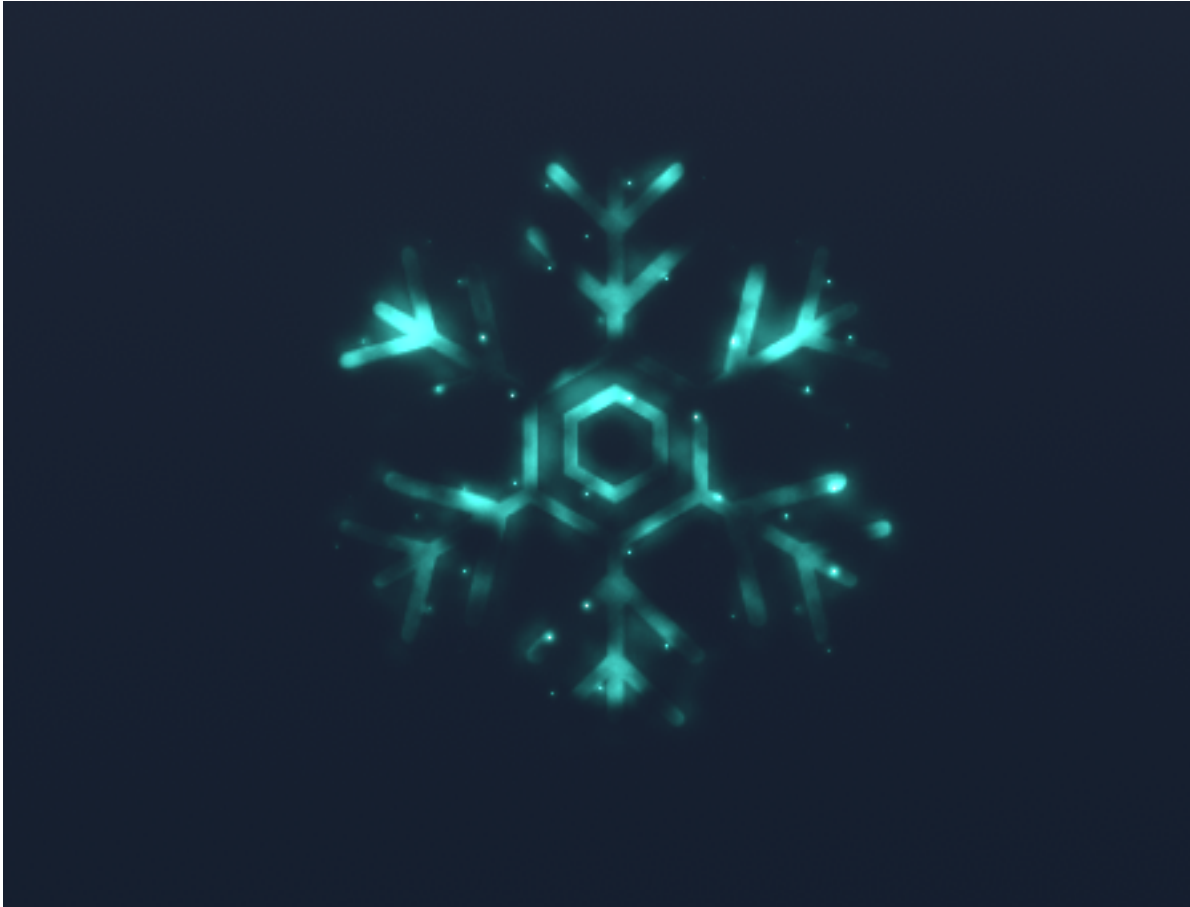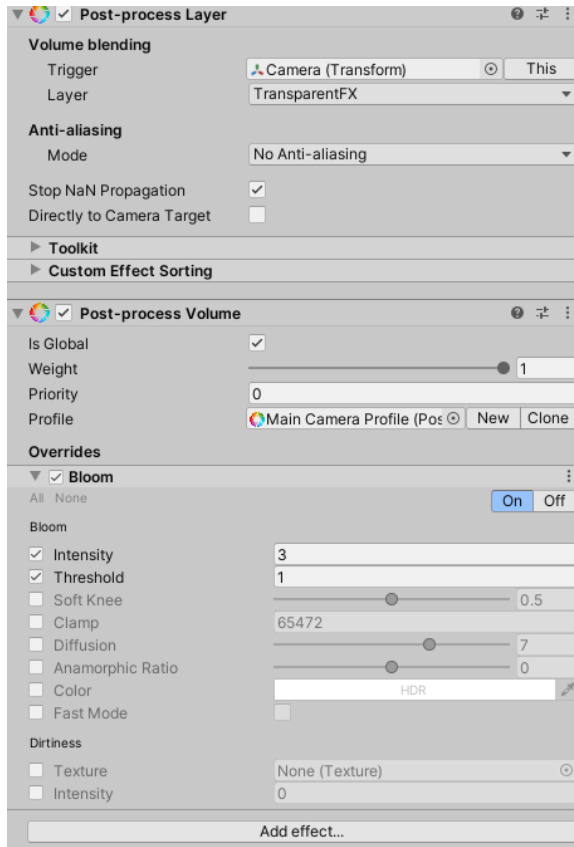# Documentation

