Thruster Roll

This component can be used to roll the current GameObject toward the camera. This is mainly used for thrusters when you want to roll a billboard to always face the camera, but it can be used for other scenarios.

For best results, this should be applied to a child GameObject of the thruster, and not the thruster directly.

Rotation

This allows you to set the rotation offset in degrees. By default this is 0,90,90, so it can work with Unity sprites, but this can be changed for other objects.