## **Optimized Rope And Cable**

Just add Rope.cs to your gameobject, assign start and end point and you are good to go. Its an open source tool so feel free to contribute to the system. <a href="https://github.com/Ali10555/OptimizedRopesAndCables">https://github.com/Ali10555/OptimizedRopesAndCables</a>

Add RopeMesh to add mesh to the rope, otherwise it will use simple line renderer.

You can also add wind effect.