Thank you for choosing Unico Mesh Trail

If you want to add a model tail to any moving objects. Here is the tool for you!
You can use it to make a trail for airplane, or make a race track model by fly it out.
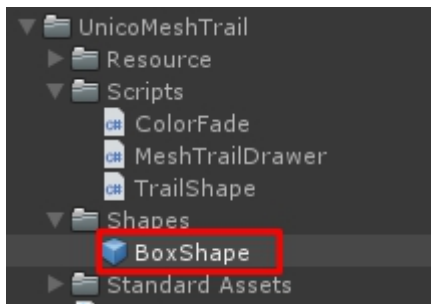Even it can be used by player to create wall model in runtime...etc.
Also cross section shape can be design freedomly.

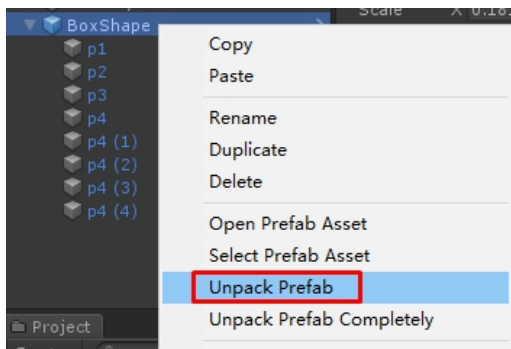I hope you enjoy the plugin and wish it can help you with your game.
If you have any question, you can email me: **unicoea@gmail.com**
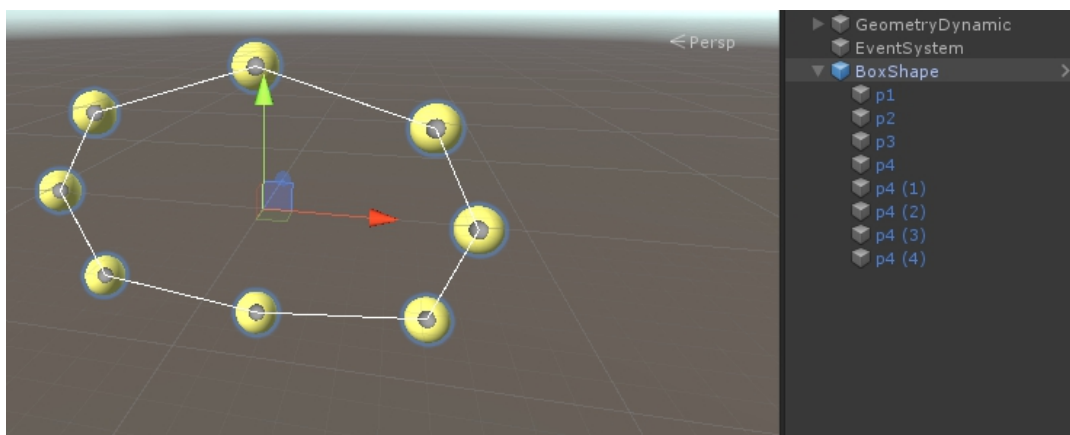
How to use

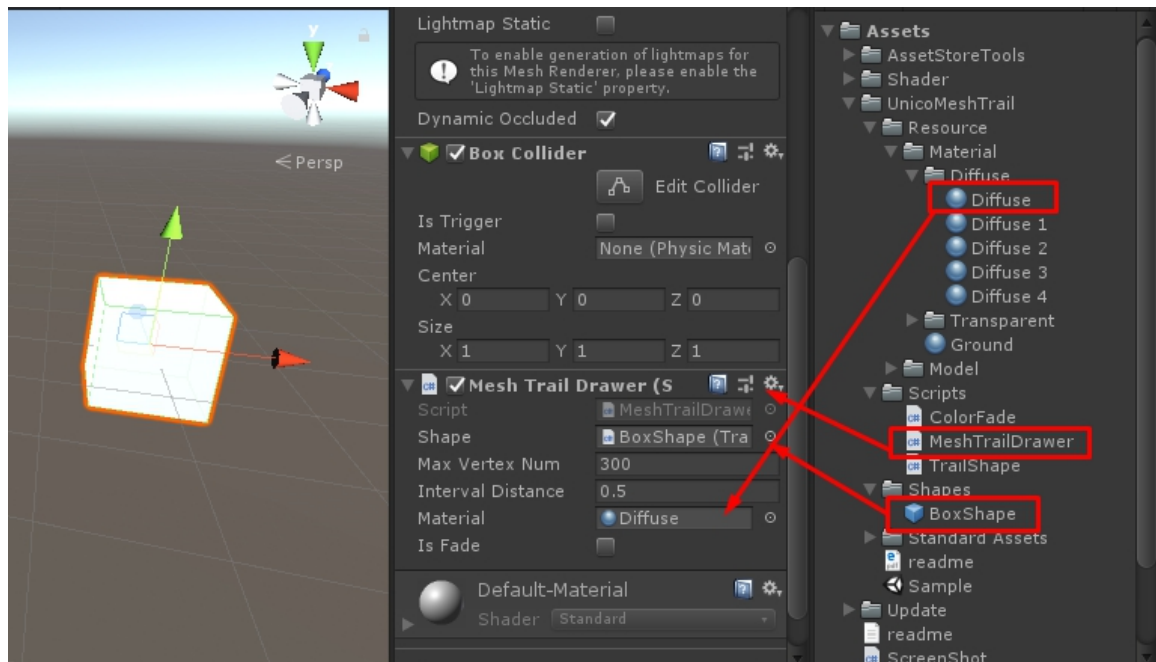1. Drag the predefine shape into your scene.

