Mesh Slice (Template)
Documentation

Thanks for downloading Mesh Slice (Template).
We hope that you can easily create your game using this asset.

If you have any **questions**, **problems** or **proposals** fell free to **contact us**
support@lightdev.io

See Framework documentation in Framework folder.

P.S. **My friend**, please, write a **good review**, as it **motivates** us to
improve our package ☺

How to use Mesh Slicer

1) Use directive

```
using SliceFramework;
```

2) Use SlicedHull for intersection detection and slicing

```
SlicedHull hull = objectToSlice.Slice(slicePoint.position, slicePoint.up, material);
if(hull != null) // has intersection
{
    GameObject lower = hull.CreateLowerHull(objectToSlice, material);
    GameObject upper = hull.CreateUpperHull(objectToSlice, material);
}
```

3) Use Plane for cutting visualization

```
#if UNITY_EDITOR
    /**
     * This is for Visual debugging purposes in the editor
     */
    public void OnDrawGizmos()
    {
        SliceFramework.Plane cuttingPlane = new SliceFramework.Plane();
        cuttingPlane.Compute(slicePoint);
        cuttingPlane.OnDebugDraw();
    }
#endif
```