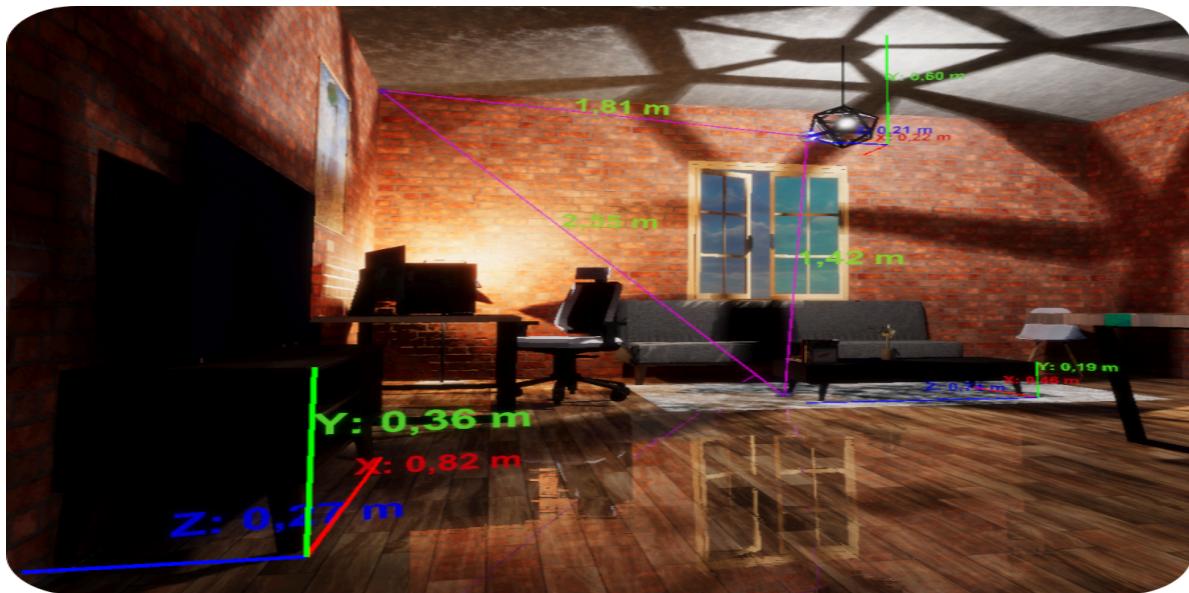


# Measure Tool - Real Time

Measure from wherever you want to wherever you want



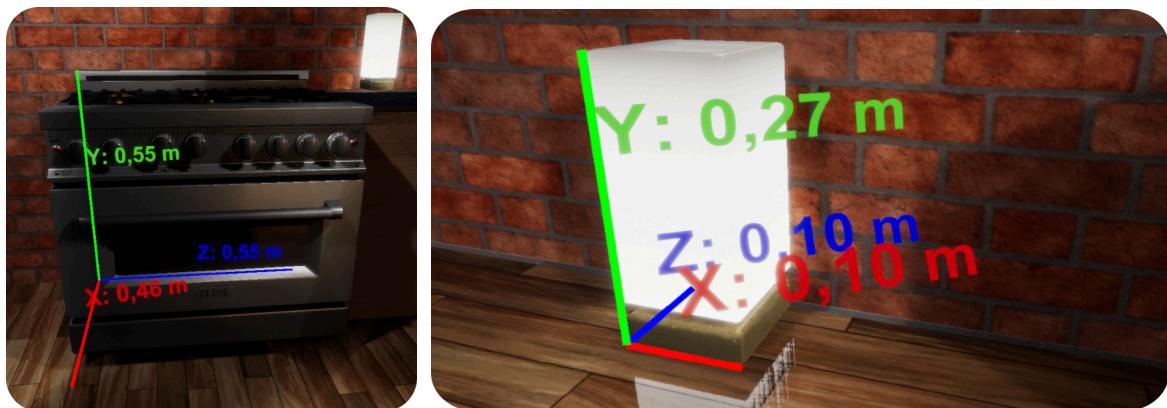
Measure tool has 2 modes, impact point mode and object mode, both modes are used to measure but from different forms, the impact modes connect 2 or more points with a line and display distance between them. The object mode measures the distance starting from a corner to the adjacent axis (XYZ). Here you found documentation about the measure tool with a general description. If it's your first time using this tool, we recommend that you see the first steps to give you a better idea of how it works.

