```
public class AutoDestroyer : MonoBehaviour
Component to destroy object with delay from OnEnable event.

       private float destroyDelay
       Destroy delay in seconds.

public class CollisionPlacer : MonoBehaviour, ICollisionHandler, IAutoPlacer
Component that helps to place object on collision point or by raycast to ground.

       private LayerMask mask
       Raycast mask.


       private float autoPlaceMaxDistance
       Raycast max distance

       public void CollisionEnter(Collision collision)
       ICollisionHandler.CollisionEnter implementation. Places at average point from
       collision contacts.


       public void AutoPlace()
       IAutoPlacer.AutoPlace implementation. Places at raycast hit point with direction
       Vector3.down.
```

```
public class FlashbangPostprocess : MonoBehaviour, IBlinder
Flashbang blind postprocess component.

        private float blindDuration
        Total blind duration.


        private AnimationCurve whiteScreenCurve
        White screen blending curve.


        private AnimationCurve lastFrameCurve
        Last frame blending curve.


        private Material material
        Post process material.


        private AnimationCurve distanceAmountCurve
        Blending amount curve by distance.


        private float maxDistance
        Max distance to blind.


        private AnimationCurve angleAmountCurve
        Blending amount curve by angle (dot result values [-1;1]).

        public void Blind(float amount, Vector3 position)
        IBlinder.Blind implementation. Blinds attached camera.
        amount - amount multiplier
        position - blind source position

public class ParticleGroupEmitter : MonoBehaviour
Particle group emitter component.

        private ParticleSystem[] particleSystems
        Particle systems array.


        private int countMultiplier
        Particle count multiplier.

        public void Emit(int count)
        Emits particles from particleSystems array with count multiplier.
        count - count multiplier

public class ParticleGroupPlayer : MonoBehaviour
Particle group player component

        private ParticleSystem[] particleSystems
        Particle systems array.

        public void Play()
        Plays particle systems from particleSystems array.


        public void Stop()
        Stops particle systems from particleSystems array.
```

```
public class SimpleDecal : MonoBehaviour, IDecal
Simple decal component.

       private bool canRotate
       Determines decal can be rotated or not.

       public bool CanRotate
       Determines decal can be rotated or not.

public class SmokeController : MonoBehaviour
Smoke controller component.

       private Color startColor
       Start color of particles.

       private Color endColor
       End color of particles.

       private float startEmission
       Start emission of particles.

       private float endEmission
       End emission of particles.

       private float shapeRadiusStart
       Start shape radius of particles emission.

       private float shapeRadiusEnd
       End shape radius of particles emission.

       private float duration
       Duration of animation.
```

Knife/Distortion
Shader creates warp distortion by normal of space.

Texture2D _NormalMap – first normal map for distortion.
Texture2D _NormalMap2 – second normal map for distortion.
Float _DistortionAmount – amount of distortion by first normal map.
Float _DistortionAmount2 – amount of distortion by second normal map.
Texture2D _AlphaMask – mask of distortion amount (red channel only).
Float _TwoNormals – enables second normal map from inspector. Keyword _TWONORMALS_ON.
Vector _DistortionSpeed – speed of uv animation of first normal map.
Vector _DistortionSpeed2 – speed of uv animation of second normal map.
Float _Debug – disables distortion and shows alpha mask. Keyword _DEBUG_ON
Float _ScreenSpaceUV – determines how normal maps will be sampled (in uv space or in screen space). Keyword _SCREENSPACEUV_ON
Float _Tiling1 – tiling of first normal map.
Float _Tiling2 – tiling of second normal map.

Knife/Fire PBR
Shader is for creating fire effect with particles (Lit).
Shader requires Custom Vertex Streams in particle system. You should add Custom1.xy (TEXCOORD0.zw).
Custom.x – rotation of particle (used to eliminate noise rotation).
Custom.y – noise softness multiplier.

Texture2D _Noise – noise texture to create fire gradient.
Texture2D _Alpha – alpha mask texture (red channel only)
Color _Color0 – gradient first color.
Color _Color1 – gradient second color.
Float _Opacity – opacity multiplier of particle.
Float _NoiseSoftness – softness of noise gradient.
Vector _NoiseSpeed – speed of noise uv animation.
Float _DepthFade – smooth depth intersection distance.
Float _Rotation – rotation of uv coordinates.
Vector _Offset – offset of uv coordinates.
Float _AlphaSoftness – softness of alpha mask.

