Welcome to GhostSprites!

This component, attached to any Gameobject that has a
SpriteRenderer, will create Ghost trails - this allows
Sprites that are running their neutral animations idle ghosts,
as well. The Ghosts are created using an Algorithm(which can be overridden)
that by default fades the opacity of the sprites in the Trail to zero,
evenly distrubuted over the Trail Size. This means that the larger the trailsize,
the smaller the fluctuation of opacity from one Ghost to the next.

Let's go over the settings in the GhostSprites Editor window:

--Trail Size (int), [Range(2, 200)]
{
This setting determines the number of frames that
will be active for the GameObect's Ghost Trail.
For Example, a setting of one creates one Ghost that will
follow your GameObject's previous frame, while a setting of
60 will have 60 Ghosts following your GameObject's location
at the previus 60 frames of animiation. Alter to preference.
}

--Spacing (int), [Range(0, 20)]
{
This setting determines how often the GhostSprite's
Update algorithm will be processed - a setting of
zero will cause the Ghosts to be placed precisely
at the location your GameObect's Sprite was at each
frame of the Trail Size, while a setting of

5 will wait 5 frames until the next Ghost will be
placed and removed from the Trail via the Algorithm.
see Tutorial #2 for more infomation and
examples about this setting. Alter to prefernce.
}

--Color (Color)
{
This sets the color that will be used on the GhostSprites in
the trail. A Setting of 255,255,255, {Opacity Value}
will produce a duplicate color of the Sprite used in your gameObject,
while changing this will alter the hue of the Ghosts in the trail
(provided that your Sprite is not too dark).

The most important part of this setting is the Alpha of the color;
when not using the Color Aplha Override, this determines the initial
Opacity value of your Ghosts, which is evenly divided among the Ghosts
in your trail, progressively to a value of zero (transparent) for the
last Sprite in the trail. Suggested setting is 50 to see it in action -
alter to preference.
}

--Ghost Material (List<Material>)
{
Like the Color setting, Materials in this list will be divided evenly
among the Ghosts in your trail. If you don't provide any Materials,
then the material from your GameObect's SpriteRenderer will be used
for the ghosts in the trail.
}

--Ghost Sprite Sorting Order (int)

{

This functions just like the Sorting Order for your SpriteRenderer -
only for the Ghosts in the trail. Typically, you want this set
to a value that is LESS than the Order In Layer setting in your
SpriteRenderer - otherwise, a ghost may appear to be "on top of"
your GameObect. Alter to preference.

}

--Render On Motion (bool)

This allows you to only create Ghosts when the GameObject is in motion,
and remove Ghosts when not in motion.

This bit requires your GameObject to have a RigidBody2D attached to it
to determine when your GameObject is not in motion. While this is
not required for GhostSprites to function, it is recommended highly.

--Color Alpha Override (bool)

Alpha Fluctuation Override (float), [Range(0,1)]

Alpha Fluctuation Divisor (int), [Range(0,250)]

When the Color Alpha Override bit is set to true,
it uses the Alpha Fluctuation Override value
instead of the Alpha on the selected Color as the initial
opacity of the Ghosts in the trail. This, paired with the
Alpha fluctuation Divisor (which provides the amount of
Alpha that will be lost from Spite to Sprite, computed by

AlphaFluctuationOverride / AlphaFluctuationDivisor) allows
you to override the default algorithm for calculating how the opacity
fades over the lifetime of the Ghost Trail.
Alter to preference, if in use.

--Restore Defaults Button

Restores initial settings to GhostSprites component, as described below:

--Clears the Materials

--Sets Trail size to 20 Ghosts

--Resets the Color (new Color (255,255,255,50))

--Sets Spacing to zero

--Sets GhostSpriteSortingOrder to zero

--Sets RenderOnMotion to false

--Sets ColorAlphaOverride to false

--Sets AlphaFluctuationOverride to zero

--Sets AlphaFluctuationDivisor to one

Public Methods:

public void ClearTrail() // Clears your lists, destorying all Ghosts. Sets your Trail Size to two

public void AddToMaterialList(Material material) // Adds a Material to the GhostMaterials list

public void RestoreDefaults() // Restores the defaults settings, as described in the "Restore Defaults Button" functionality, described above

Public Members:

--ZAnchor (int) -1, or 1

Set to 1 when main camera's position.z is greater than GameObject's that GhostSprites is attached to, and -1 when it isn't.

This is set initially in the Start() method of GhostSprites - if you alter the camera's Z position to be behind

the GameObject, set this accordingly to either -1 or 1. Values that deviate from this will be ignored when set.

--GhostSpriteSortingOrder

As described in previous section.

--RenderOnMotion

As described in previous section.

--TrailSize

As described in previous section.

--Spacing

As described in previous section.

There are a few tutororial videos that you can watch on this, but if you would like to dive right into it, just drag the GhostSprites.cs script onto any GameObject that has a SpriteRenderer Component, and you're good to go!

Keep in mind that if you want Ghost like effects, you'll need to set the alpha value to a lower setting in the color picker on the GhostSprites component. If you would like more information on how to rock with this component, please watch some tutorials!

https://www.youtube.com/watch?v=exwExUHX4YA (Demo)

https://www.youtube.com/watch?v=NWLVsCeSYBw (Tutorial #1)

https://www.youtube.com/watch?v=xx5VYiIlunU (Tutorial #2)

Happy Ghosting!