2. Unpack Prefab for modify and create your own shapes.

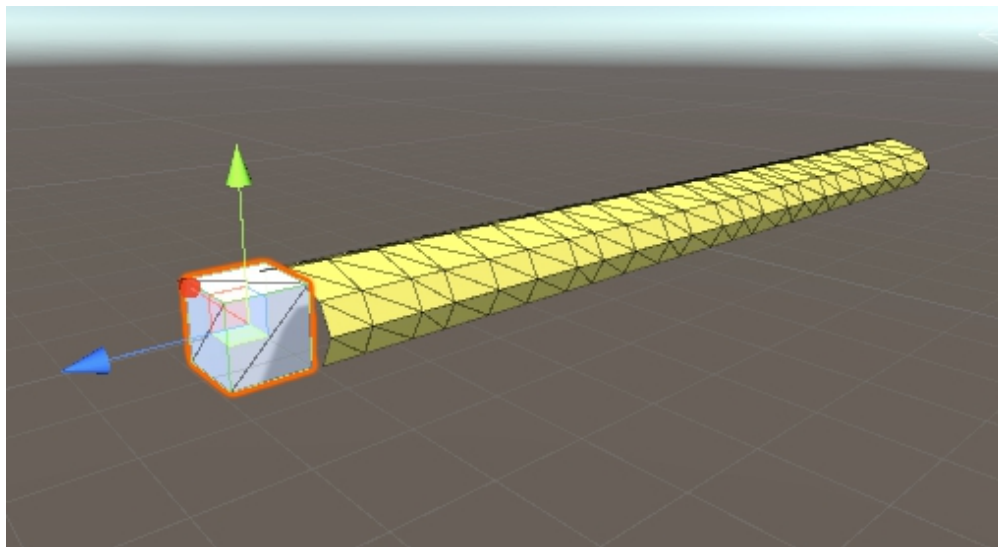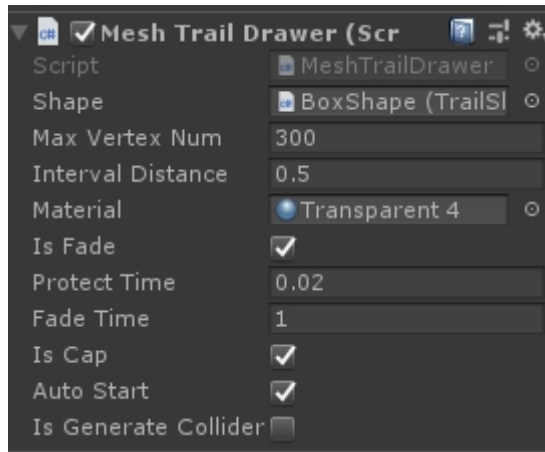3. Add the point and adjust the shape.

4. Add MeshTrailDrawer.cs on moving object.

Drag the shape prefab to "Shape" slot.

5. Press "Play" and move the player, you will see the mesh trail. Remember to move the player in Z axis.

Max Vertex Num: Max vertices for each submesh of a 3D line.

Interval Distance: Movement interval distance for generate a new submesh.

Is Fade: Work with ProtectTime and FadeTime for fading effect.

IsCap: Cap the 3D line from start to end.

AutoStart: If not set true, you can trigger start/end by script

Is Generate Collider: Generate mesh collider for submesh.

Custom API

StartDrawing();   Start a new mesh trail.

EndDrawing();   End a mesh trail.

That's all, You can use it with your imaginations now!

If you have any problems or want to share your opinions, you can email me:
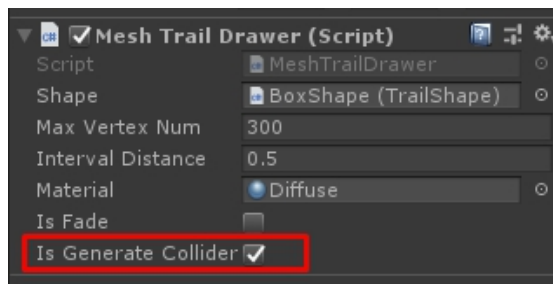
unicoea@gmail.com

Versions:

V1.0.3 ChangeLog:
-Add Cap function for mesh trail.
-Add Custom API for Start/End a new 3D mesh trail.
-Add parameter for fading directly.

V1.0.2 ChangeLog:
-Fix Physics PhyX error.

V1.0.1 ChangeLog:
-Support Mesh Collider.

V1.0 ChangeLog:
-Init version.