vRuler Manual

v1.0.0

[Measure distance](#)
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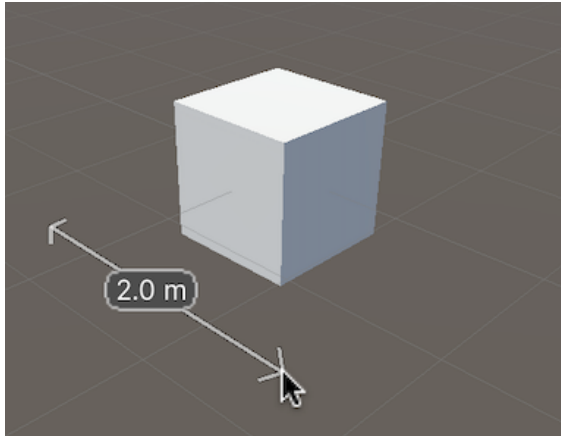[Menu](#)

If you have any questions or feedback, please contact us at
kubacho.lab@gmail.com

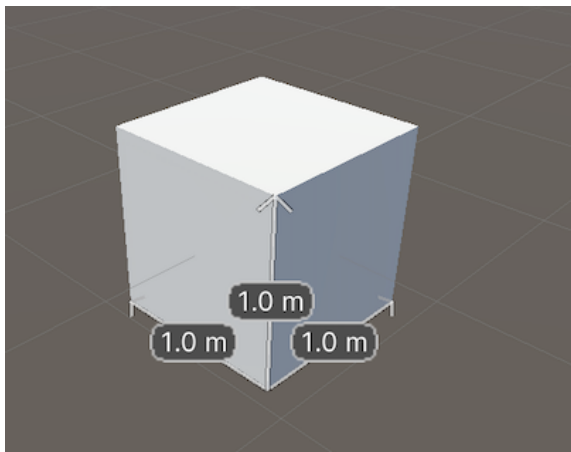Also it would be nice if you could [leave a review](#)

Measure distance

Hold Shift-R and move the mouse to measure distance between initial and current mouse positions:
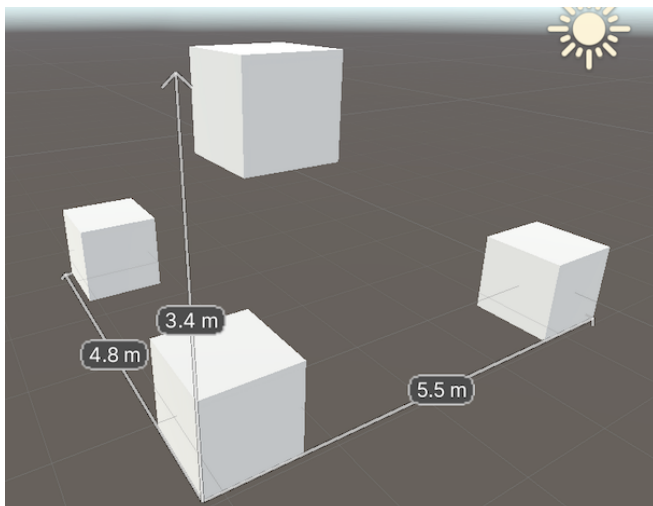

Measure objects

Hold Shift-R and click an object to measure its local bounding box:
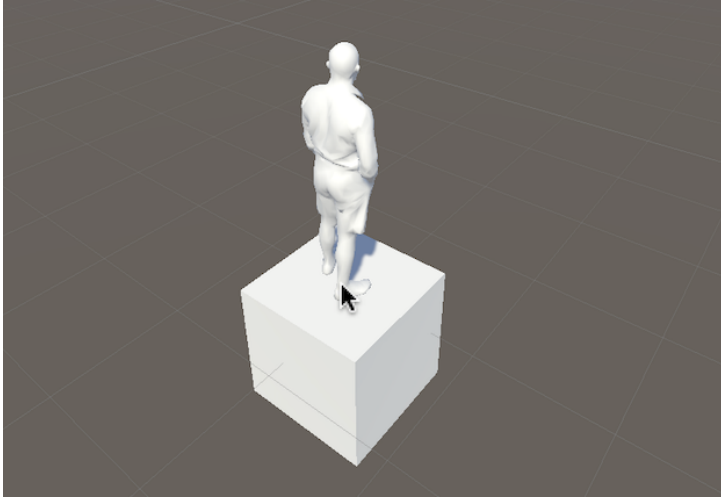

or click multiple objects while holding Shift-R to measure their combined bounding box:
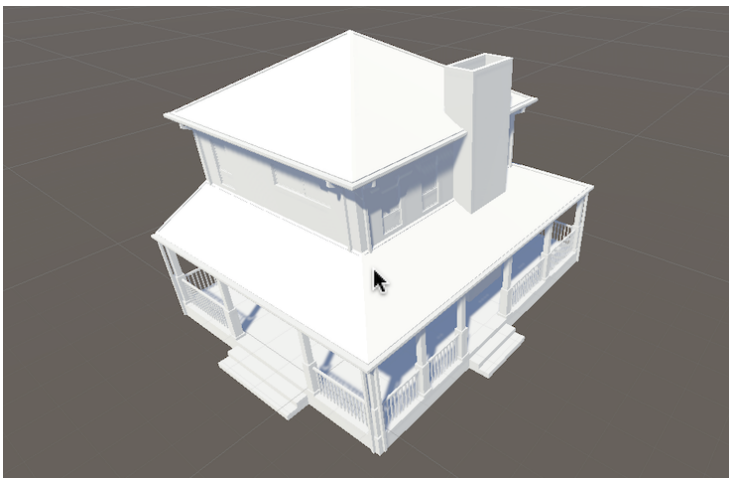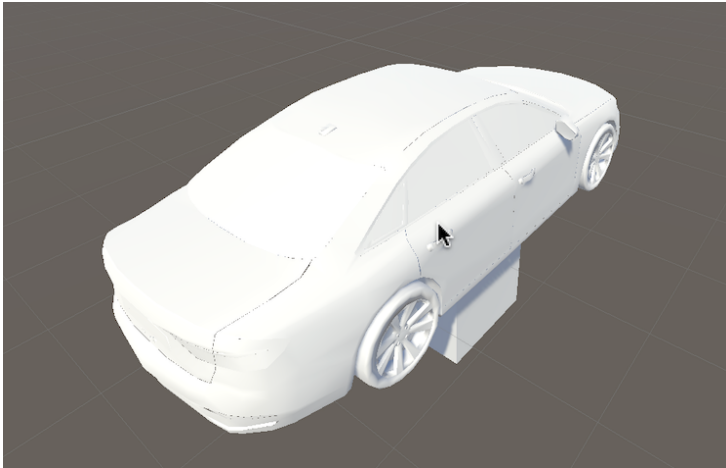
Show objects for scale

Hold Shift-R and scroll to show a reference object at mouse pointer:

Scroll further to show next reference objects:

3 reference objects are included in the package - human, car and house. You can add custom reference objects by placing their models in the "vRuler/Objects for scale" folder. Model prefabs should only contain one mesh renderer.

Menu

Settings can be adjusted in Tools/vRuler menu: