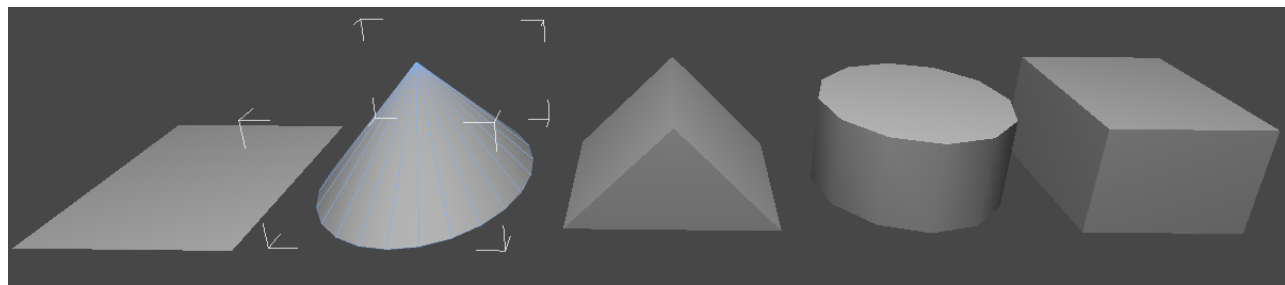
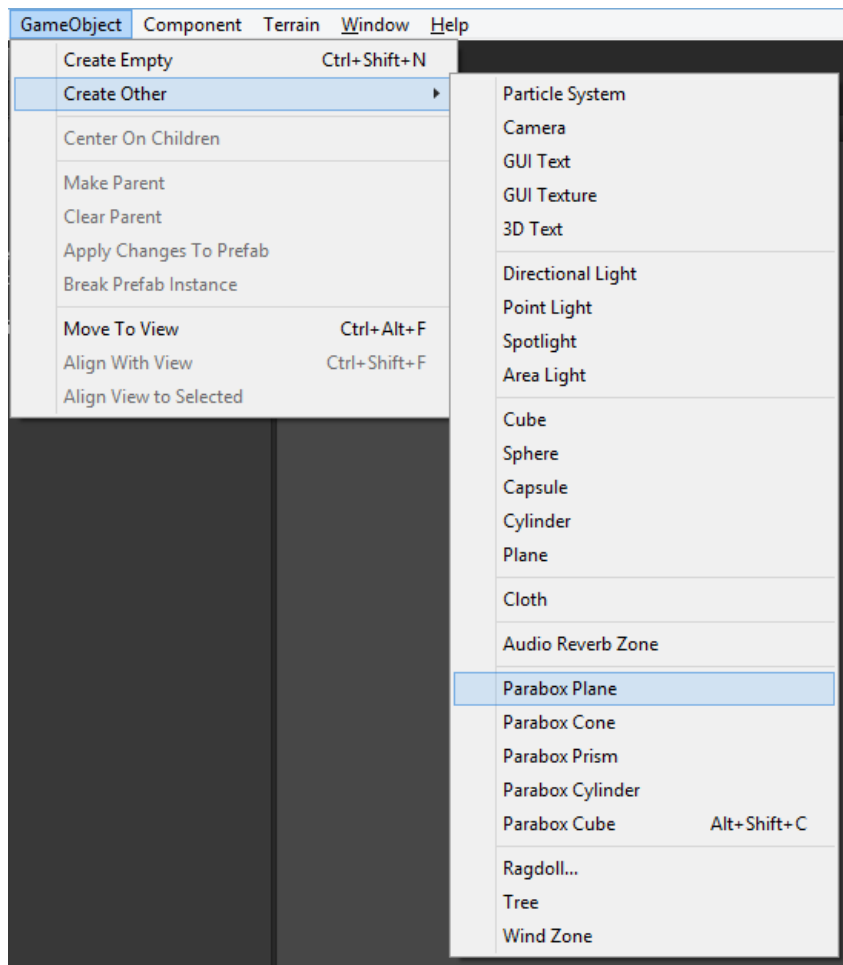


PARABOX PRIMITIVES



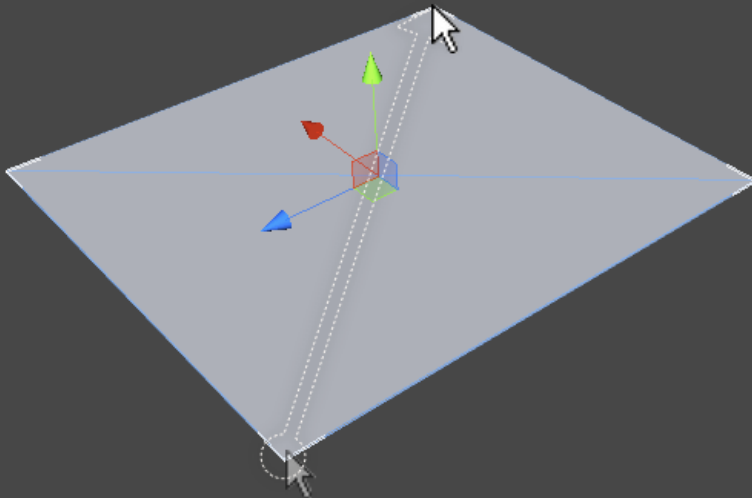
Quick Start Steps

- Select GameObject -> Create Other -> Parabox Cube (Alt-Shift-C)



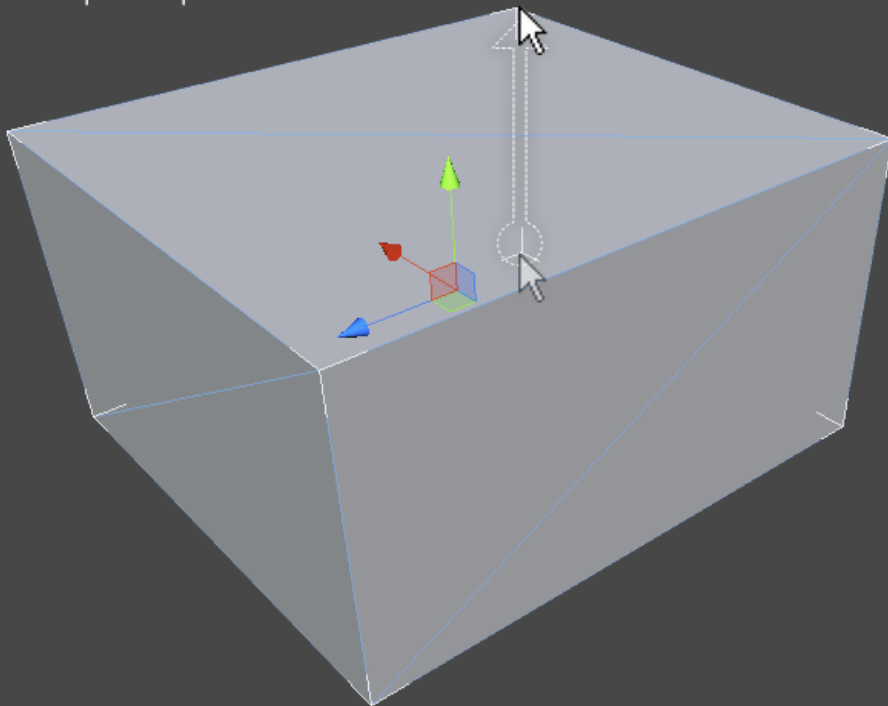
- Click and drag in the SceneView window.

Click anywhere in the SceneView window, drawing a diagonal line between the bottom left and top right corners of the base.



- Release the drag, and move the cursor vertically.

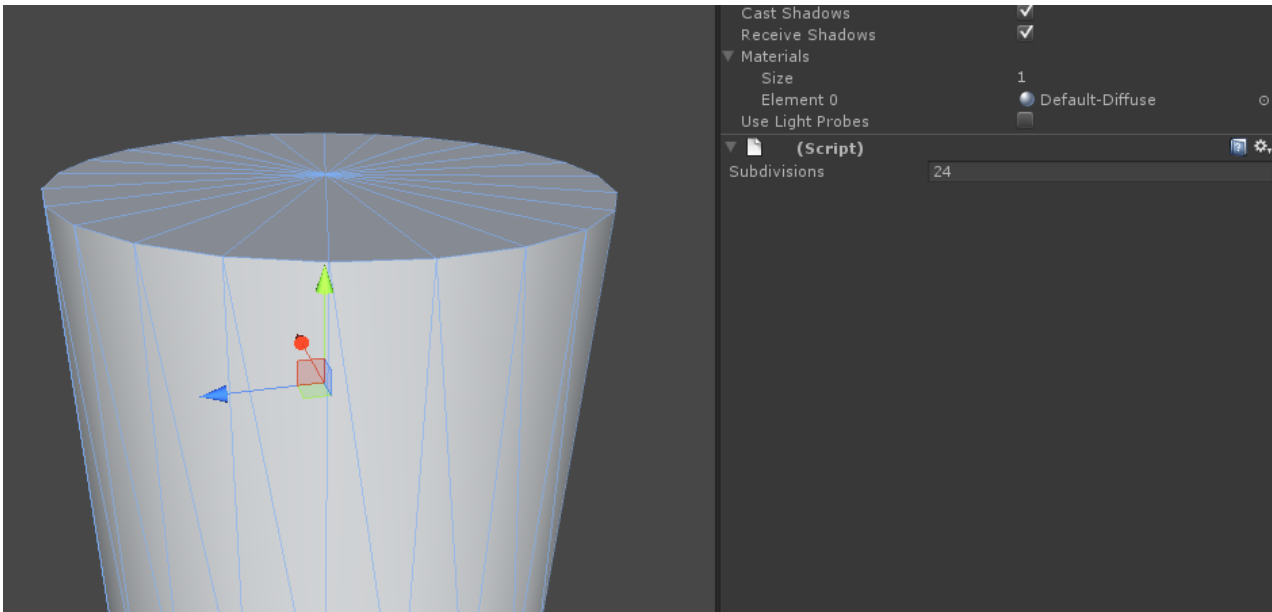
Release drag, move mouse to desired height, and click to complete primitive.



- Click to finalize primitive size.

Primitive Parameters

Some primitives provide an interface for modifying parameters post-initialization. At this time, the `Cone` and `Cylinder` primitives expose their subdivisions parameter. Changing this will increase or decrease the amount of subdivisions of your primitive.



Additional Notes

You may notice that objects created using Parabox Primitives have a `(Script)` component attached. This component does not have any performance implications, and only exists to ensure that meshes are not leaked when deleting its parent `GameObject`. You may safely remove this component if you like (though Unity will leak this mesh if you decide to delete the `GameObject` parent).

Support

Feel free to email me karl@paraboxstudios.com with any questions, bug reports, or feature requests.

If you liked this Asset, check out paraboxstudios.com for more Unity stuff (free and otherwise).