Gizmo Extensions

A set of useful gizmo extensions for your project.

v1.0

Setup

Download the latest version from the asset store and put the *GizmoExtensions* under your *Assets/* folder. You may delete the *Demo* folder.

Usage

The code is all well documented and should be self-explanatory. You can find sample usages in the Demo folder.

Script Reference

```
static void DrawWireCube(Vector3, Vector3, Quaternion);
```

Draws a wire cube at the center point in world space with a certain size and a given rotation. If no rotation is provided the identity matrix is used instead.

```
static void DrawArrow(Vector3, Vector3, float, float)
```

Draws an arrow from a position to a position in world space.

```
static void DrawWireSphere(Vector3, float, Quaternion)
```

Draws a wire sphere at a position in world space with a certain radius and rotation. If no rotation is provided the identity matrix is used instead.

```
static void DrawWireArc(Vector3, float, float, int, Quaternion
rotation)
```

Draws a clockwise arc at a position in world space with a certain radius and angle in degrees and rotation around the center point. If no rotation is provided the resulting arc lays flat on the XZ-plane.

```
static void DrawWireArc(Vector3, float, float, int, Quaternion, Vector3)
```

Draws a clockwise arc at a position in world space with a certain radius and angle in degrees and rotation around an arbitrary point in world space.

```
static void DrawWireArc(Matrix4x4, float, float, int)
```

Draws a clockwise arc at a position in world space with a certain radius and angle in degrees and rotation around the center point. If no rotation is provided the resulting arc lays flat on the XZ-plane.

```
static void DrawWireCylinder(Vector3, float, float, Quaternion)
```

Draws a wire cylinder at a position in world space with a certain radius, height and rotation. If no rotation is provided the cylinder stands vertical on the Y-axis.

```
static void DrawWireCapsule(Vector3, float, float, Quaternion)
```

Draws a wire capsule at a position in world space with a certain radius, height and rotation. If no rotation is provided the capsule stands vertical on the Y-axis.

FAQ

How do I change the color of Gizmos?

Set the `Gizmos.color` property to your desired color before invoking any of the `GizmoExtensions` functions.

```
void OnDrawGizmos() {
  Gizmos.color = Color.red;
  GizmoExtensions.DrawWireCapsule(Vector3.zero,1,2);
}
```

I don't see any gizmos in the Game View

Please make sure the gizmos drop down toggle button in the top right corner of the game view is enabled. If you still don't see any gizmos please make sure the script that is supposed to add gizmos is selected in the drop down list as well.

I don't see any gizmos in the Scene View

Please make sure to use gizmos only in the component's `void OnDrawGizmos()` function.
For further documentation see the [official Unity documentation](#).

Do I need a separate license for each developer?

Yes. This is an editor extension which requires one license per seat.

I need further support, how do I reach you?

Please contact me at *support (at) code-beans (dot) com*. Please reference your invoice number in the subject of your email. I usually get back within 1 (one) business day.