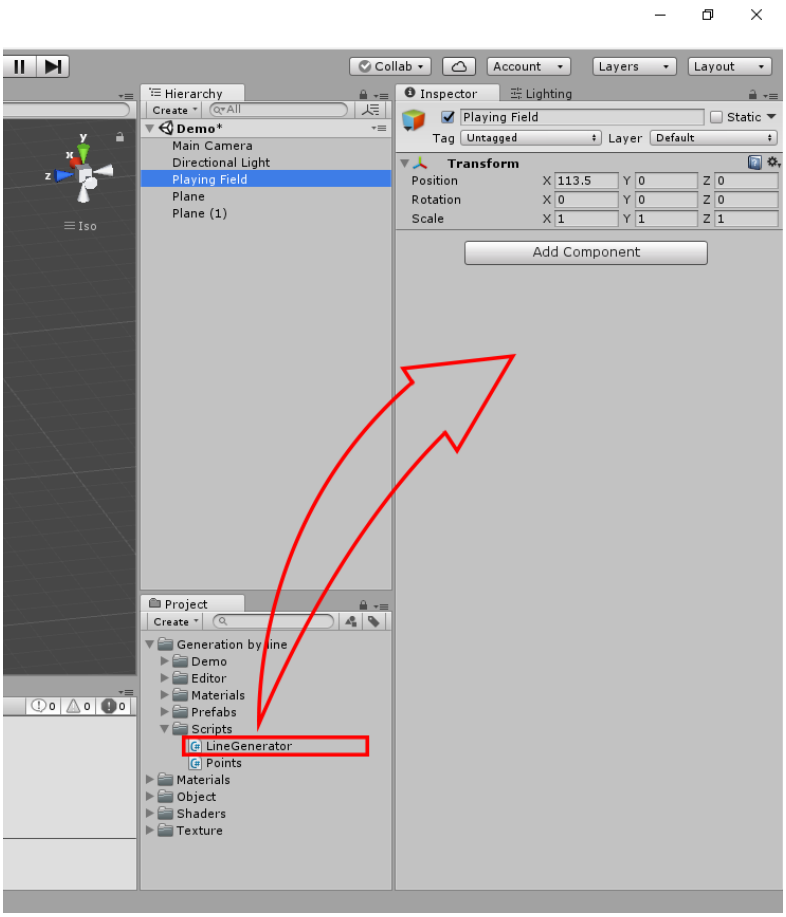
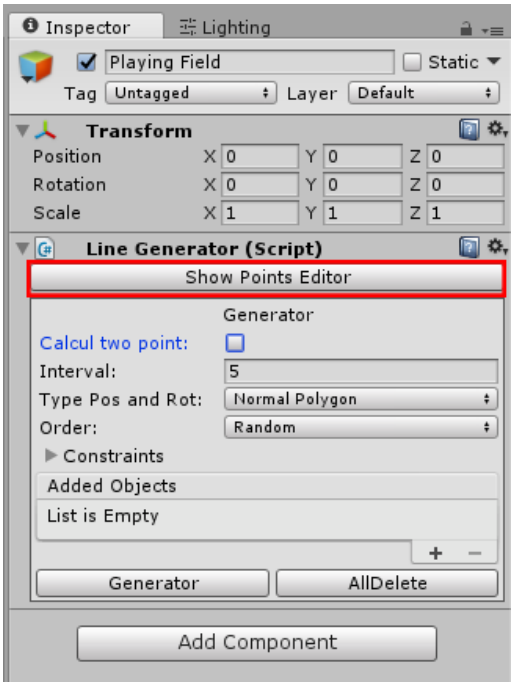
Documentation. Generation by line.

1. Move the **LineGenerator** component to an object. (Pic.1)



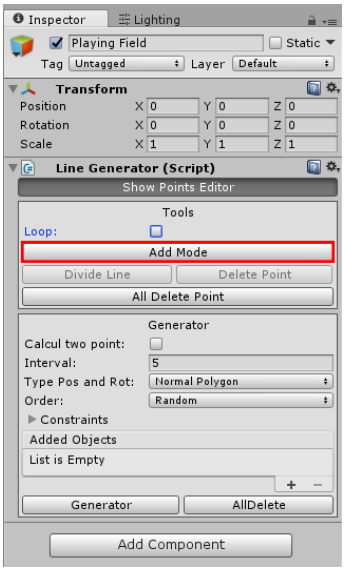
Picture 1. transfer of the **LineGenerator** component.