This Shader can help you to make textures have more layers of variation in particle systems.

Demo Sence Setting
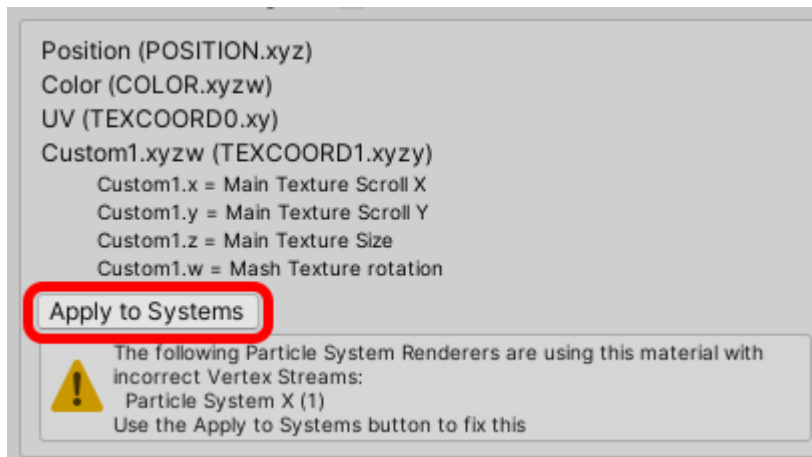
Precaution

1. Install "Post Processing" in Package Manager
2. Setting Camera

Base Setting

1. Click the button after placing the material in the particle system

Position (POSITION.xyz)
Color (COLOR.xyzw)
UV (TEXCOORD0.xy)
Custom1.xyzw (TEXCOORD1.xyzy)
    Custom1.x = Main Texture Scroll X
    Custom1.y = Main Texture Scroll Y
    Custom1.z = Main Texture Size
    Custom1.w = Mash Texture rotation

Apply to Systems

⚠ The following Particle System Renderers are using this material with incorrect Vertex Streams:
  Particle System X (1)
Use the Apply to Systems button to fix this

2. Enable Custom Date in particle system

✓ Custom Data

Custom1	
Mode	Vector
Number of Components	4
X	0
Y	0
Z	0
W	0

Custom2	
Mode	Disabled

Lite Particles Shader

- Main Texture

  The main texture can be controlled by Coustom Date.

- Move Speed

  [X Move Speed] and [Y Move Speed] for texture move speed.

- Light

  Brighten selection range.

- Light Gain

  brightening intensity.

- Rotation

  Rotate the texture orientation.

- EmissionGain

  enhance the texture.

- Mask Texture

  Use Texture to mask.