# First steps

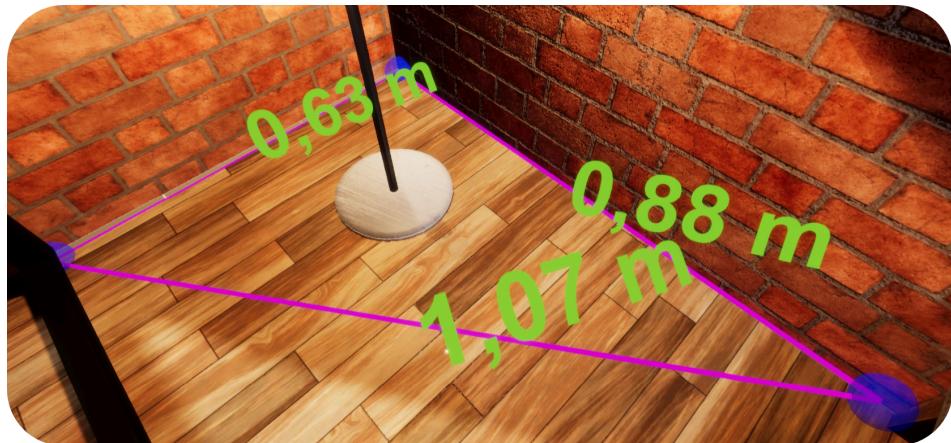
## How does it works

The tool offers two modes: Object Mode and Impact Point Mode.

**Object Mode** operates using the object's Mesh Renderer and collisions. You can select an object by clicking on it with the mouse, and the tool will display its dimensions along the XYZ axis.



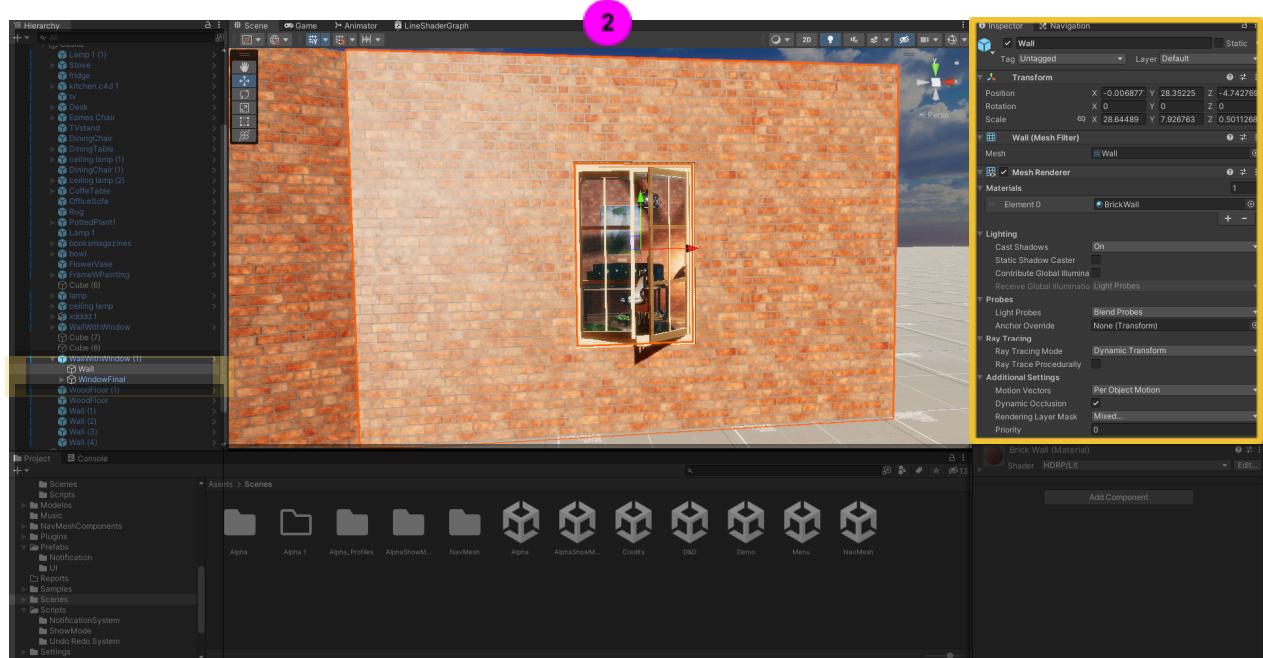
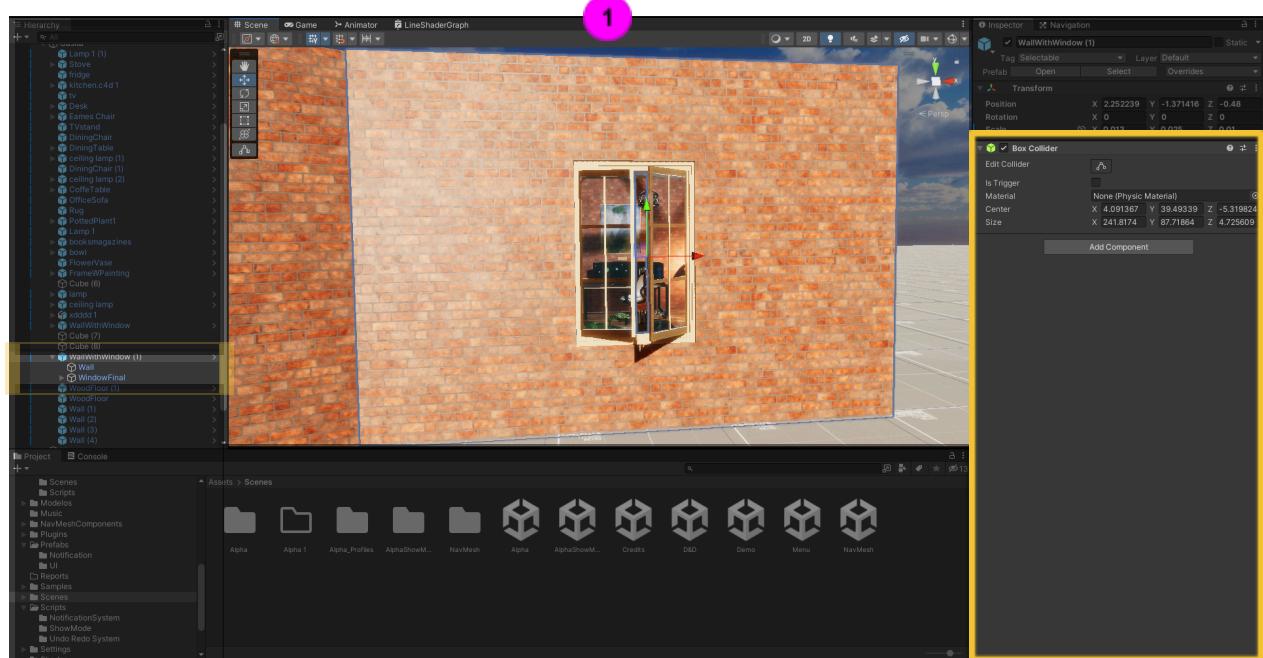
**Impact Point Mode** functions based on the mouse position. Clicking on any surface generates a point. If you place two points, they will connect, and the tool will measure the distance between them. You can continue adding points, and the distances between consecutive points will also be measured.



