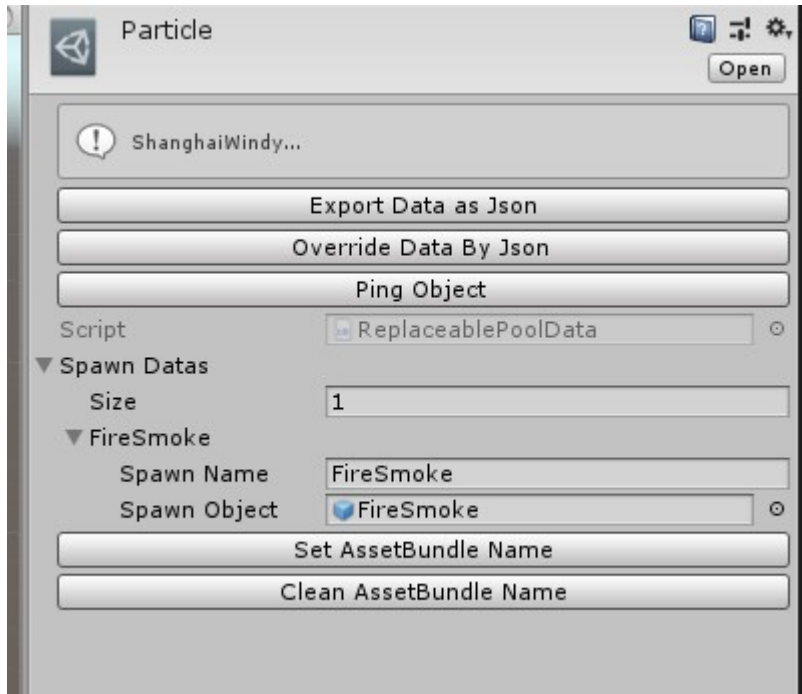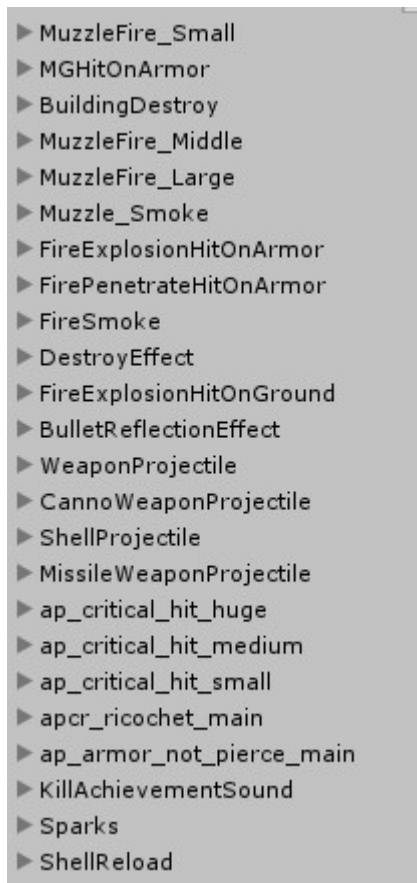# Replaceable Effect

Configure SpawnDatas

You can customize the effect of the game by using the **ReplaceablePoolData**.

You can refer spawn name from the following pic.

And,drag your prefab to spawn object.

Then,click 'Set AssetBundle Name' button.

BuildPipline

After finishing setting the SpawnDatas,add the file to BuildPipline to build it. (You can refer the vehicle document)