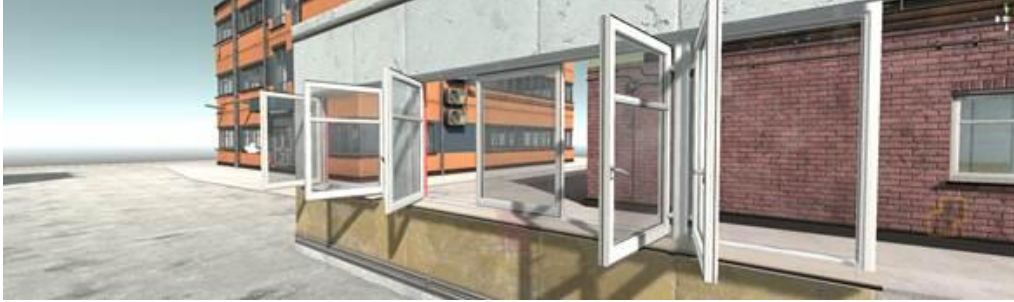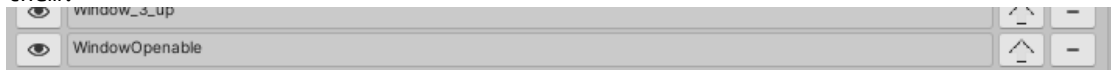**Openable Window Add-on**

This is a customer requested open able window add-on.
It provides wall modules with detached window meshes. You need to write your own
script for the window logic.

Installation:

In the same folder as this readme file is an "installer-WindowOpenable"-object.
Select it and click the "install" button in its inspector and reload your
current scene (to update your scene prefabs).
That's it, all your wall prefabs should now have a WindowOpenable group added to
them.

You can now delete the "AddonInstallerScripts"-folder and the "installer-
WindowOpenable"-object.