



Official Site: paraboxstudios.com/polydraw

Contact: Email Karl at karl@paraboxstudios.com if you have questions or suggestions..

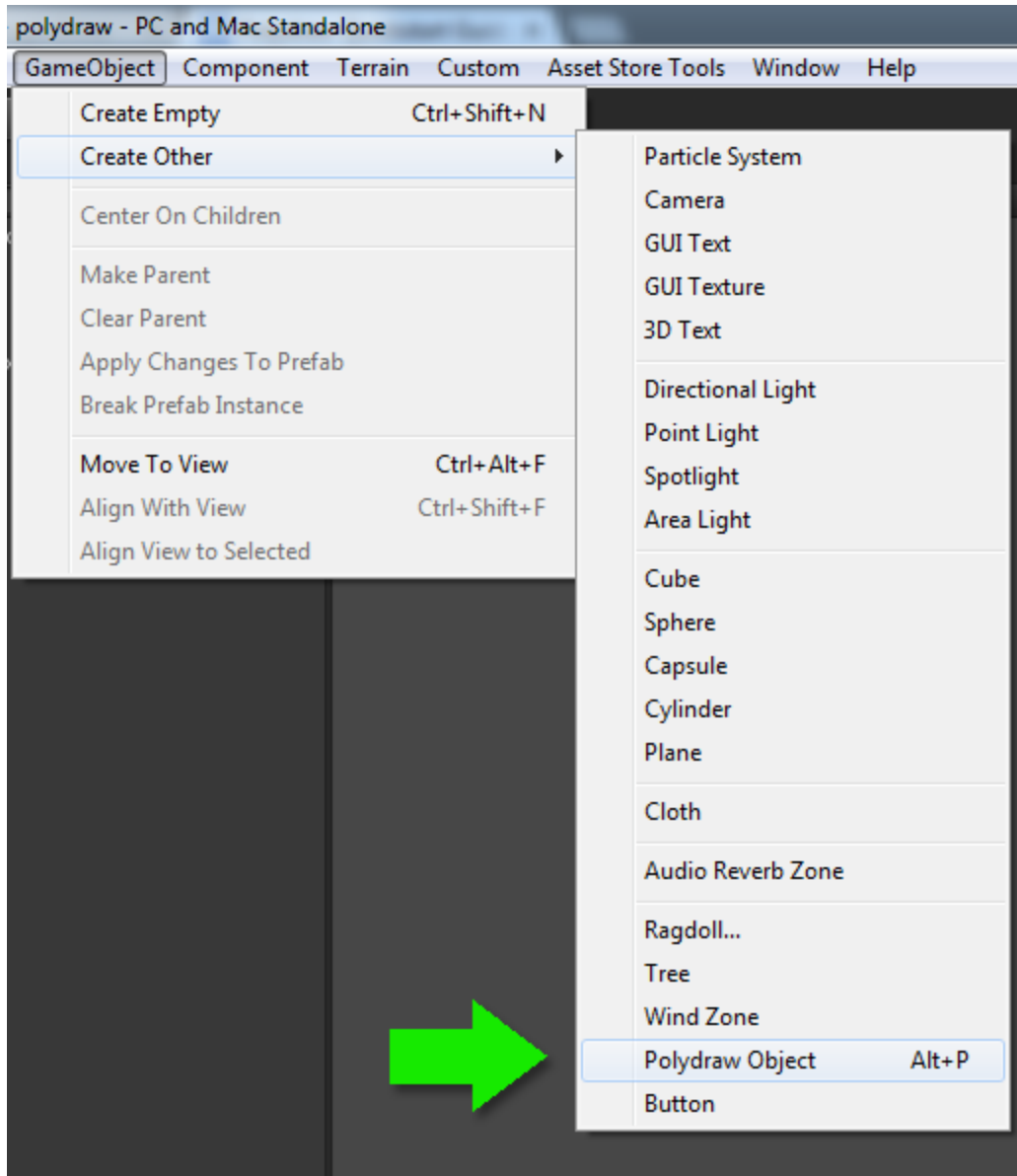
Scripting Docs: paraboxstudios.com/polydraw/docs/index.html

Appendix:

