# Beams Pack Setup Tutorial

Hi, thank you for purchasing this Beams Pack, I hope you enjoy it!

Before using this package, there's a few features I would like to cover to ensure that you use this package effectively. Firstly, within the VFX Graph, a couple of blocks require a shader, these should be already assigned, however, in some Unity versions a feature needs to be enabled:

> ➢ Edit – Preferences - Visual Effects – Experimental Operators/ Block
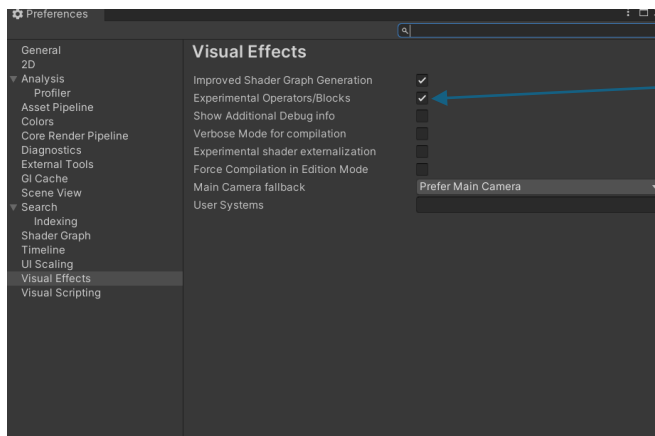
VFX Graph:

Within the "LaserBeamShader" shader, there are two "Texture2D" properties with no texture assigned. Ignore this, the suitable texture is assigned within the VFX Graph:
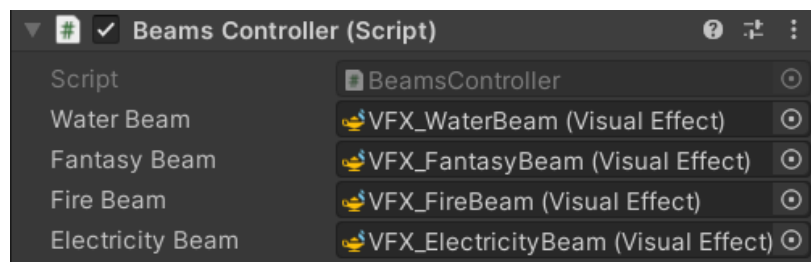
Within the Inspector, I have created some Properties which I believe are some features that can be adjusted to personal preference, such as size, the lifetime, color etc. You can locate these Properties on each VFX:
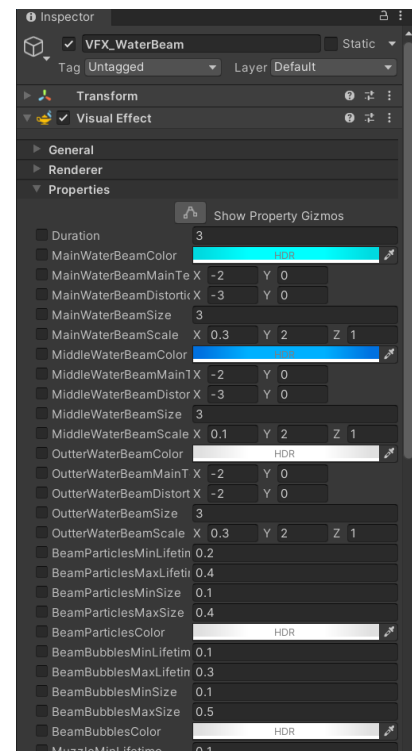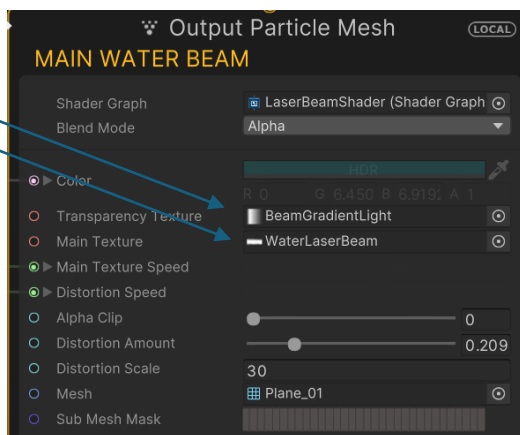
C#

Finally, within the Demo Scene, there is an empty Game Object with a C# script applied named, BeamsController. The purpose of this script is to test and play the Beams. To play the effects ensure that:

- ➢ The script is applied to a Game Object
- ➢ Each Beam is attached to the corresponding slot (as seen below)
- ➢ Press "E" to play the Water Beam
- ➢ Press "F" to play the Fantasy Beam
- ➢ Press "G" to play the Fire Beam
- ➢ Press "C" to play the Electricity Beam

# ✓ Beams Controller (Script)	❷ ⇄ ⋮
Script	▣ BeamsController ⊙
Water Beam	🖎 VFX_WaterBeam (Visual Effect) ⊙
Fantasy Beam	🖎 VFX_FantasyBeam (Visual Effect) ⊙
Fire Beam	🖎 VFX_FireBeam (Visual Effect) ⊙
Electricity Beam	🖎 VFX_ElectricityBeam (Visual Effect) ⊙

This should cover everything you need to set up the effects. If you have any questions or concerns, please email me at 23matt09@gmail.com. Once again, thank you for purchasing the Beams Pack, and please feel free to leave a review on the Unity Asset Store.