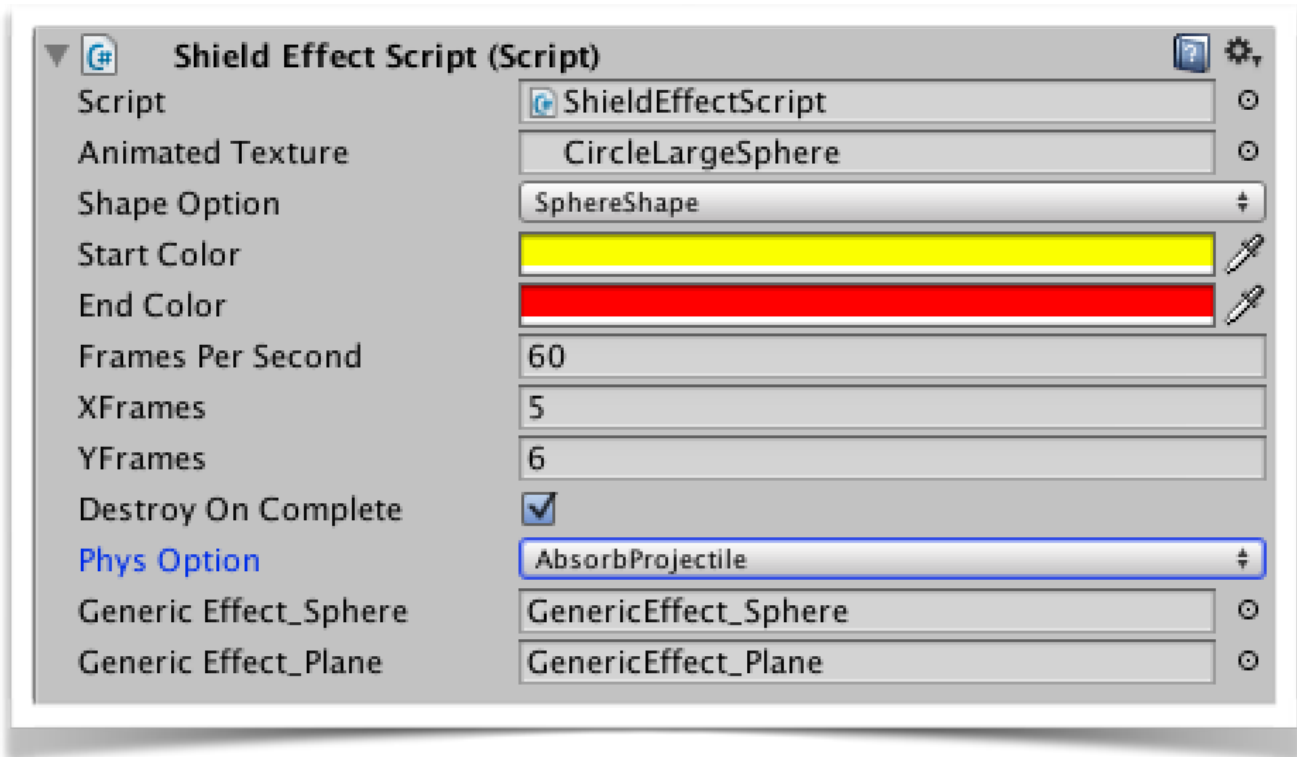


Energy Shields

Hello Thanks for purchasing this product.

If you need to contact me for any reason you can find my contact information [here](#).

The Following is a screen shot of the what the Shield Effect Script should look like in the Unity Editor.



Animated Texture: A png file that has each frame of the animation on it.

Note: There are more in the Assets\EnergyShield\Textures\AnimatedTextures Folder

ShapeOption: This can be either SphereShape, or PlaneShape pending on your shield.

StartColor: The color of the effect starts

EndColor: The color of the effect ends

Frames Per Second: the number of frames per second the effect will play at

XFrames: the number of frames on the X axis of the animated texture;

YFrames: the number of frames on the Y axis of the animated texture;

Destroy On Complete: if yes, the effect will be destroyed when the effect is completed.

Note: this is false the effect will replay.

PhysOption: This can either be AbsorbProjectile, or ReflectProjectile

Energy Shields

Note: ReflectProjectile will not work with RayCast.

Generic Effect_Sphere: this is the game object that will display the effect if it's a sphere

Generic Effect_Plane: this is the game object that will display the effect if it's a Plane

How It Works:

When hit the shield creates a Generic Effect_Sphere, or a Generic Effect_Plane Game Object. These Game Objects will render each frame of animation on their surface, and then destroy themselves.