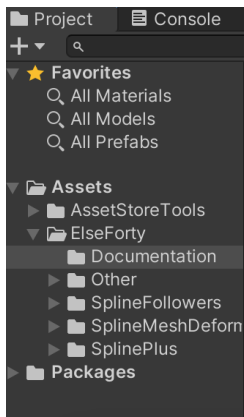


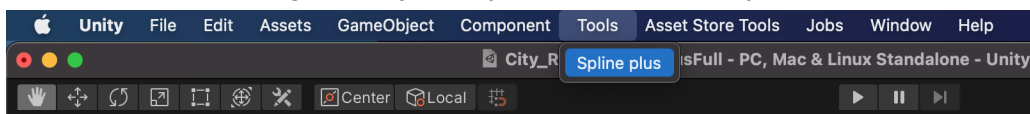


Installation

All Packages from ElseForty are placed in the 'ElseForty' folder once imported.

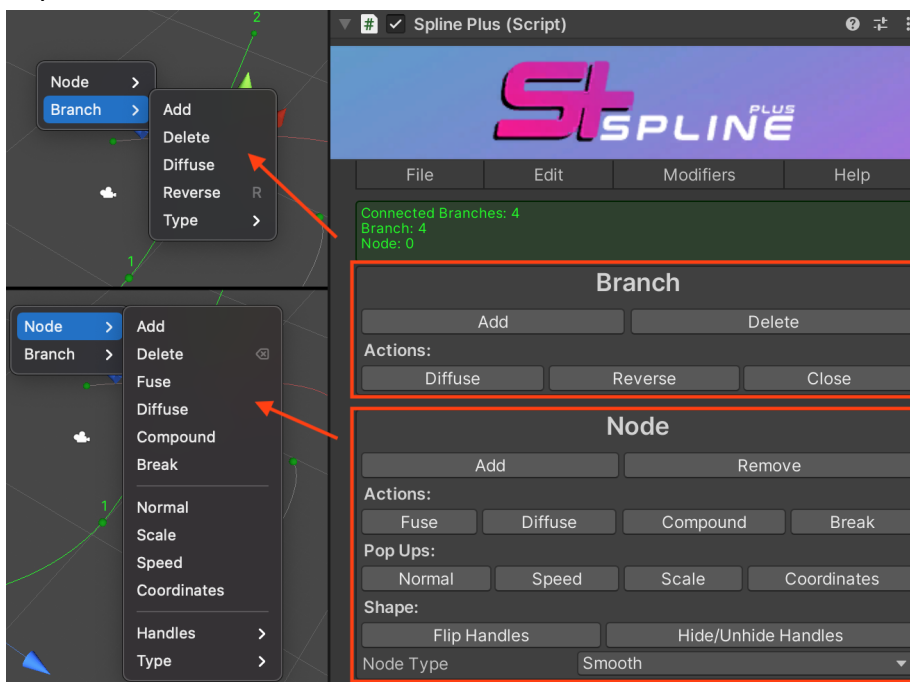


To Add a Spline Plus game object to your scene hierarchy.



Spline Plus Inspector and Scene View items Menu

Right click in you scene view while selecting your spline Plus GameObject to bring up the Items menu, you can also have access to the same actions by using the buttons on the inspector



Please visit www.elseforty.com for more,
You can also contact me at elseforty@gmail.com in case you have any other questions.

The Debugging area

```
Connected Branches: 3 - 18 - 20 - 182  
Branch: 3  
Node: 3
```

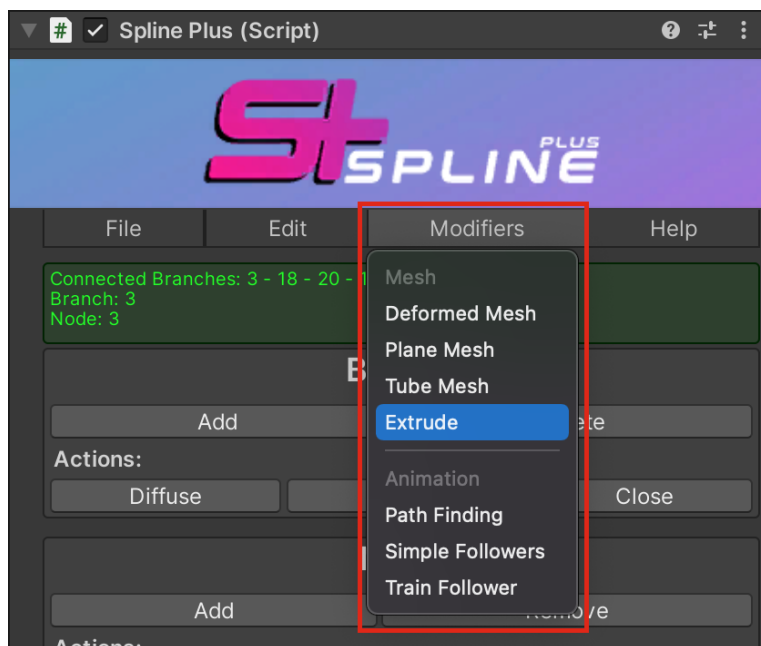
This area displays the data of the selected element in the scene view

