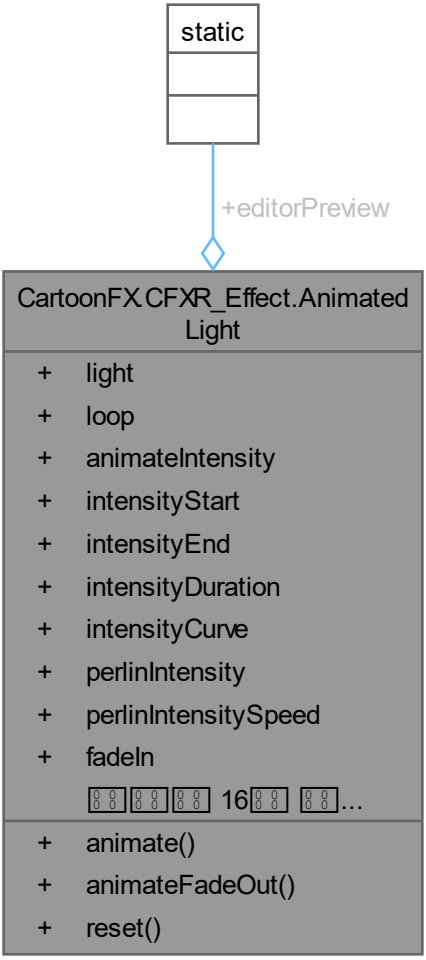
static
+editorPreview
CartoonFX.CFXR_Effect.Animated Light
+ light
+ loop
+ animateIntensity
+ intensityStart
+ intensityEnd
+ intensityDuration
+ intensityCurve
+ perlinIntensity
+ perlinIntensitySpeed
+ fadeIn
16...
+ animate()
+ animateFadeOut()
+ reset()