



Glowing Sci-Fi Swords

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1. Articles

This documentation describes only the Glowing Sword asset and scripts. The Glow effect is explained in an extra documentation.

1.1. Upgrade Note V2 to V3

Since version 3 the glowing swords have been upgraded to the URP standard. The old scripts and shaders are still valid. However, the materials, prefabs and demo scenes have been updated to the new shaders and the URP standard.

How to update an existing scene to the URP standard can be read in the official Unity documentation. With unity's new universal render pipeline, the use of the "Camera Bloom Effect" script is no longer necessary, as bloom and emission effects are covered by URP post processing by default. You only must make sure that "Post Processing" is activated for your camera.

1.2. Getting Started

The integration requires a valid Universal Render Pipeline scene. The camera must have Post Processing enabled. Bloom must be enabled in the post processing volume.

- Download the asset from the Asset Store and import it into your project.
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PwhSoft/Glow Effect	Glow effect shaders and scripts
PwhSoft/Glowing Swords V1	Glowing sword demos and assets
PwhSoft/Additional Assets	Additional assets for e.g., demos and standard URP settings.

- In principle, you can orientate yourself on the demo-scenes if you have questions about the functionality of the scripts.

1.3. Support

If you have any questions, please contact us with name and subject "<name of the asset>" to the following email address:

support.unityassetstore@pwhsoft.de

I will answer your e-mail as soon as possible. Please understand that this may take some time.

2. Scripting Documentation

The scripts contain typical unity serializable fields and additional functions and properties which can be used at runtime to change properties.

2.1. Glowing Sword

The Glowing Sword script controls the sub scripts for the blades and the trails. This script is a helper to adjust e.g., colors in one go.

Saber Active	Boolean value which indicates whether the glowing sword is active or inactive.
Blade Color	The color of the glowing sword
Blade Extend Speed	The speed at which the blade is retracted or extended when the glowing sword is activated or deactivated.
Trails Active	Used to activate / deactivate blade trail.
Toggle Active	Toggle for activating deactivating the glowing sword.
Toggle Active Trails	Toggle to activate / deactivate the glowing sword trails.

2.2. Glowing Sword Blade

Used to animate the switching on and off, of the blade or to change the color of the blade.

Blade Active	Property, to activate or deactivate the blade animated.
Color	Property, to set the color of the glowing sword blade.
Setup	This is the method used to setup the blade from the glowing sword script.
Update Lighting	Updates the lighting of the blade.
Activate Trail	Method to activate or deactivate the trail of the blade.

2.3. Sword Trail

Controls the trail effect of the saber, such as loading the trail from a prefab.

vfxTrail	Assign a trail template to this field to create the sword trail during the sword swing.
customSpawnPoint	Custom spawn point. If not set, the container to which this script is attached will be used as spawn point for the vfx trail.
autoActivateTrail	When activated, the trail is automatically activated when a movement is made, if it was previously automatically deactivated.
ActivateTrail	Used to activate the trail.
DeactivateTrail	Used to deactivate the trail.

2.4. Sword Trail Ps Handler

This component is automatically recognized by the SwordTrail component when it is used as a child component and ensures that the "ColorBySpeed" of the particle system is adjusted when the blade changes color.