Thank you for choosing Measure Lines.

It's a plugin for dynamic measure distance between object.
Lines are base on mesh, draw as usual object.
It use raycast to find out what's distance between objects.
I hope you enjoy the plugin and wish it can help you with your game.
If you have any question, you can email me: unicoea@gmail.com

Important Note:

The package is contain SteamVR + Oculus +Photon Plugins for user who can run in VR immediately, For those users who already have a project, please select just Measurelines folder to import into project.

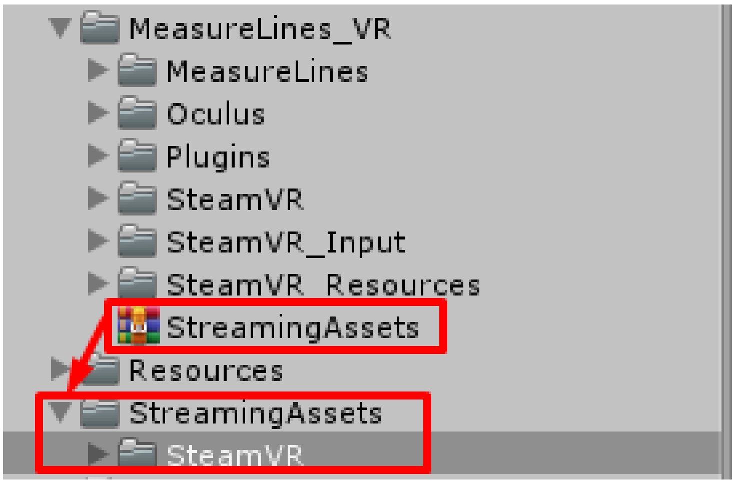
Part 1: For VR Singleplayer

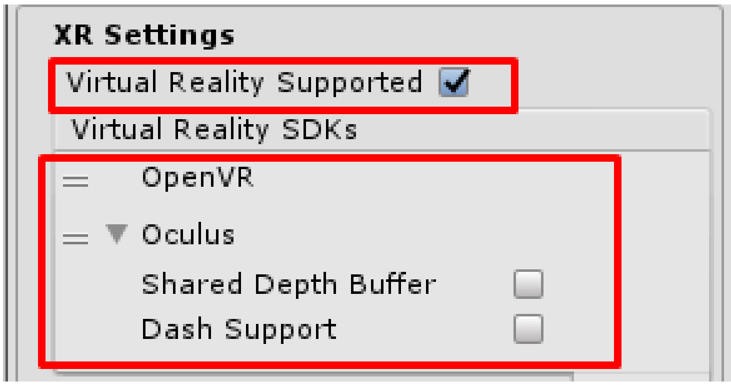
1. For who want to create a new VR project:

Import measurelines plugin into a new project.

Extract "StreamingAssets.zip" to Streaming Assets folder and put it as a child of "Asset" folder. It contain the config for steamvr if you use HTC Vive.(For oculus user it not needed)

Please check the VR is enabled.





XR Settings

Virtual Reality Supported ☑

Virtual Reality SDKs

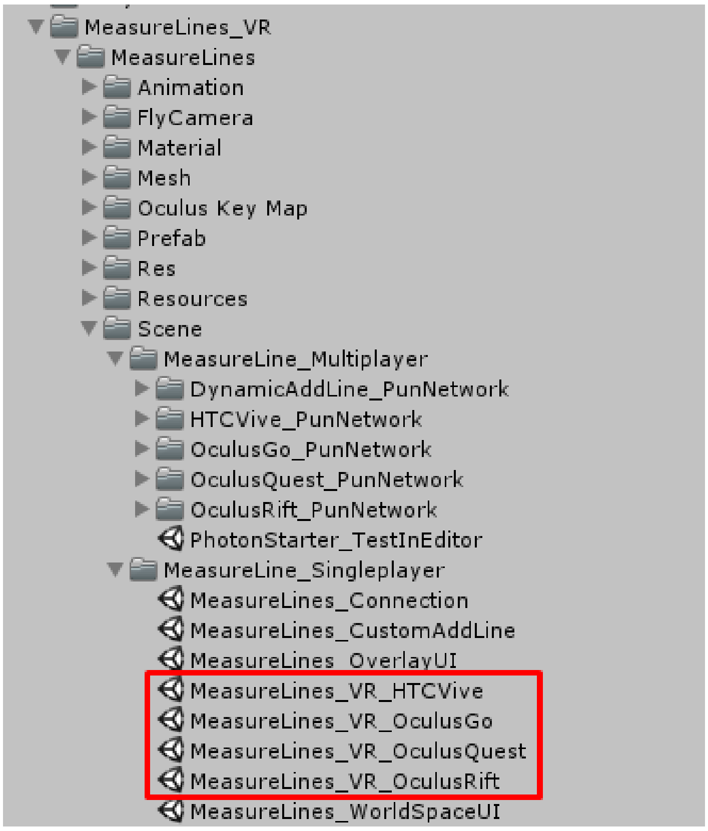
OpenVR

Oculus

Shared Depth Buffer □

Dash Support □

Then you can open scene for your VR device.

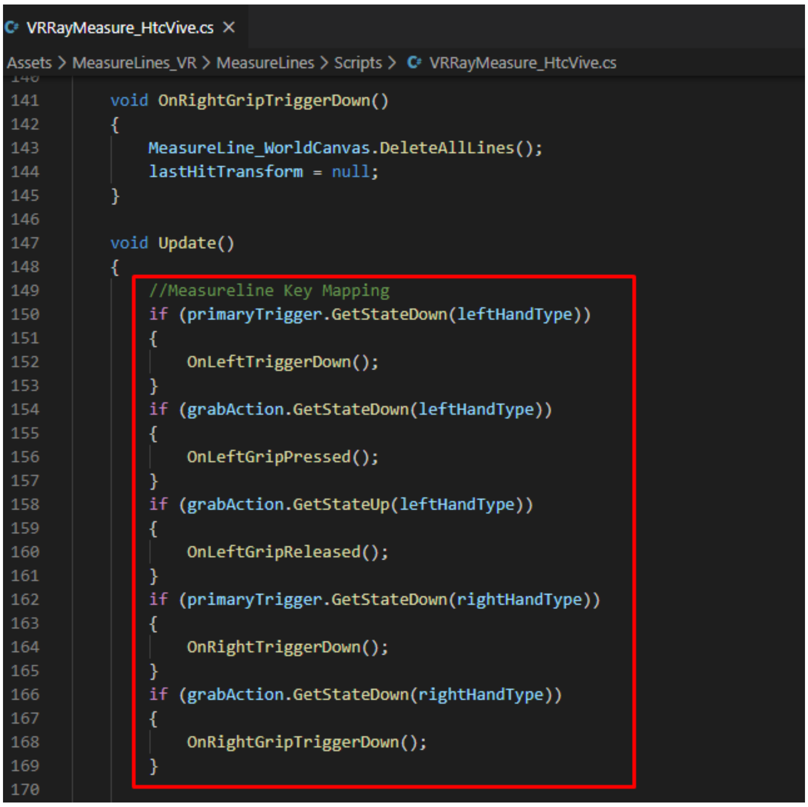


```
MeasureLines_VR
  MeasureLines
    Animation
    FlyCamera
    Material
    Mesh
    Oculus Key Map
    Prefab
    Res
    Resources
    Scene
      MeasureLine_Multiplayer
        DynamicAddLine_PunNetwork
        HTCVive_PunNetwork
        OculusGo_PunNetwork
        OculusQuest_PunNetwork
        OculusRift_PunNetwork
        PhotonStarter_TestInEditor
      MeasureLine_Singleplayer
        MeasureLines_Connection
        MeasureLines_CustomAddLine
        MeasureLines_OverlayUI
        MeasureLines_VR_HTCVive
        MeasureLines_VR_OculusGo
        MeasureLines_VR_OculusQuest
        MeasureLines_VR_OculusRift
        MeasureLines_WorldSpaceUI
```

The key mapping is in scripts. You can modify them if you want.

For example, you can use LeftPrimaryTrigger of HTC Vive click to one point then the other point to make a new measure line. Hold leftGrip to draw Horizontally or vertically lines.

RightPrimaryTrigger to switch the draw mode. Click RightGrip to clear all lines.

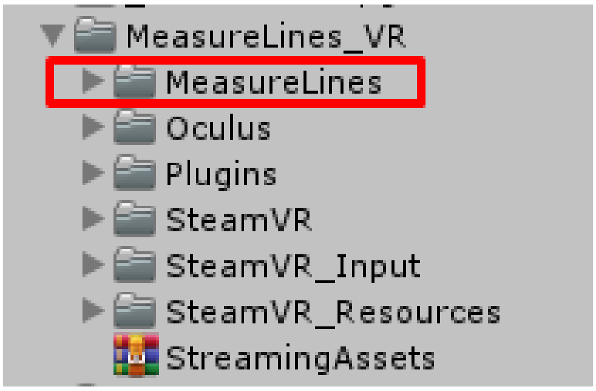


VRRayMeasure_HtcVive.cs ×
Assets > MeasureLines_VR > MeasureLines > Scripts > VRRayMeasure_HtcVive.cs

