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Scripts

Main Scripts

LoadimationAnimation	Script that controls sprite animations and rotation.
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Secondary Scripts

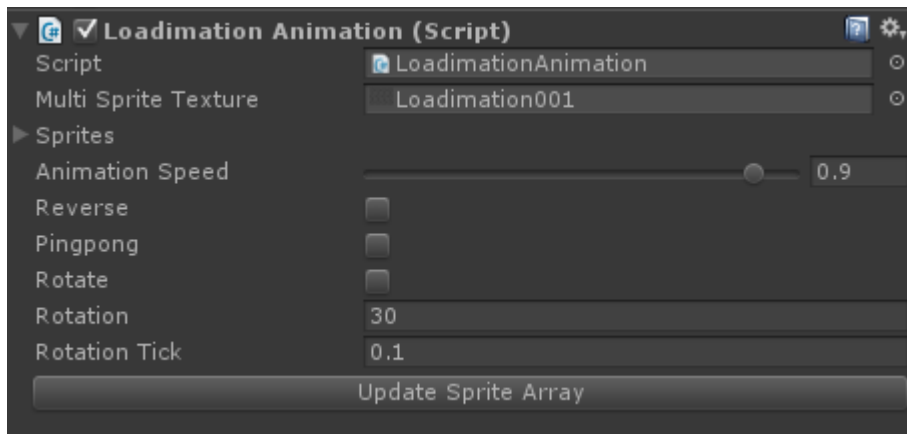
LoadimationPreviewer	Demo script used to preview animations.
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External Resources

Demos

Properties

Main Script



Multi Sprite Texture

Texture that holds all the sprites of the animation.

Sprites

Animation sprites.

Animations Speed

Speed of the sprite sheet animation.

Reverse

Play the animation backwards.

PingPong

Play the animation back and forth.

Rotate

Enables rotation of the object.

Rotation

Speed and direction of the rotation.

Rotation Tick

How often to update the rotation in seconds.

Update Sprite Array

This button automatically fills in the Sprites array from the sprites in the Multi Sprite Texture.

Customizing

Customizing in editor

Colors can be changed by editing the Sprite Renderer Component. This works best on white or gray sprites.

Customizing textures

Textures can easily be manipulated in image editing software like Gimp or Photoshop.

It's best to create a duplicate of the animation that needs to be changed. Simply duplicate the texture and the corresponding prefab. Replace the Multi Sprite Texture property of the prefab with the new texture, then hit the Update Sprite Array button. Apply changes to the new prefab.