1. Using the Editor tool
2. Using the runtime tool

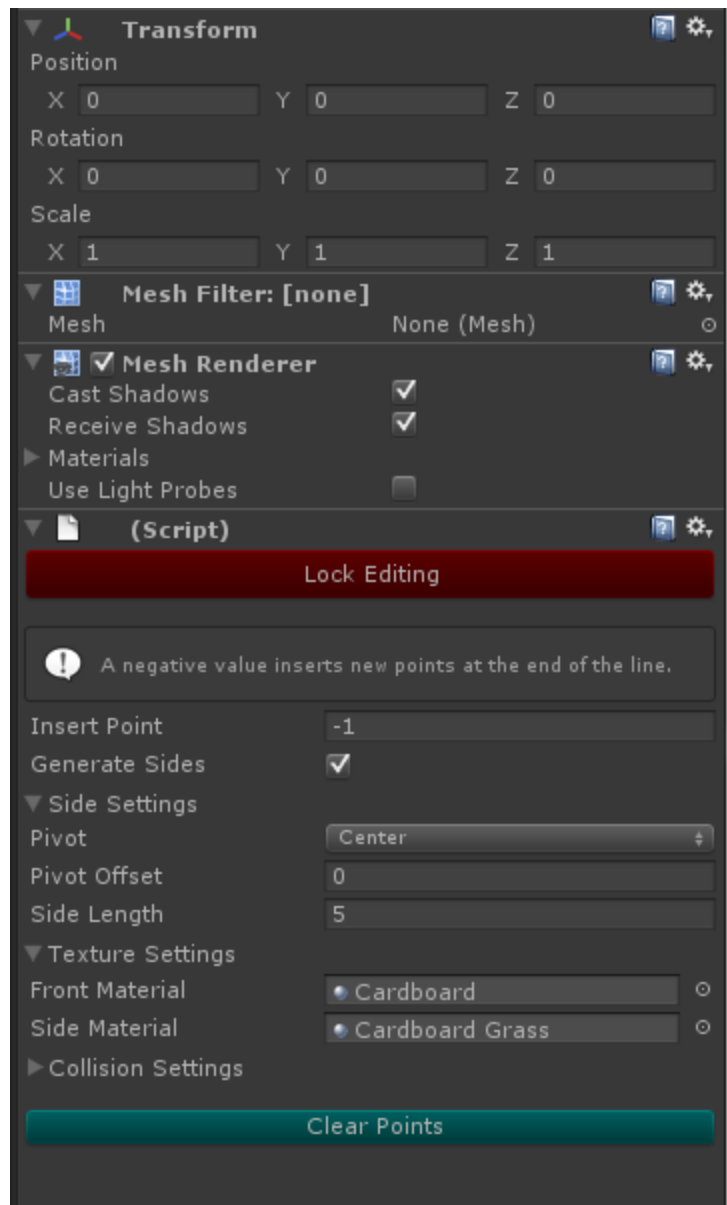
1. Using the Editor Tool

- Open a new scene
- Select GameObject->Create Other->Polydraw Object (Alt-P)



- The scene view will now have oriented itself to be at a rotation of {0, 0, 0}. An orthographic viewport is required to edit Polydraw objects.
- You may now click anywhere in the SceneView to add points to your Polydraw object.
- In the Inspector, you should now have access to the

Polydraw Inspector.



- Summary of fields:
 - **Lock Editing Button**
 - Turns off editing for this object. You may 'Unlock' and 'Lock' Polydraw objects at any time.
 - **Insert Point**
 - When clicking the scene view to add points, use this value to determine in which order new points will be placed.
 - **Generate Sides**
 - If toggled, sides will be generated for this object.
 - **Pivot**
 - Where should the mesh extend it's edges from?
 - **Pivot Offset**
 - If an offset value is specified, the mesh edges will extend this amount beyond the origin.
 - **Side Length**
 - How long to make the sides of this object.
 - **Front Material**
 - Material to use for the front of the object.
 - **Side Material**
 - Material to use for the sides of this object.
 - **Collider Anchor**
 - Same as the Pivot point above, except only applicable to the colliders.
 - **Collider Depth**
 - How long to build the collision mesh.

2. Using the runtime script component

- Create an empty gameobject.
- Drag the 'Draw' script onto the new gameObject.
- Press 'Play' in SceneView.
- For more information on a setting, hover mouse over the field.