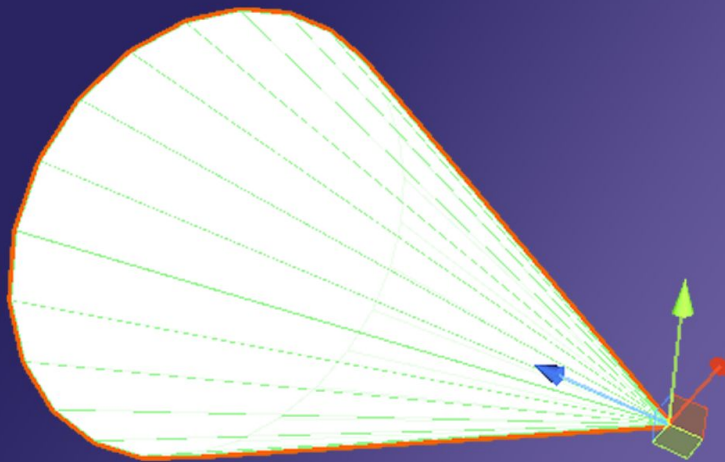
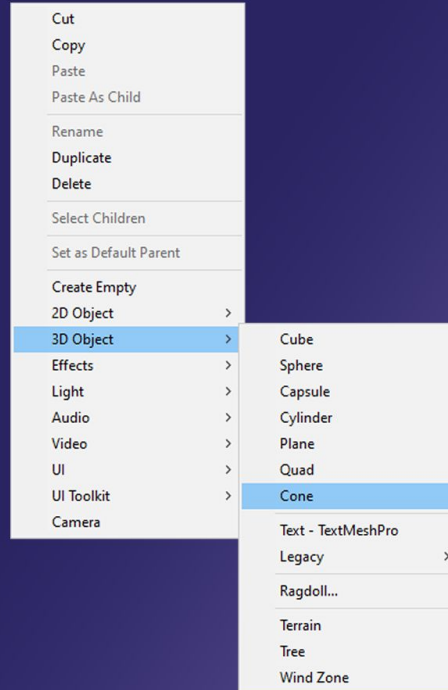




**Cone
Mesh**



Use the regular create menu and select the Cone



Customize cone with inspector parameters