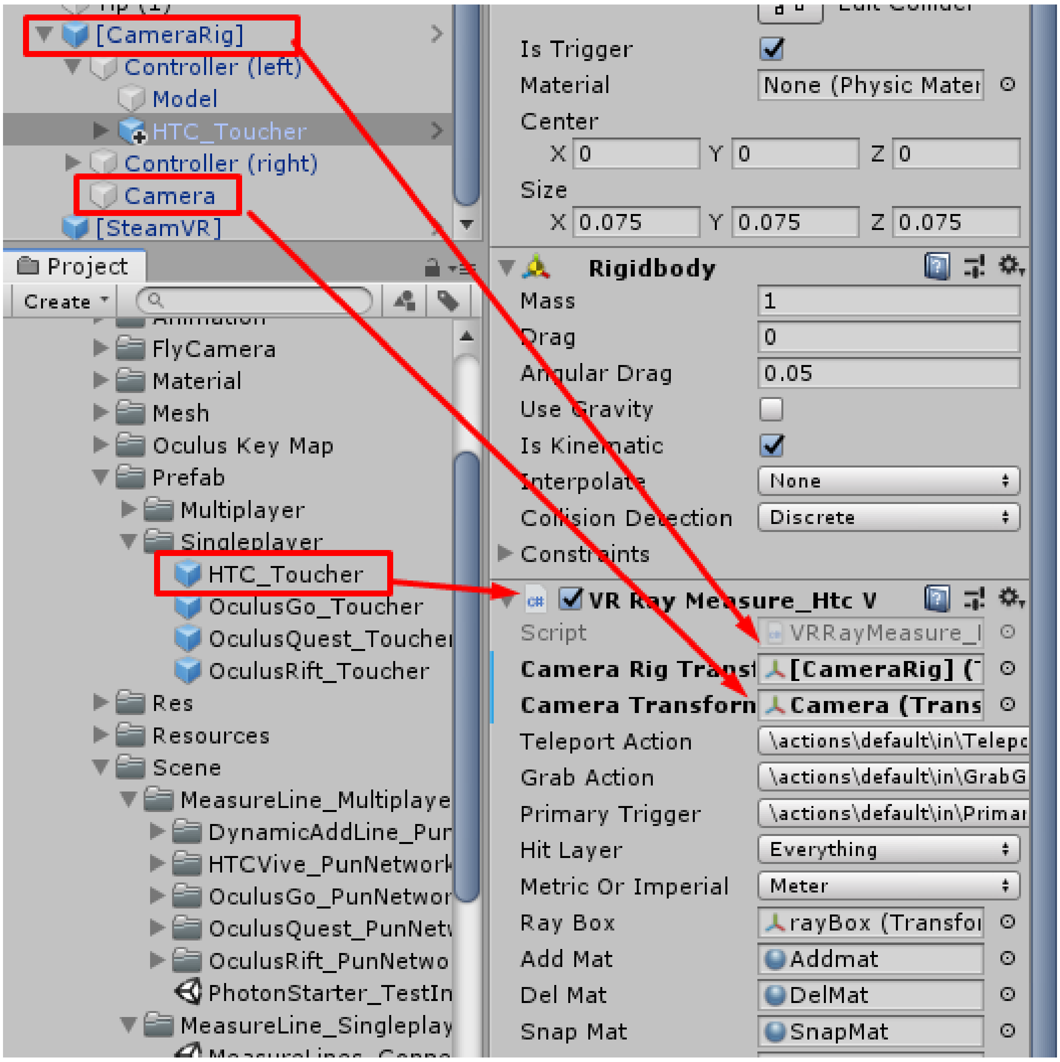
```
    void OnRightGripTriggerDown()
    {
        MeasureLine_WorldCanvas.DeleteAllLines();
        lastHitTransform = null;
    }

    void Update()
    {
        //Measureline Key Mapping
        if (primaryTrigger.GetStateDown(leftHandType))
        {
            OnLeftTriggerDown();
        }
        if (grabAction.GetStateDown(leftHandType))
        {
            OnLeftGripPressed();
        }
        if (grabAction.GetStateUp(leftHandType))
        {
            OnLeftGripReleased();
        }
        if (primaryTrigger.GetStateDown(rightHandType))
        {
            OnRightTriggerDown();
        }
        if (grabAction.GetStateDown(rightHandType))
        {
            OnRightGripTriggerDown();
        }

```

2. For those who already has a complex VR project:

You just need import the MeasureLines folder into your existing project.



If you are integrade into exist project, please drag the toucher prefab to one of the Controller. Then it will work, if you need to use a raw teleport function, please assign Camera Rig Transform and Camera Transform from scene.



Is Trigger ☑

Material None (Physic Mater

Center X 0 Y 0 Z 0

Size X 0.075 Y 0.075 Z 0.075

Rigidbody

Mass 1

Drag 0

Angular Drag 0.05

Use Gravity □

Is Kinematic ☑

Interpolate None

Collision Detection Discrete

Constraints

☑ VR Ray Measure_Htc V

Script VRRayMeasure_I

Camera Rig Transf [CameraRig] (

Camera Transform Camera (Trans

Teleport Action \actions\default\in\Telepo

Grab Action \actions\default\in\GrabG

Primary Trigger \actions\default\in\Primar

Hit Layer Everything

Metric Or Imperial Meter

Ray Box rayBox (Transfor

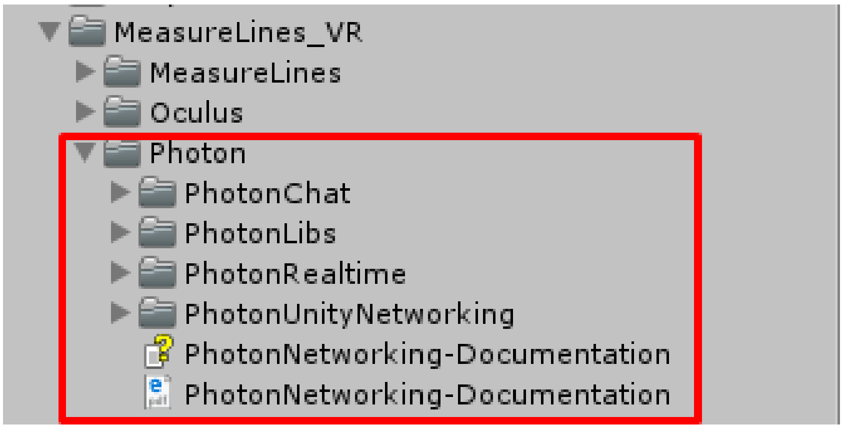
Add Mat Addmat

Del Mat DelMat

Snap Mat SnapMat

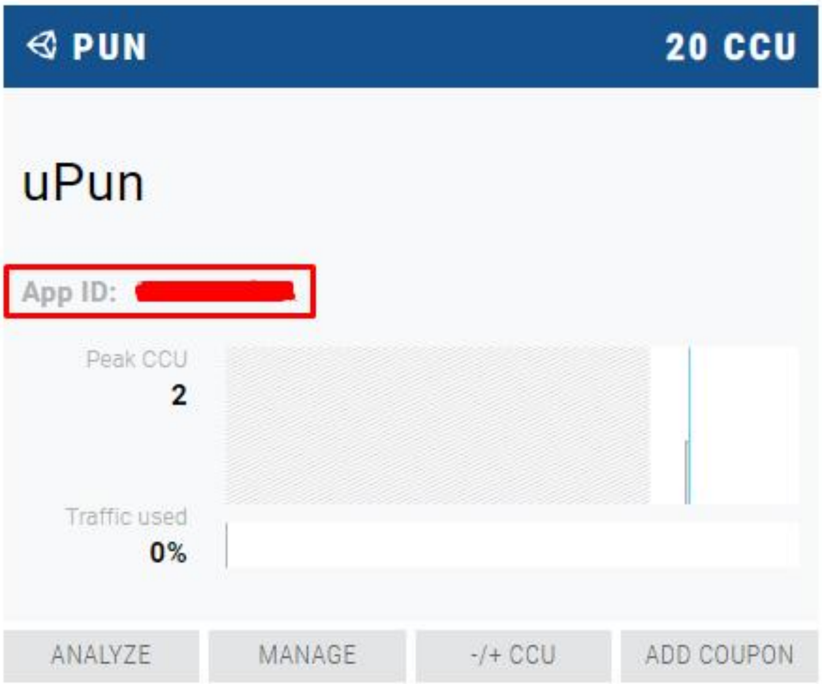
Part 2: For VR Multiplayer

From Measurelines_v1.4.8, It has include a version of photon pun2 for multiplayer.



```
▼ MeasureLines_VR
    ▶ MeasureLines
    ▶ Oculus
    ▼ Photon
        ▶ PhotonChat
        ▶ PhotonLibs
        ▶ PhotonRealtime
        ▶ PhotonUnityNetworking
          PhotonNetworking-Documentation
          PhotonNetworking-Documentation
```

First, you need to you to photon developer website and register a developer account and create a new project, then find the AppID https://dashboard.photonengine.com/Account/SignIn?ReturnUrl=%2fen-US%2fpubliccloud



