

Color Change Guide Paper

"_TintColor","_Color","_RimColor" are the only color value that affect effect's color.

This is most common change methods in this asset. You can check this in 'ChangeColor.cs'

```
m_rnds = m_obj.GetComponentsInChildren<Renderer>(true);

foreach(Renderer rend in m_rnds)
{
    for (int i = 0; i < rend.materials.Length; i++)
    {
        rend.materials[i].SetColor("_TintColor", m_changeColor);
        rend.materials[i].SetColor("_Color", m_changeColor);
        rend.materials[i].SetColor("_RimColor", m_changeColor);
    }
}
```

Just script like this (in void Update() or other you want to put this script) and attach this in effect you want to change.

