



# EASY GUIDE LINE

## About

### OVERVIEW

Create smooth, customizable path lines with Bézier curves using Easy Guide Line. Supports color transitions, mesh patching, optimized performance, and a user-friendly interface

### FEATURES

- Easy to Use
- High Performance
- Fully Customizable
- Smooth Bézier Curve Pathing

### HIGHLY CUSTOMIZABLE

**Line Width and Shape:** Defaults to arrows, with more options

**Mesh Subdivision Level (Mesh Mode)**

**Item Spacing and Quantity (Prefab Mode)**

**Selectable Line Type:** Choose between Mesh or Prefabs

### PERFORMANCE

**Auto-Merge:** Combines prefabs into one mesh to reduce draw calls and boost performance

**Single Material Optimization:** Combines all materials into one for smoother performance

**Subdivision Control:** Mesh Mode uses subdivisions to balance quality and performance

### ORGANIZED INTERFACE

A clean, organized window consolidates all controls, making customization straightforward and efficient.

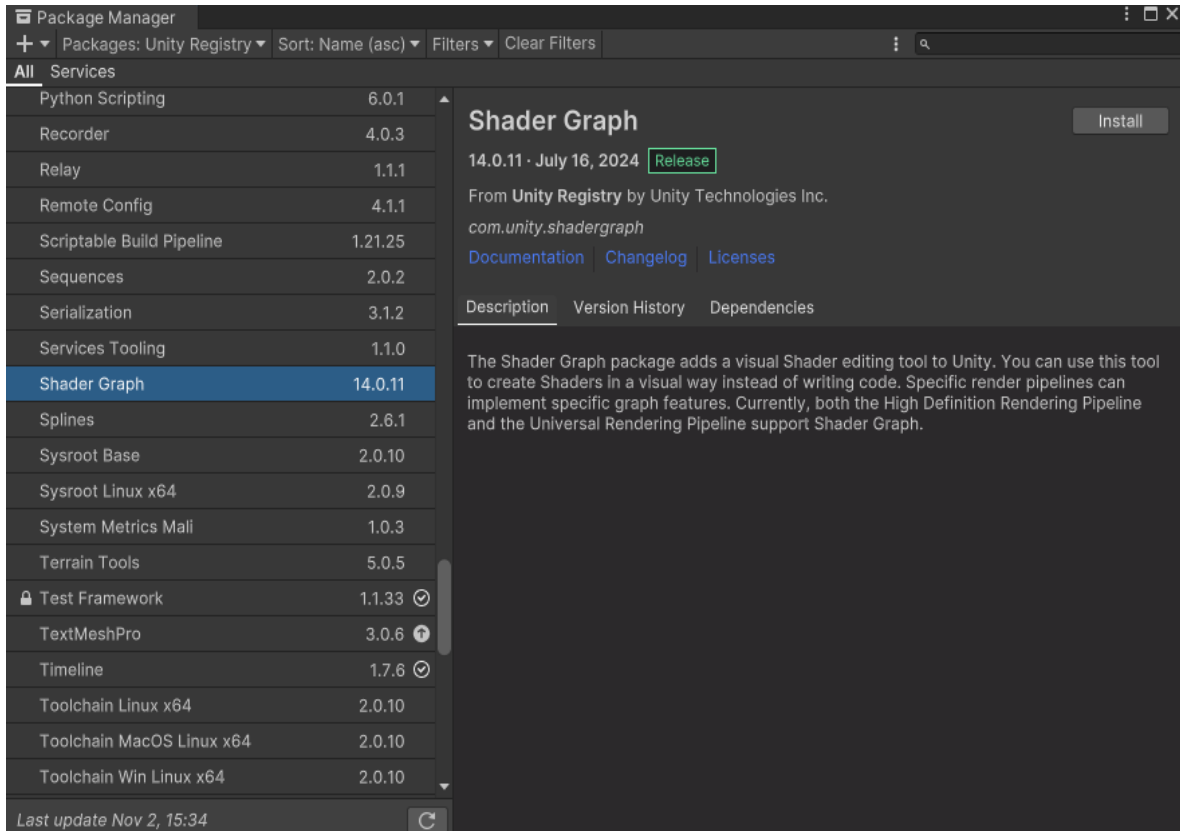
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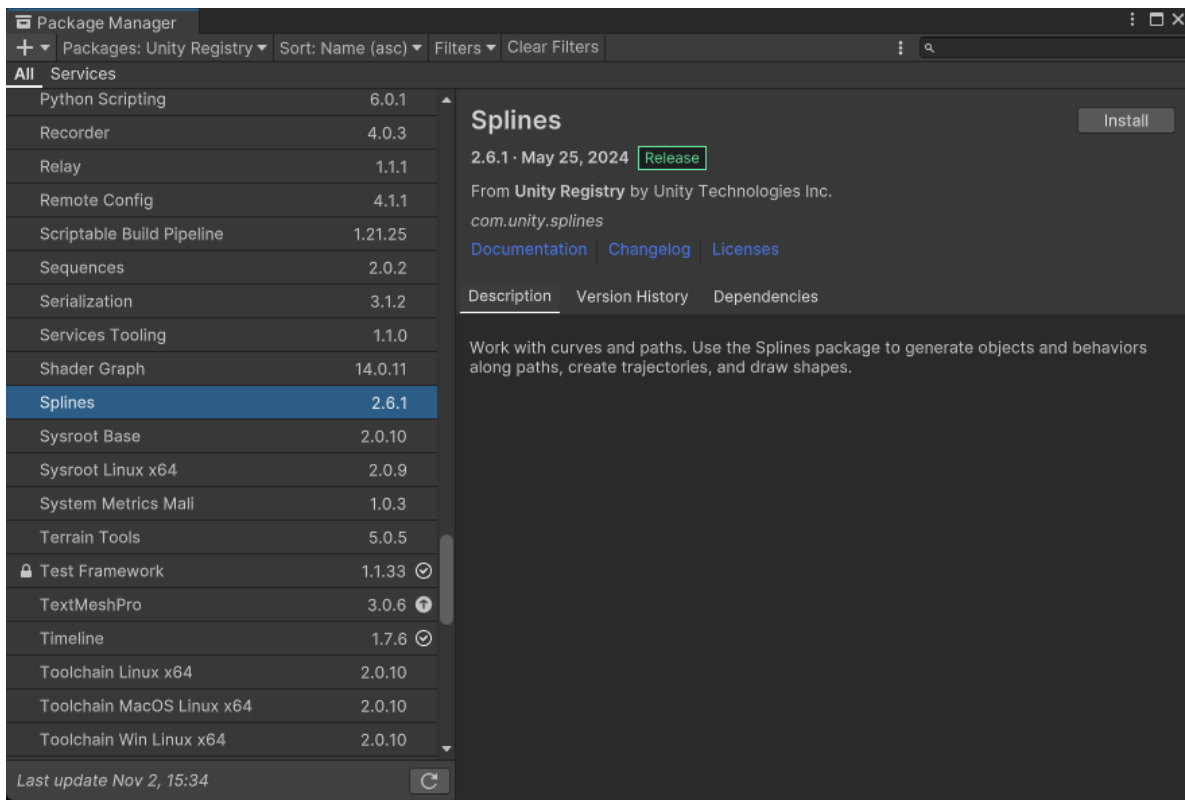
# Setup Guide

## 1- Installing Dependencies

- Import the Easy Guide Line package
- Install Shadergraph (if not installed)