PUN 20 CCU

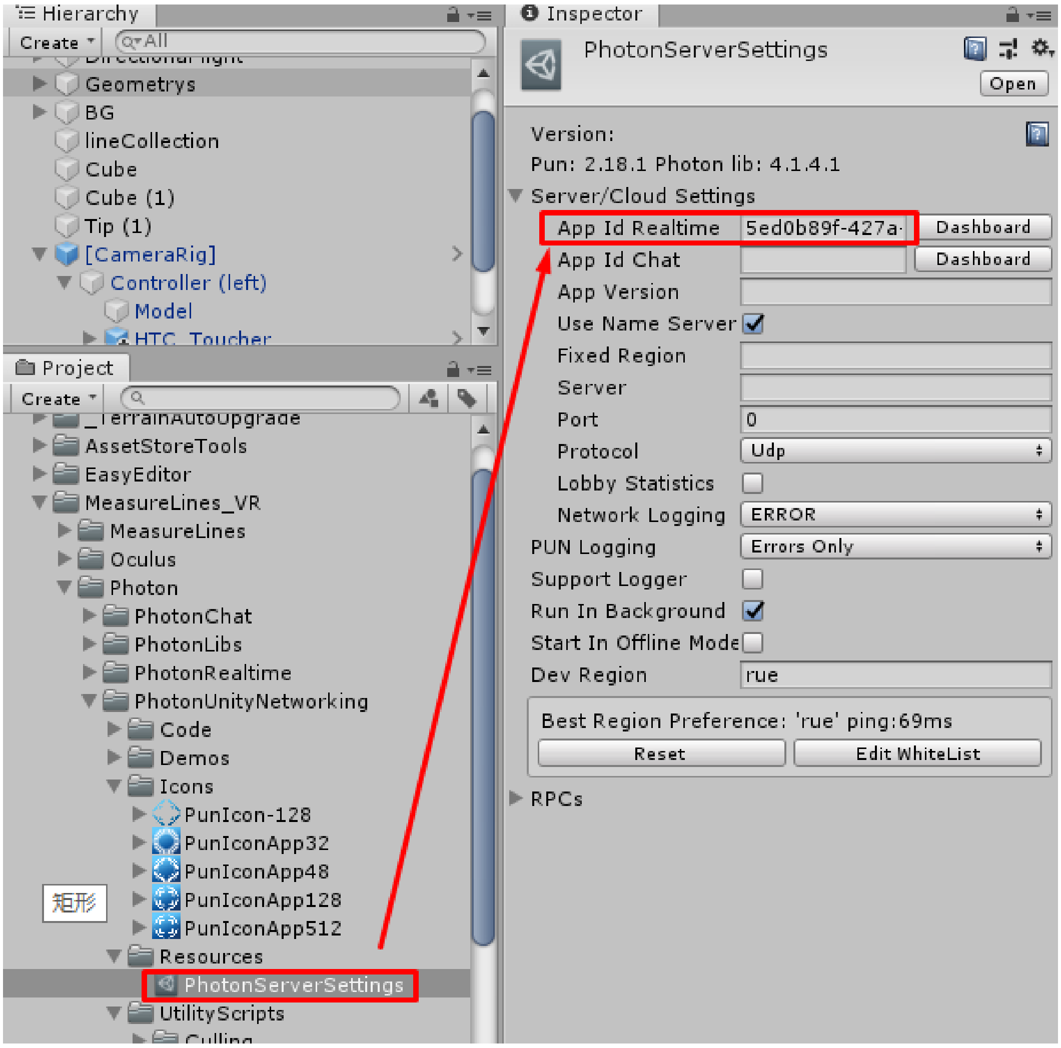
uPun

App ID: [redacted]

Peak CCU 2

Traffic used 0%

Copy and paste the AppID into your PhotonServerSettings



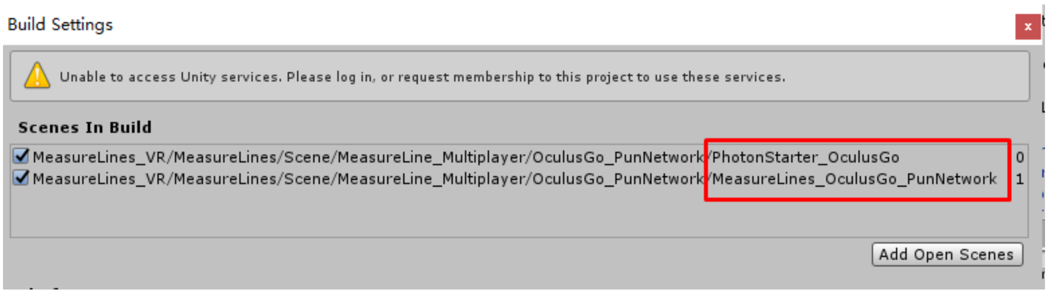
Version:
Pun: 2.18.1 Photon lib: 4.1.4.1

Server/Cloud Settings

App Id Realtime 5ed0b89f-427a·
App Id Chat
App Version
Use Name Server ☑
Fixed Region
Server
Port 0
Protocol Udp
Lobby Statistics □
Network Logging ERROR
PUN Logging Errors Only
Support Logger □
Run In Background ☑
Start In Offline Mode □
Dev Region rue

Best Region Preference: 'rue' ping:69ms

Add multiplayer scene you want to play in Build Setting.

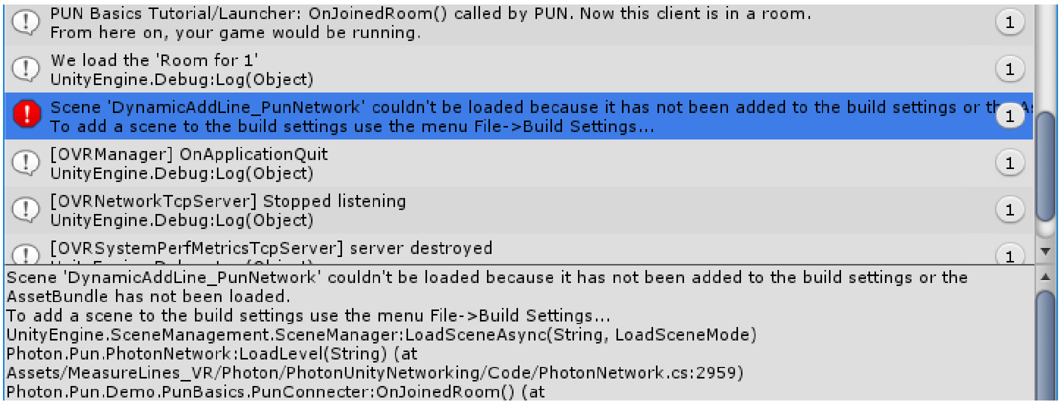


Unable to access Unity services. Please log in, or request membership to this project to use these services.

Scenes In Build

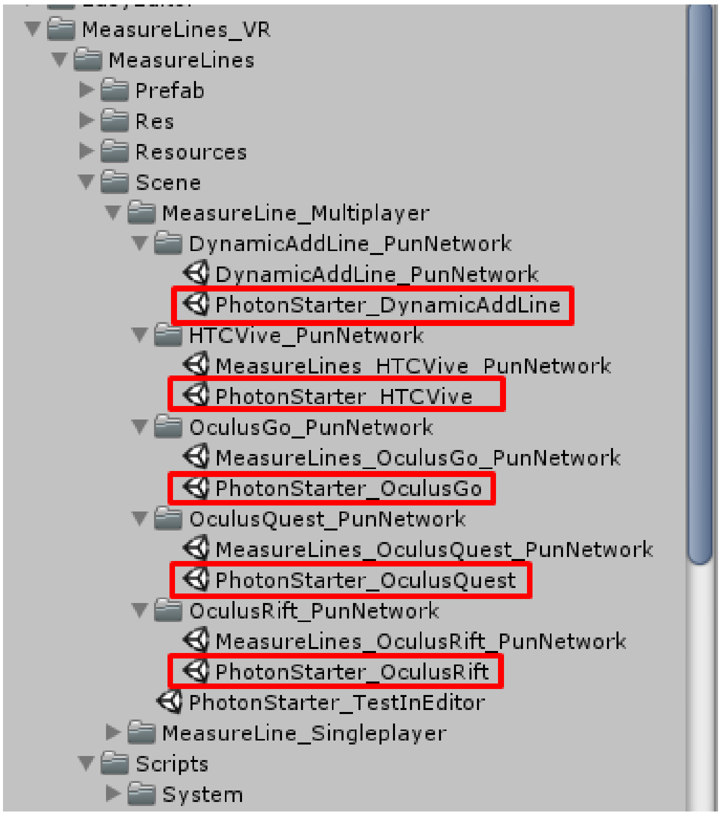
☑ MeasureLines_VR/MeasureLines/Scene/MeasureLine_Multiplayer/OculusGo_PunNetwork/PhotonStarter_OculusGo 0
☑ MeasureLines_VR/MeasureLines/Scene/MeasureLine_Multiplayer/OculusGo_PunNetwork/MeasureLines_OculusGo_PunNetwork 1

Or you will meet this error



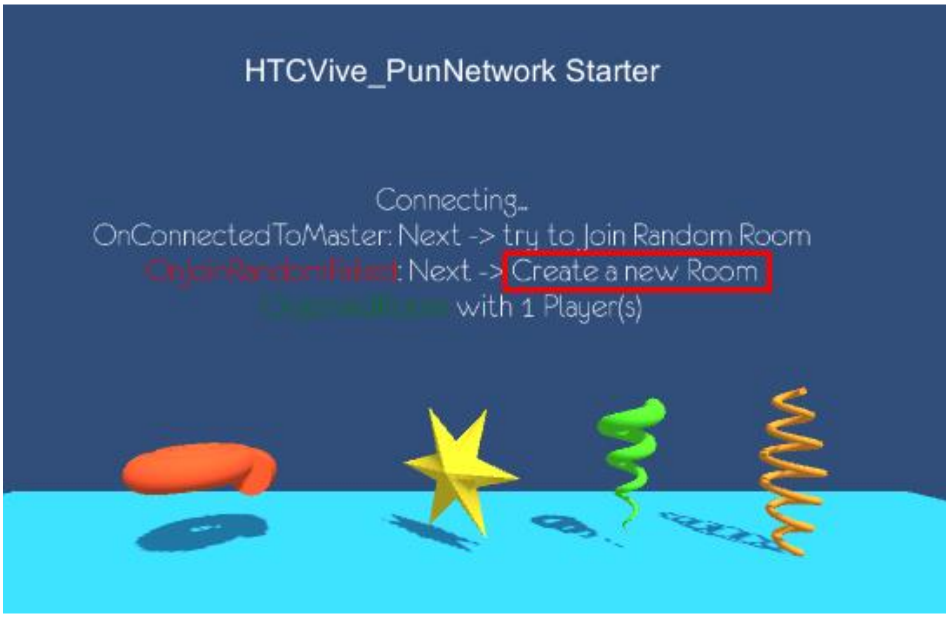
```
PUN Basics Tutorial/Launcher: OnJoinedRoom() called by PUN. Now this client is in a room.
From here on, your game would be running.                                                    1
We load the 'Room for 1'
UnityEngine.Debug:Log(Object)                                                                1
Scene 'DynamicAddLine_PunNetwork' couldn't be loaded because it has not been added to the build settings or th
To add a scene to the build settings use the menu File->Build Settings...                   1
[OVRManager] OnApplicationQuit
UnityEngine.Debug:Log(Object)                                                                1
[OVRNetworkTcpServer] Stopped listening
UnityEngine.Debug:Log(Object)                                                                1
[OVRSystemPerfMetricsTcpServer] server destroyed                                             1

Scene 'DynamicAddLine_PunNetwork' couldn't be loaded because it has not been added to the build settings or the
AssetBundle has not been loaded.
To add a scene to the build settings use the menu File->Build Settings...
UnityEngine.SceneManagement.SceneManager:LoadSceneAsync(String, LoadSceneMode)
Photon.Pun.PhotonNetwork:LoadLevel(String) (at
Assets/MeasureLines_VR/Photon/PhotonUnityNetworking/Code/PhotonNetwork.cs:2959)
Photon.Pun.Demo.PunBasics.PunConnecter:OnJoinedRoom() (at
```

