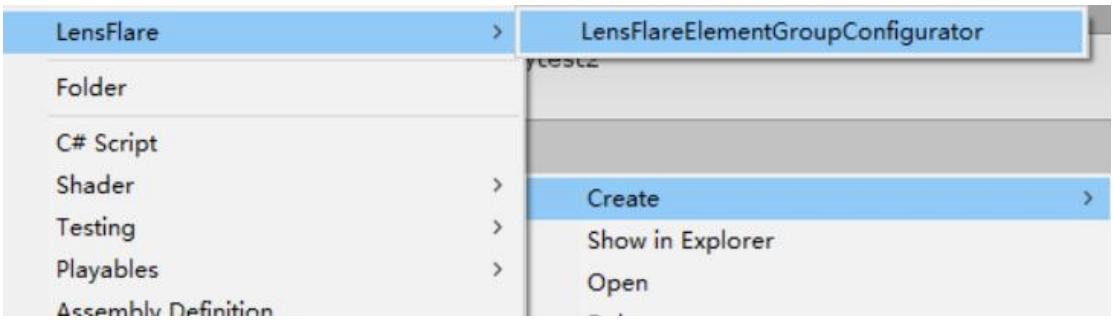
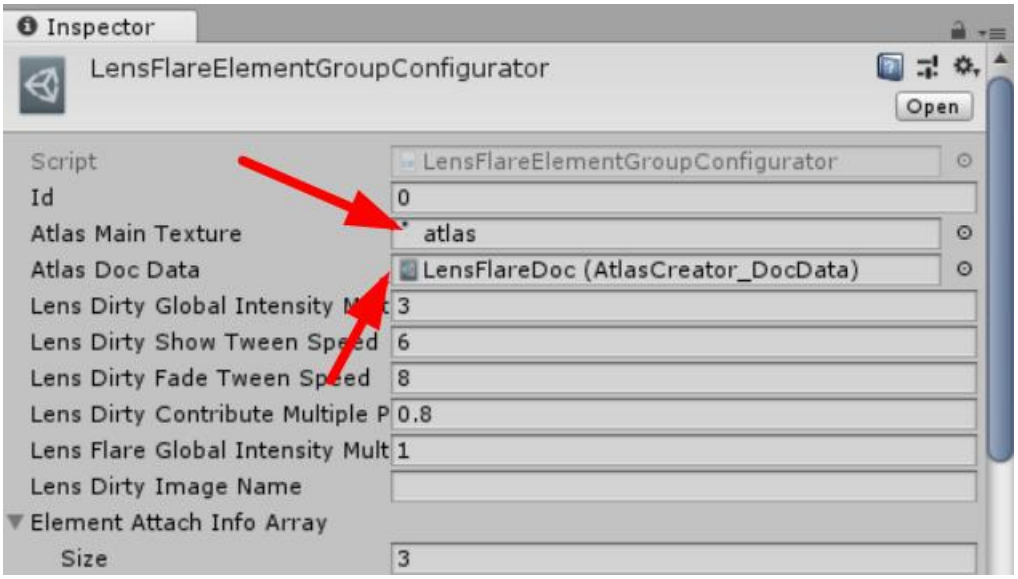
Tutorial3 - Atlas And Config File

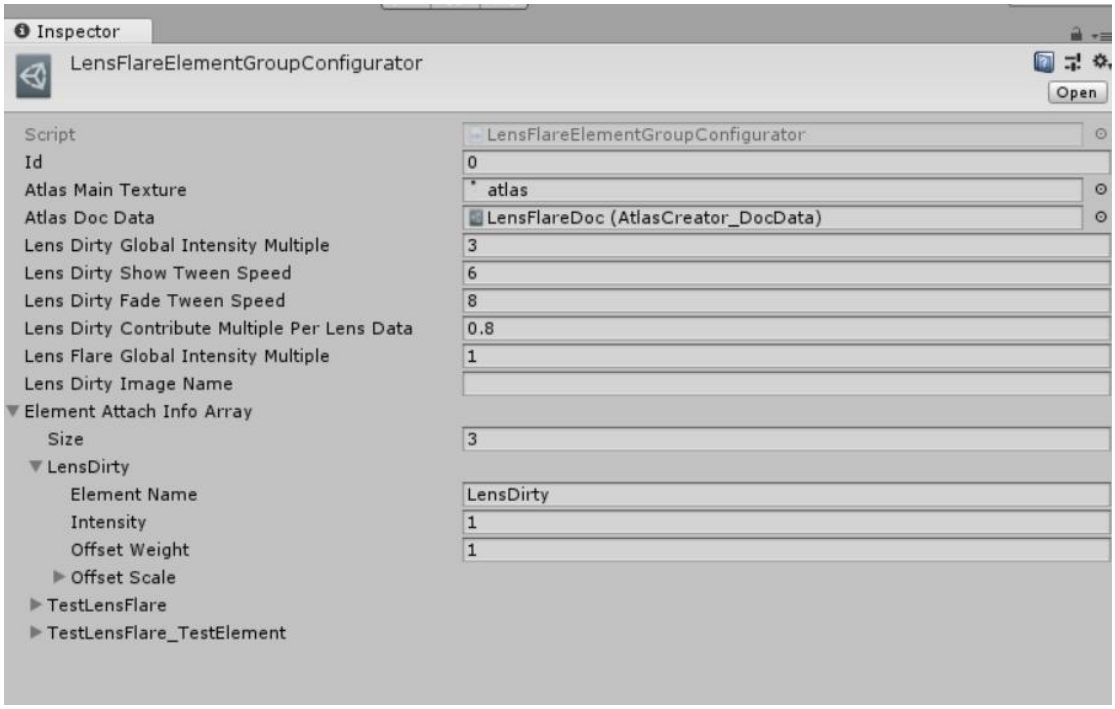
In the Project panel, right-click Create ->LensFlare ->LensFlareElementGroupConfigurator to create a configuration file for halos. Each configuration file represents a type of halo and occupies a batch in the project.



Drag and drop the main map of the halo atlas and the ScriptableObject configuration file into the configuration file.



The halo configuration file has some parameters, which are：



-Id : The Id corresponding to the external call.

-Atlas MainTexture : Atlas Main Map.

-Atlas Doc Data : Atlas Document File (Atlas's own ScriptableObject file).

-Lens Dirty Global Intensity Multiple : The global intensity coefficient of the light spot.

-Lens Dirty Show Tween Speed : Spot fading speed.

-Lens Dirty Fade Tween Speed : Spot Fade Speed.

-Lens Dirty Contribution Multiple Per Lens Data : The contribution coefficient of each Lens Data halo instance to the brightness of the light spot.

-Lens Flare Global Intensity Multiple : Glow Global Intensity Coefficient.

-Lens Dirty Image Name : The name of the flare image (so that you can know which image in the atlas is a flare).

-Element Attach Info Array : Separate additional configuration of images in the atlas

For a single element, the parameters are as follows:

-Element Name : Element name, for example, if there is an image called Ele1 in the atlas, then this name is Ele1.

-Intensity : The relative strength of this element.

-Offset Weight : The offset weight of the flare element.

-Offset Scale : Scale and offset of the light spot.

After filling in the ID of the final configuration file, it will be dropped into the LensFlareDrawController in the scene.