Knife/Fire
Shader is for creating fire effect with particles (Unlit).
Shader requires Custom Vertex Streams in particle system. You should add Custom1.xy (TEXCOORD0.zw).
Custom.x – rotation of particle (used to eliminate noise rotation).
Custom.y – noise softness multiplier.

Texture2D _Noise – noise texture to create fire gradient.
Texture2D _Alpha – alpha mask texture (red channel only)
Color _Color0 – gradient first color.
Color _Color1 – gradient second color.
Float _Opacity – opacity multiplier of particle.
Float _NoiseSoftness – softness of noise gradient.
Vector _NoiseSpeed – speed of noise uv animation.
Float _DepthFade – soft depth intersection distance.
Float _Rotation – rotation of uv coordinates.
Vector _Offset – offset of uv coordinates.
Float _AlphaSoftness – softness of alpha mask.

Knife/Liquid/Errosion
Shader is for liquid particle imitation with dissolve animation.
Shader requires Custom Vertex Streams in particle system. You should add Custom1.x (TEXCOORD0.z).
Custom.x – particle dissolve amount.

Texture2D _MainTex – main mask (red channel only).
Texture2D _Normal – normal map.
Float _Errosion – dissolve amount.
Float _Softness – softness of dissolve effect.
Float _Smoothness – smoothness of particle.
Float _NormalScale – normal scale.
CUBE _ReflectionMap – fake reflection cubemap.
Float _Specular – specular amount.
Color _Tint – main color.
Float _SpecularNormalMul – fake reflections distortion by normal.
Float _FadeDistance – soft depth intersections distance.
Float _FaceCull – face culling mode.
Color _SpecularColor – specular color.

Knife/Particle Channel Packed
Shader for particle texture sheet animation that packed into 4 channels of texture.
For example, if 1 channel has 4 rows and 8 columns, so total animation frames count is 4x8x4=128.
Shader requires Custom Vertex Streams in particle system.
Custom.x (TEXCOORD0.z) – current frame number.
Custom.y (TEXCOORD0.w) – emission multiplier or subtrahend (Emission dissolve)
Rotation (TEXCOORD1.x) – rotation of particle (used to eliminating of emission texture rotation, optional by EliminateEmissionRotation).
StableRandom.x (TEXCOORD1.y) – random offset for emission texture (optional by EliminateEmissionRotation).

Float _Rows – rows count in channel.
Float _Columns – columns count in channel.
Color _Color – color of particle.
Texture2D _MainTex – texture sheet.
Float _MainTexSmoothstep – enables smoothstep function for main tex values. Keyword _MAINTEXSMOOTHSTEP_ON.
Float _MainSoftnessMin – minimum value for smoothstep function for MainTex.
Float _MainSoftnessMax – maximum value for smoothstep function for MainTex.
Float _AlphaSoftness – softness of frame sample.
Float _DepthSoftness – soft depth intersections distance.
Float _AlphaDissolve – alpha will be dissolved by VertexColor alpha values. Keyword _ALPHADISSOLVE_ON.
Color _Emission – emission color.
Float _EmissionDissolve – emission will be dissolved by Custom.y value. Keyword _EMISSIONDISSOLVE_ON.
Texture2D _EmissionTex – emission dissolve texture (used only when _EmissionDissolve enabled).
Float _EmissionSoftness1 – minimum value for smoothstep function for Emission texture.
Float _EmissionSoftness2 – maximum value for smoothstep function for Emission texture.
Float _FinalAlphaSmoothstep – enables final alpha smoothstep function. Keyword _FINALALPHASMOOTHSTEP_ON.