## What important to know

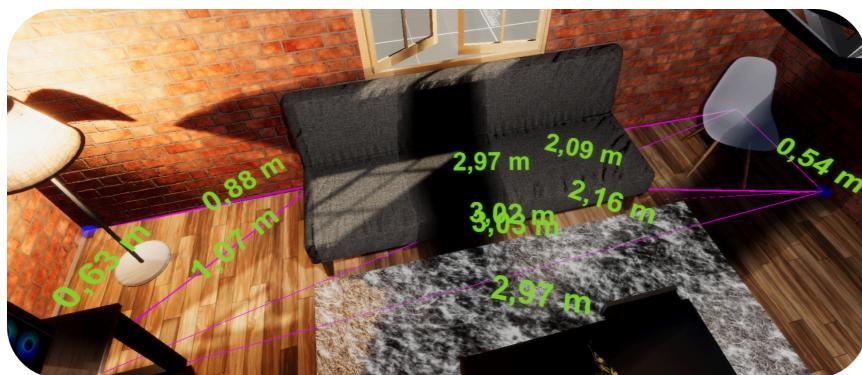
**Object Mode:** If the object you want to measure does not have a Mesh Renderer and anyone collider, you will not be able to measure it. However, if your object is empty but has child objects with Mesh Renderers and Box Collider in father objects, it can still be measured. (View in example images 1-3)

(The collider can go on the parent object covering everything or on the entire child objects)