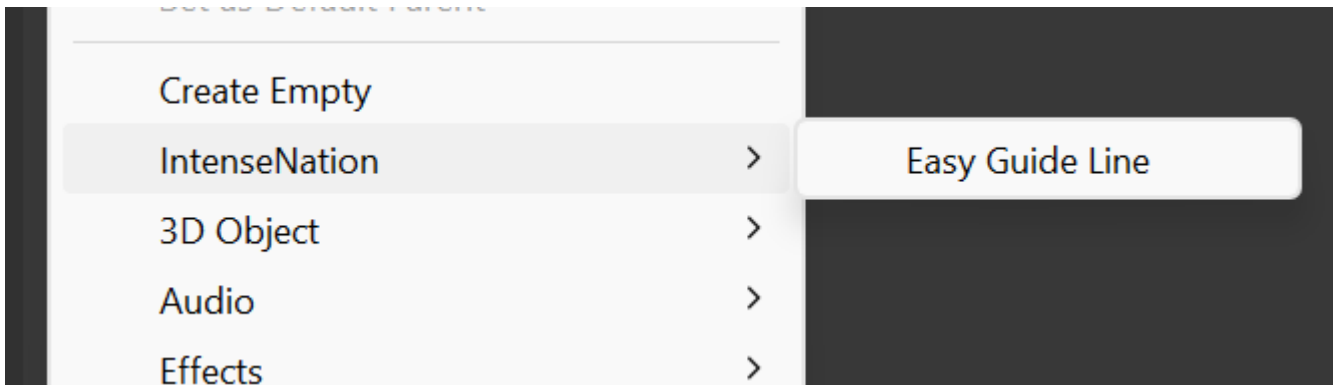


- Install Shadergraph (if not installed)

