

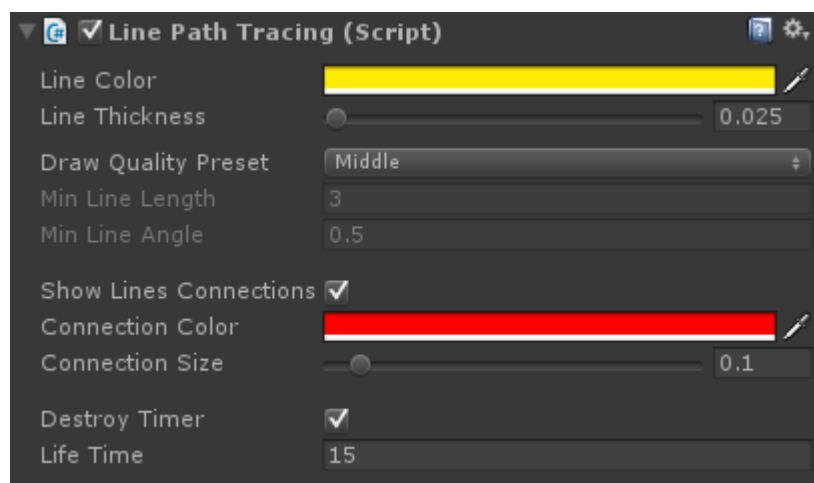
LinePathTracing asset

Description

In play mode it allows visually display the trace line of object movement.

Just place script "LinePathTracing.cs" on the object the path of which you would like to trace, set up the required parameters. Select one of presets of drawing quality or put your own parameters. The path is drawn by lines which consume the minimal amount of PC resources.

Properties



Property:	Function:
Draw Quality Preset	Selection of a draw quality preset
Line Color	Line color
Line Thickness	Line thickness
Min Line Length	Minimum length of line (between two line connections)
Min Line Angle	Minimum value of angle between last two positions of the object movement, after excess of which the "Min Line Length" value is stopped to be considered. Positions of the object are depend on physics (FixedUpdate)
Show Lines Connections	Visually display places of line connections
Connection Color	Color of connection
Connection Size	Size of connection
Destroy Timer	Enable line destroy timer

Life Time	Time after which a line is destroyed
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Draw Quality Preset

You can select one of the presets:

Low – for high speed objects, such as a bullet;

Middle – standard medium settings;

High – for low speed objects and with significant change of a path.

Or put your own parameters.

Custom – the higher speed of an object, the higher value to be set for "Min Line Length", the stronger is the change of a path, the higher value to be set for "Min Line Angle".