**Name**: Labeling

**Version**: 1.1

**Purpose**:

A package for dynamically creating labels for an object using 3D text.

**Description**:

This package contains a script which will draw the outline and connecting line for a label. A prefab contains this, 3d text, and an anchor point which can be used to label whatever you want.

**Setup Instructions**:

Place the Label prefab in your scene. Then set the text, and the target transform.

**Example Scenes**:

test.unity shows using the the labels and a object which one of the label anchors is locked to.

**Sources**:

**Version Changes**:

* 1.1:
  + Anchor point can now attach to either the origin of a transform or the center of a mesh’s bounding box.