Documentation

This package contains three types of flame VFX & three types of fire skill VFX. Also attached three Shader use to suppore the VFX.



Base Trail Shader

Base (RGB) Trans (A)						
Tiling	Х	1	Y	1		
Offset	Х	0	Y	0		Select
Cutout (A)						SKC.
Tiling	Х	1	Y	1		MAGA
Offset	Х	0	Y	0		Select
Alpha cutoff						0
Main UV X Scroll						0
Main UV Y Scroll						0
Cut UV X Scroll						-1
Cut UV Y Scroll						0

- Base Texture
 Main texture.
- Cutout
 Use Texture to mask.
- Alpha cutoff Use Alpha cutoff.
- Main UV X Scroll
 Automatically move base texture uv.
- Main UV Y Scroll
 Automatically move base texture uv.
- Cut UV X Scroll
 Automatically move cut texture uv.
- Cut UV Y Scroll
 Automatically move cut texture uv.