**Official Site:** [paraboxstudios.com/polydraw](paraboxstudios.com/polydraw)
**Contact:** Email Karl at [karl@paraboxstudios.com](mailto:karl@paraboxstudios.com) if you absolutely must complain about something.
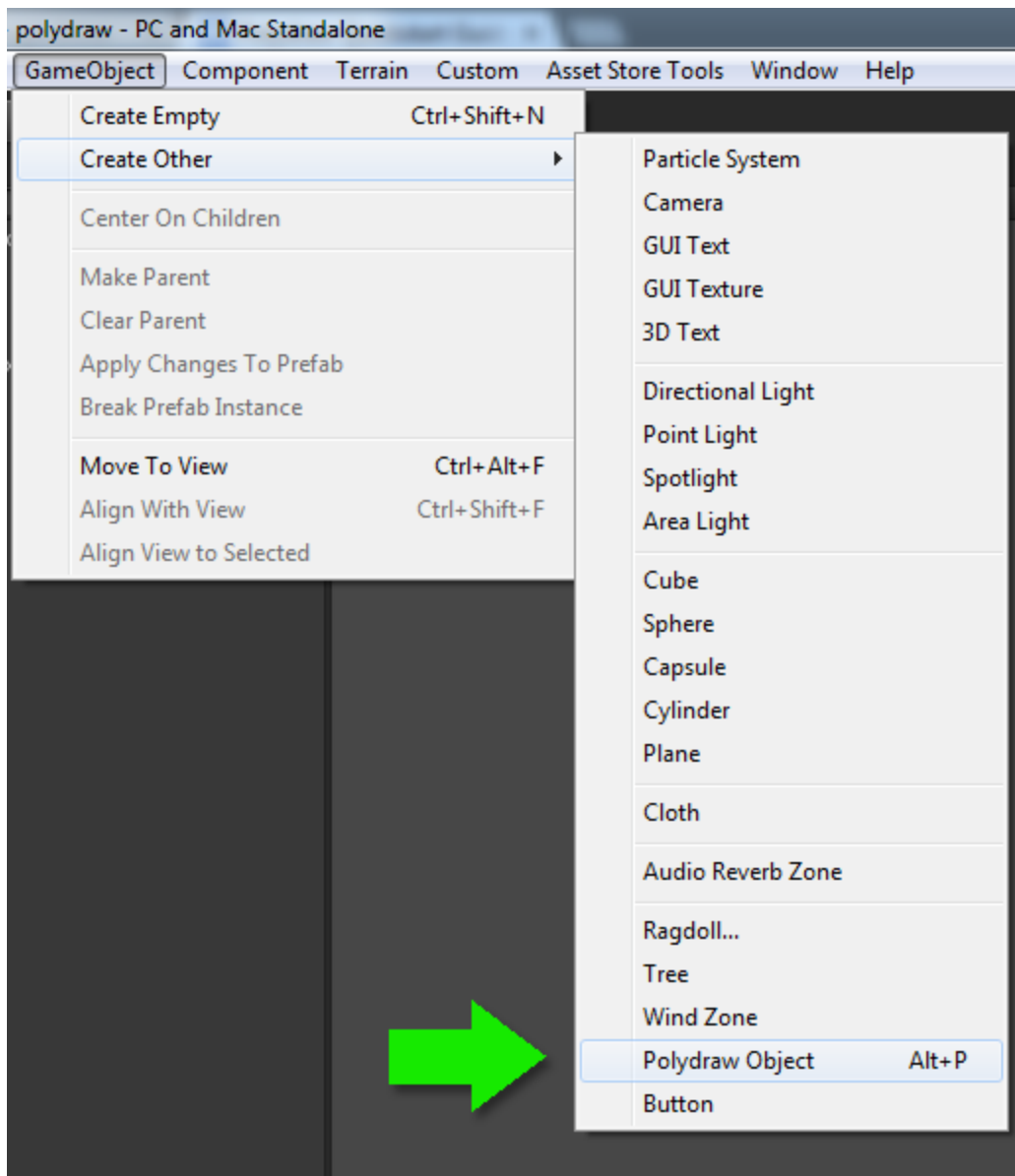**Scripting Docs:** [paraboxstudios.com/polydraw/docs/index.html](paraboxstudios.com/polydraw/docs/index.html)

```
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.

## Transform

Position
| X | 0 | Y | 0 | Z | 0 |

Rotation
| X | 0 | Y | 0 | Z | 0 |

Scale
| X | 1 | Y | 1 | Z | 1 |

## Mesh Filter: [none]

Mesh                    None (Mesh)

## ☑ Mesh Renderer

Cast Shadows            ☑
Receive Shadows         ☑
▶ Materials
Use Light Probes        ☐

## (Script)

**Lock Editing**

⚠ A negative value inserts new points at the end of the line.

Insert Point            -1
Generate Sides          ☑
▼ Side Settings
Pivot                   Center                ⬍
Pivot Offset            0
Side Length             5
▼ Texture Settings
Front Material          ● Cardboard
Side Material           ● Cardboard Grass
▶ Collision Settings

**Clear Points**

- 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.**