Then you can open corresponding Starter for multiplayer.



```
MeasureLines_VR
  MeasureLines
    Prefab
    Res
    Resources
    Scene
      MeasureLine_Multiplayer
        DynamicAddLine_PunNetwork
          DynamicAddLine_PunNetwork
          PhotonStarter_DynamicAddLine
        HTCVive_PunNetwork
          MeasureLines_HTCVive_PunNetwork
          PhotonStarter_HTCVive
        OculusGo_PunNetwork
          MeasureLines_OculusGo_PunNetwork
          PhotonStarter_OculusGo
        OculusQuest_PunNetwork
          MeasureLines_OculusQuest_PunNetwork
          PhotonStarter_OculusQuest
        OculusRift_PunNetwork
          MeasureLines_OculusRift_PunNetwork
          PhotonStarter_OculusRift
        PhotonStarter_TestInEditor
      MeasureLine_Singleplayer
    Scripts
      System
```

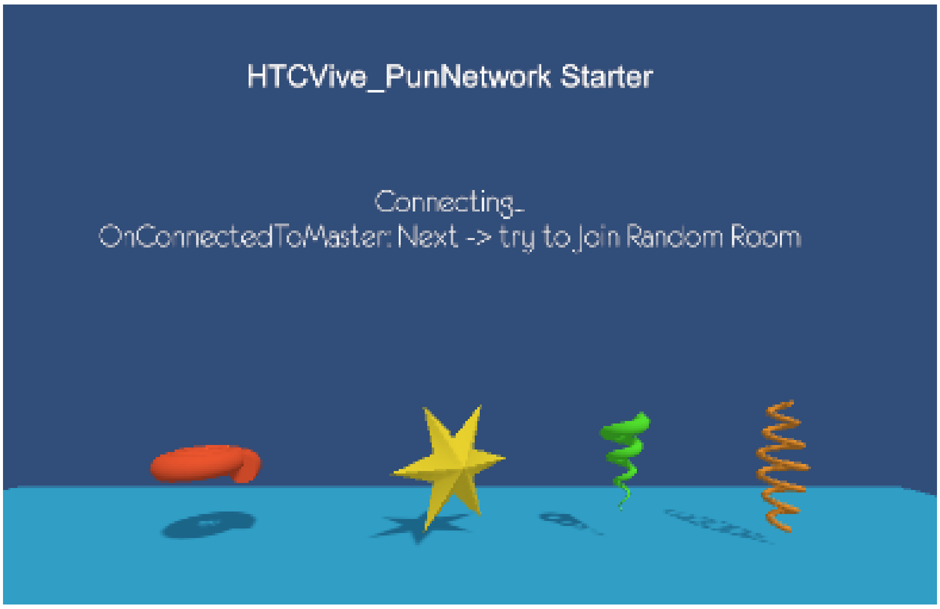
For example, you can open PhotonStart_HTCVive and press play, then if you see below “Create a new Room” mean you are the host.



HTCVive_PunNetwork Starter

```
Connecting…
OnConnectedToMaster: Next -> try to Join Random Room
OnJoinRandomFailed: Next -> Create a new Room
OnCreatedRoom with 1 Player(s)
```

When the host is setup, the second user will show as below, Join Random Room

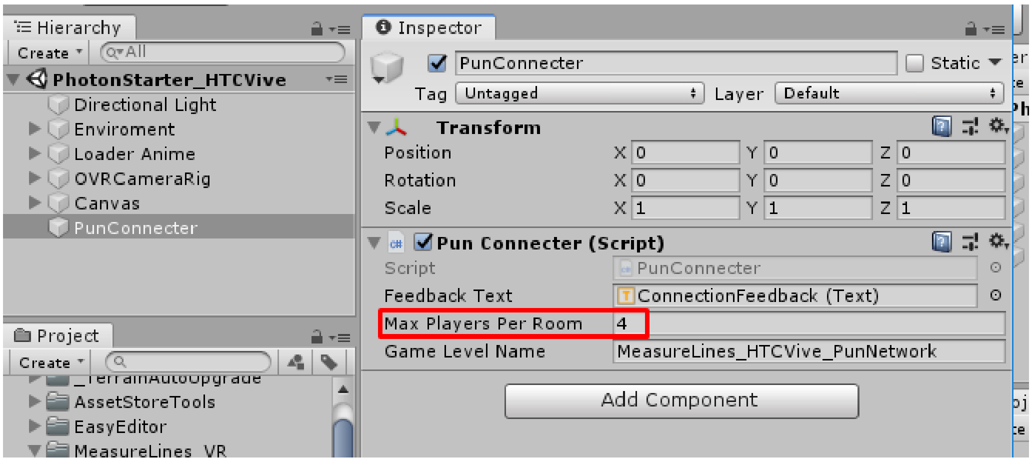


HTCVive_PunNetwork Starter

Connecting_
OnConnectedToMaster: Next -> try to Join Random Room

Now you can draw measureline with your friends.

The default max player is set to 4, you can modify it or use your own custom start scene.



PunConnecter ☐ Static
Tag Untagged Layer Default

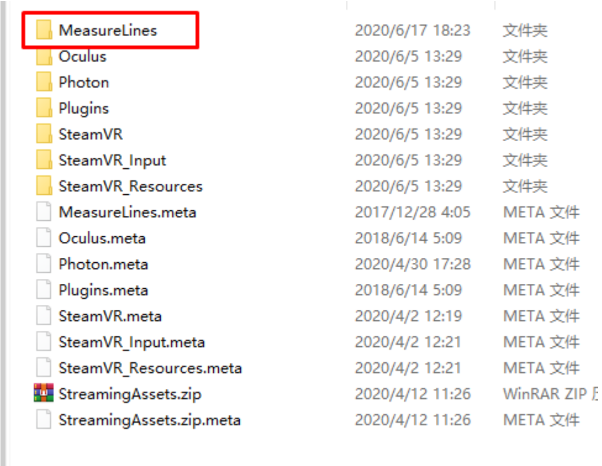
Transform
Position X 0 Y 0 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1

☑ Pun Connecter (Script)
Script PunConnecter
Feedback Text ConnectionFeedback (Text)
Max Players Per Room 4
Game Level Name MeasureLines_HTCVive_PunNetwork

Part 3: For Non-VR mode

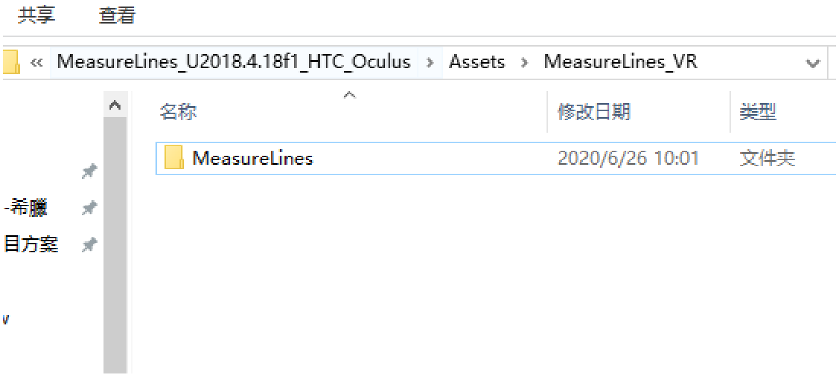
It need some modify for Non-VR mode.

At First, please just import MeasureLine folder without others.



MeasureLines	2020/6/17 18:23	文件夹
Oculus	2020/6/5 13:29	文件夹
Photon	2020/6/5 13:29	文件夹
Plugins	2020/6/5 13:29	文件夹
SteamVR	2020/6/5 13:29	文件夹
SteamVR_Input	2020/6/5 13:29	文件夹
SteamVR_Resources	2020/6/5 13:29	文件夹
MeasureLines.meta	2017/12/28 4:05	META 文件
Oculus.meta	2018/6/14 5:09	META 文件
Photon.meta	2020/4/30 17:28	META 文件
Plugins.meta	2018/6/14 5:09	META 文件
SteamVR.meta	2020/4/2 12:19	META 文件
SteamVR_Input.meta	2020/4/2 12:21	META 文件
SteamVR_Resources.meta	2020/4/2 12:21	META 文件
StreamingAssets.zip	2020/4/12 11:26	WinRAR ZIP 压
StreamingAssets.zip.meta	2020/4/12 11:26	META 文件

If you already import all folder from package, you need to close your project, then delete other folders, then open the project again.



