# Gizmos Scripts Document

**Intro:**

This package has easily implementation of gizmos of different kind. Gizmos are a great way to arrange your things in scenes. You cannot see the game object with no mesh at all times so a gizmo is there to make things easy for you to handle. Also you can use them for many other purposes.

**How to implement:**

There are many scripts available in GizmoScripts/Scripts folder. All you have to do is add the script of your choice to the Game Object and that is it.

Every script name is very clear about its type so no confusion there. In case of any confusion there is an Example scene available in GizmoScripts/Scenes. In it every script has been applied to one Game Object.

Future to explain each variable functionality Tooltips have been used, which mean just take your cursor on the variable in Inspector and it will show its functionality.

**Contact us:**

In case of any query feel free to mail us at [**gamino.funstudio@gmail.com**](mailto:gamino.funstudio@gmail.com) **.**

**All the resources used for this package are free or self-developed. If you like our work please recommend and share this package with other.**