

Adam deGrandis' Toon Effects Pack

version 1.0



A Note From Adam

Thanks for purchasing the Toon Effects Pack! If you like these effects and need additional artwork or art consulting on your game, don't hesitate to get in touch with me through my website, www.adamdegrandis.com. Thanks again!

Installation of the Toon Effects Pack

- 1) Drag or copy/paste the "ToonEffectsPack" folder included in the .zip to the game\art\shapes\particles\ directory of your project.
- 2) Drag or copy/paste the "ToonEffectsPackScripts" folder included in the .zip to the game\art\datablocks directory of your project
- 3) Finally, add these lines to your datablockExec.cs file, found in game\art\datablocks.

```
// Load the Toon Effects Pack  
exec (".ToonEffectsPackScripts/ToonEffectsExec.cs");
```

After these steps, the Toon Effects Pack will be installed and ready for use.

Use of the Toon Effects Pack

The following are the names and brief descriptions of all the ambient emitters included in the pack. Consult the official documentation for help adding emitters to your level.

ToonSmokeWhiteSmallEmitter – A small plume of white smoke

ToonSmokeWhiteBigEmitter – A large plume of white smoke

ToonSmokeBlackSmallEmitter – A small plume of black smoke

ToonSmokeBlackBigEmitter – A large plume of black smoke

ToonSmokeLitSmallEmitter – A small plume of smoke that's being lit by an underneath light source

ToonSmokeLitBigEmitter – A plume plume of smoke that's being lit by an underneath light

source

ToonFireSmallEmitter – A small fire emitter

ToonFireBigEmitter – A large fire emitter

ToonSparkleSmallParticle – An ambient gold sparkle effect, good for collectable items or treasure

ToonSparkleBlueSmallParticle – An ambient blue sparkle effect

ToonSparkleRedSmallParticle – An ambient red sparkle effect

ToonSparkleGreenSmallParticle – An ambient green sparkle effect

The following are the names and brief descriptions of all the explosion datablocks. These can be added to the “explosion” field in things like projectile or vehicle datablocks.

ToonStandardSmallExplosion – A small fire-and-smoke explosion

ToonStandardBigExplosion – A large fire-and-smoke explosion

ToonPuffSmallExplosion – A small smokey/cloudy burst with stars

ToonPuffBigExplosion – A large smokey/cloudy burst with stars

ToonBurstSmallExplosion – A small, bright burst. Good for projectile/melee impacts.

ToonBurstBigExplosion – A large, bright burst

ToonSplashSmallExplosion – A small water splash

ToonSplashBigExplosion – A large water splash

Frequently Asked Questions

Q: This pack is great, but it'd be better if it had [effect suggestions]. Any chance that's going to be added in the future?

A: I'm always interested in suggestions for content ideas straight from developers using my content packs. If you have a suggestion, get in touch with me through my website, and it will be considered for a future update or future pack.