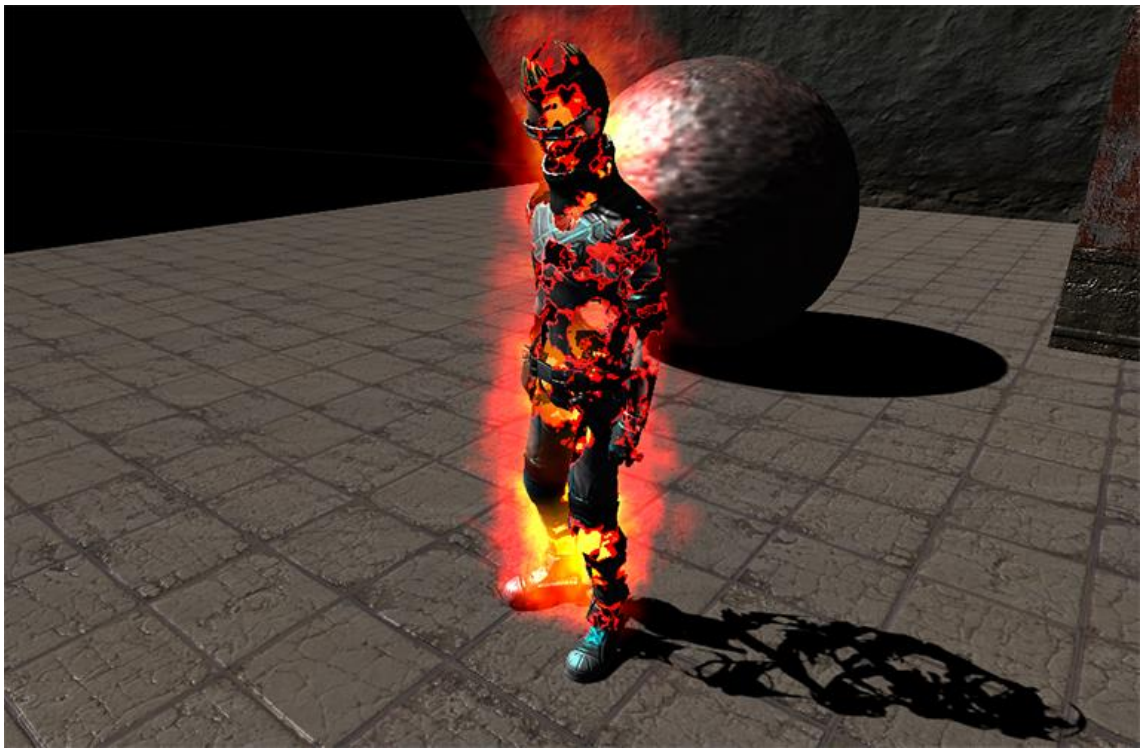
Dissolve Effect



Versión 1.0, for Unity 3D

3y3.net

Content

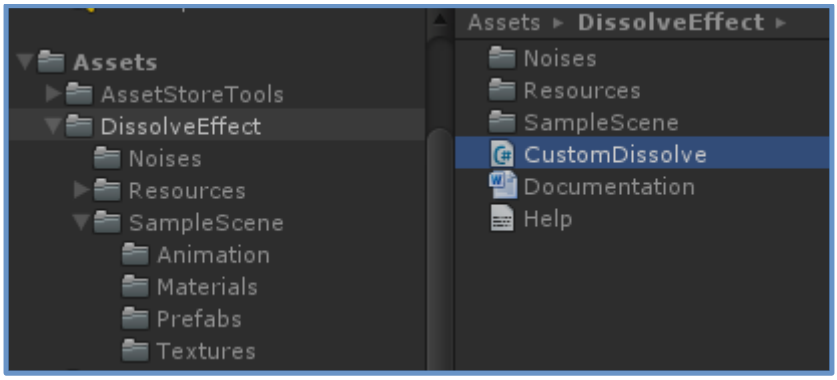
Introduction

Dissolve Effect is an awesome effect which adds :

- Works on Unity and Unity Pro
- Supports mobile projects
- Unity 5 ready!
- Support for skinned mesh!
- Thousands of user defined effects
- Easy integration, simply drag&drop the script in your GameObject
- Lot of configurable parameters
- The asset support PlayMaker integration or any other gaming system
- Public API fully documented
- You can create your own field effects using your textures, colors and settings

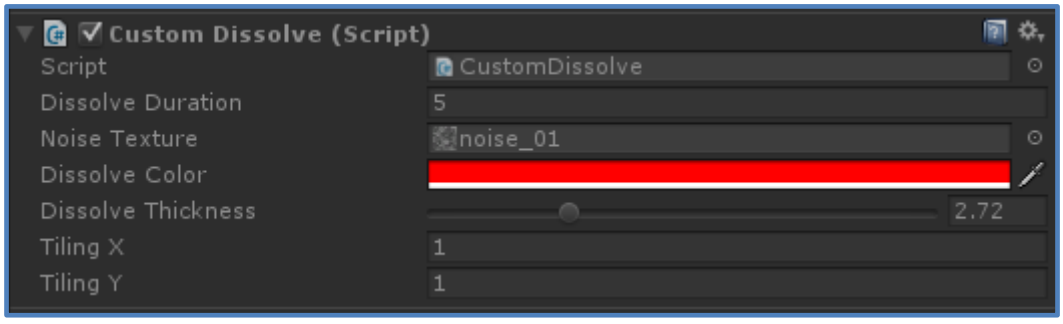
Quick Start tutorial

Simply drag and drop the CustomDissolve effect into the GameOject you wish. Remember 'Dissolve Effect' has support for skinned mesh.