Float _FinalAlphaSmoothstepMin – minimum value for smoothstep function for final alpha.
Float _FinalAlphaSmoothstepMax – maximum value for smoothstep function for final alpha.
Float _EmissionAlpha – when enabled alpha will affect to emission. Keyword _EMISSIONALPHA_ON.
Float _FinalEmissionSmoothstep – enables final emission smoothstep function. Keyword _FINALEMISSIONSMOOTHSTEP_ON.
Float _FinalEmisionSmoothstepMin – minimum value for smoothstep function for final emission.
Float _FinalEmissionSmoothstepMax – maximum value for smoothstep function for final emission.
Float _NormalMapEnabled – enables normal map texture sheet. Keyword _NORMALMAPENABLED_ON.
Texture2D _NormalMap – normal map texture sheet. We can't pack normal map to 4 channels, because normal value requires vector3. So normal map sheet should be whole. For example, if main texture sheet has 4 rows and 4 columns and 4 channels (64 frames), so normal map should have 8 rows and 8 columns.
Float _NormalScale – normal scale.
Float _AlphaEmissionDissolveSub – enables emission dissolve alpha factor. Keyword _ALPHAEMISSIONDISSOLVESUB_ON.
Float _EmissionSubValue – factor how much alpha will affect on emission dissolve (enabled EmissionAlpha and AlphaEmissionDissolveSub required).
Vector _EmissionSpeed – speed of emission uv animation.
Float _EliminateEmissionRotation – enables emission texture rotation eliminating. Keyword _ELIMINATEEMISSIONROTATION_ON.
Float _CullMode – face culling mode.

Knife/Particle Channel Packed Unlit
Shader for particle texture sheet animation that packed into 4 channels of texture. For example, if 1 channel has 4 rows and 8 columns, so total animation frames count is 4x8x4=128.
Shader requires Custom Vertex Streams in particle system.
Custom.x (TEXCOORD0.z) – current frame number.
Custom.y (TEXCOORD0.w) – emission multiplier or subtrahend (Emission dissolve)

Float _Rows – rows count in channel.
Float _Columns – columns count in channel.
Color _Color – color of particle.
Texture2D _MainTex – texture sheet.
Float _MainTexSmoothstep – enables smoothstep function for main tex values. Keyword _MAINTEXSMOOTHSTEP_ON.
Float _MainSoftnessMin – minimum value for smoothstep function for MainTex.
Float _MainSoftnessMax – maximum value for smoothstep function for MainTex.
Float _AlphaSoftness – softness of frame sample.
Float _DepthSoftness – soft depth intersections distance.
Float _AlphaDissolve – alpha will be dissolved by VertexColor alpha values. Keyword _ALPHADISSOLVE_ON.
Color _Emission – emission color.
Float _EmissionDissolve – emission will be dissolved by Custom.y value. Keyword _EMISSIONDISSOLVE_ON.
Texture2D _EmissionTex – emission dissolve texture (used only when _EmissionDissolve enabled).
Vector _EmissionSpeed – speed of emission uv animation.

Float _EmissionSoftness1 – minimum value for smoothstep function for Emission texture.
Float _EmissionSoftness2 – maximum value for smoothstep function for Emission texture.
Float _FinalAlphaSmoothstep – enables final alpha smoothstep function. Keyword _FINALALPHASMOOTHSTEP_ON.
Float _FinalAlphaSmoothstepMin – minimum value for smoothstep function for final alpha.
Float _FinalAlphaSmoothstepMax – maximum value for smoothstep function for final alpha.
Float _EmissionAlpha – when enabled alpha will affect to emission. Keyword _EMISSIONALPHA_ON.
Float _FinalEmissionSmoothstep – enables final emission smoothstep function. Keyword _FINALEMISSIONSMOOTHSTEP_ON.
Float _FinalEmisionSmoothstepMin – minimum value for smoothstep function for final emission.
Float _FinalEmissionSmoothstepMax – maximum value for smoothstep function for final emission.
Float _AlphaEmissionDissolveSub – enables emission dissolve alpha factor. Keyword _ALPHAEMISSIONDISSOLVESUB_ON.
Float _EmissionSubValue – factor how much alpha will affect on emission dissolve (enabled EmissionAlpha and AlphaEmissionDissolveSub required).

Knife/Particle Specular (and Knife/Particle Specular Transparent)
Shader represents simple PBR shader for particles.

Color _Color – main color.
Texture2D _MainTex – albedo texture.
Float _Cutout – cutout value (only for **Knife/Particle Specular**).
Texture2D _NormalMap – normal map texture.
Float _NormalScale – scale of normals.
Texture2D _Specular – specular map texture.
Float _Smoothness – smoothness multiplier.
Color _SpecularColor – additive specular color.