

# Documentation

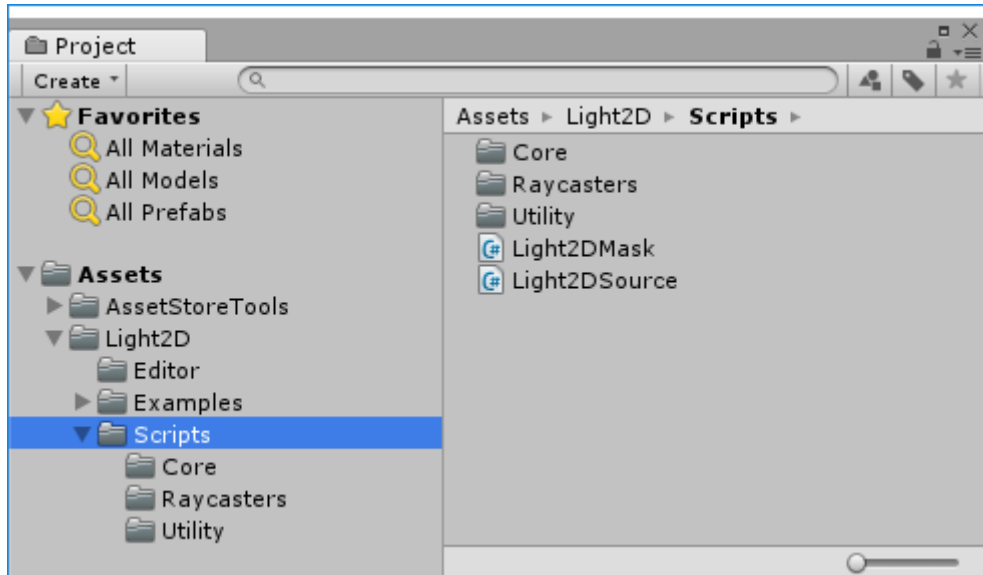
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## Version history

- **1.2.1**
  - Fixed a bug that the sprite is changed to null when instantiating a light prefab.
- **1.2.0**
  - Fixed layer mask bug.
  - Improved to use a single sprite for multiple lights.
- **1.1.2**
  - Bug fixes related to Layermask.
- **1.1.0**
  - Unused code removed
  - Added comments in source code.
  - Some change of Example 5. Flashlight
- **1.0.0**
  - Initial release.

## Overview

Add a Light2dSource or Light2dMask component to the object you want to make it into a light.



### **Scripts/Core/Light2DBase.cs**

Base class of 'Light2dSource' and 'Light2dMask'. It contains.

### **Scripts/Light2DSource.cs**

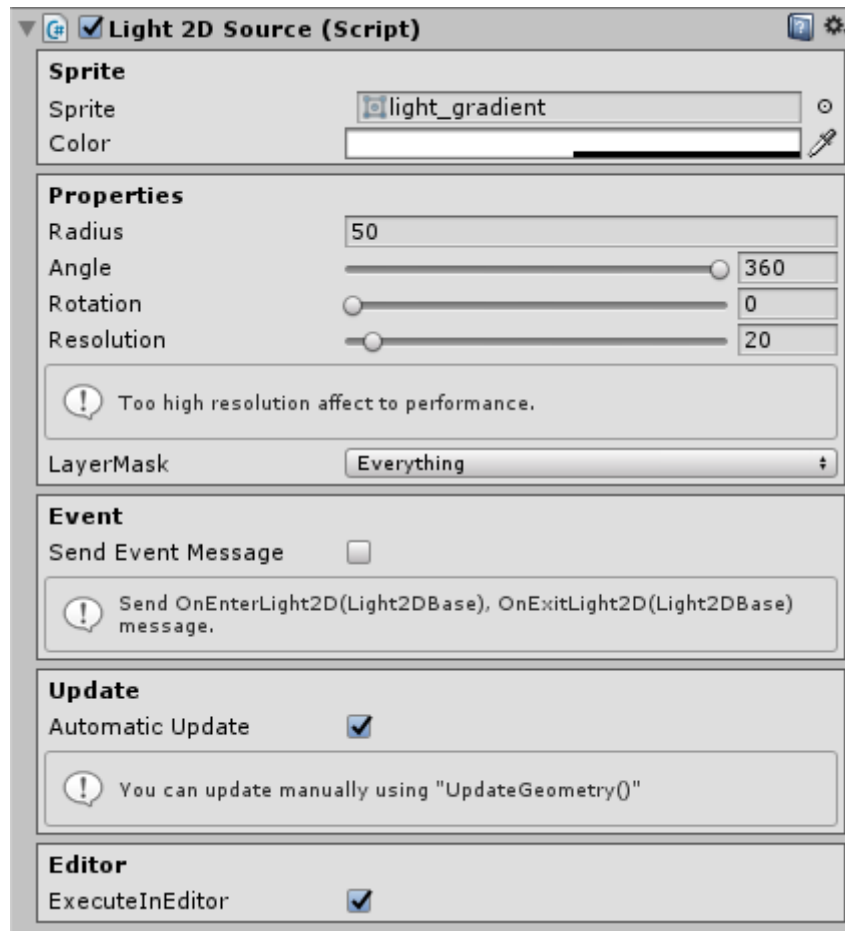
Render light. Light be blocked by objects with colliders.

