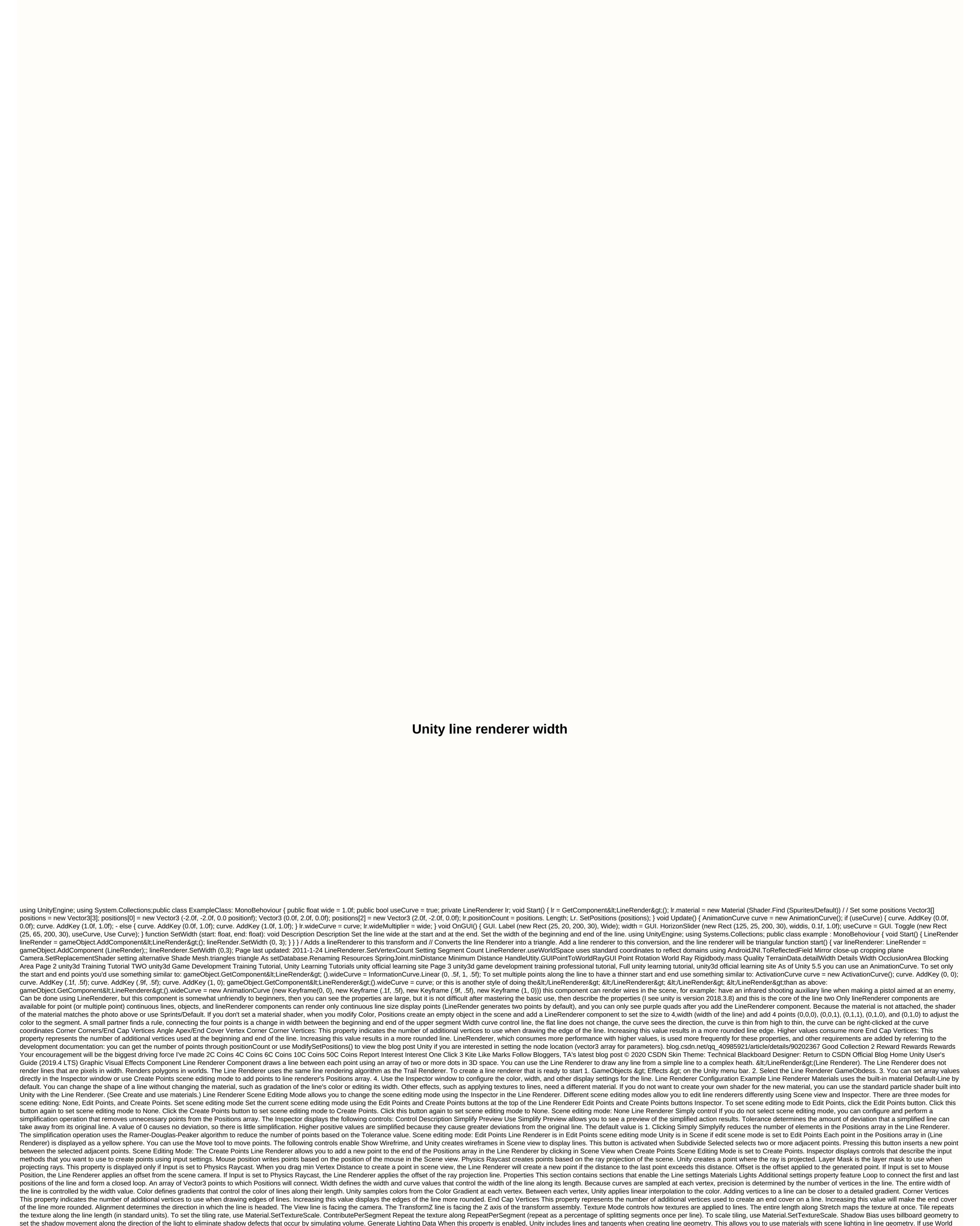
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Space enables this property, these points are considered world space coordinates. If this property is disabled, this component of the Materials section of the Materials Line Renderer Inspector lists the materials that line renderer is currently using. Specify

the number of Materials in the property feature Size Line Renderer. When you reduce the size of the Materials list, Unity removes the elements at the end of the list. Element Line Renderer's Materials list (sequential numbers). The name of the first element a time of the list specify how this Line Renderer affects lighting in Unity. The property feature Cast Shadows specify whether and how the line casts shadows when the appropriate light hits the line. On When a light casts a shadow on a line, the line cast a shadow on a line, the line casts a shadow on a line, the line casts a shadow on a line, the line of the light probes as shadows on a line, the line casts a shadow on a line, the line casts a shadow on a line, the line casts a shadow on a line, the line cast a shadow on a line, the light probes as shadows on a line, the line cast a shadow on a line, the line cast a shadows properties shadows properties are above not line cast a shadows properties land on the line cast a shadow on line in the line

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