

Flare Material

This component allows you to generate the material used by the SgtFlare component.

Flare

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

Render Queue

This allows you to manually change the render queue group. If you don't know what this means then ignore it.

Render Queue Offset

This allows you to manually offset the render queue from the group. If you don't know what this means then ignore it.

Z Test

This allows you to change the material ZTest mode.

L Equal

This is the default mode, and will cause the flare to be hidden behind solid geometry in front of the flare.

Always

This causes the flare to render on top of anything previously drawn, which is useful in combination with the SgtFlare **Depth** setting.

Format

This allows you to set the format of the flare texture.

Width

This allows you to set the resolution of the flare texture in pixels.

Color

This allows you to set the base color of the flare.

Ease

This allows you to set the transition style between the base flare color and the transparent edge.

Power R

This allows you to set the sharpness of the red color transition.

Power G

This allows you to set the sharpness of the green color transition.

Power B

This allows you to set the sharpness of the blue color transition.

[CONTEXT] Export Texture

This method will open a save dialog for the texture, so you can manually make a flare material prefab.

[CONTEXT] Update Material

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

[CONTEXT] Update Apply

This method will apply the mesh to the Flare.