

Pack includes prefabs of main effects
(Assets/OrdossFX/SelectionBasesFX/Pefabs).

Support platforms:

All platforms (PC/Consoles/VR/Mobiles)

All effects tested on Oculus Rift CV1 with single and dual mode rendering and work perfect.

Using effects:

Simple using - Just drag and drop prefab of effect on scene and use that.

For control time of effect just change use script SelectionBases_EffectList.

For spawn LVL UP effect use event LevelUp.

If you have a problem with package you can contact with me by email - erm.vladislav@gmail.com