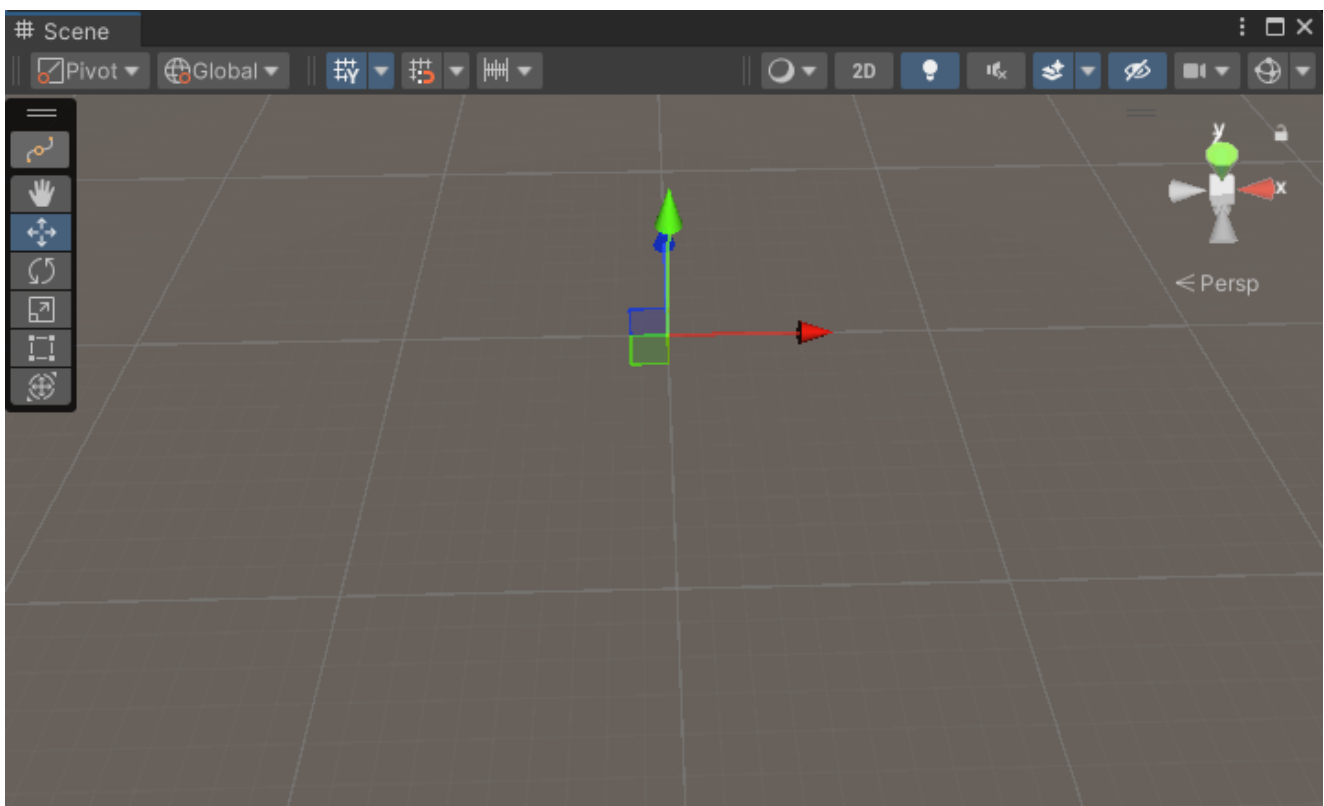


## Creating a new Guide Line

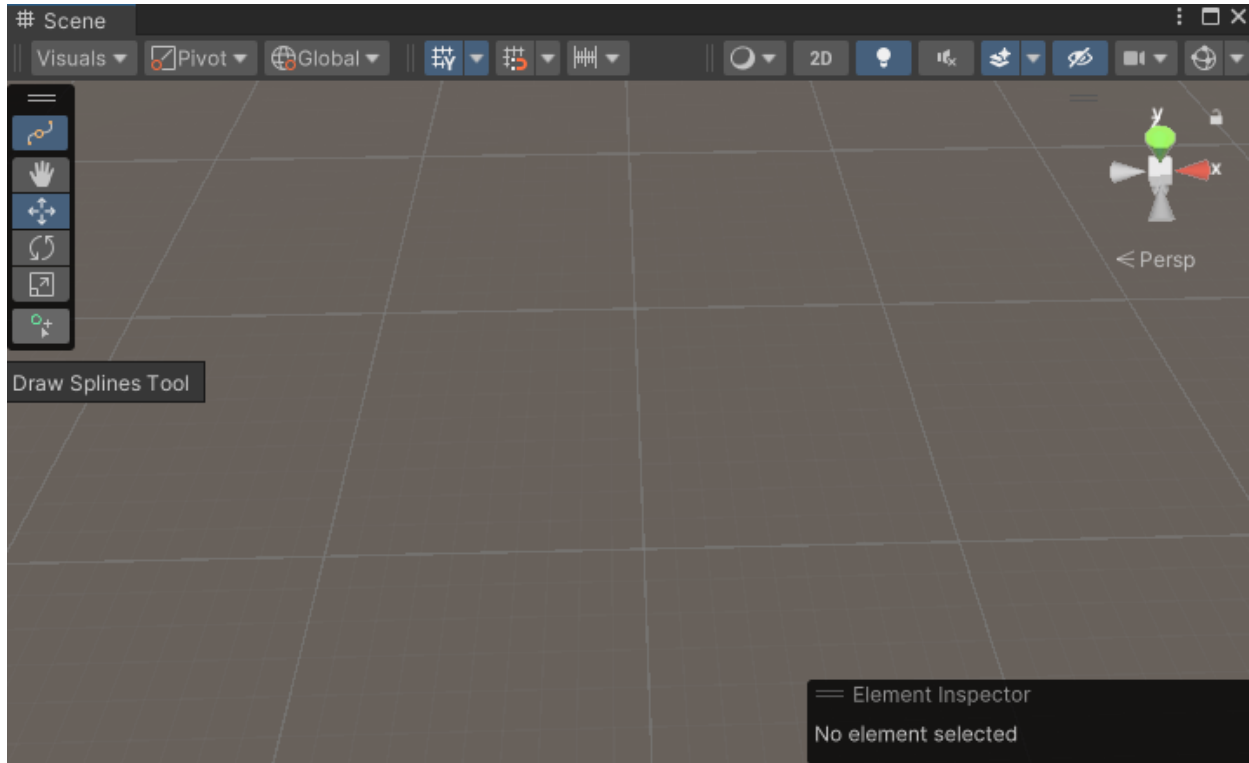
- Right click on the hierarchy, then navigate to **IntenseNation** → **Easy Guide Line** and select it