2. Button **Show Points Editor** shows a set of tools for editing points. (Pic.2)



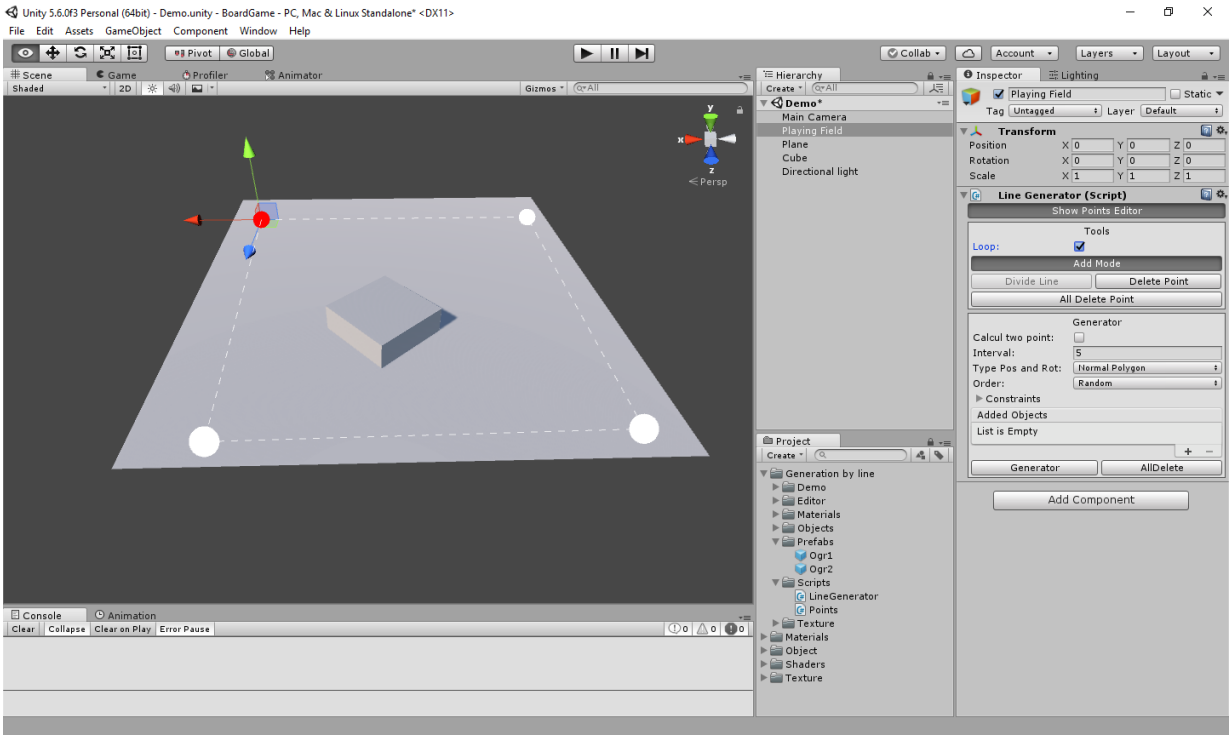
Picture 2. Button **Show Points Editor.**

3. To start adding points, click the **Add Mode** button. (Pic.3)



Picture 3. Toggle **AddMode.**

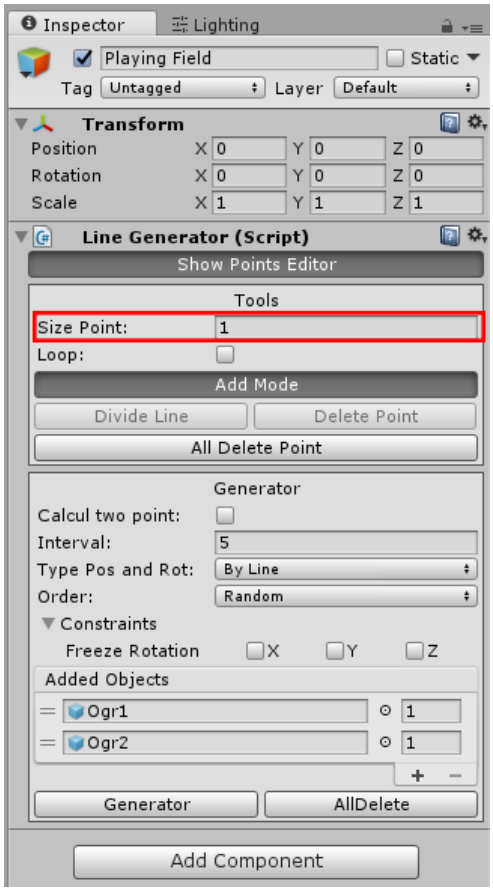
4. Click the left mouse button in the scene window where you want to put the point. (Pic.4)



Picture 4. Adding a point to the scene.

