



### Unity Asset - ALINE v1.7.6

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**Unity Asset - ALINE v1.7.6:** Introducing ALINE, the ultimate solution for all your drawing needs in Unity. Say goodbye to the limitations and inconsistencies of Unity's built-in Debug. Draw and Gizmo drawing functionalities. ALINE offers superior performance, a broader range of features, and higher rendering quality, making it the go-to choice for developers seeking precision and efficiency in their drawing tasks.

Are you tired of Unity's restrictive APIs for drawing? With ALINE, you can enjoy a simple, flexible, consistent API that enables you to easily create complex drawings. Experience unparalleled performance that often surpasses Unity's APIs, ensuring smooth and efficient debugging processes.

With ALINE, you can draw directly from within Burst/ECS jobs, streamlining the debugging of complex systems. Additionally, ALINE allows you to render drawings in standalone games, making it ideal for creating level editors or achieving a sci-fi aesthetic in your game.

- Extensive range of drawing primitives
- High-performance rendering
- Seamless integration with Burst/ECS jobs
- Support for standalone game rendering
- Perfect anti-aliased lines without additional post-processing
- Variable line widths for added versatility
- Ability to draw text labels over 3D objects
- Comprehensive documentation for easy implementation
- Compatibility with Unity's built-in render pipeline, HDRP, and URP



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