### **Scripts/Light2DMask.cs**

Makes invisible light and responds to the Sprite component's 'Mask Interaction' property.

## Components

### **Light2DSource.cs**

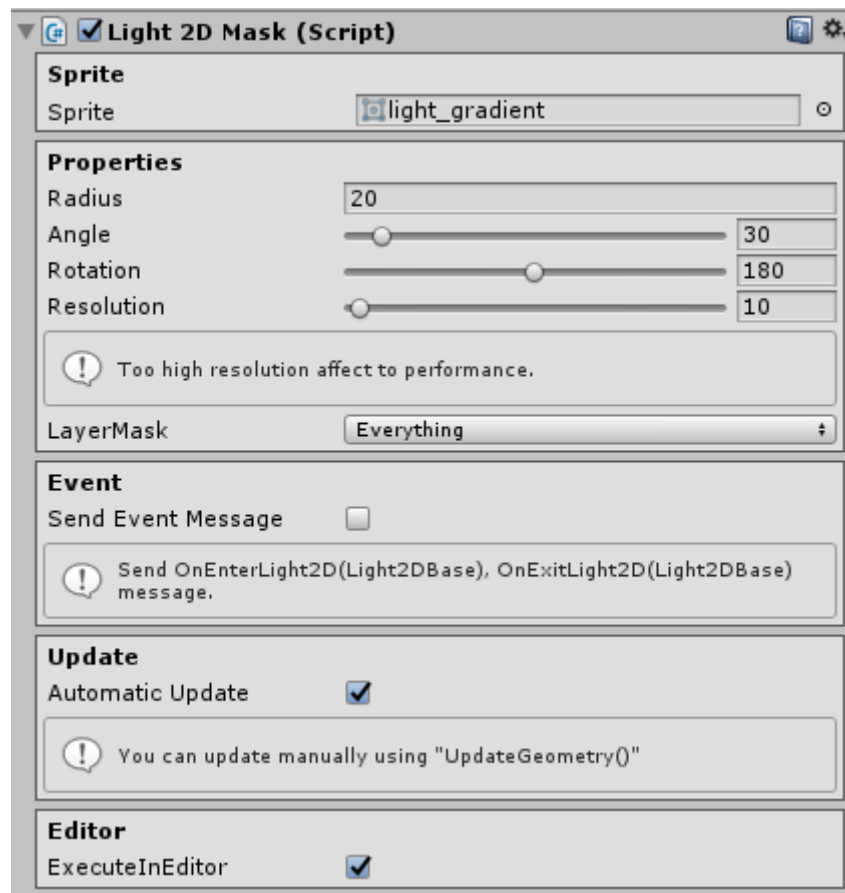


The Light2DSource component has following options.

Property	Fuction
<b>Sprite</b>	The Sprite object to render.
<b>Color</b>	Vertex color of the rendered light mesh.
<b>Radius</b>	Maximum distance the light can reach.
<b>Angle</b>	Angle at which the light is distributed or emitted.
<b>Rotation</b>	Rotation of the rendered light in z coordinates.
<b>LayerMask</b>	Specifies the layer that objects to collide with light.
<b>Send Event Message</b>	Send 'OnEnterLight2d()', 'OnExitLight2D' events to objects.
<b>Automatic Update</b>	It automatically updates the geometry of light every frame. To do this manually, you can call UpdateGeometry().

<b>ExecuteInEditor</b>	Updates the geometry of light in editor mode.
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## Light2DMask.cs



The Light2DMask component has following options.

Property	Fuction
<b>Sprite</b>	The Sprite object to render.
<b>Color</b>	Vertex color of the rendered light mesh.
<b>Radius</b>	Maximum distance the light can reach.
<b>Angle</b>	Angle at which the light is distributed or emitted.
<b>Rotation</b>	Rotation of the rendered light in z coordinates.
<b>LayerMask</b>	Specifies the layer that objects to collide with light.
<b>Send Event Message</b>	Send 'OnEnterLight2d()', 'OnExitLight2D' events to objects.

<b>Automatic Update</b>	It automatically updates the geometry of light every frame. To do this manually, you can call UpdateGeometry().
<b>ExcuteInEditor</b>	Updates the geometry of light in editor mode.

## Events

Check the 'Send Event Message' property. Create the 'OnEnterLight (Light2DBase)' m 'OnExitLight (Light2DBase)' method on the object object.