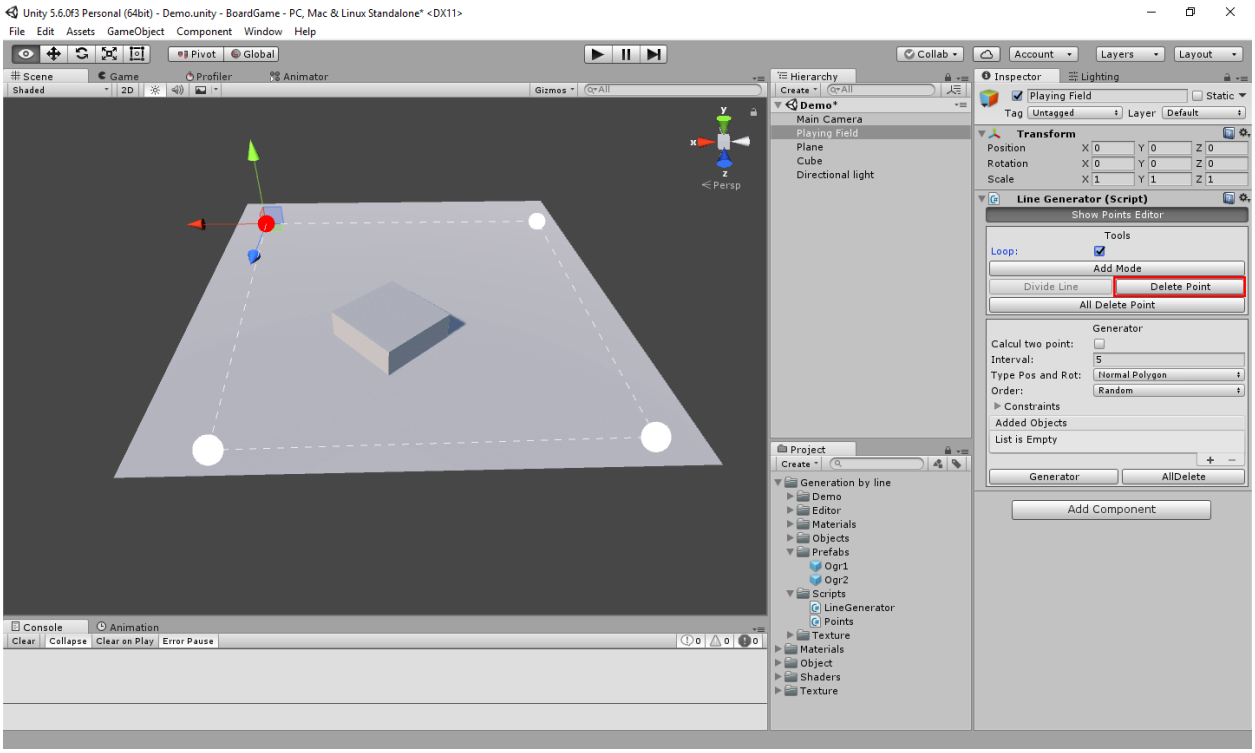
5. Click the **Add mode** button again to stop populating the points.

6. To control the position of a point, click on it. It is also possible to change size of display of points. (Pic. 5)

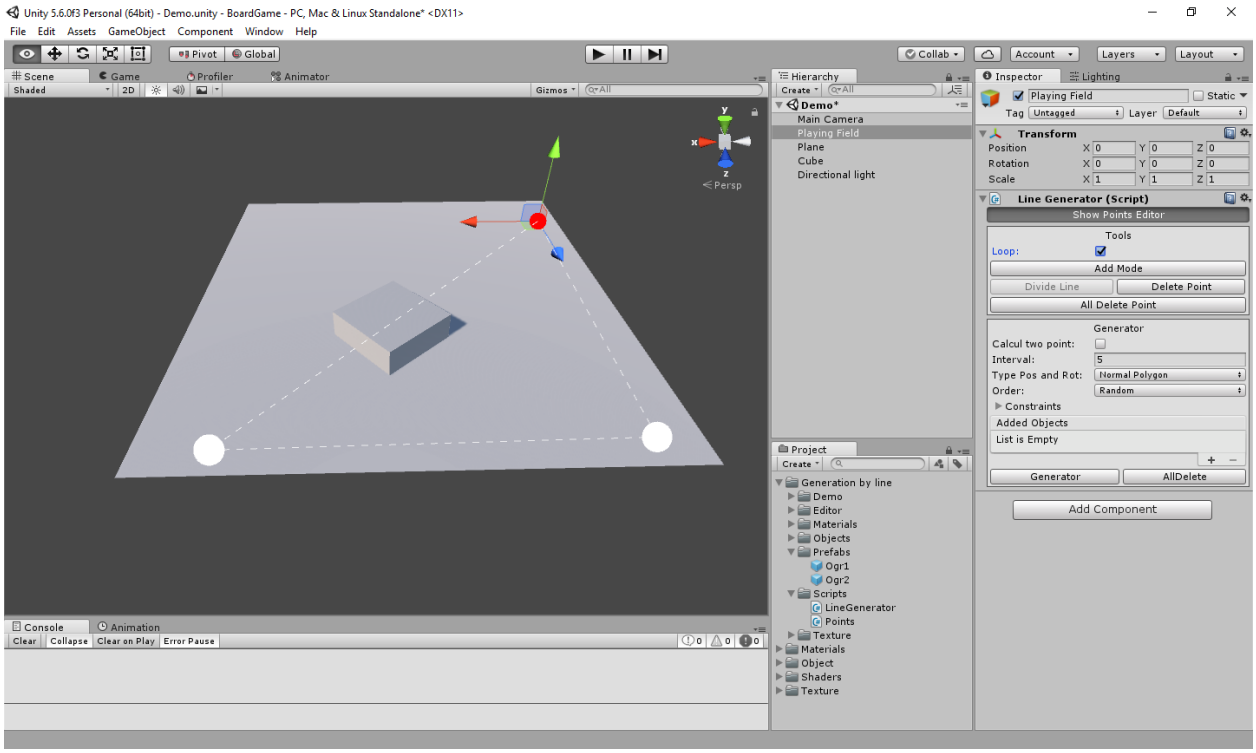


Picture 5. Size point;