共享 查看

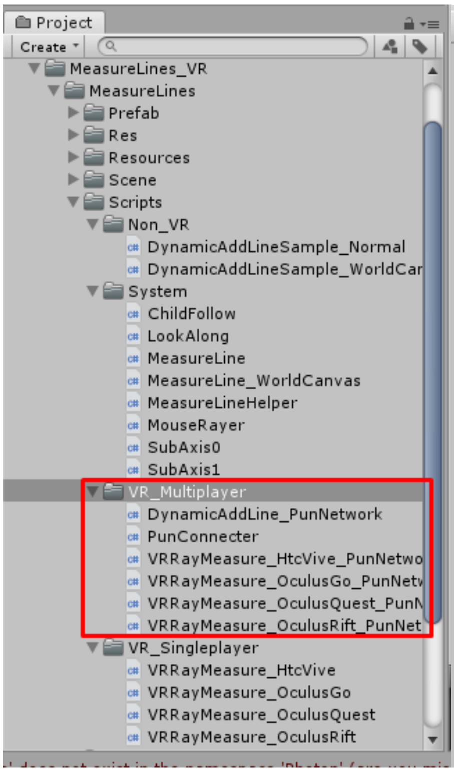
« MeasureLines_U2018.4.18f1_HTC_Oculus › Assets › MeasureLines_VR

名称	修改日期	类型
MeasureLines	2020/6/26 10:01	文件夹

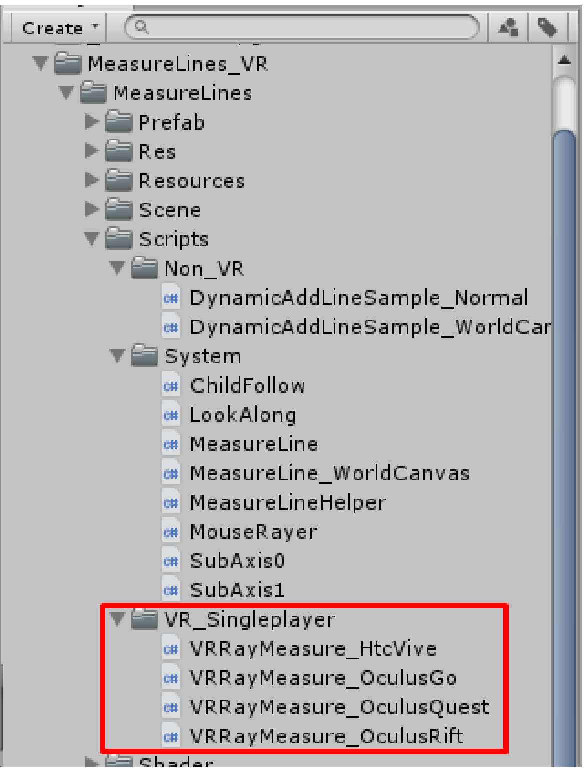
-希臘

目方案

After that, you need to remove the scripts in folder VR_Multiplayer and VR_Singleplayer:

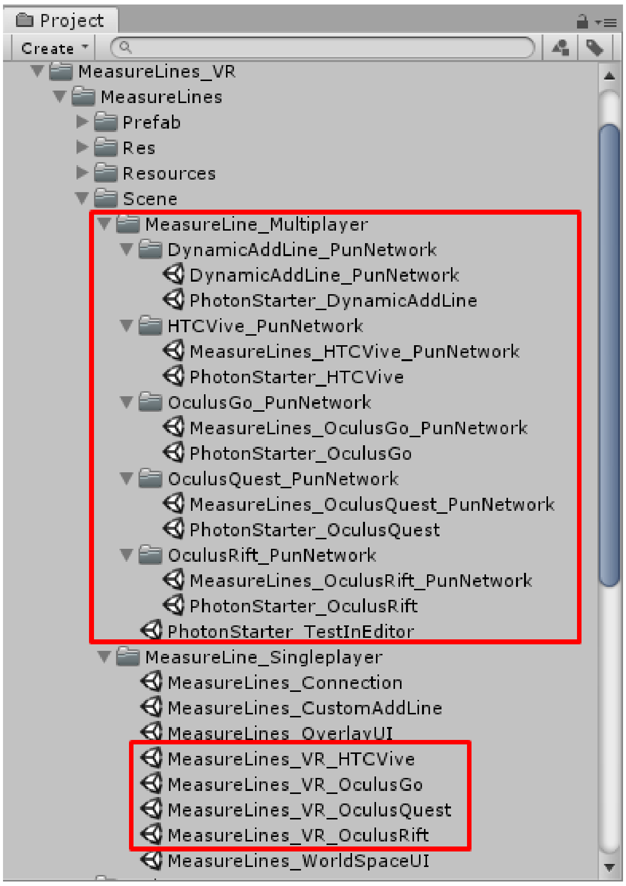


```
Project
Create
▼ MeasureLines_VR
  ▼ MeasureLines
    ▶ Prefab
    ▶ Res
    ▶ Resources
    ▶ Scene
    ▼ Scripts
      ▼ Non_VR
          DynamicAddLineSample_Normal
          DynamicAddLineSample_WorldCar
      ▼ System
          ChildFollow
          LookAlong
          MeasureLine
          MeasureLine_WorldCanvas
          MeasureLineHelper
          MouseRayer
          SubAxis0
          SubAxis1
      ▼ VR_Multiplayer
          DynamicAddLine_PunNetwork
          PunConnecter
          VRRayMeasure_HtcVive_PunNetwo
          VRRayMeasure_OculusGo_PunNetv
          VRRayMeasure_OculusQuest_PunN
          VRRayMeasure_OculusRift_PunNet
      ▼ VR_Singleplayer
          VRRayMeasure_HtcVive
          VRRayMeasure_OculusGo
          VRRayMeasure_OculusQuest
          VRRayMeasure_OculusRift
```



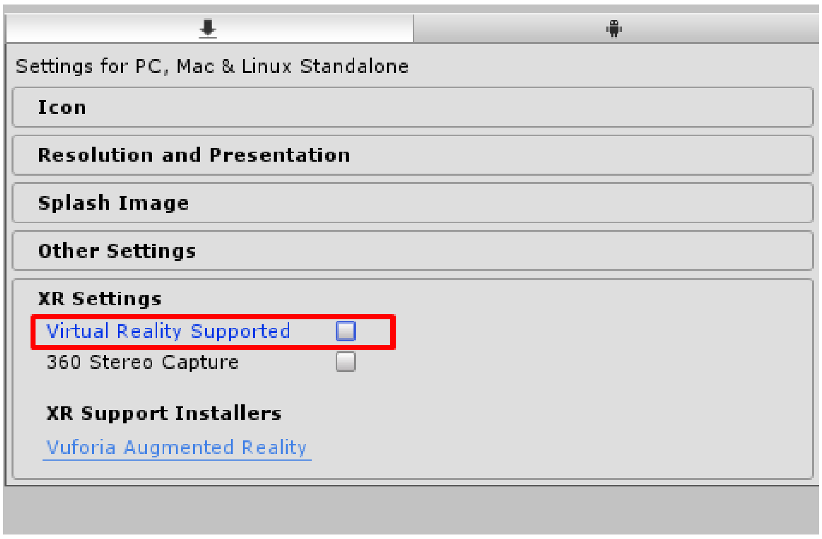
```
Create
▼ MeasureLines_VR
  ▼ MeasureLines
    ▶ Prefab
    ▶ Res
    ▶ Resources
    ▶ Scene
    ▼ Scripts
      ▼ Non_VR
          DynamicAddLineSample_Normal
          DynamicAddLineSample_WorldCar
      ▼ System
          ChildFollow
          LookAlong
          MeasureLine
          MeasureLine_WorldCanvas
          MeasureLineHelper
          MouseRayer
          SubAxis0
          SubAxis1
      ▼ VR_Singleplayer
          VRRayMeasure_HtcVive
          VRRayMeasure_OculusGo
          VRRayMeasure_OculusQuest
          VRRayMeasure_OculusRift
    ▶ Shader
```

Continue to remove the VR scene



```
▼ MeasureLines_VR
  ▼ MeasureLines
    ▶ Prefab
    ▶ Res
    ▶ Resources
    ▼ Scene
      ▼ MeasureLine_Multiplayer
        ▼ DynamicAddLine_PunNetwork
            DynamicAddLine_PunNetwork
            PhotonStarter_DynamicAddLine
        ▼ HTCVive_PunNetwork
            MeasureLines_HTCVive_PunNetwork
            PhotonStarter_HTCVive
        ▼ OculusGo_PunNetwork
            MeasureLines_OculusGo_PunNetwork
            PhotonStarter_OculusGo
        ▼ OculusQuest_PunNetwork
            MeasureLines_OculusQuest_PunNetwork
            PhotonStarter_OculusQuest
        ▼ OculusRift_PunNetwork
            MeasureLines_OculusRift_PunNetwork
            PhotonStarter_OculusRift
          PhotonStarter_TestInEditor
      ▼ MeasureLine_Singleplayer
          MeasureLines_Connection
          MeasureLines_CustomAddLine
          MeasureLines_OverlayUI
          MeasureLines_VR_HTCVive
          MeasureLines_VR_OculusGo
          MeasureLines_VR_OculusQuest
          MeasureLines_VR_OculusRift
          MeasureLines_WorldSpaceUI
```

Then Disable Virtual Reality Supported in PlayerSetting -> XR Setting


Settings for PC, Mac & Linux Standalone

Icon

Resolution and Presentation

Splash Image

Other Settings

XR Settings

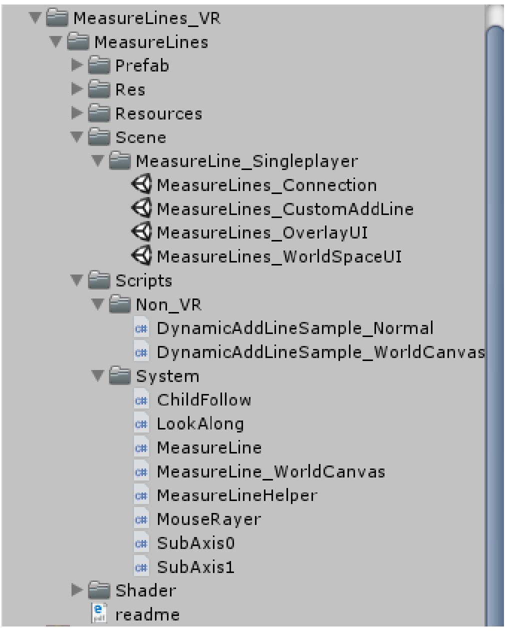
Virtual Reality Supported □

360 Stereo Capture □

XR Support Installers

Vuforia Augmented Reality

At last, your folder should look like this:



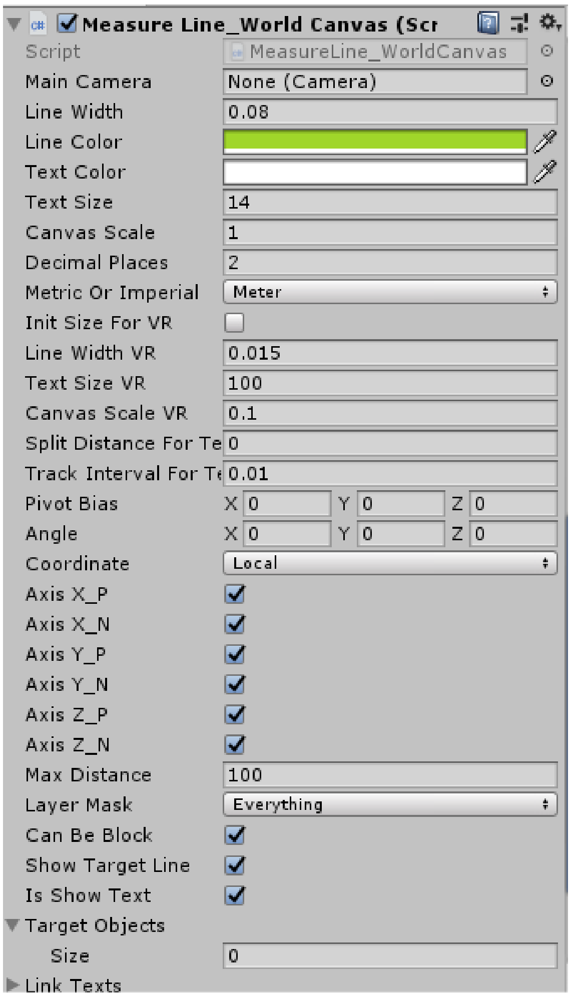
```
▼ MeasureLines_VR
  ▼ MeasureLines
    ▶ Prefab
    ▶ Res
    ▶ Resources
    ▼ Scene
      ▼ MeasureLine_Singleplayer
          MeasureLines_Connection
          MeasureLines_CustomAddLine
          MeasureLines_OverlayUI
          MeasureLines_WorldSpaceUI
    ▼ Scripts
      ▼ Non_VR
          DynamicAddLineSample_Normal
          DynamicAddLineSample_WorldCanvas
      ▼ System
          ChildFollow
          LookAlong
          MeasureLine
          MeasureLine_WorldCanvas
          MeasureLineHelper
          MouseRayer
          SubAxis0
          SubAxis1
    ▶ Shader
      readme
```

It is done.Please open the remain scene and run.

And please use MeasureLine_WorldCanvas.cs instead of MeasureLine.cs (will be Expired in future).

Details:

Below is description of scripts:



☑ **Measure Line_World Canvas (Scr**

Script	MeasureLine_WorldCanvas
Main Camera	None (Camera)
Line Width	0.08
Line Color	🟩
Text Color	⬜
Text Size	14
Canvas Scale	1
Decimal Places	2
Metric Or Imperial	Meter
Init Size For VR	□
Line Width VR	0.015
Text Size VR	100
Canvas Scale VR	0.1
Split Distance For Te	0
Track Interval For Te	0.01
Pivot Bias	X 0 Y 0 Z 0
Angle	X 0 Y 0 Z 0
Coordinate	Local
Axis X_P	☑
Axis X_N	☑
Axis Y_P	☑
Axis Y_N	☑
Axis Z_P	☑
Axis Z_N	☑
Max Distance	100
Layer Mask	Everything
Can Be Block	☑
Show Target Line	☑
Is Show Text	☑
▼ Target Objects	
Size	0
▶ Link Texts	

I will introduce the parameters of it:

“Line Width” : The line’s width show in game window.

“Line Color” : The line’s color.

“Text Color” : The distance text’s color.

“Pivot Bias” : The bias of line’s center,it’s the pivot of GameObject by default, but when you have a complex mesh, the pivot may need to adjust.

“Angle” : The angle you can modify to all lines, you can use custom direction instead of normal Up/Down/Right/Left/Forward/Back.

“Coordinate” : Local or World, it will affect “Angle” only. The lines and pivot center will rotate with object when it’s Local.

“AxisX_P” : Enable to show AxisX_Positive lines, Disable to Hide them.

“AxisX_N” : Enable to show AxisX_Negative lines, Disable to Hide them.

“AxisY_P” : Enable to show AxisY_Positive lines, Disable to Hide them.

“AxisY_N” : Enable to show AxisY_Negative lines, Disable to Hide them.

“AxisZ_P” : Enable to show AxisZ_Positive lines, Disable to Hide them.

“AxisZ_N” : Enable to show AxisZ_Negative lines, Disable to Hide them.

“Distance” : Lines will be show only when distance below this value.

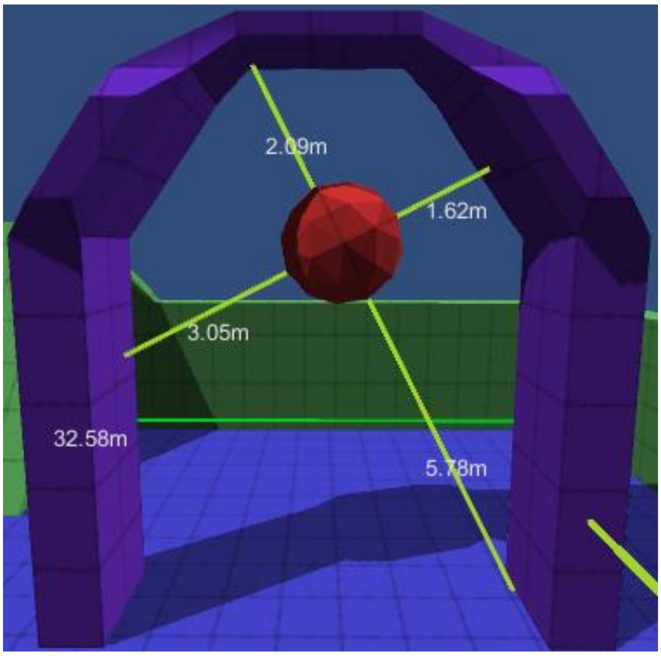
“LayerMask” : Sometimes we need to ignore some objects to measure the distance.

“Show Target lines” : Whether show lines between this object to targets or not.

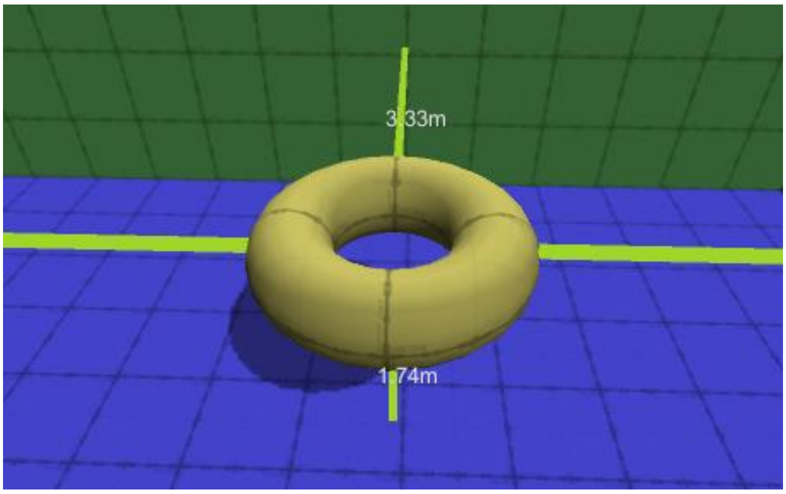
“Can Be Block” : Can the line between this object to targets be block by collider.

“Target Objects” : Distance can be measure by set target objects(Support change in runtime).

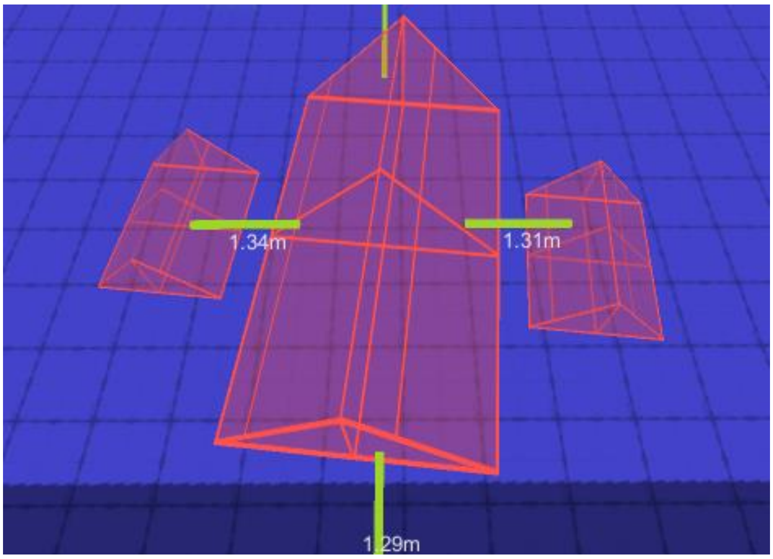
Let’s explain the Demo Scene:



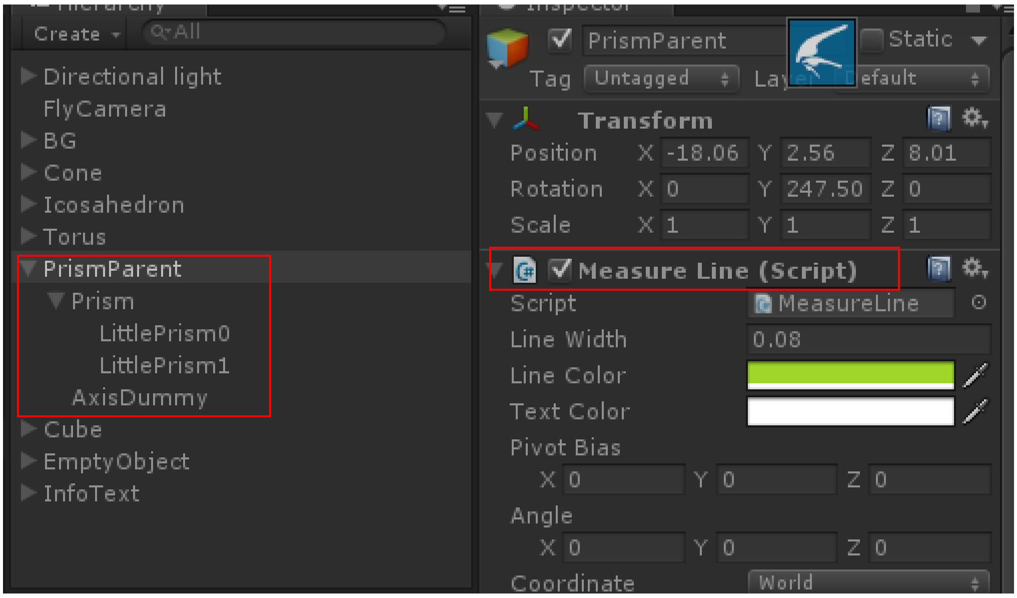
This Icosahedron show how to use local coordinate. When in local coordinate mode, the line will rotate and move with the object.