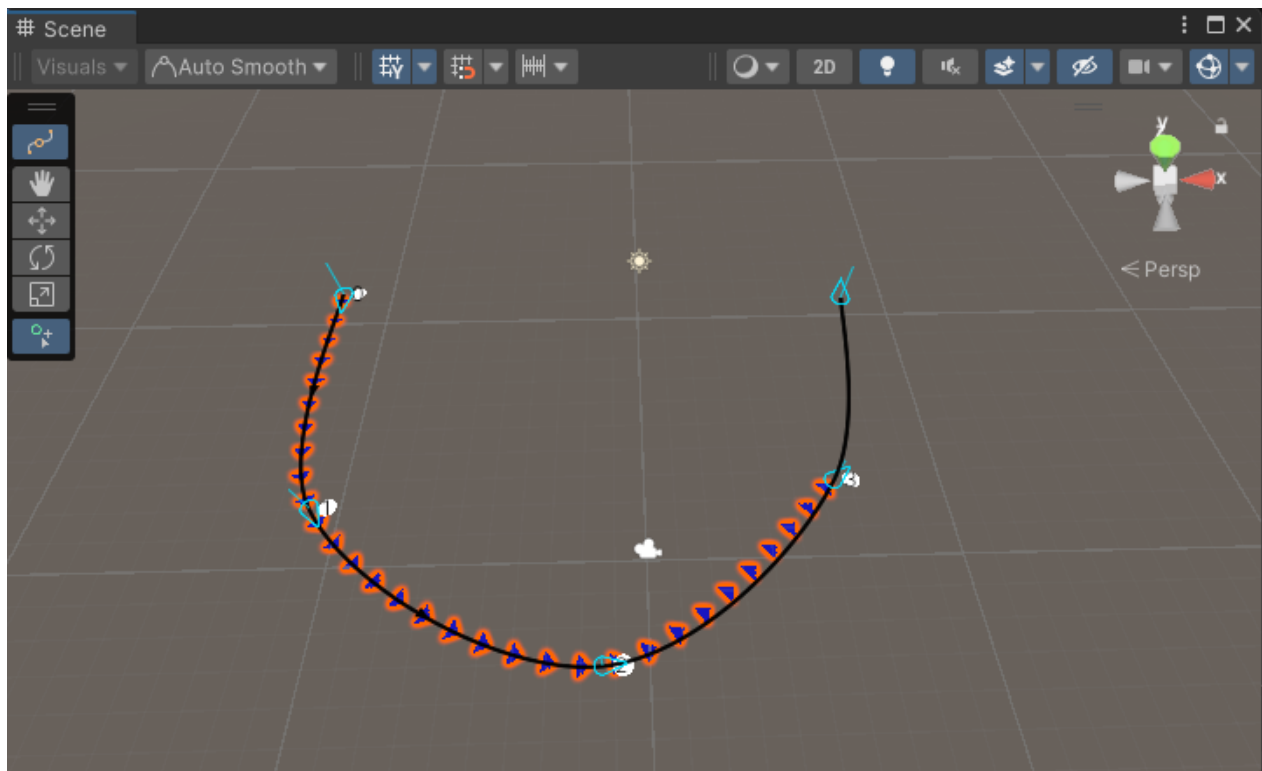
- On the left side of the Scene view you will see the Splines Tools pop up, Press the first button at the top to enter the spline edit mode.



- Once in the edit mode, press the last button at the bottom, this is the Draw Splines Tool, as the name says it allows you to draw a spline.

