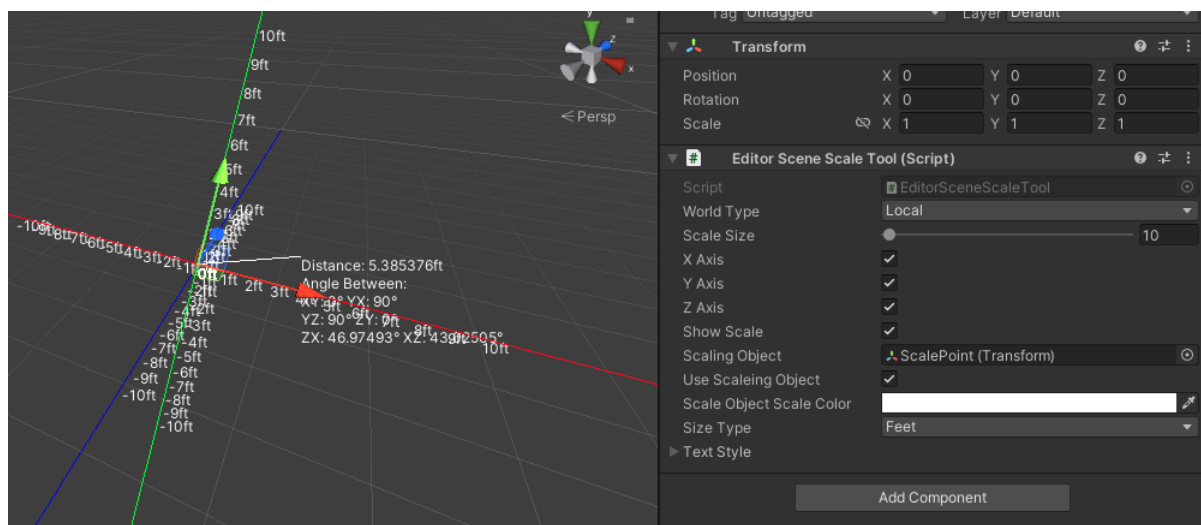


Measuring Tool

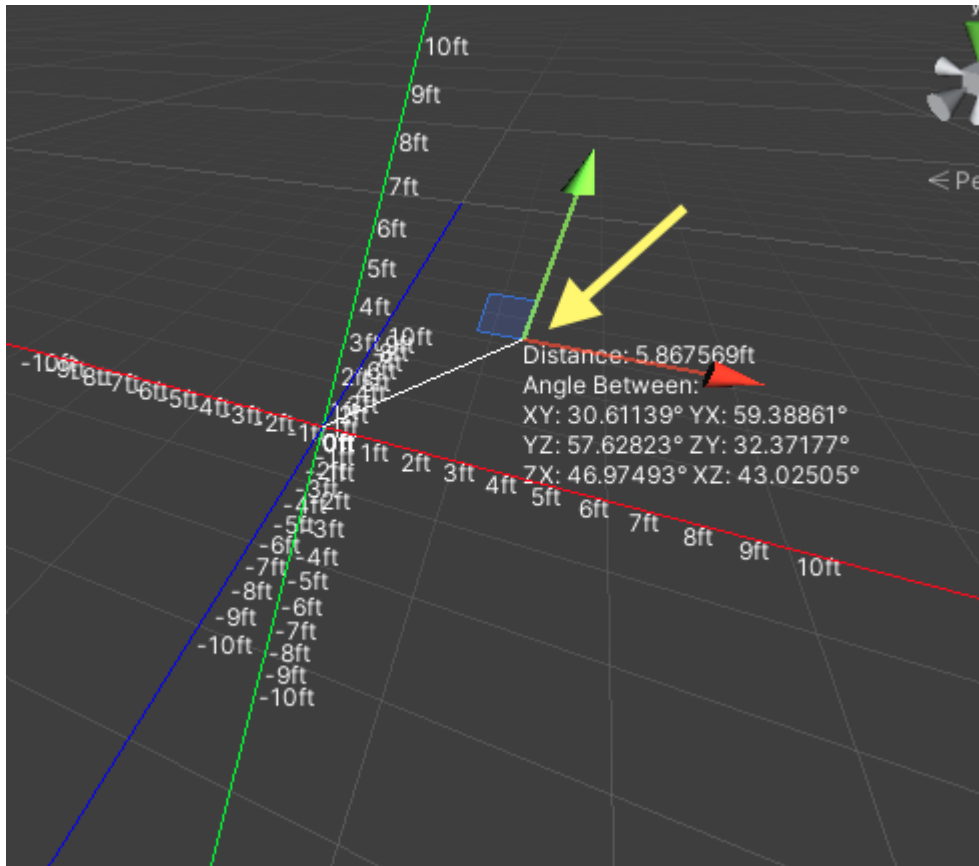
Step 1: Tools > Unity Development Helper > Measuring Tool

Step 2: You will find a Object name Measuring Tool in Hierachy. Select it-

Step3: In there will be a script attach to it. And you can modify it in inspector



Step 4: Enable **Use Scaling Object** and then select the first child called **Scale Point** and move around you will find it very dynamic.



NB: It's a short break in detail documentation will be there in next version.