

Documentation

SwordEffectController.cs

Public Attributes:

effect1, effect2, effect3, effect4, effect5, effect5: Attributes of type WeaponEffect. Each one of them receives a vfx, a material and a light color, these 3 attributes will be applied to the sword when the effect is activated via this script.

offset: The point on the Y axis of the sword where the effect should be positioned when activated.

Public Methods:

ActivateVFX1, ActivateVFX2, ActivateVFX3, ActivateVFX4, ActivateVFX5 ,ActivateVFX6: Each one of them activates the effect passed on its respective attribute (Important: Be careful, these methods will remove any visual effect component from the sword before activating the new vfx).

RemoveExistingEffects: Remove any child object that contains the VisualEffect component.