



# **USER MANUAL**

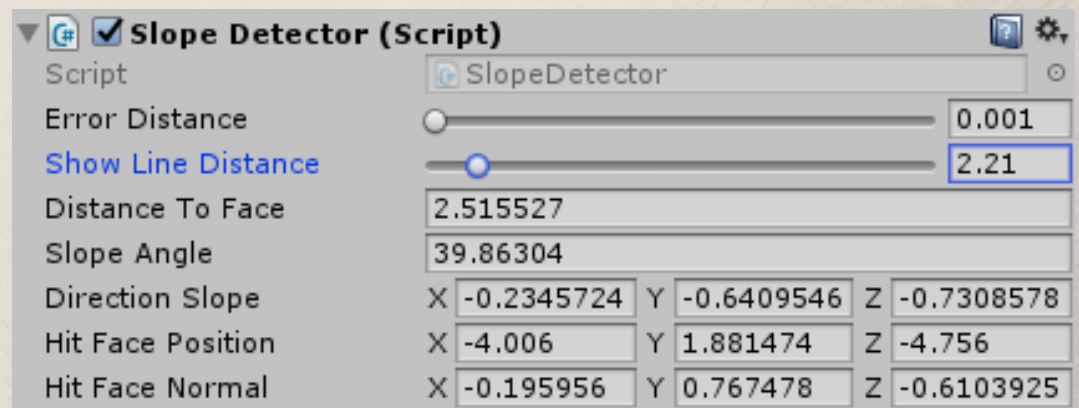
# Add subheading

1) SlopeDetector/SlopeDetector.cs script to attach an object. This script will detect the first 3D object face under the one attached to.

2) SlopeDetector/Editor/SlopeDetectorEditor.cs script to display visual information in scene view.

## How to Use:

1) Assign on a 3D Object the SlopeDetector.cs script.  
2) The following picture show the informations available when a 3D Object Face is detected under it.



3) When the object is selected. Informations are displayed on the scene view. See Following Picture.

