



What is BooleanRT?

BooleanRT is a real-time 3D boolean operations extension for Unity that allows you from executing 3D Boolean operations (Union, Intersection, Subtract) during **runtime** or during level creation and editing in the editor's sceneview.

What does it offer?

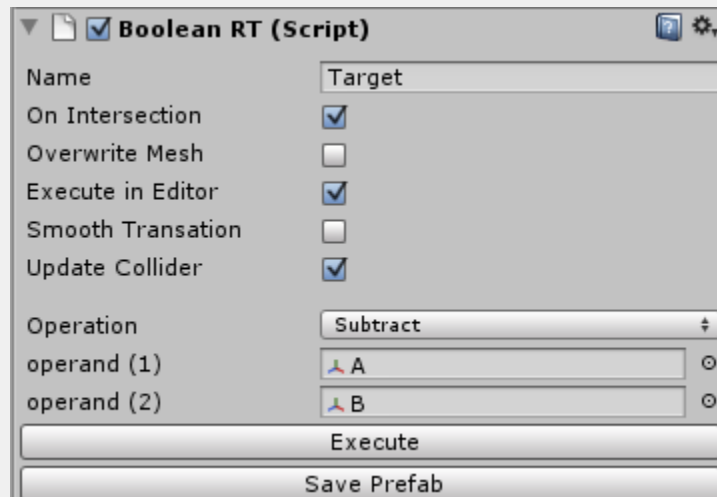
- 1- Real-time or per-click Boolean execution.
- 2- Material, UV and texture preservation.
- 3- Saving to prefab.
- 4- Constructive solid Geometry (CSG).
- 5- Smoothing of Boolean execution to keep smooth frame rates by splitting the execution of the Boolean operation over multiple frames.
- 6- Optional updating of the collider.
- 7- Creating a new mesh or overwriting existing mesh to affect all referenced objects.
- 8- Optional smart execution by avoiding the calculation when not need (when there is no intersection or the operands are not being transformed).

How to Use?

In order to Use **BooleanRT** you need to have 2 operands with MeshFilters and a target GameObject.

- 1- Select your target object.
- 2- Add a Boolean object component from Component -> Boolean 3D -> Boolean Object menu.
- 3- Once added you will have a new component added to the target.
- 4- Set Operand (A) & Operand (B).
- 5- Select the type of operation (Union, Intersection, Subtract) from the "**Operation**" field.
- 6- Position the operands in the state you want to generate the result from.

- 7- Click on **“Execute”** button to get the result (this is not required on runtime).
- 8- To see execution in realtime while in editor toggle **“Execute in Editor”**.
- 9- To save to a prefab click on **“Save prefab”** then you will be prompt to select the location to create the prefab in.
- 10- To update the collider or to add a continuously updated collider to your target toggle **“Update Collider”** field.
- 11- To overwrite the current mesh of the target to affect all referencing game objects toggle **“Overwrite mesh”**, if no mesh exists a new mesh will be created.
- 12- To get smooth transition between frames toggle the **“Smooth transition”** field so that you can get the Boolean operation to execute over multiple frames reducing any lagging that might result from applying Boolean between large meshes.
- 13- To avoid unnecessary execution of the Boolean operation when the operands are not intersecting or if both operands are static and not being transformed by any force toggle the **“On Intersection”** field.



BooleanRT component Inspect

You can get more advanced mesh creation and editing features from 3D Boolean, Mesh editing, Extrude, primitives, Optimization, UV editing to hundreds of game-ready assets through [GameDraw](#) “A Complete 3D modeling experience within Unity”.

For more information and support:

Tutorial : [Youtube Video](#)

Email : support@mixeddimensions.net

Website: www.mixeddimensions.com

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