



Documentation

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Scripts

Main Scripts

Scripts/ZippyLights2D	Main ZippyLights2D script.
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Secondary Scripts

Demo/Scripts/ChildObjectBrowser	Disables and enables child objects to demonstrate effects one at a time.
Demo/Scripts/MoveToMousePos	Moves and rotates gameobject smoothly towards mouse target position.
Demo/Scripts/Rotate	Rotates a gameobject.
Demo/Scripts/TextMeshFPS	Displays Frames Per Second on a text mesh object.

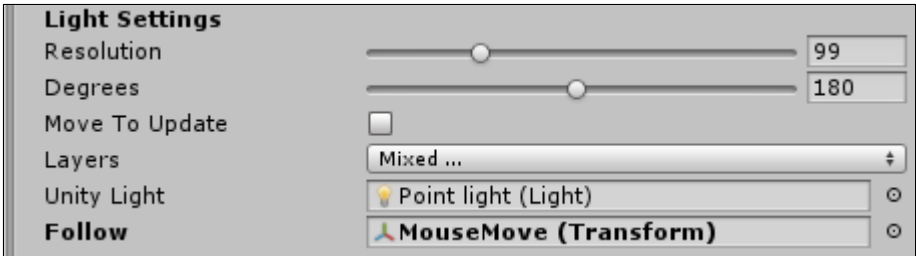
External Resources

Demos

Properties

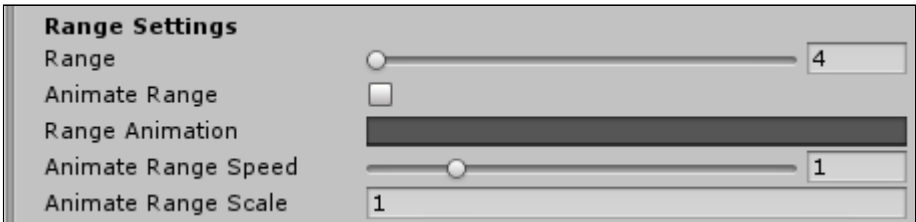
Light Settings

Resolution	How many rays and points the light emits.
Degrees	Light area degrees. 360 = full circle.



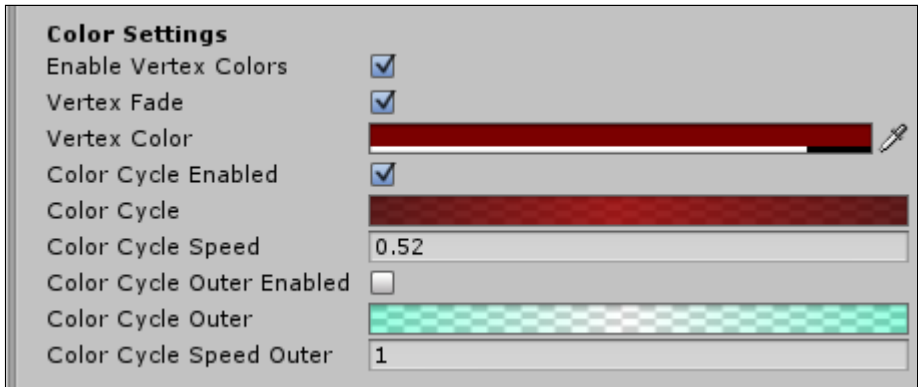
Range Settings

Range	How far the light travels.
Animate Range	Enable range animation.
Range Animation	How to scale range over time.
Range Animation Speed	How fast to play the range animation curve.
Range Animation Scale	Animated light distance.



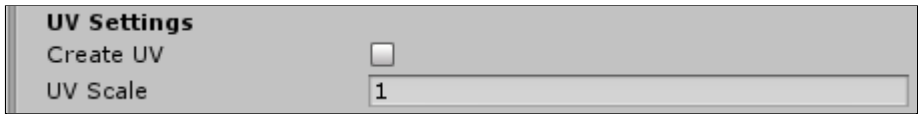
Color Settings

Enable Vertex Colors	Apply colors to mesh.
Vertex Fade	Fade edge transparency of mesh colors.
Vertex Color	Main color of mesh.
Color Cycle Enable	Enable mesh color animation..
Color Cycle	Colors to apply over time.
Color Cycle Speed	How fast to cycle colors over time.
Color Cycle Outer Enabled	Enable mesh color animation for edge of mesh.
Color Cycle Outer	Colors to apply over time.
Color Cycle Outer Speed	How fast to cycle outer colors over time.



UV Settings

Create UV	Enable UV generation in mesh.
UV Scale	Size adjustment of mesh UV.



Noise Settings

Noise	Randomize positions of mesh verts.
Noise Delay	Delay between each randomization.



Sort Settings

Sorting Order	Sprite sorting layer.
Sorting Layer	Sprite sorting layer.

Sort Settings

Sorting Order

1445

Sorting Layer

Particle Settings

Particles	Particles emitted when a light ray hits something.
Particle Emit Delay	Delay between each particle emit.
Particle Ray Amount	How many rays emit particles.
Particle Emit Amount	How many particles to emit.
Particle Range Limit Min	Minimum distance light have to travel to emit particle.
Particle Range Limit Max	Maximum distance light can travel to emit particle.

Particle Settings

Particles

Particle System (Particle System)

Particle Emit Delay

0.044

Particle Ray Amount

0.1

Particle Emit Amount

1

Particle Range Limit Min

0.05

Particle Range Limit Max

5

Light Time

0

Editor Settings

Update In Editor	Sometimes generates an approximate version of the light in the editor.
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Editor Settings

Update In Editor

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Customizing

Play Mode Editing

The easiest way to customize the lights is to do so while the game is running. Use an existing ZippyLights2D prefab, run the game, edit the properties. Once the desired result is achieved, drag the ZippyLights2D gameObject to a folder in the Project window. This will create a new prefab with the properties of the light while the game was playing.