

# RETRO ARSENAL v1.0.7

Documentation by Kenneth Foldal Moe (Archonor VFX) - 30th December 2025

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## Render Pipelines & Setup

For all render pipelines, import the latest **Post Processing package** to achieve the intended VFX look.

### Built-in Render Pipeline (2D & 3D)

Retro Arsenal works with the **Built-in Render Pipeline** by default.

### Universal 3D

For URP 3D projects, import the **Retro Arsenal URP (Unity Version #)** package from the **Retro Arsenal/Upgrade** folder. This replaces shaders, materials, and demo prefabs with URP-compatible versions.

### Universal 2D

Warning: Support for this pipeline is limited and the VFX may render incorrectly. There are currently two experimental patches you can try after using the URP upgrade.

First off, import the **Retro Arsenal URP (Unity Version #)** package, then you can try one of the patches:

- A) **Retro Arsenal URP (2D Fix)** - This asset upgrades the shaders to 2D Unlit shaders, but colors and bloom values may have to be adjusted per effect.
- B) **Retro Arsenal URP 2D Shaders (6000-0-23f1)** - This uses a variant of the 3D Unlit shaders, but retains the correct color information.

## Finding & Browsing Effects

All effects are located in **Retro Arsenal/Prefabs**, organized into three categories: **Combat**, **Environment**, and **Interactive**. You can preview any effect by dragging it into your Scene.

For more efficient browsing, add the demo scenes from **Retro Arsenal/Demo/Scenes** to the [Build Settings](#), open a scene, and press **Play**. Use the in-game button row at the bottom of the screen to switch between scenes.

For a more complete overview, the **R\_Library** scene includes over 200 effects available to preview in Play mode.

## Instantiating effects

In some cases you can simply drag and drop the effect into the scene, otherwise you will have to [instantiate](#) them through a script. This basic ClickExplode script shown below does two important things:

1. Instantiate your effect of choice at the GameObject it is attached to when left clicking
2. Delete the effect from the scene 5 seconds after it has been instantiated and is done playing

```
using UnityEngine;
using System.Collections;

public class ClickExplode : MonoBehaviour
{
    public GameObject myVFX;

    void Update()
    {
        if (Input.GetKeyDown(KeyCode.Mouse0))
        {
            SpawnEffect();
        }
    }

    void SpawnEffect()
    {
        GameObject spawnedVFX = Instantiate(myVFX, transform.position, transform.rotation) as GameObject;
        Destroy(spawnedVFX, 5f);
    }
}
```

## Scaling effects

To scale an effect while it is inside a scene, you can simply use the default **Scale Tool**. You can also select the effect and type in your new **Scale** in **Transform** in the Inspector. In most cases you will want to keep the scale uniform. If the scale is not uniform, meshes used for the effects may appear to be skewed.

The effects in Retro Arsenal consists almost entirely out of **Particle Systems** which have their **Scaling Mode** set to **Hierarchy**. This lets you scale the effects easily without having to change the Start Size values on multiple sub-particle systems.

This does however mean that some parts of the effects such as **Point Lights**, **Trail Renderers** and **Audio Sources** may have to be manually adjusted afterwards if you scale an effect, as Transform does not affect them.

## Extra scripts

In the **Retro Arsenal/Scripts** folder you can find some scripts to further help you customize the effects.

**RetroStaticBeamScript** - Spawns and loops a continuous beam effect with a variety of settings

**RetroPitchRandomizer** - When attached to a GameObject with an Audio Source, it will randomize the pitch of the sound effect, and may help some sounds from becoming repetitive

## FAQ

**Q: Can I use this asset in my commercial game?**

A: Yes! Most assets from the Asset Store often use the same license. Read more [here](#) or check the [EULA](#).

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**Q: Where is X effect in the asset folder?**

A: There are a lot of prefabs in this project, please use the Search function or check the Library scene which contains most of the effects.

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**Q: Will this asset be available in HDRP?**

A: At the moment this is not planned.

# Contact & Links

## **Unity Asset Store**

Browse more of my VFX assets

<https://assetstore.unity.com/publishers/8569>

## **Support & Documentation**

For technical support, bug reports, and general questions

<https://archanor.com/support.html>

## **Refunds (Unity Asset Store)**

Refunds are handled directly by Unity. See their official refund policy and request form

<https://support.unity3d.com/hc/en-us/articles/205060439-How-do-I-request-a-refund-on-an-asset->

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