

Thanks for purchasing LineRenderer3D

if you have any problems with the asset or new feature requests, please send an email to info@dalakgames.com.

Try to add as much information as possible to your emails especially if it's a *bug report*, and *please don't forget to add your order id*

-- Usage

```
// Attach LineRenderer3D.cs
```

```
// Create and assign the reference of LineRenderer3D
```

```
    public LineRenderer3D line;
```

```
// Add positions - you can also use inspector
```

```
    line.pathData.positions.Add(p1);
```

```
    line.pathData.positions.Add(p2);
```

```
// Adjust settings
```

```
    line.pipeMeshSettings.radius = 0.25f;
```

```
    line.pipeMeshSettings.vertexPerLoop = 4; // More vertex means smoother
```

```
lines
```

```
    line.pipeMeshSettings.nCornerLoops = 3;
```

```
// Update the mesh
```

```
    line.UpdateMesh();
```

** You can check the example scenes(available for each SRP) and respective scripts*