7. To delete a point, select it and click Delete point. (Pic.5)

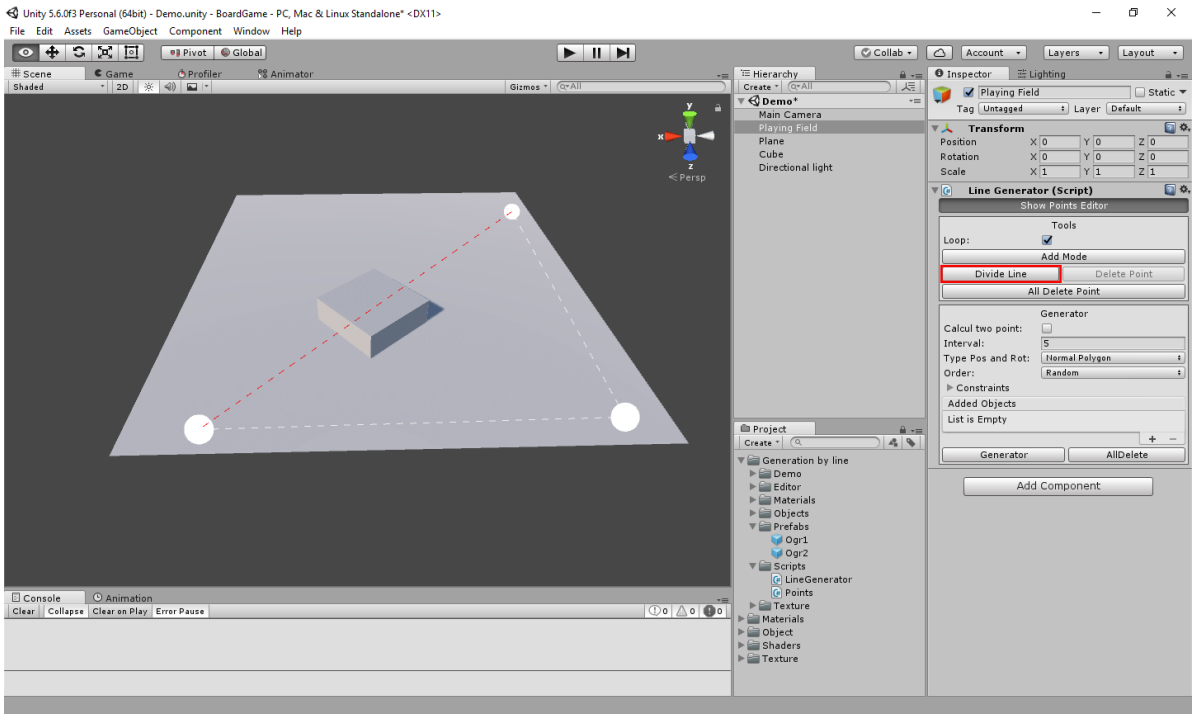


Picture 5. Button Delete Point

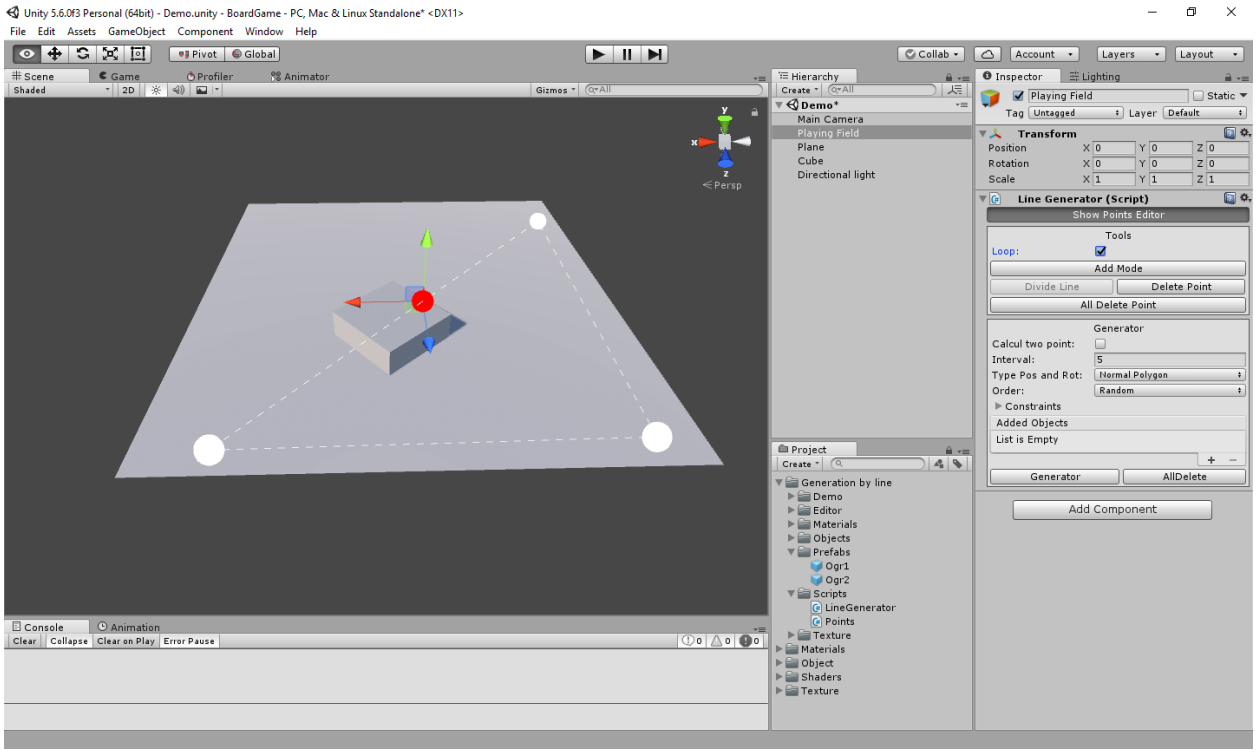


Picture 6. The result of removing a point.

8. If you want to add a point between the two others, select the line and click on the **Divide Line** button. (Pic.7)

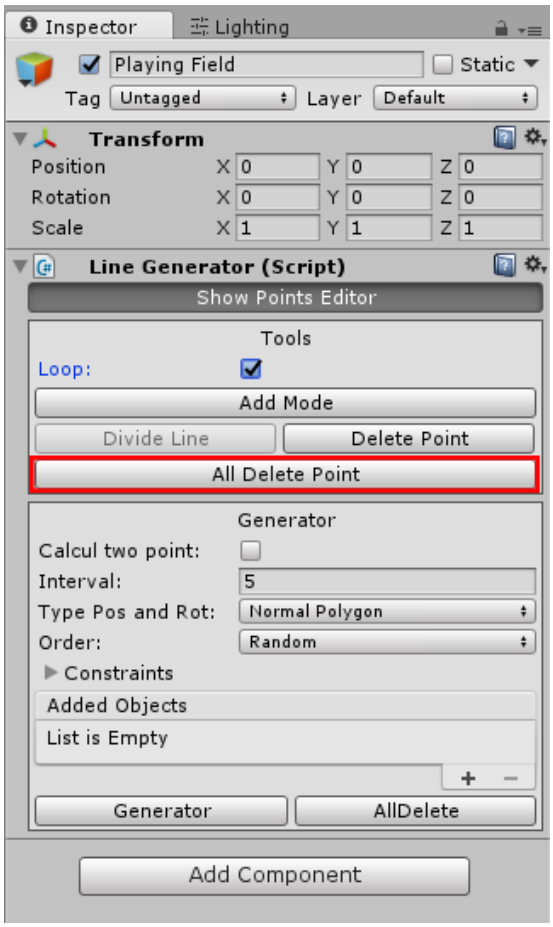


Picture 7. Button **Divide Line.**



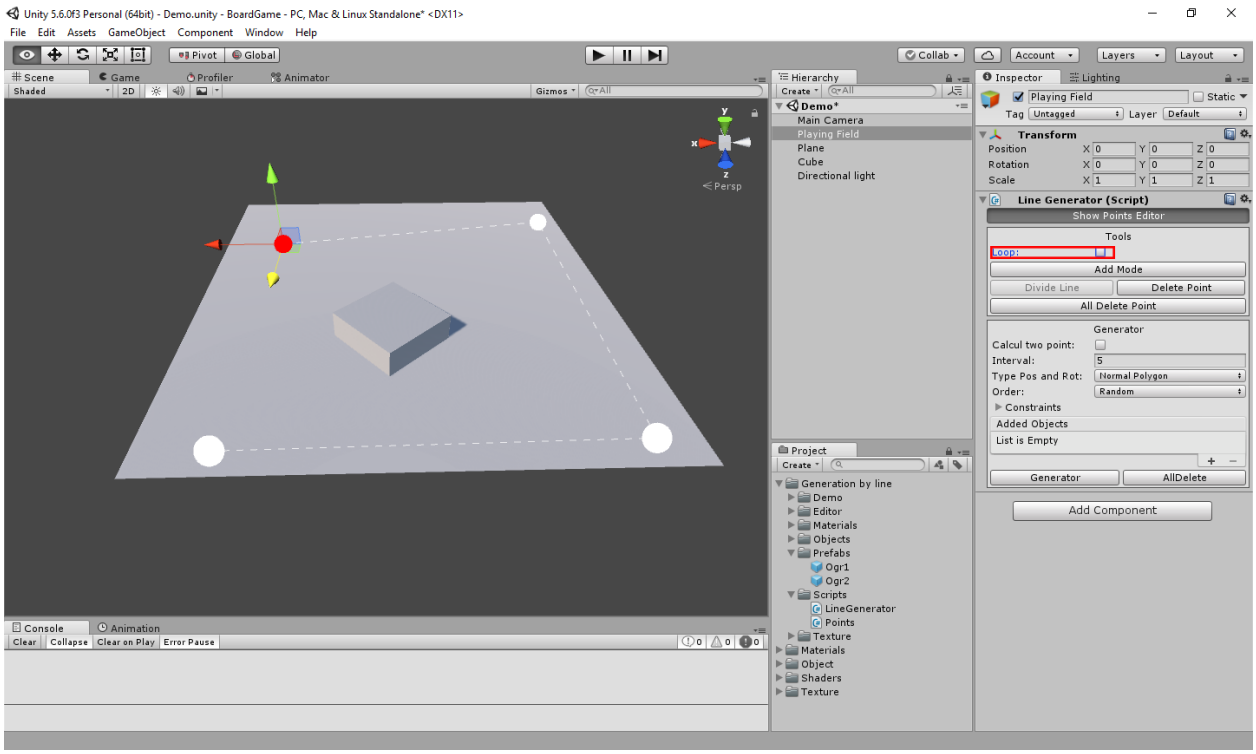
Picture 8. The result of adding a point between two other.

9. To delete all points, click the button **All Delete Points**. (Pic.9)



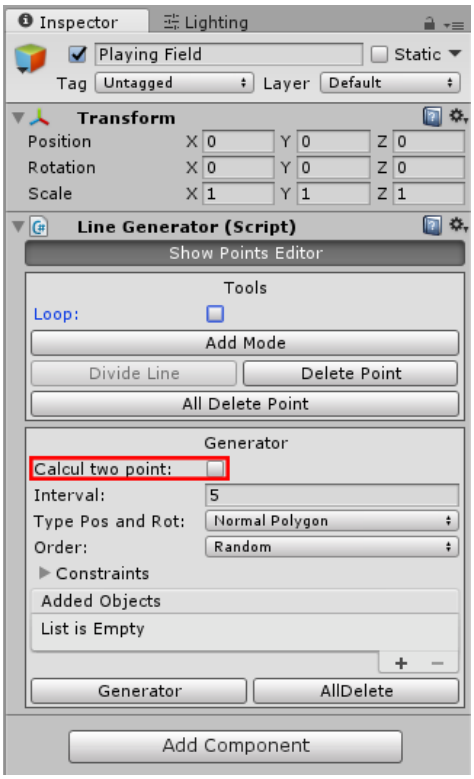
Picture 9. Button All Delete Point

10. The **loop** toggle is responsible for looping. (Pic.10)



Picture 10. loop is disabled.

11. To choose a way creation of objects in **Calcul two point:** (Pic. 11)

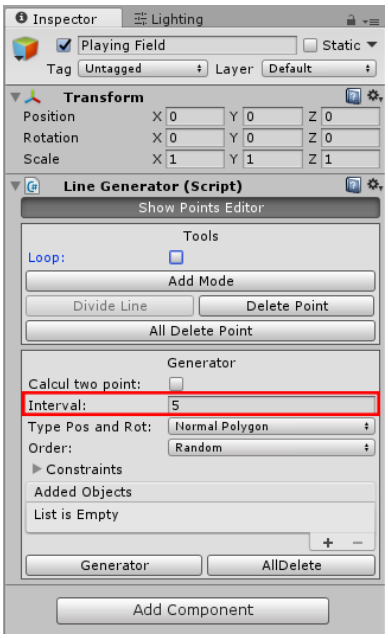


Picture 11. Genetator Panel

- if the toggle-switch is switched on, then the interval will be calculated between two points. In it cases the interval shouldn't be more distance between points. More equal result will turn out. It is recommended to use at big distances between points.

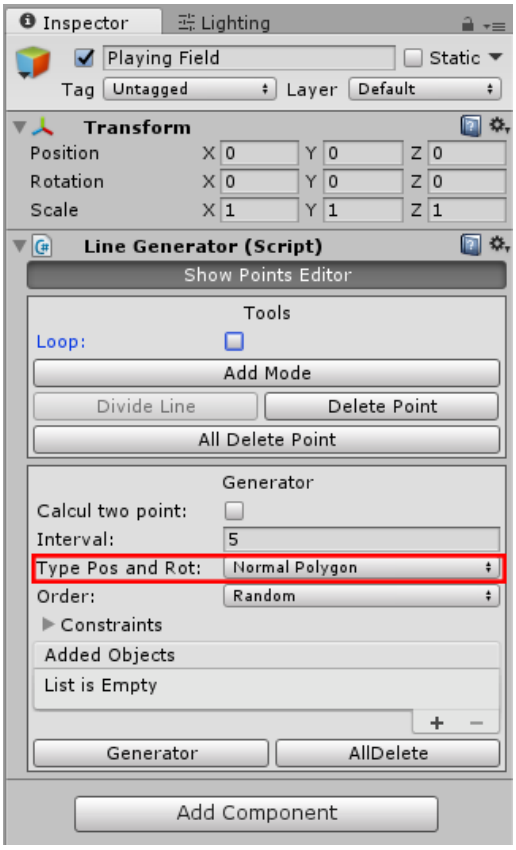
- if the toggle-switch is switched off, then the interval will be calculated on all lines. In this case the interval can be more distance between two points. **Interval** -the space through which objects will be created.

12. To establish an interval (Pic 12)



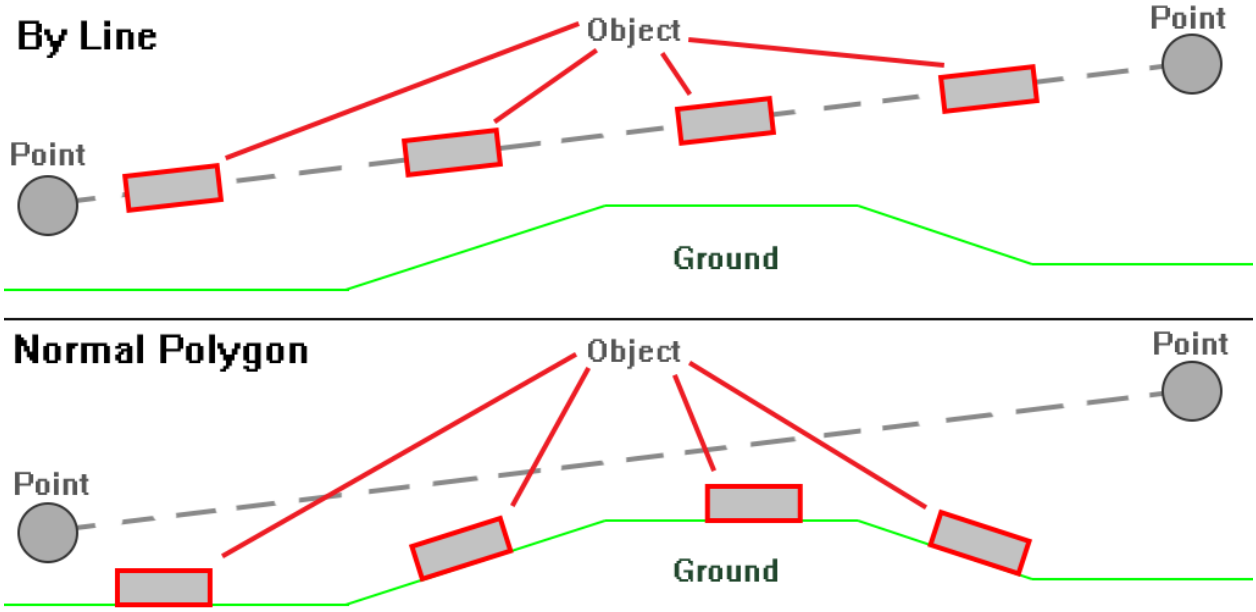
Picture 12. **Interval**.

13. To establish a position and turn which will accept the created objects in **Type Pos and Rot:** (Pic 13).



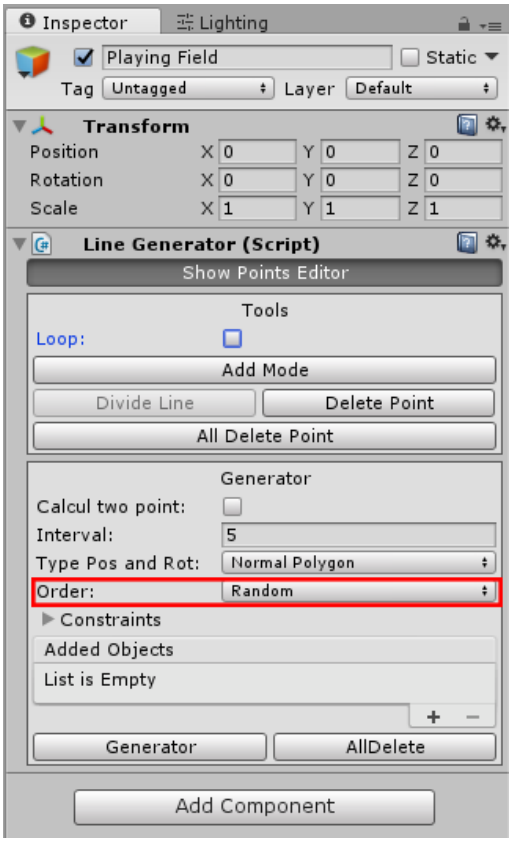
Picture 13. **Type Pos and Rot**

- **By Line** - turn along the line, a position along the line. (Pic. 14)
- **Normal Polygon** - object will lay down on the ground below. (Pic. 14)



Picture 14. **Type Pos and Rot.**

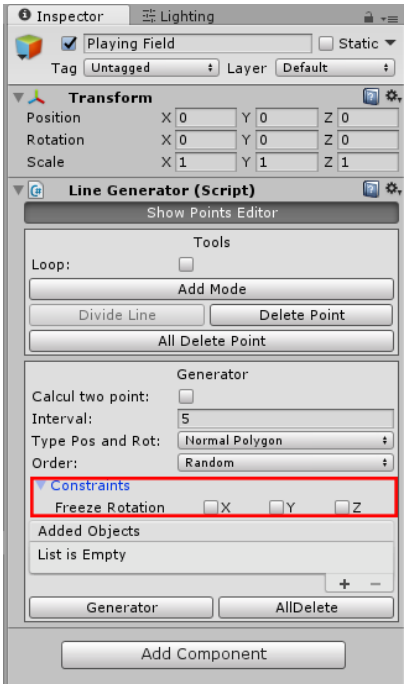
14. To establish whether objects will be created one after another or accidentally. (Pic. 15)



Picture 15. **Order**.

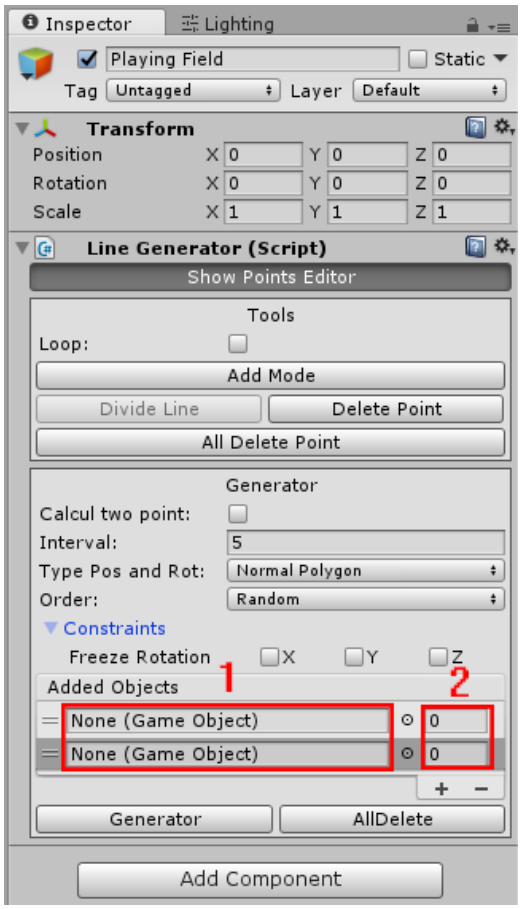
- **Random** - random order.
- **Seriatim** - generate in order.

15. if it is necessary that the turn didn't influence objects that their rotation can be frozen. (Pic. 16)



Picture 16. Constraints.

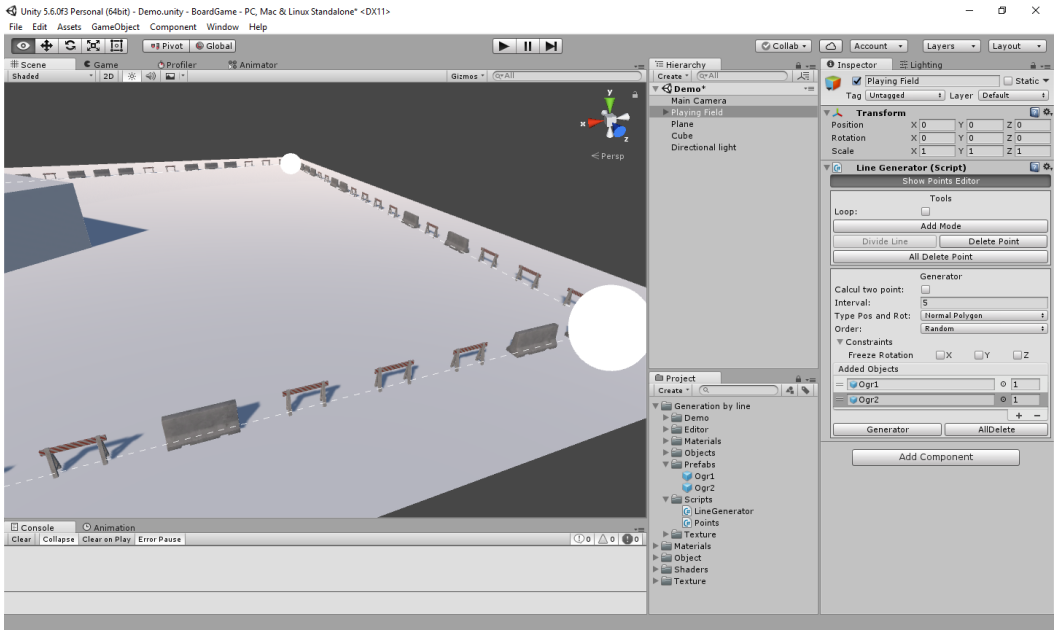
16. It is necessary to add objects which will be created (Pic. 17)



Picture 17. Added Object

1. It is necessary to transfer objects which will be created.
2. To enter values which are responsible for that as an object on lines will be often created. (Works if only "**Order**" costs "**Random**" if isn't present will be created one after another)

17. Click the **Generator** button to generate. (Pic.17)



Picture 17. Result of generation

18. If it is necessary to remove objects press the **AllDelete** button.

nodePosition - to receive all points at the **Points** or **LineGenerator** component. (returns List<Vector3>).

Youtube: https://youtu.be/NPQbnw63c8I;

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