Connected Branches: shows a list of branch keys of branches connected to the selected node

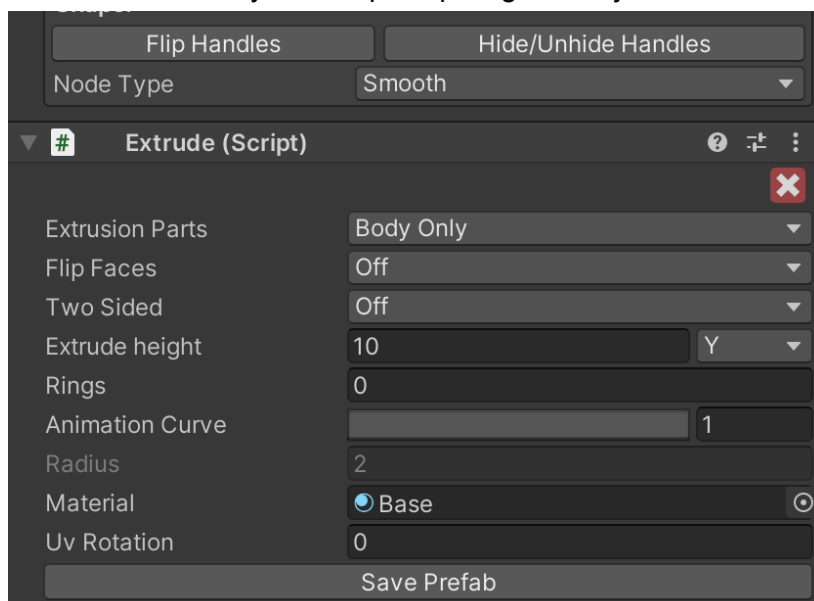
Branch: shows the branch key of the selected branch in the branches dictionary

Node: shows the node index of the selected node in the branch nodes list

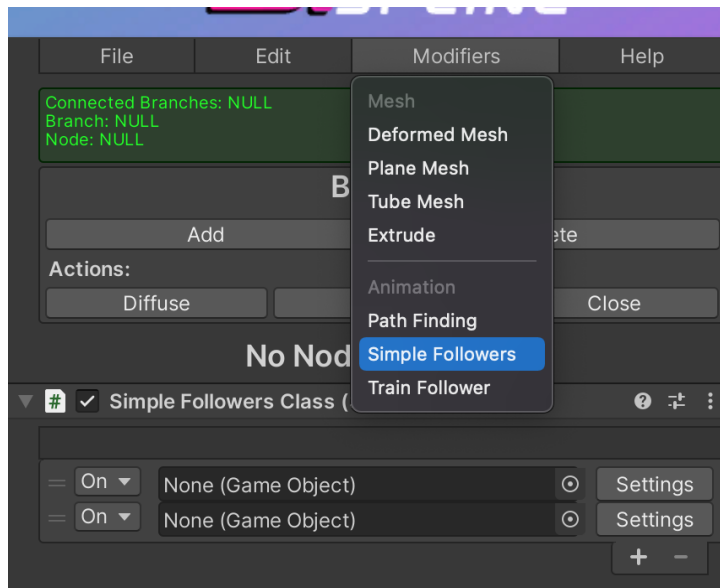
Spline Mesh Deform



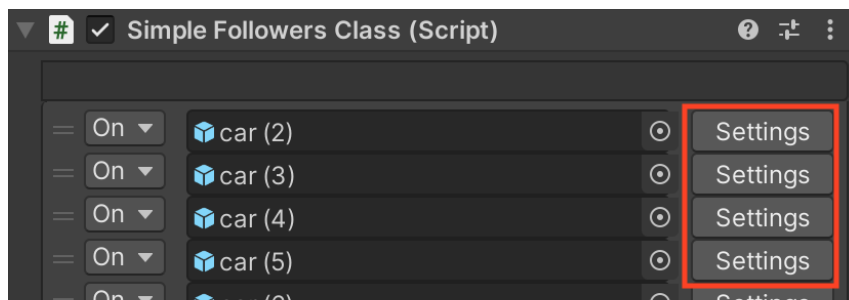
Pick the modifier you want from the items menu list, the corresponding component will be added automatically to the spline plus game object bellow,



Followers



You have different kind of followers that you can use with Spline Plus, the most basic follower type is "simple follower",



To have access to the advanced simple follower settings like animation and event settings click on the **"Settings"** button to open the corresponding follower settings window, The settings window looks like bellow