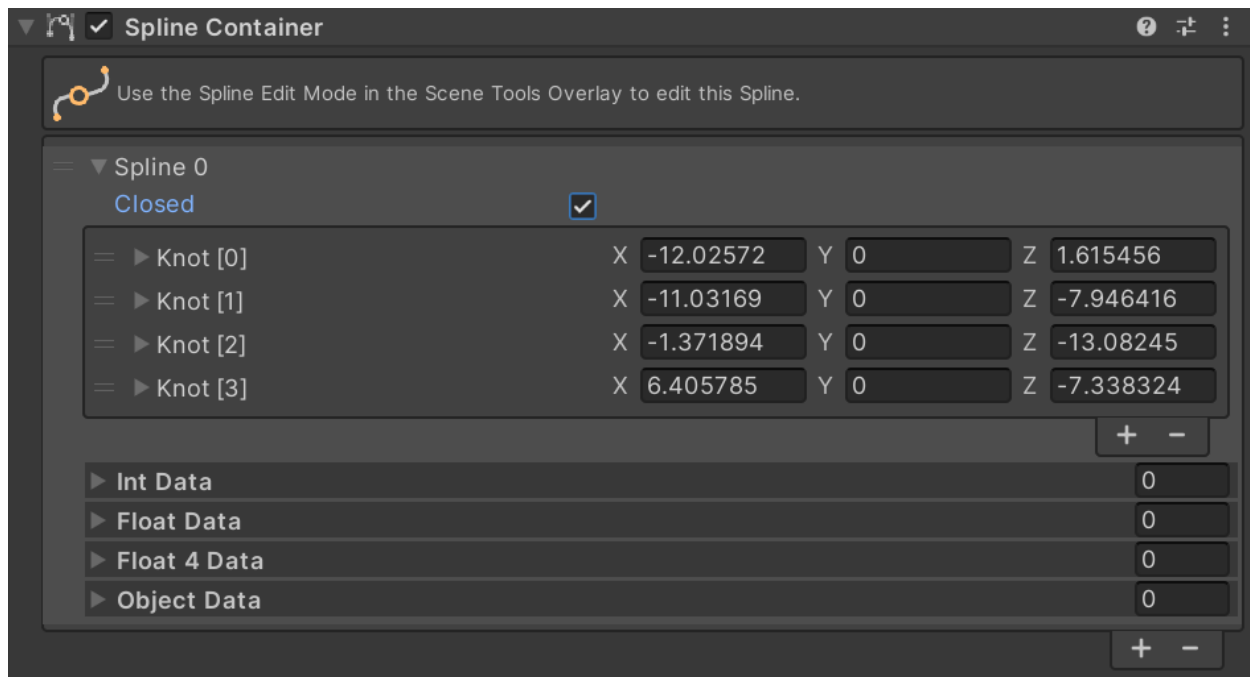


- Now you can use the mouse to drop a “knot”, the line is automatically connected.



## 2.1- Closing the Line

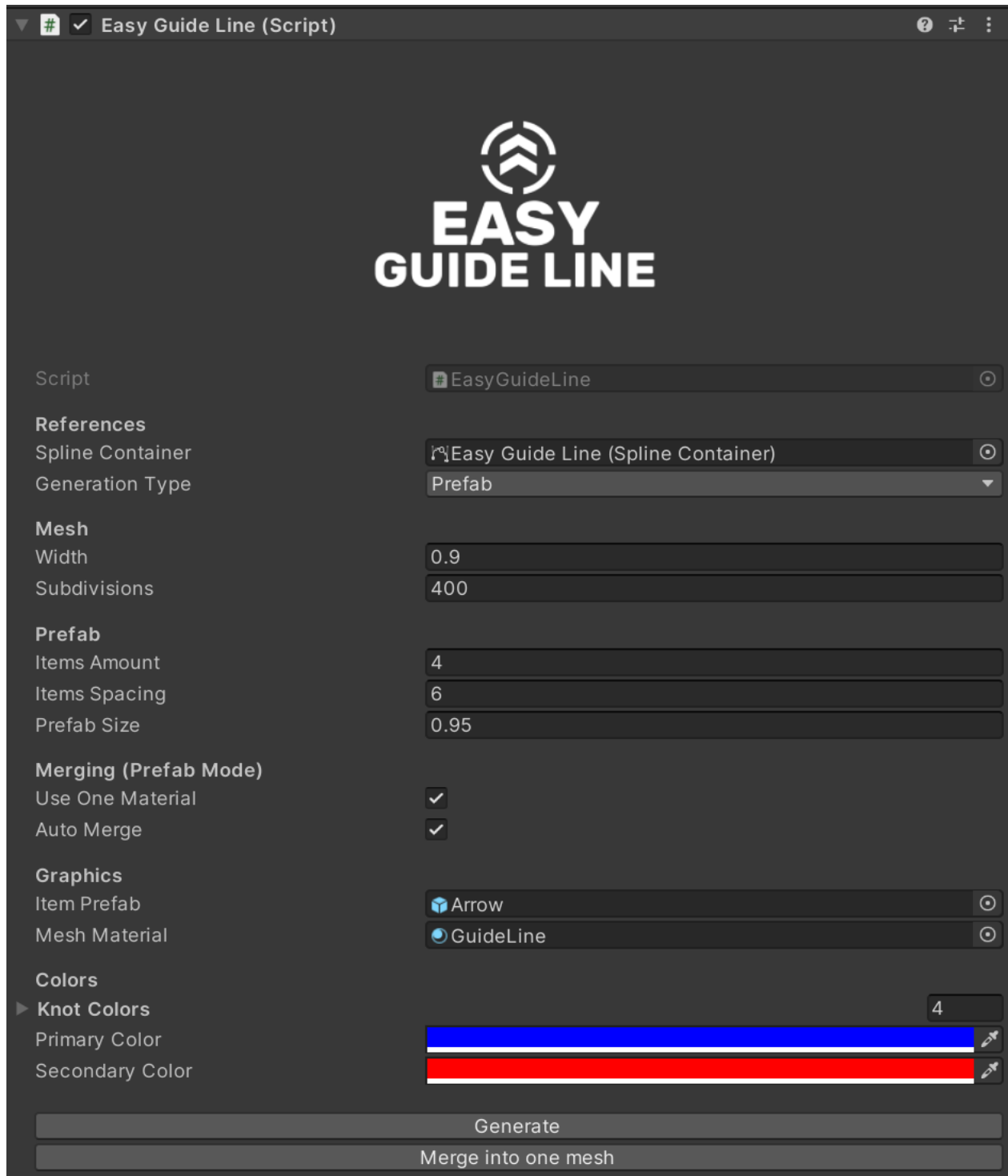
You can easily close the line to make it a circuit, to achieve this select the Easy Guide Line gameobject, then head to the *Inspector* window where you will find the *Spline Container*, then toggle the *Closed* checkbox.



