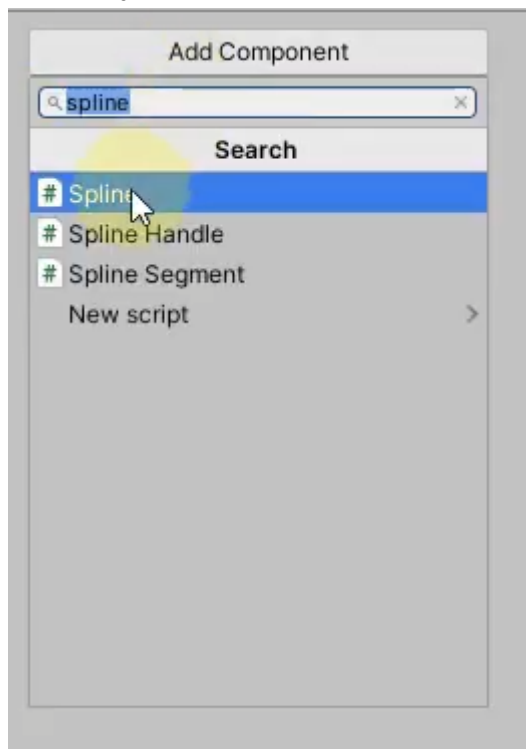




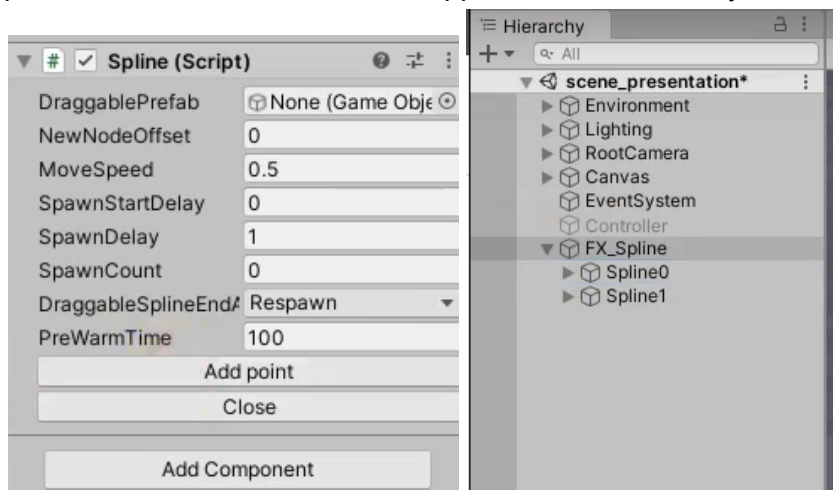
User Manual

Please, see the video with demonstration of described process below
<https://www.youtube.com/watch?v=S5qCVynDs5k>

