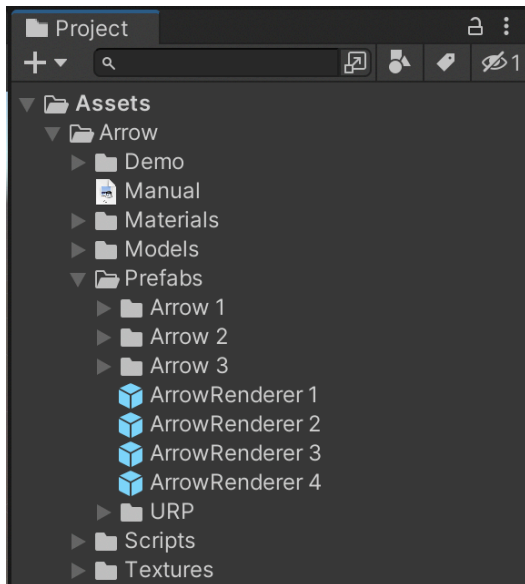


Arrow For TCG

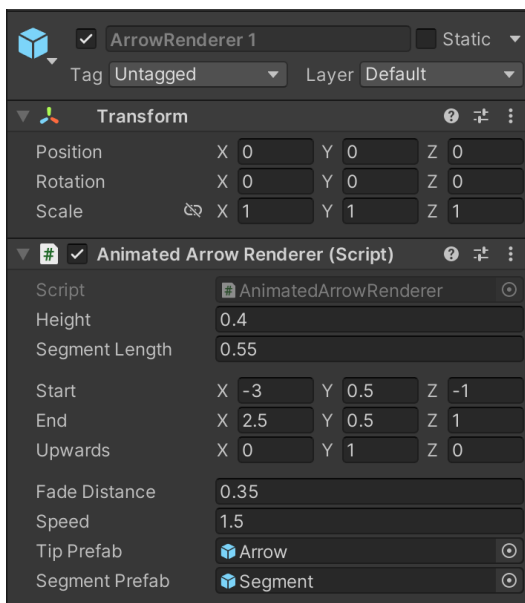
Step 1

- Add any of Arrow Renderer prefabs into your scene Hierarchy.



Step 2

- Set Start/End points in world space.
- Set Upwards vector. Usually this is vector towards main Camera.



- Use method `ArrowRenderer.SetPositions(Vector3 startPosition, Vector3 endPosition)` to set arrow direction in real time.
- Play with parameters to achieve desired look.