Configure the script options:

- Dissolve duration: Time in seconds the effect uses to dissolve or undissolve the mesh
- Noise texture: Texture used to apply dissolve. You can use your own texture.
- Dissolve color: Color of the border of dissolve effect.
- Dissolve Thickness: Thickness of the colored border of the dissolve effect
- Tiling X,Y: Tilink of the noise texture. Play with this numbers to get awesome effects



Use your in-game events to call the script functions. See public API. If you wish to see a good example, the sample scene is a good starting point.

Public API

The public API allows you to control when apply the effect and all the public configurable variables. You can use this API from your own scripts or call the functions from third scripting systems such as PlayMaker.

public void Dissolve ()

Starts the dissolve effect. When the effects starts a StartDissolve event is fired if a callback function is set. Once the effect is finished a EndDissolve event is fired fired if a callback function is set.

public void Undissolve ()

Starts the dissolve effect which is the reverse of the dissolve effect. When the effects starts a StartUndissolve event is fired if a callback function is set. Once the effect is finished a EndUndissolve event is fired fired if a callback function is set.

Event types

There are four events the effect can fire, evets are defined in the CustomDissolve.EventType enum:

```
public enum EventType
    {
        StartDissolve,
        EndDissolve,
        StartUndissolve,
        EndUnsidissolve
    }
```

Callback funtion

There is a callback function definition you can use to get full control over the effect. The callback definition is:

```
public class EventInfo
    {
        public EventType messageInfo;
        public CustomDissolve sender;
    }
public delegate void CallbackEventHandler(EventInfo eventInfo);
public CallbackEventHandler CallBackFunction;
```

Callback usage example

To define and use the callback function you can see the demo scene which is a good start point. Here is a basic example:

```
void EventManager(CustomDissolve.EventInfo eventInfo)
    {
        if (eventInfo.messageInfo == CustomDissolve.EventType.StartDissolve)
        {
            //Start dissolve
        }
```

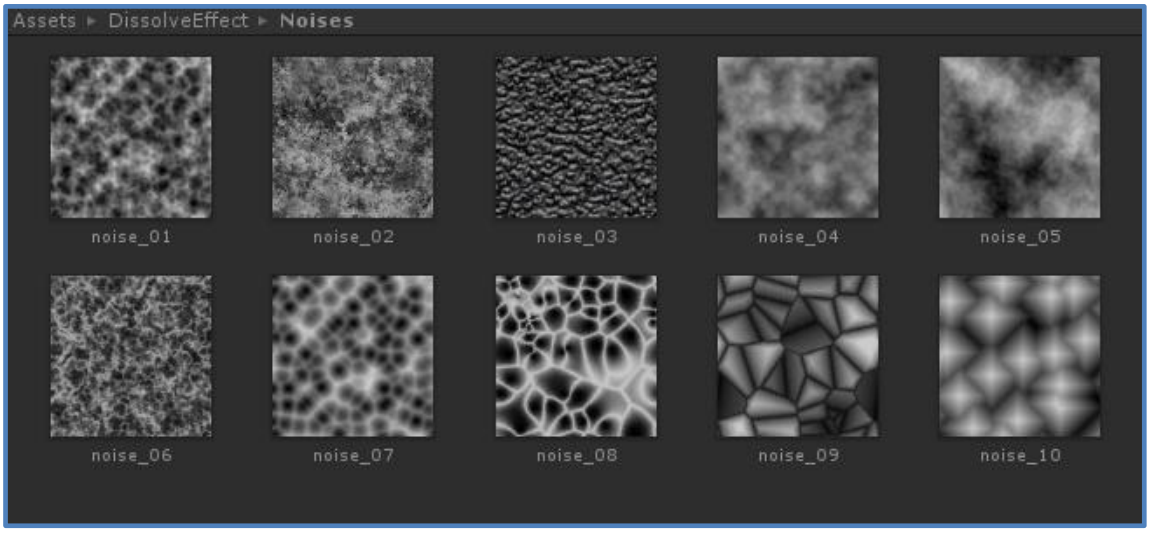
```
        if (eventInfo.messageInfo == CustomDissolve.EventType.EndDissolve)
        {
            //End dissolve
        }
        if (eventInfo.messageInfo == CustomDissolve.EventType.StartUndissolve)
        {
            //Start undissolve
        }

        if (eventInfo.messageInfo == CustomDissolve.EventType.EndUnsidissolve)
        {
            //End undissolve
        }
    }
```

To assign the callback function, simply get a reference to the script and assign the function:

```
MyGameObect.GetComponent<CustomDissolve>().CallBackFunction = EventManager;
```

Noise textures

There are ten different noise textures provided with the asset. Each one will create a different effect and has unique characteristics. Moreover, playing with the X-Y tiling and dissolve time you will get awesome effects.



The sample scene is a good starting point, it uses some noises and times to achieve fire, corrosion and teleport effects.

Contact and support

For any further help please contact us at:

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