# Editing the Values

## 3.0- Overview

The Easy Guide Line window was designed to be as clean and straightforward as possible, it contains all the controls, values, and options, making customization straightforward and efficient.





### 3.1- Generation Type

This controls the method used when generating the line, there are two methods (*Mesh*, and *Prefab*), you can easily swap between the two modes and choose the one which suits your project needs.

### 3.2\*- Mesh Type

This generates a mesh from scratch within the editor, it gives you more control over the polygon counts of the mesh which is great for performance, but you may see graphical artifacts when decreasing the subdivisions too much.

- **Width:** Controls the mesh width
- **Subdivisions:** Affects the mesh quality, increase it to improve the quality, or decrease it to increase performance, you have to tweak it for your line and find its sweet spot.

### 3.2\*- Prefab Type

This generates a line from an existing prefab, this method has the best graphical quality but will impact the performance if not merged after finishing the line.

- **Items Amount:** Increase it to increase the amount of the spawned items across the line
- **Items Spacing:** Affects the spacing between each item
- **Prefab Size:** Controls the size of the spawned prefab item

### 3.3- Merging (Prefab Mode)

When using the Prefab Mode, it creates a lot of children gameobjects, which requires Unity to calculate each one of them therefore affecting the performance a lot, this fixes this issue by combining all of these into one mesh.

- **Use One Material:** Since every spawned item has its own material, so when enabled, it merges all of them into one material. This improves rendering performance a lot.
- **Auto Merge:** This automatically merges the gameobjects together into one mesh, so every time you change the line's value, it's automatically merged.

### 3.4- Graphics

You can easily control the line's material, knot values or the graphical image itself (The Arrow)

- **Item Prefab:** This is used when using the *Prefab Mode*, this is the prefab that will be spawned.
- **Mesh Material:** This is used when using the *Mesh Mode*, this material contains a shadergraph shader which is responsible for controlling the line's colors.

### 3.5- Colors

Affects the line's colors

- **Knot Colors:** A list which contains the same number as the spline's knots, each knot can be assigned a value from 0 to 1 which fades the color of the knot from the *Primary Color* to the *Secondary Color*

## Extra Buttons

These buttons are there if for some reason something doesn't work as intended, maybe the line didn't generate? It shouldn't happen, but if it does then you can easily force generate it or merge it.

- **Generate:** Generates the line forcefully.
- **Merge into one mesh:** Only affects the Prefab Mode, this merges all the gameobjects together.

# Need More Support?

## Join the community

Tersala: <https://www.tersala.com/c/IntenseNation>

Reddit: <https://www.reddit.com/r/IntenseNation>

Discord: <https://discord.gg/Hw2QfGM>

Telegram: <https://t.me/IntenseNation>

## Follow on Social Media

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