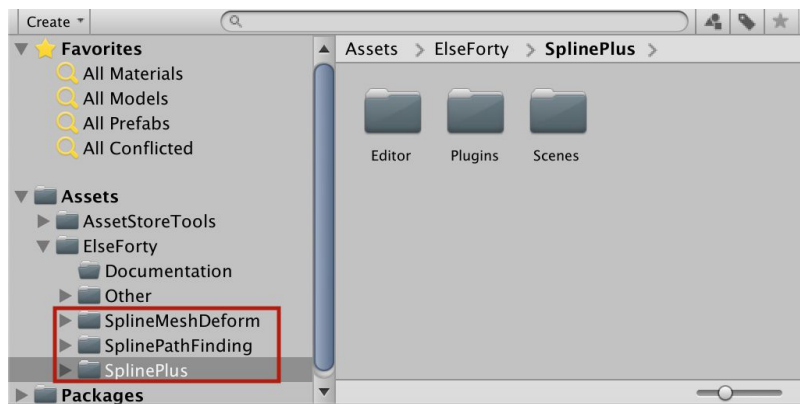


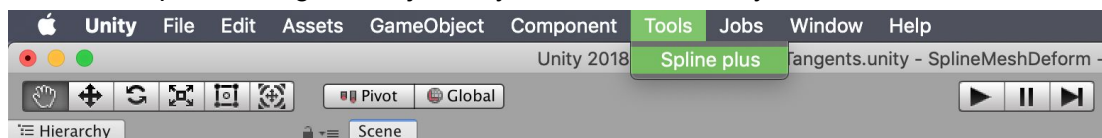


• Installation

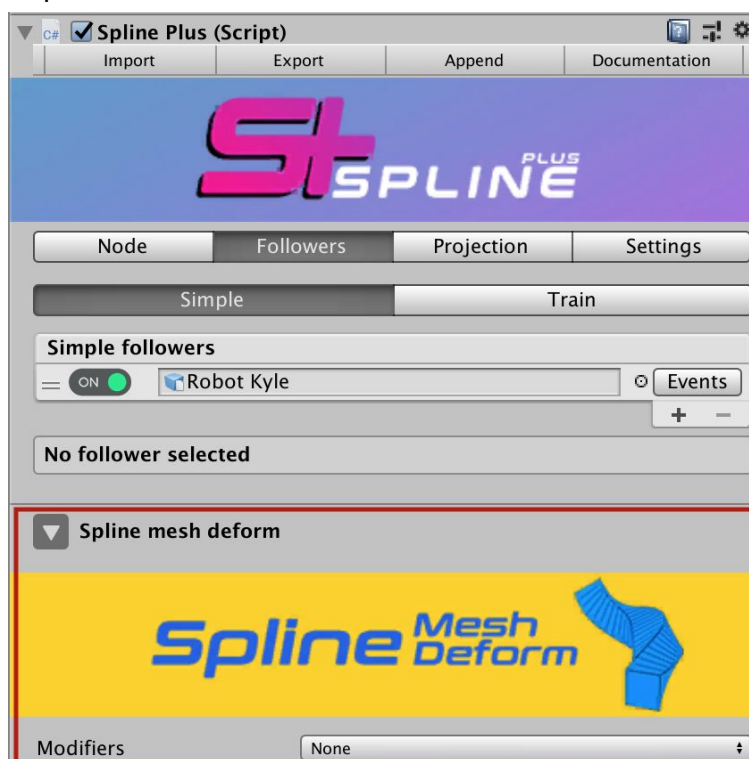
All Packages from ElseForty are placed in the 'ElseForty' folder once imported.