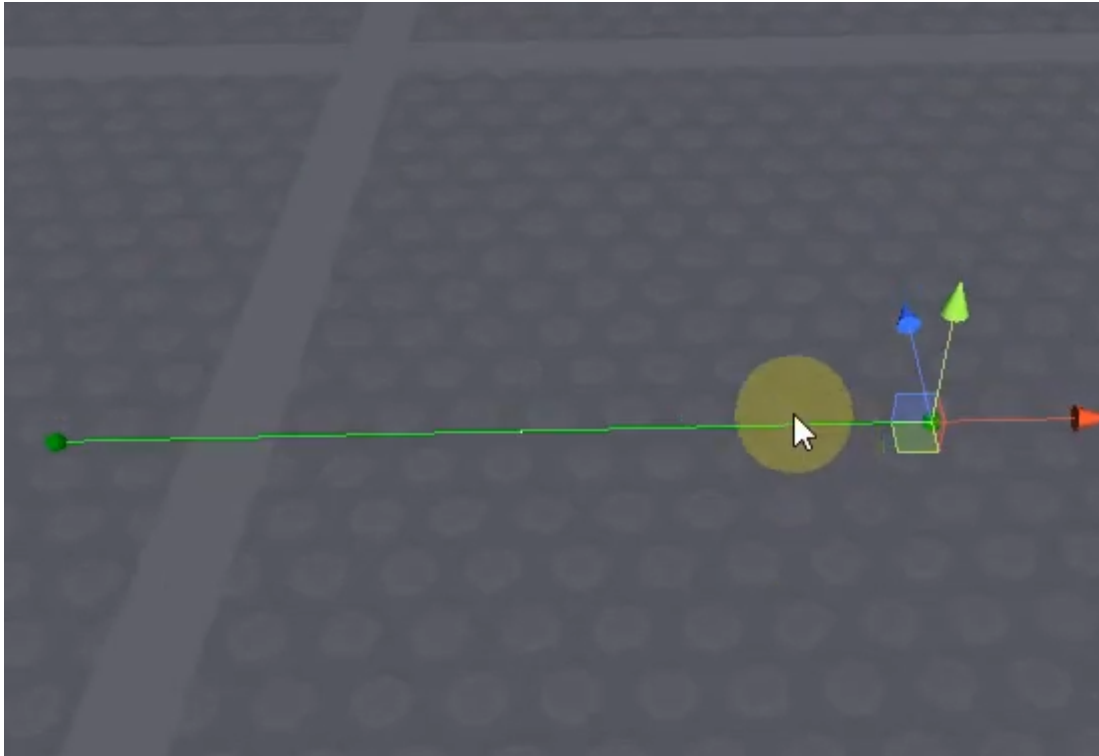
Editor Tool: To create Spline Path you can do so from the scene hierarchy contextual menu, under 'Magic_Spline\Scripts\Spline' or by adding the script as a component to an existing GameObject



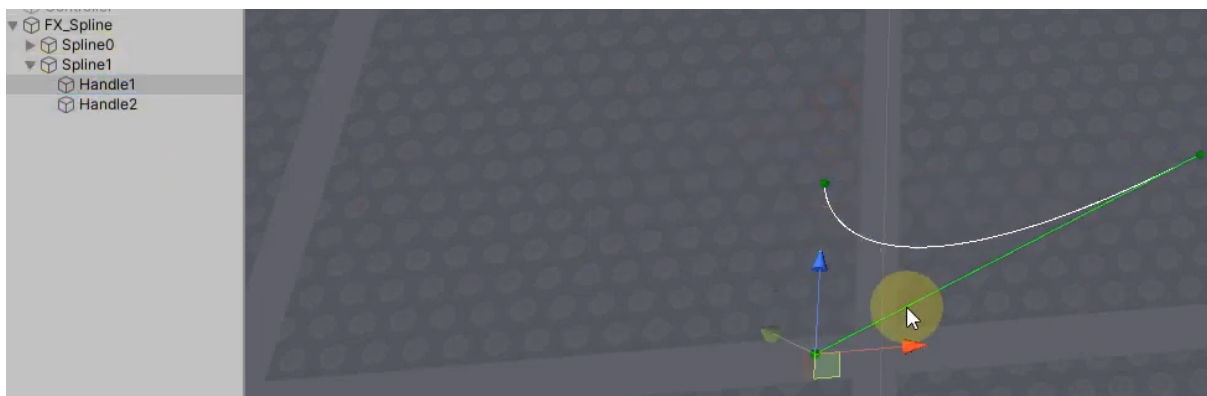
In the inspector window push Add button (under the Spline component) to create new spline points. Observe new child nodes appear in the hierarchy window under the game object.



