Flare Mesh

This component can be used to generate a mesh for the SgtFlare component.

Flare

If you set this, then the generated mesh will automatically be applied to this SgtFlare.

Detail

This allows you to set how many vertices the generated mesh will use.

Radius

This allows you to set the base radius of the mesh in local space.

Wave

If you enable this then the mesh will be deformed with a cosine wave.

Wave Strength

This allows you to set the amplitude of the wave.

Wave Points

This allows you to set the frequency of the wave.

Wave Power

This allows you to set the sharpness of the wave points.

Wave Phase

This allows you to set the angle offset of the wave.

Noise

If you enable this then the mesh will be deformed with cubic interpolated noise.

Noise Strength

This allows you to set the amplitude of the noise.

Noise Points

This allows you to set the frequency of the noise.

Noise Phase

This allows you to set the angle offset of the noise.

Noise Seed

This allows you to set the random seed of the noise.

[CONTEXT] Update Mesh

This method will update the mesh based on the current settings.

[CONTEXT] Update Apply

This method will apply the mesh to the Flare.