FXMesh

Usage

FXMesh works using preset ScriptableObjects defining a set of options to generate common effects-related shapes such as discs, cones, sword slashes, areas of effect, etc.

You can edit these options live to rapidly create the perfect shape for your effect.

The meshes are only generated when something changes, and are shared between instances to ensure optimal memory usage.

The best way to use FXMesh is by adding the `FXMesh` component to a GameObject and reference the preset you want to use (or create a new one under `Create > Onager/FXMesh/New Preset`). You can also apply it to a particle system using the `FXParticle` component.

Settings

This section describes the various settings you can edit to create your FXMesh.

Shape

Topology controls the amount of loops and rings, as well as the ring uniformity (i.e how they are spread along the mesh)

Radius controls the start radius, end radius (relative to start) and max angle to create partial discs.

If you need vertex **Normals**, this last option will compute them.

Modifiers

Height will control the vertical distance between the first and last ring and it's profile from center to border.

Twist is the vertical angle difference between the first and last ring.

Colors, UV Sets

These 2 sections allows you to control the data in the mesh's color and UV channels.

Each channel can be controlled in one of 3 ways:

- **None** will leave the data empty.

- **Gradient** gives you a gradient picker to control all 4 channels simultaneously

- **Curves** allows you to edit each channel individually

The data will either flow from top to bottom or left to right, which you can switch by clicking on the small arrow to the right of each channel.

Export

You have the option to export the mesh object if needed, but doing so will break the live editing, and any changes to the settings will require a re-export.

Preview

Visualize your channel data live. You can select which channel and which component you wish to visualize.