Dependencies:

-This package requires the Visual Effects graph, make sure it's installed on your project, otherwise the effects won't work.

-With the visual effects graph installed, go to Edit -> Preferences -> Visual Effects -> check the 'Experimental Operators/Blocks' option.

Scripts:

The scripts folder of this package contains 2 scripts, the SwordEffectController.cs and WeaponEffectEditor.cs. The second one is an editor script, to make it work you have to create a folder named 'Editor' on the root of your project and move the WeaponEffectEditor.cs to this new directory.

That's it! After following the steps above this package should be 100% functional, if you have any problems please contact me.