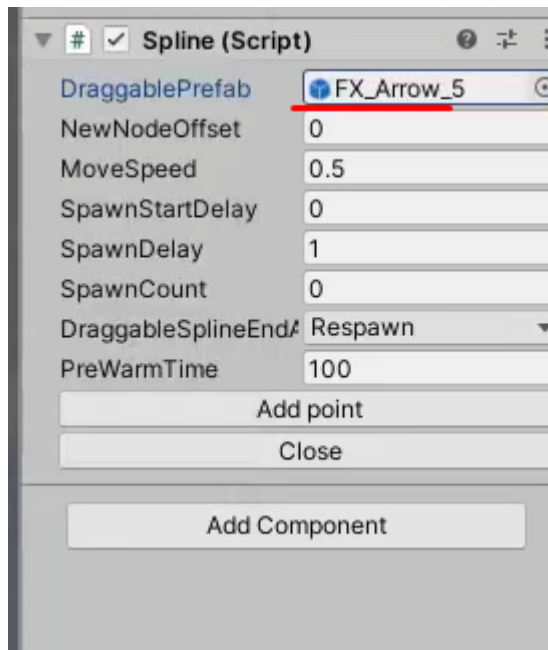
This is a spline points, click any of them and try to drag them around in the Scene.



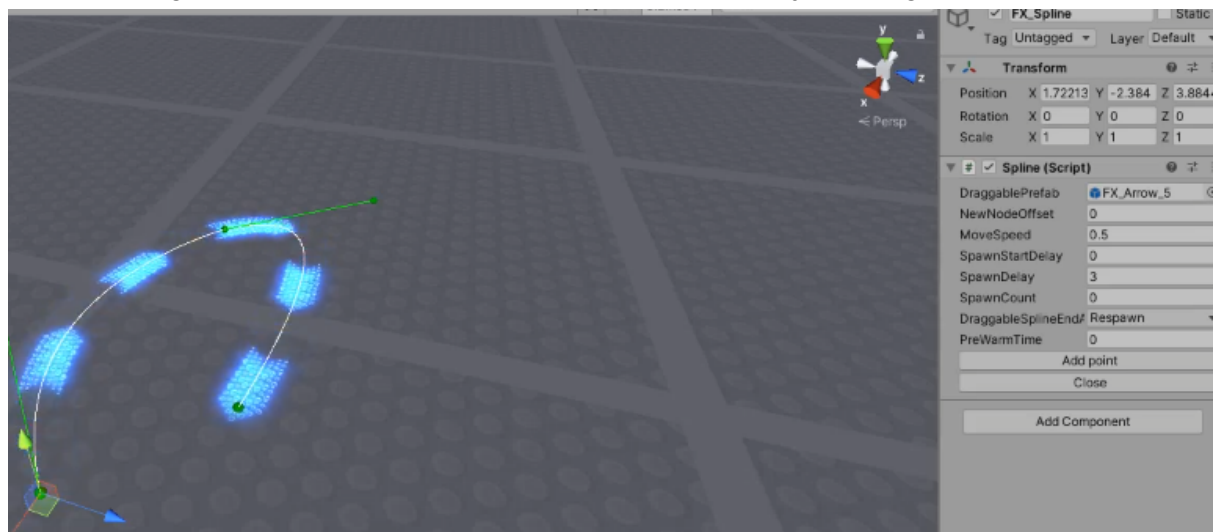
Each spline point also has handle objects. You can drag them around to tune curveveness of the line segment.



First of all, you need to select any asset (3d model, effect, etc.) from your library or a standard asset that will move along the spline. Drop it in the Draggable Prefab field



When starting the scene, we will see the movement of the object along our spline



Below are the spline script customization properties we can use

SpawnStartDelay - how long after start the first object will spawn

SpawnDelay - the interval after which the objects will be spawned one after another

Move - speed of spline units movement, in units per second

Add point - adds new points of the spline

Close - attaches last spline point to the first, . thus looping the spline

Snap to axis - smooth the corners, to avoid sharp turns of the object

PreWarmTime - the amount of time elapsed when we start the simulation

DraggableSplineEndActic - what happens to the object at the end of the path, either rebirth or destruction

Spawn Count - how many objects are spawned in total

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