This Torus show the line will auto adapt the change of object's scale.



Two little prisms is the childs of Big Prism,and the MeasureLine.cs is attach to parent of them. And it use world coordinate mode,so the lines will not rotate with object, but still will move with it.



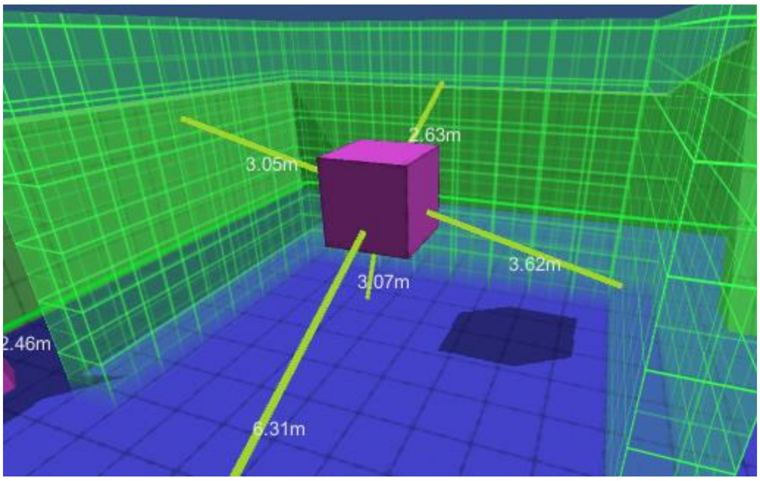
Directional light
FlyCamera
BG
Cone
Icosahedron
Torus
PrismParent
Prism
LittlePrism0
LittlePrism1
AxisDummy
Cube
EmptyObject
InfoText

☑ PrismParent □ Static
Tag Untagged Layer Default

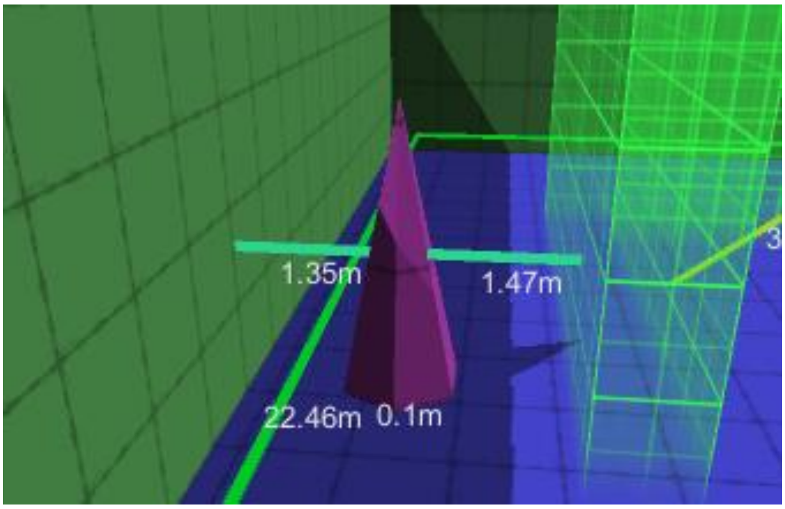
Transform
Position X -18.06 Y 2.56 Z 8.01
Rotation X 0 Y 247.50 Z 0
Scale X 1 Y 1 Z 1

☑ Measure Line (Script)
Script MeasureLine
Line Width 0.08
Line Color 🟩
Text Color □
Pivot Bias
X 0 Y 0 Z 0
Angle
X 0 Y 0 Z 0
Coordinate World

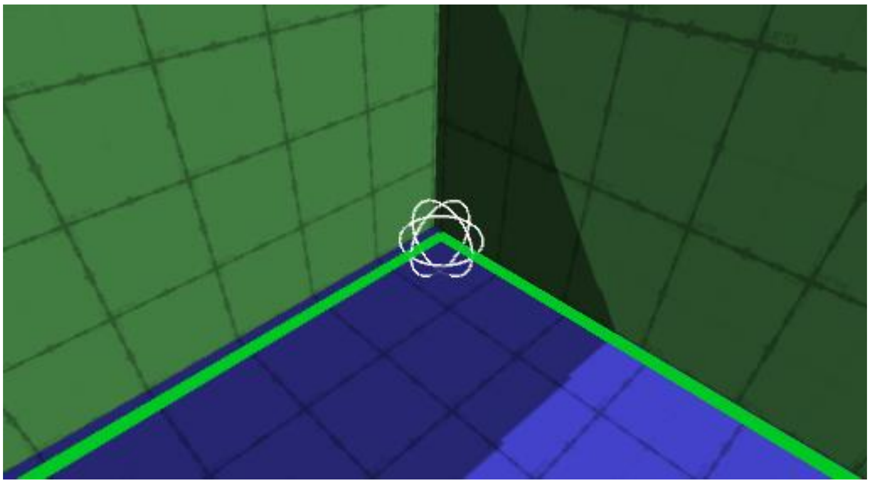
You can use a empty object to be the parent, and all child's collider can combine.



This one show how the "Angle" work,This cube is not rotate and you can adjust rotation of Lines through Angle parms.You can use "Pivot Bias" to move the center of line as well.

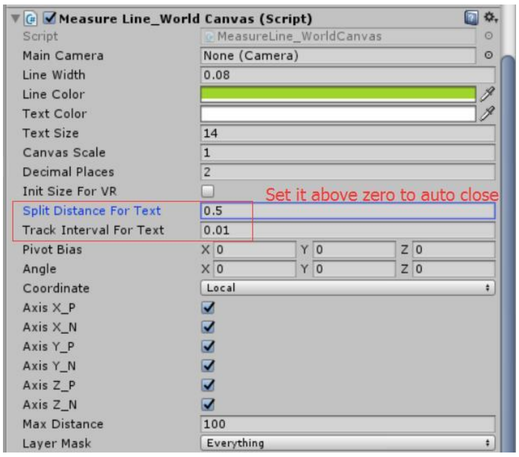


This little one show how to use "Distance", it's distance is set to 5,so the lines will only appear when get very close to other objects.



This one show Use it on an empty object, and disable some lines.

Text Auto Close To Camera:



```
Measure Line_World Canvas (Script)
Script                    MeasureLine_WorldCanvas
Main Camera               None (Camera)
Line Width                0.08
Line Color
Text Color
Text Size                 14
Canvas Scale              1
Decimal Places            2
Init Size For VR          □
Split Distance For Text   0.5
Track Interval For Text   0.01
Pivot Bias                X 0   Y 0   Z 0
Angle                     X 0   Y 0   Z 0
Coordinate                Local
Axis X_P                  ☑
Axis X_N                  ☑
Axis Y_P                  ☑
Axis Y_N                  ☑
Axis Z_P                  ☑
Axis Z_N                  ☑
Max Distance              100
Layer Mask                Everything
```

If a measureLine is too long, the text will be so far and user can't see the text, so there are a new feature for this: Text can keep themself close to MainCamera automaticly.

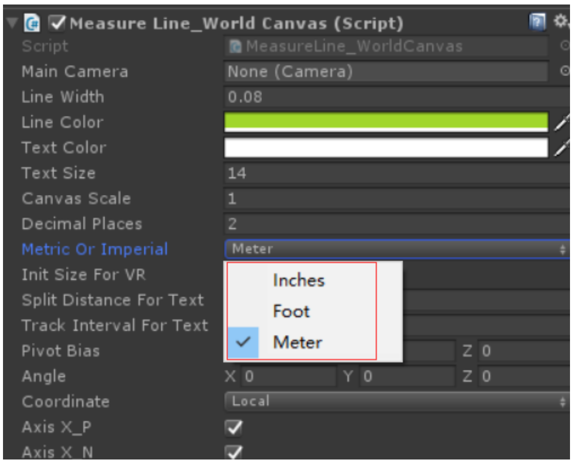
Set Parameter: "**splitDistanceForText**" and "**trackIntervalForText**":

"splitDistanceForText" is what distance to use to divide of a line(for prepare position for find closest one). It is suggest to **above 0.1f.**

"trackIntervalForText" is interval time when a uiText is update it's position for close you. It is suggest to **above 0.01f.**

The default "splitDistanceForText" is zero, so it will not try to close user automaticly. So set it when you need it.

