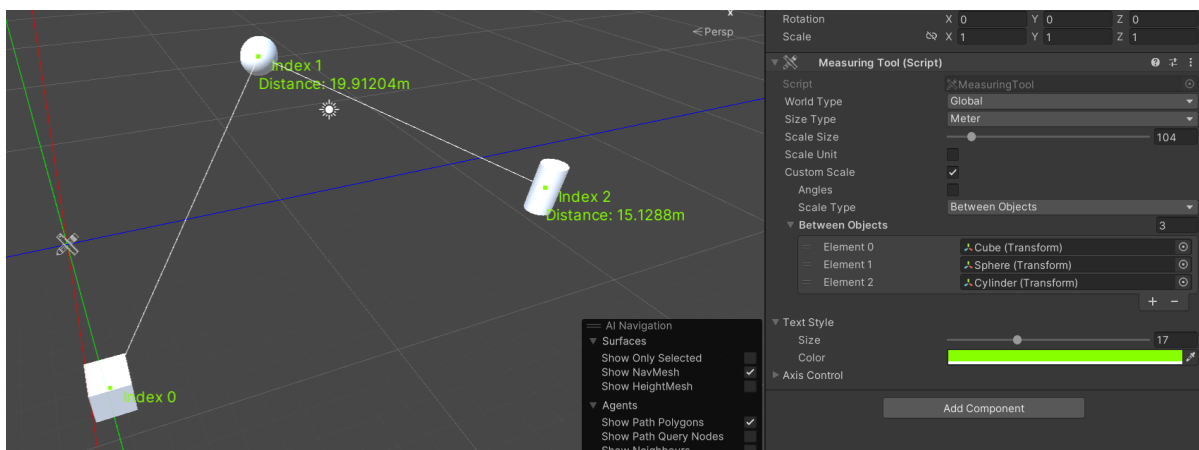
Target Position: Here you can drag the the target position and see the distance.



Target Objects: Using this the user can see multiple object distances from the scale center.



Between Objects: Using this the user can see the distance between different objects.



Angles: Enabling the angles the user can see the angles.

Color: By changing the color you can edit the distance between lines.

NB: Remember to enable **Gizmos**.