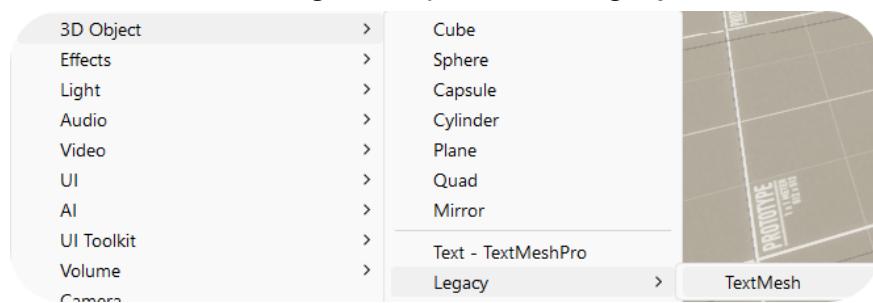




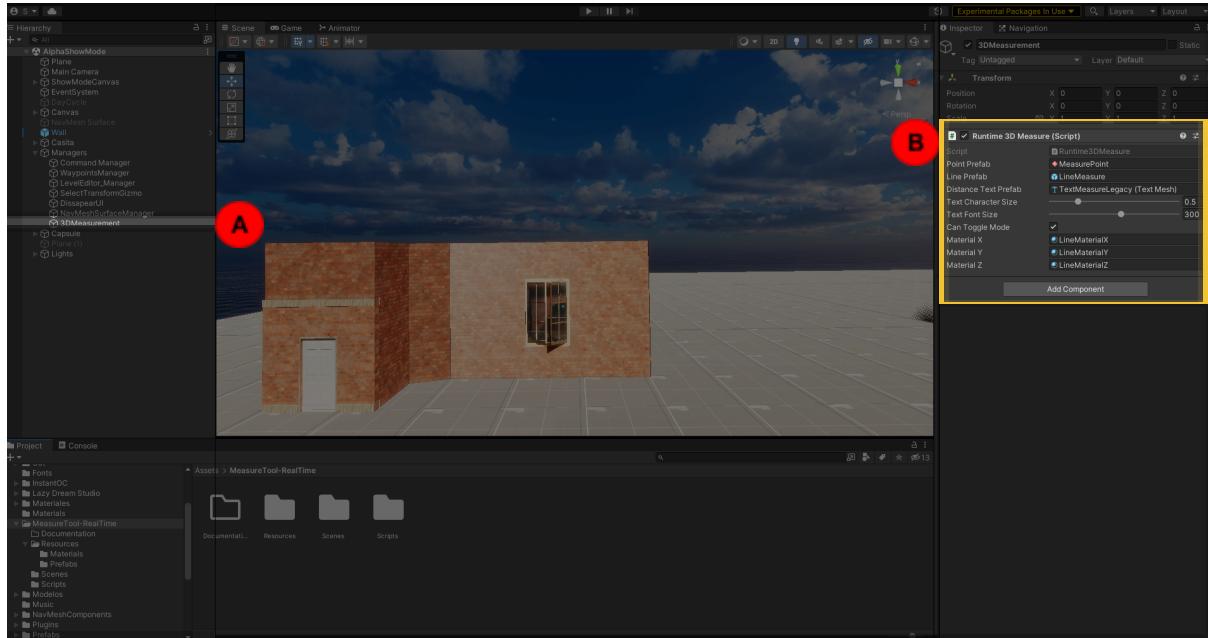
**Impact point Mode:** All points are interconnected, so if you measured something previously and now want to measure other points elsewhere, ensure that the previous points have been deleted.



**Text that we use** is a 3D game object → text legacy, NOT is a UI 3D text, so to modify after you remember can use a 3D game object → text legacy



## How to modify and adapt



**A:** It is an empty object that you can call whatever you want. (In this case it is called "3DMeasurement")

**B:** This is the main script with variables to prefabs to use, you can change point prefab, line prefab (both to impact point mode), distance text prefab (Text is to both modes), edit text size with sliders or numbers, can toggle mode is to view if you can change mode, and you have slots to change materials XYZ in the object mode

## How to use them

- LShift+C → Clear all measures
- LShift+LCtrl → Change modes
- LCtr+LClick → Instance point>Select object to measure

We hope this great system will be very useful for your projects that require measuring objects or distances in real time. If you have any questions or suggestions, do not hesitate to contact us to see what we can do.

## Attributions

### ICONS

<a href="<https://www.flaticon.com/free-icons/ruler>" title="ruler icons">Ruler icons created by Freepik - Flaticon</a>

<a href="<https://www.flaticon.com/free-icons/echo-dot>" title="echo dot icons">Echo dot icons created by Fajrul Fitrianto - Flaticon</a>

### MODELS

"Kitchen" (<https://skfb.ly/o6pv6>) by leha\_pu is licensed under Creative Commons Attribution (<http://creativecommons.org/licenses/by/4.0/>).

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