About Meter / Foot/Inches:



```
Measure Line_World Canvas (Script)
Script                    MeasureLine_WorldCanvas
Main Camera               None (Camera)
Line Width                0.08
Line Color
Text Color
Text Size                 14
Canvas Scale              1
Decimal Places            2
Metric Or Imperial        Meter
Init Size For VR
Split Distance For Text
Track Interval For Text
Pivot Bias                              Z 0
Angle                     X 0   Y 0   Z 0
Coordinate                Local
Axis X_P                  ☑
Axis X_N                  ☑
```

API for custom draw:

You can use below api to draw or delete line:

1. MeasureLine_WorldCanvas.cs

static public void AddLine(Transform obj1, Transform obj2, bool InitSizeForVR, bool canBeBlock, bool onSurface)

static public void DeleteLine(Transform obj1, Transform obj2, bool onSurface)

static public void DeleteLine(Transform obj, bool onSurface)

static public void DrawLine(Transform newTarget, bool InitSizeForVR, bool canBeBlock, bool onSurface , bool threeAxis)

static public void EndDrawLine()

static public void DeleteAllLines()

2. MesureLine.cs (will be Expired in future)

static public void AddLine(Transform obj1, Transform obj2, bool canBeBlock, bool onSurface)

static public void DeleteLine(Transform obj1, Transform obj2, bool onSurface)

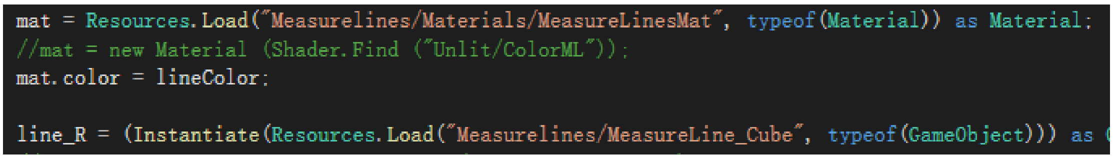
static public void DeleteLine(Transform obj, bool onSurface)

static public void DrawLine(Transform newTarget, bool canBeBlock, bool onSurface, bool threeAxis)

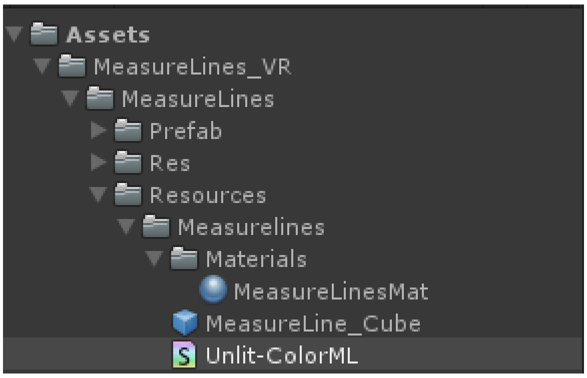
static public void EndDrawLine()

static public void DeleteAllLines()

From v1.5.0, the line's material and model exposed to be modified as you wish.

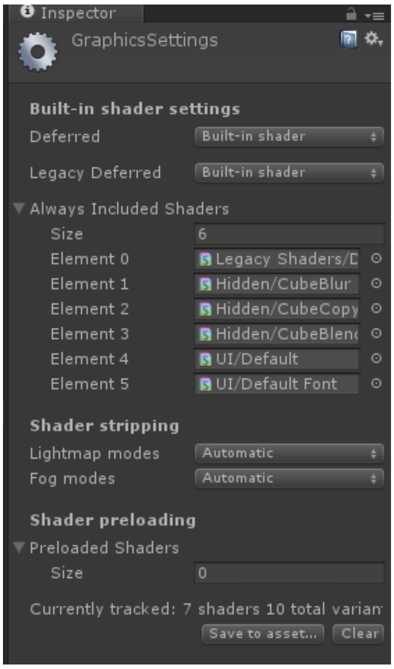


```
mat = Resources.Load("Measurelines/Materials/MeasureLinesMat", typeof(Material)) as Material;
//mat = new Material (Shader.Find ("Unlit/ColorML"));
mat.color = lineColor;

line_R = (Instantiate(Resources.Load("Measurelines/MeasureLine_Cube", typeof(GameObject))) as (
```



- Assets
  - MeasureLines_VR
    - MeasureLines
      - Prefab
      - Res
      - Resources
        - Measurelines
          - Materials
            - MeasureLinesMat
          - MeasureLine_Cube
          - Unlit-ColorML

The measure lines use a Unlit shader, if you meet display problems, you can open Graphics Setting(Edit->Project Setting->Graphics) to ensure the shader is included.



GraphicsSettings

Built-in shader settings

Deferred: Built-in shader

Legacy Deferred: Built-in shader

Always Included Shaders

Size: 6

Element 0: Legacy Shaders/D

Element 1: Hidden/CubeBlur

Element 2: Hidden/CubeCopy

Element 3: Hidden/CubeBlen

Element 4: UI/Default

Element 5: UI/Default Font

Shader stripping

Lightmap modes: Automatic

Fog modes: Automatic

Shader preloading

Preloaded Shaders

Size: 0

Currently tracked: 7 shaders 10 total varian

That’s all, wish you have a good time.
If you have any problems or want to share your opinions, you can email me:
unicoea@gmail.com

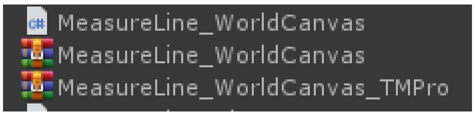
Version:

V1.5.1 ChangeLog

-Add edge detection mode.

V1.5.0 ChangeLog

-Add a new version of measureline_worldcanvas which support TMPro.



MeasureLine_WorldCanvas
MeasureLine_WorldCanvas
MeasureLine_WorldCanvas_TMPro

-Add some static parameter for change in runtime.

MeasureLine_WorldCanvas.StaticLineColor = Color.white;

MeasureLine_WorldCanvas.StaticTextColor = Color.white

MeasureLine_WorldCanvas.verticalOrHorizontal = true;

-Expose line material and model for user customize advanced effects.

V1.4.9 ChangeLog

-Add a new magicwand mode for drawline.<br>

-metricOrImperial and font size can be adjust in VRRayMeasure now.<br>

V1.4.8 ChangeLog

-Add Multiplayer Mode.<br>

-Add metric to imperial to VR script.<br>

V1.4.7 ChangeLog

-Add support for Oculus Go.<br>

-Remove the VRKT, use new steamVR instead. <br>

V1.4.6 ChangeLog

-Add support for Oculus VR.<br>

-Add a new sample scene for connection between objects.<br>

-Add “Km” to measurement.<br>

-Fix some bug.<br>

V1.4.5 ChangeLog

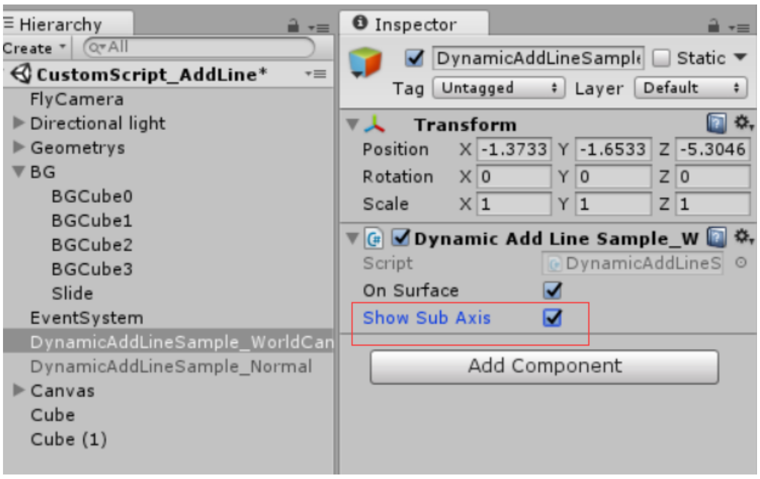
-Add Vertex Snap Ability(Switch Ray to green to activate it).

V1.4.4 ChangeLog

-Add ability to draw verticalOrHorizontal lines in VR mode by simple way.(hold right grip key).

V1.4.3 ChangeLog(hide in script for some reason, not all user need this):

-Add a new parameter to DrawLine() function: bool threeAxis, sometime user need to display not only one line of two object, but also need to know the XYZ projection of a distance.



Transform

Position X -1.3733 Y -1.6533 Z -5.3046

Rotation X 0 Y 0 Z 0

Scale X 1 Y 1 Z 1

Dynamic Add Line Sample_W

Script DynamicAddLineS

On Surface ☑

Show Sub Axis ☑

-Modified sample script, more perfect.

V1.4.2 ChangeLog:

-More convenient sample script.

-Add Delete All Lines Function.

V1.4 ChangeLog:

-Now VR-Ready. Support HTC Vive and Oculus VR.

-Optimized code for display a lot of texts.

-Change sample script for convenient use.(Draw line one by one when user click continuously)

V1.3d ChangeLog:

-Add support to drawline on the same object!

-Fix some bug on delete surface line.

V1.3c ChangeLog:

-Add Support Metric Or Imperial.

-Support “OnSurface” Measure Lines.

V1.3b ChangeLog:

-Add Support for Add MeasureLine with Custom Script. It can be use to add line, delete line between objects.

V1.3 ChangeLog:

-Add Support for VR (new MeasureLine_WorldCanvas.cs)

-Text can keep themself close to MainCamera automaticly.

-Upgrate OnGUI() to UGUI for origin MeasureLine.cs

V1.2d ChangeLog:

-Fix compatible with Unity5.4.3 and up(line display issue)

V1.2c ChangeLog:

-Add an editor customize interface support for target objects.

V1.2b ChangeLog:

- Now can measure distance from an object to others.

- Add support to modify target objects in runtime.

- Add support to Enable/Disable MeasureLine in runtime.

- Disable display text when lines behind main camera.

- Fixed some other Bugs.

V1.2a ChangeLog:

-Can enable/disable to all six axis now.

V1.2 ChangeLog:

- Line width/Color, Text Color.

- Pivot Bias/ Angle/Coordinate adjustment.

- distance and layermask selector.

V1.1 ChangeLog:

- show and hide lines by Axis.

-Fix line's length bug.

V1.0 Changelog:

-Init complete the six direction mesh line.