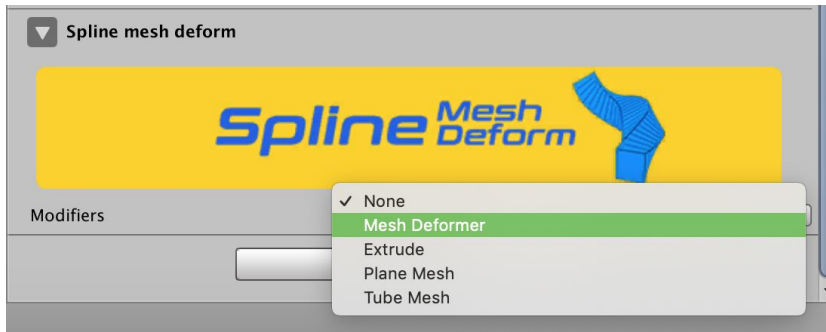
To Add a Spline Plus game object to your scene hierarchy.



A Spline Mesh Deform menu will appear at the bottom of the Spline Plus game object Inspector.



This is the list of the modifiers that you can use with your Spline Plus Game object.



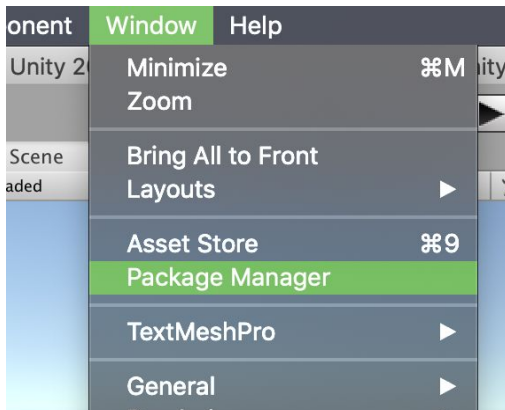
- Install “Burst” package from package manager.

“Burst” is required for Spline Mesh deform, the Unity auto installation does not seem to work for the moment, so the best solution left is to manually install “Burst”,

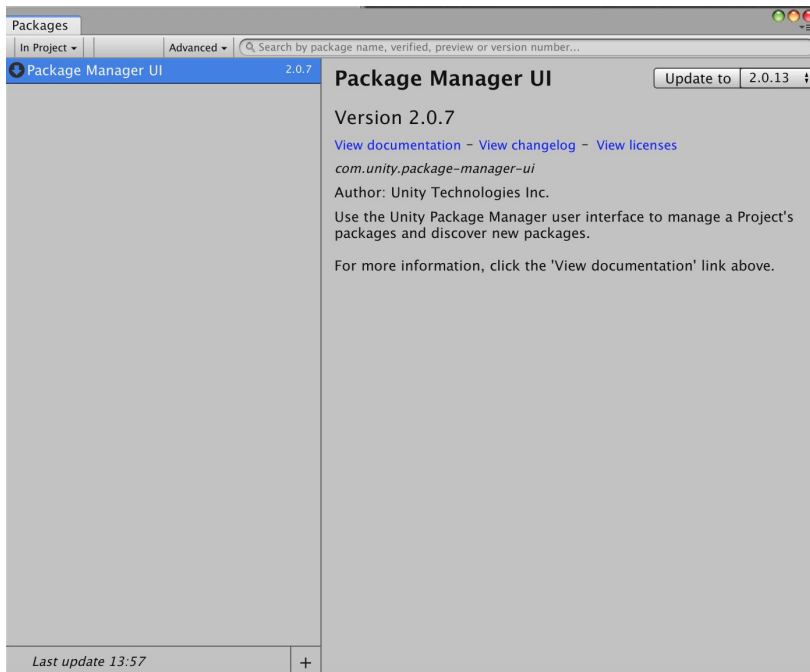
Here are the steps to follow

The steps:

- Import your Spline Mesh Deform Package to your project from the asset store.
Expect a list of exceptions to pop up in your console log, but don't worry we will get rid of them all by the end of this.
- Now we will try to install “Burst” manually,
Open the Package Manager.



- This is how the package manager window looks like.



1. Make sure “All packages” is selected
2. Search for “Burst”
3. Hit “Install” and that’s it , all exceptions that you got in the beginning should be gone by now



Please visit the [Online Documentation](#) for more,
You can also contact me on elseforty@gmail.com in case you have any other questions.